

VANDLAR

Rule Book

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Table of Contents

Chapter One - Getting Started.....	3
Chapter Two - Races.....	4
Chapter Three - Classes.....	8
Chapter Four - Skills.....	9
Skill Points.....	9
Skills.....	9
Teaching.....	Error! Bookmark not defined.
Racial Skills.....	10
Weapon Skills.....	11
Fighting Style Skills.....	Error! Bookmark not defined.
Combat Skills.....	12
Scholarly Skills.....	16
Trade & Craft Skills.....	17
Magic Skills.....	18
Dragon Magic Skills.....	19
Chapter Five - Magic.....	21
Elementalism Spell Effects.....	22
Mysticism Spell Effects.....	23
Order / Chaos Spell Effects.....	24
Meditation.....	28
Ritual Magic.....	28
Ritual Components.....	28
Ritual Casting.....	29
Ritual Effects.....	29
Thaumaturgy.....	33
Effect Groups.....	35
Chapter Six - Combat.....	38
The Four Basic Rules.....	38
Combat.....	38
Hit Points.....	40
Dying and Death.....	40
Resurrection and Permanent Death.....	41
Monster Abilities.....	42
Chapter Seven - Armor and Weapons.....	46
Armor.....	46
Shields.....	47
Weapons.....	47
How to Make a Weapon.....	49
How to Make a Shield.....	49
Chapter Eight - Production & Treasure.....	50
Equipping a Character.....	50
Production Skills.....	50
Production Items.....	50
Shops.....	53
Advanced Production Skills.....	53
Magic Items.....	57
Favor.....	57
Appendix.....	59
Alchemical Substances.....	59
Production Charts.....	60

Chapter One - Getting Started

Welcome to Vandlar LARP! This book will bring to you many choices concerning your time spent in our game world. Do you want to play a conniving Imaran spell caster? Maybe an uneducated but honorable Ogre-kin warrior more suits your style? Perhaps only the thought of playing a misunderstood Halfling thief scratches your roleplaying itch. Regardless of what you choose to play, the most important part of creating your LARP persona is a well-constructed character concept and engaging character history. Included in this should be your character's feelings towards other races and their opinions on important issues. It should also include their goals and aspirations. Any member of the plot staff is more than willing to discuss these things with you, as it can only serve to make our game world into a more immersive environment. Also, other players are a valuable source of information about the game world and important events in it, as many of them have helped to shape it.

After you have your character concept down, you will need to select a race and class for your character. The benefits of each race, as well as a general overview of each can be found in **Chapter Two**. Class information is located in **Chapter Three**.

Once these two selections are made, you will need to select your character's skills. They determine what you can or cannot do from a rules standpoint. The skill system, as well as our advancement system, is detailed in **Chapter Four** which contains descriptions and skill costs for all of the game's skills.

Even if you elect to create a character that does not have the ability to cast spells, you should still read **Chapter Five**. It focuses on magic, but knowing what spells cause what effect helps the game flow better and keeps the environment more immersive.

Chapter Six covers our combat system and also details a lot of related rules that are important for interacting in the game world, including the rules on death and dying as well as monster abilities. It also covers several of the more basic concepts of role-playing and LARPing that someone new to the genre may not be aware of. It opens with a short description of the Four Basic Rules of LARP, which are the most vital for any player of the game. If you have no intention of reading any other

part of this book, turn to page xx, and read them. Everything else can be learned during play.

Chapter Seven provides information on the armor and weapons that we use in our game. Our armor system is discussed in depth and detailed instructions are provided for creating a long sword (as well as ways to modify the design) and a shield.

Chapter Eight provides information on our production system and also talks about treasure, what it is, how to get it and what to use it for! It also details magic items and Favor, which are given in exchange for donations provided to the game. This chapter is essential for all players, but especially for anyone playing a character with one (or more) production skills.

Your First Event

At your first event you will need to have your character created in our character database by a member of our logistics team (unless you have taken care of this previously, either in person, or thru e-mail). You will also need to pay any event fees and registration costs that are due. The logistics team will enter your character information and print you out your character card. It lists basic information about your character such as race, class, level, experience, deaths, body, skills, levels of spells, etc. This information defines what your character can do. You cannot use any skills that are not listed on your card. Should someone do something that seems unbelievable you can ask to have a marshal check their card. Likewise, a marshal may ask to see your card for any number of reasons. It is simply a way of keeping track of what someone can do In Game.

Along with your character card, you'll be given a battle board. The battle board is a checklist of all of your skills and abilities. Any time you use a skill, you will need to mark off its use on your battle board. As a new character you will also receive item tags for starting equipment (based on what physreps you have as well as your skills), as well as a few coins. Some other skills allow you to get other things at logistics, profession skills will give you coins and production skills will allow you to create items, depending on which production skill(s) you have selected.

Chapter Two - Races

One of the first things to consider is what race you want your character to be. In Vandlar there are many different races, each with their own benefits. Your character's race will influence your character in many ways. Some races can learn regular skills easier or have access to special racial abilities. Each race will have its own view of the In Game world, just as they will have their own cultures and customs. Most races require some kind of makeup or prosthetic, as well as specific role-play requirements that must be followed. The following is a brief explanation of each race.

BARBARIAN

Barbarians are an uncivilized and wild people. They are superstitious and often wear charms to improve their luck. They tend to be less educated and are fearful of things that they do not understand. The idea of casting chaos however often doesn't bother them. When playing a barbarian it is important to act unrefined and savage. They wear furs and poorly made clothing and tend to have very bad manners, they do however value honor and strength. Barbarians are raised in a culture that values bravery almost to the exclusion of all else and can purchase *Resist Fear*. Known for their savagery they also pay one less build for the *Slay* skill. Some barbarians are able to enter a *Racial Rage*. This allows them to continue fighting when others would have fallen.

DARK ELF



The concept of honor is the single most important feature of a Dark Elf's life. A Dark Elf will do whatever is needed to regain their honor if it is lost, even kill themselves. They all have pointed ears like elves, but are easily distinguished by their black skin and white hair. They are creatures of the underground and have a strong dislike for the sun, often going veiled during daylight hours. Dark Elves are very serious and always act with a purpose. They tend to distrust surface races and are reclusive, not often interested in the affairs of others. Dark Elf culture prizes the art of swordsmanship and it is rare to find one who has not mastered the use of at least one type of sword. Their main competition in their native environment is a snakelike race known as the Naga. Countless years of conflict with these creatures has resulted in the Dark Elves' ability to generate a *Racial Elemental Blade*, as most Naga have a weakness for certain elements. Dark Elves themselves have a strong resistance to magic, which allows them to purchase the

skill *Resist Magic*, and due to their highly martial culture they spend one less skill point to learn *Assinate*.

DRYAD

Dryads have existed since the first trees stretched their branches skyward. They usually congregate in small groups and tend to socialize most closely with the elves. Dryads abhor chaos and will hunt necromancers to their permanent deaths. All dryads are somewhat plantlike in appearance and have vines or leaves growing from their hair. Some even have bark covering their skin. Due to their connection with the forest, Dryads are more proficient in creating alchemical substances and pay one less skill point for the skill *Alchemy*. They also possess a strong resistance to binding magic and can purchase the skills *Resist Binding* and *Racial Release*.

DWARF



Dwarves are a creative, hardworking and sturdy race. While the name may lead others to think that they are small, the only thing that actually distinguishes Dwarves from other races is their beards; even the female Dwarves have them. Dwarven appreciation of fine craftsmanship is reflected in their ability to buy *Smithing* for one less skill point per level. Exposure to extreme temperatures and harsh climates has given Dwarves the ability to purchase the skills *Resist Element* and *Racial Toughness*. Dwarven desire extends beyond just material wealth to include the finer things in life, like a good meal and a well-told story. It is rumored that Dwarves once ruled wealthy underground cities before wars with trolls scattered their people. There might be some truth to this given that

Dwarves harbor a deep hatred of trolls and almost always attack them on sight.

ELF

Elves are a long-lived and ancient race. They are set apart from most other races by their pointed ears. Elves place great value on knowledge and will always attempt to look for a peaceful solution and consider the long-term effects of their actions, often considering the “younger races” reckless and ignorant. This isn’t to say Elves can’t or won’t fight, simply that they see it as a last option. Due to their natural agility, elves pay one less skill point for the skill *Dexterity Armor*. They also have a natural resistance to magical curses and can purchase *Resist Curse* and *Racial Remove Curse*.

GYPSY



The most important aspect of gypsy life is family. The gypsies have enormous loyalty to their people, treating each as a family member. Gypsies do not generally settle down in one area and are constantly on the move. They are known to set up camps on major trade routes and outside of highly populated towns selling their wares, telling fortunes, and when the opportunity presents itself, relieving people of their valuables. Gypsy clans are ruled by their elders with the eldest male of the clan being much like a king. They refer to this man as “Papa”. The legal structure of each clan is set by the council of elders and approved by the Papa. In meetings, the clan members all have a voice regardless of rank, but the Papa has the final say and any Gypsy who is loyal to his clan will not disagree. Gypsies have the ability to bestow curses upon others, and can buy the skill *Racial Curse*. Additionally they have grown resistant to these types of magics and can buy *Resist Curse*. Gypsies have a habit of fashioning small charms and trinkets and pay one less skill point for *Talisman Making*.

HALFLING



Halflings, much like Dwarves, love the finer things in life. Good food and comfortable living is what interests them. To other races this often makes them seem lazy or greedy, but Halflings are a truly resourceful people. Halflings are deceptively quick and hardy and can buy *Racial Dodge* and *Resist Poison*. They often take well to the stealthy arts of combat and pay one less skill point for levels of *Trap Making*. You can always spot a Halfling by their long, bushy sideburns.

HUMAN

Human culture is varied and diverse and is the dominant culture on the continent. Due to their adaptability, human characters are granted an additional 10 SP which is figured outside of skill point progression.

IMARA



The Imara are shrouded in mystery. This race has long kept itself apart from the others, dwelling somewhere over the sea. Before coming to Vandlar, their society knew nothing of evocation magics. They have very strong negative feelings towards it and those of the Imara who openly cast those spells are considered aberrations by the rest of the race and are hunted down and killed. The Imara value strength of character and dedication to purpose, though these purposes may not always be considered good by the rest of the world. The Imara appear very similar to humans but all have facial markings. These markings are relatively stable for an individual both in color and design, but individual members of the race will have different colors and patterns. Whether it is due to lack of exposure

or some other mysterious reason Imara have developed a natural resistance to Evocation spells, and can purchase *Resist Evocation*. As most Imara who study magic have turned to the study of Order magic they find *Potion Making* quite easy to learn and pay one less point for this skill. The Imara's close connection to the plane of Order allows them to purchase *Racial Bless*.

MONSTER KIN



Throughout history there have been many periods of both war and peace between the monstrous and civilized races.. Both of these situations have resulted in a mingling of these races. Most of these "half races" are mildly tolerated by mainstream society, though often they are relegated to the outskirts. The four races that have managed to create any kind of substantial population are the bugbear-kin, the ogre-kin, the orc-kin, and the troll-kin. Each of these races must wear full makeup, though the color differs based on their monstrous heritage.

Bugbear-kin are brown and can purchase *Resist Poison* and *Racial Fear* and pay one less skill point for *Stun*.

Ogre-kin are yellow and have a severe hatred for Undead. They can purchase *Resist Chaos*, and *Racial Turn Undead* and pay one less skill point for *Maim and Stun*

Orc-kin are green and can purchase *Resist Fear* and *Racial Strength* and pay one less skill point for *Blade Furry*

Troll-kin are grey and can purchase *Resist Magic* and *Racial Toughness* pay one less skill point for *Sunder*

MYST-BORN

The Myst-born are a race descended from the remnants of the Fae that chose to remain in the mortal world when the rest of their kind were cast out at the end of the Undying War. While there are several bloodlines of Myst-born, all share certain characteristics. All Myst-born have a fierce desire for freedom, both for themselves and for others. Whether it is gnoll slavers attempting to kidnap others for work in a mine or spellcasters with a tendency to magically command their enemies, the Myst-born are their enemies. The Myst-born all have horns protruding from

the heads with the color indicating their particular heritage, though the positioning and size varies for individuals. The Myst-born are split into five separate groups based on their ancestry, but all of them pay one less skill point per level of the *Profession* skill.

The Satyr-born share the blood of their namesakes and tend toward excess. They have brown horns and can purchase *Resist Command* and *Racial Awaken*.

The Leanansidh-born are the artists of the Myst-born and have blue horns. They can purchase *Resist Chaos* and *Racial Remove Curse*.

The Urisk-born are descended from nature Fae and have green horns. They usually prefer a solitary existence. They can purchase *Resist Element* and *Racial Release*.

The Shuah-born have a strong connection with the Dark Fae and the Shadowrealms and have black horns. They can purchase *Resist Curse* and *Racial Fear*.

The Fir Dana-born are the warriors of the Myst-born and have red horns. They are usually mischievous and prone to mood swings. They can buy *Resist Fear* and *Racial Strength*.

TRIAN

There is much speculation on the origin of the Trian race. Some believe that they journeyed here long ago from another plane while others believe that they simply hid to themselves underground. Regardless of where they come from the Trian are unparalleled masters of Elementalism and nearly all of them at least dabble in this art. Trian tend to be distant from others, even those of their own race. The Trian appear much like humans but each of them has some kind of gemstone embedded in their forehead. While it is not unheard of for a Trian laugh or weep, it is a great rarity. They have a strong resistance to magics and effects which might alter their emotional state and can buy *Resist Alteration*. The Trian connection with Elementalism allows them to pay one less skill point per level for *Scroll Making* and to purchase *Racial Magical Armor*.

SCAVENGER



Scavengers often seem to be a cross between human and animal. They are a broad class of creatures and their racial advantages are as varied as they are. To play this race you

need to pick an animal to base your Scavenger on and then select any two racial abilities listed on the Racial Advantages table. These abilities must be justified based on the base animal's natural or legendary abilities, and are

to be approved by the heads of Plot & Rules, as well as the Owner. Additionally, all Scavengers can purchase the skill *Claws* in addition to their other two abilities.

Table 1 - Racial Advantages

Race	Advantages	Race	Advantages
Barbarian	Resist Fear Racial Rage -1 cost for Slay	Imara	Resist Evocation Racial Bless -1 cost for Potion Making
Bugbear-kin	Resist Poison Racial Fear -1 cost for Stun	Leanansidh-born	Resist Chaos Racial Remove Curse -1 cost for Profession
Dark Elf	Resist Magic Racial Elemental Blade -1 cost to Assassinate	Ogre-kin	Resist Chaos Racial Turn Undead -1 cost for Maim
Dryad	Resist Binding Racial Release -1 cost for Alchemy	Orc-kin	Resist Fear Racial Strength -1 cost for Blade Fury
Dwarf	Resist Element Racial Toughness -1 cost for Smithing	Satyr-born	Resist Command Racial Awaken -1 cost for Profession
Elf	Resist Curse Racial Remove Curse -1 cost Dexterity Armor	Scavenger	Claws Any two Racial skills or Resists
Fir Dana-born	Resist Fear Racial Strength -1 cost for Profession	Shuah-born	Resist Curse Racial Fear -1 cost for Profession
Gypsy	Resist Curse Racial Curse -1 cost for Talisman Making	Trian	Resist Alteration Racial Magical Armor -1 cost for Scroll Making
Halfling	Resist Poison Racial Dodge -1 cost for Trap Making	Troll-kin	Resist Magic Racial Toughness -1 cost for Sunder
Human	Plus 10 Skill points (Outside of skill point Progression)	Urisk-born	Resist Element Racial Release -1 cost for Profession

Chapter Three - Classes

After choosing a race you need to choose a Class. Your character's Class will determine how often they get hit points, how much armor they can wear, as well as the base cost for any skills they have. When you choose your class during the character creation process you are not locked into this selection. You can elect to change your class at any time prior to an event. This does not let you alter the skills that you have, it will simply change the amount of skill points that you have to spend on those skills. However, you must have enough skill points to buy all the skills you currently have as your new class.

Warrior

From caravan guards and members of the local militia to blade masters with the might to cleave a troll in half with a single blow, warriors rely mostly on strength and skill-at-arms to achieve their goals. Warriors can easily learn many different tricks to use during combat. Warriors can wear up to 40 points of armor and receive one hit point for every five skill points they have.

Ranger

Woodsman, scout, and hunter are all different names for the Ranger. Combining the disciplines of Warrior and Knave, Rangers are good at both combat and stealth and tend to be opportunistic in battle in order to maximize the effectiveness of all their skills. Rangers can wear up to 35 points of armor and receive one hit point for every seven skill points they have.

Knave

Thief, assassin, master alchemist, jack-of-all-trades; these cover just a few of the possible paths of the Knave. Whether slipping quietly from shadow to shadow to sneaking behind the lines to poison the enemy the Knave needs to be quick of body and agile of mind. While they can hold their own in frontline combat Knaves truly excel at damaging their targets from behind. Knaves can wear up to 25 points of armor and receive one hit point for every nine skill points they have.

Adept

Mix the spells of a Mage with the skills of a Knave and you have the Adept. Though the Adept pays a bit more for some of their skills the combination of magic and

stealth can be powerful and makes up for the extra cost. Whether sneaking through a fight searching for fallen comrades to save with healing magic or using guile to destroy their enemies with elemental or mystic power the Adept is a truly valuable addition to any group. Adepts can wear up to 25 points of armor and receive one hit point for every thirteen skill points they have.

Mage

Whether healer, chaosmancer, elementalist or tribal mystic, mages are masters of the magical arts. Mages find it easier to learn spells than the members of any other class. Mages can also more easily learn the secrets of ritual magic and can be instrumental in the creation of magical items and effects. The time they spend studying, however, leaves Mages less able to withstand the rigors of armed combat. Mages can wear 15 points of armor and receive one hit point for every seventeen skill points they have.

Guardian

A cross between Mage and Warrior, the Guardian combines magic and combat skills to deadly effectiveness. Whether using healing magics to cure their allies and destroy the undead, using mystic power to weaken their foes, or using elemental power to destroy all in their path, Guardians are safe in the knowledge that they can fall back on their skill with their weapon when their spells run out. Guardians can wear up to 30 points of armor and receive one hit point for every eleven skill points they have.

Chapter Four - Skills

Now that you have selected a race and a class you will need to buy your starting skills. Skills represent the things that your character has learned to do. The amount of skills you can have depends on how many skill points you have.

Skill Points

As you play, your character will gain skill points after each event that you attend. The number of skill points you receive is dependent upon your character's level and how long the event you attend is. Your level can be determined by dividing your skill point total by ten and rounding down. Your skill point gain is equal to 15 divided by your current level and then multiplied by the number of days in the event. If you assist the game staff by NPCing the entire event you will gain a 50% bonus to the number of days used in the formula.

In addition to gaining skill points at events you can gain one extra game days' worth of points each month through redeeming Favor. These are usually referred to as monthlies and can be purchased for up to two characters.

You can also use your Favor to gain skill points from an event that you missed or even one you have attended. You can only purchase an event with Favor once and you cannot put the skill points you gain from this on the same character that received the skill points for attending the event. If you buy an event that you attended it will only provide half the number of Game Days' worth of skill points that it normally would.

There are more things you can do with Favor that are described in Chapter Eight.

Alternate Skill points

In addition to your normal skill points, you also gain skill points that can only be used on production skills. This is figured by taking your current skill point total and dividing by 8 (rounded up). EX: If you have 100 skill points, you will have 13 skill points available for production purchases. This in no way inhibits a player from spending normal skill points on production. A player with 100 skill points may spend their 100 skill points in any way they feel fit, including on production skills. They will also have an additional 13 skill points to spend on production skills. These alternative skill points may only be spent on production skills. If a player chooses not to purchase a production skill, the additional skill points will remain unspent.

Skills

All non-human characters start with 50 skill points (Humans get an extra 10 skill points), but how do you decide what skills to buy? Your character concept and

background can help with some of that decision. Some people find that the best thing to do is to plan out your character at high level and look at all the skills that you would like them to have. This can help greatly in deciding what skills to buy early on in your career.

First, let's take a look at the two main types of skills. Every skill is either a Per Day skill or a Continual skill. Per Day skills can be purchased multiple times and can be used a number of times per day equal to the number of times that you purchased them. You will find Per Day skills in almost every skill group, but they are most prevalent in magic. Per Day skills tend to be more powerful, but once used, they are gone until the next logistics session. Continual skills are skills that you can use indefinitely after only purchasing them once; At higher levels, Per Day and Continual skills tend to balance out. At lower levels it is important to pay attention to whether your skills are Per Day or Continual. It is a good idea to look at what skills you want in the long run and try to balance them in the beginning so that if you run out of Per Day skills you will still have Continual skills that you can use. Most Per Day skills have a Continual skill prerequisite, but they may not leave you with much to fall back on.

In addition, there are Production skills which allow you to create items. This is explained in Chapter Eight.

When you first start your character, you can buy whatever skills you want, as long as you purchase the prerequisite skills and don't exceed your starting skill points. Once you begin playing, you will need to be taught skills by other players and NPCs in order to spend your skill points on them. Also, you can choose to have your character learn a skill as a reward for NPCing an event.

Learning and Unlearning Skills

Skills that you purchase do not need to be taught to you in game although it is recommended that you role-play learning your skills from another player who also has the abilities you wish to learn.

It is also possible to remove skills that you have acquired. You may unlearn skills at a rate of 10 Skill points per month regardless of attendance. This amount can be increased by up to 5 additional points at plots discretion by submitting a corresponding BES.

Skill Descriptions

Racial Skills

The racial abilities you can buy are determined by your character's race. Unless otherwise indicated, all these skills may be purchased an unlimited number of times. All packet delivered Racial Abilities are considered arcane effects, and are not affected by and will not affect protectives. They can also be touch cast.

Claws - Allows a character to use claws. Claws are red and unaffected by *Corrosion*, *Disarm*, *Ruin*, *Shatter*, or *Destroy* effects and cannot be stolen or confiscated. Claws are retractable, taking as long to retract or extend as it takes you to draw or sheath the phys rep. If you lose the use of your arm you cannot use that claw. This skill gives you a claw for each hand. This skill may only be purchased once.

Racial Awaken - Allows a character to remove any and all command effects on another character, as per the *Awaken* spell, once per day per purchase. This is done by saying "Arcane Awaken," and throwing a packet at the target.

Racial Bless - Allows a character to grant 10 bonus body points, as per the *Bless* spell, once per day per purchase. This is done by saying "Arcane Bless," and throwing a packet at the target.

Racial Curse - Allows a character to curse a target with either a weakness, silence, or destruction effect once per day per purchase. This is done by saying "Arcane Weakness", "Arcane Silence" or "Arcane Destruction" and throwing a packet at the target.

Racial Dodge - Allows a character to use a *Dodge* once per day per purchase. This functions exactly like *Dodge*. This skill may be bought up to four times.

Racial Elemental Blade - Allows a character to grant the ability to swing an elemental carrier for one battle, as per the *Elemental Blade* spell, once per day per purchase. This is done by saying "Arcane Elemental Blade," and throwing a packet at the target.

Racial Fear - Allows a character to force an target to be unable to use skills against them and remain at least 10 feet away for 5 minutes as per the *Fear* spell, once per day per purchase. This is done by saying "Arcane Fear" and throwing a packet at the target.

Racial Magical Armor - Allows a character to grant 10 bonus armor points, as per the *Magical Armor* spell, once per day per purchase. This is done by saying "Arcane Magical Armor," and throwing a packet at the target.

Racial Rage - Allows a character to continue fighting while in their dying count once per day. If you choose to use this ability you must state, "Arcane Rage," as soon as you would normally enter your dying count. Your maximum body is immediately doubled and you are healed to your new maximum. You are also granted a damage reduction of 3 for the duration of the *Rage*. This will allow you to continue to fight as long as you have enemies to attack. Once the rage ends, you will immediately enter your death count. The rage can be ended in four ways: The character can end it voluntarily; the character reaches zero body; the character is prevented from fighting for more than 15 seconds; the character runs out of targets to attack. During the rage the character is immune to command effects.

Racial Release - Allows a character to remove all binding effects on a character, as per the *Release* spell, once per day per purchase. This is done by saying "Arcane Release," and throwing a packet at the target.

Racial Remove Curse - Allows a character to remove any curse effect, as per the *Remove Curse* spell, once per day per purchase. This is done by saying "Arcane Remove Curse," and throwing a packet at the target.

Racial Strength - This skill will increase your damage call by one for one handed weapons and 1.5 for two-handed weapons, just like the skill *Proficiency*. However, it does not count as a *Proficiency* for the purpose of skill pre-requisites or any other game function. This skill may be bought up to four times.

Racial Toughness - This skill increases the maximum body of a character by 2 points per purchase.

Racial Turn Undead - Allows a character to force an Undead target to be unable to use skills against them and remain at least 10 feet away for 5 minutes as per the *Turn Undead* spell, once per day per purchase. This is done by saying "Arcane Turn Undead" and throwing a packet at the target.

Racial Resists

It should be noted that for all of the following, the applicable shield spells will always go off before you have the option to use a Resist. All Resists are used by calling "Resist" if the attack is not stopped by a *shield* or other passive protection first.

Resist Alteration - Allows a character to resist any attack that includes an alteration effect once per day per purchase.

Resist Binding - Allows a character to resist any attack that includes a binding effect once per day per purchase.

Resist Chaos - Allows a character to resist any attack that includes a chaos effect once per day per purchase.

Resist Command - Allows a character to resist any attack that includes a command effect once per day per purchase.

Resist Curse - Allows a character to resist any attack that includes a curse effect once per day per purchase.

Resist Element - Allows a character to resist any attack with the word “elemental” in the verbal, once per day per purchase.

Resist Evocation - Allows a character to resist any attack that includes an evocation effect once per day per purchase.

Resist Fear - Allows a character to resist any attack that includes a *fear* effect once per day per purchase.

Resist Magic - Allows a character to resist any magic delivered attack once per day per purchase.

Resist Poison - Allows a character to resist any poison delivered attack once per day per purchase.

Table 2 - Racial Abilities

Racial Abilities	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Claws	2	2	2	2	2	2	Scavenger
Racial Awaken	2	2	2	2	2	2	Satyr-born, Scavenger
Racial Bless	1	1	1	1	1	1	Imara, Scavenger
Racial Curse	5	5	5	5	5	5	Gypsy, Scavenger
Racial Dodge	10	10	10	10	10	10	Halfling, Scavenger
Racial Elemental Blade	4	4	4	4	4	4	Dark Elf, Scavenger
Racial Fear	2	2	2	2	2	2	Bugbear-kin, Scavenger, Shuah-born
Racial Magical Armor	1	1	1	1	1	1	Scavenger, Trian
Racial Rage	5	5	5	5	5	5	Barbarian, Scavenger
Racial Release	3	3	3	3	3	3	Dryad, Scavenger, Urisk-born
Racial Remove Curse	3	3	3	3	3	3	Elf, Leanansidh-born, Scavenger
Racial Strength	12	12	12	12	12	12	Fir Dana-born, Orc-kin, Scavenger
Racial Turn Undead	2	2	2	2	2	2	Ogre-kin
Racial Toughness	1	1	1	1	1	1	Dwarf, Scavenger, Troll-kin
Resist Alteration	3	3	3	3	3	3	Scavenger, Trian
Resist Binding	4	4	4	4	4	4	Dryad, Scavenger
Resist Chaos	4	4	4	4	4	4	Leanansidh-born, Ogre-kin, Scavenger
Resist Command	4	4	4	4	4	4	Satyr-born, Scavenger
Resist Curse	3	3	3	3	3	3	Elf, Gypsy, Scavenger, Shuah-born
Resist Element	3	3	3	3	3	3	Dwarf, Scavenger, Urisk-born
Resist Evocation	3	3	3	3	3	3	Imara, Scavenger
Resist Fear	2	2	2	2	2	2	Barbarian, Fir Dana-born, Orc-kin, Scavenger
Resist Magic	6	6	6	6	6	6	Dark Elf, Scavenger, Troll-kin
Resist Poison	4	4	4	4	4	4	Bugbear-kin, Halfling, Scavenger

Weapon and Shield use

A character may use any weapon at its base damage without the need to purchase a specific skill. In addition, a character may use a shield, or two weapons (up to and including two long weapons). Please see page XX for weapon and shield size requirements.

Combat Skills

Combat Skills give characters additional options in combat, as far as how they attack their enemies. All per day weapon delivered Combat Skills can be swung until a valid hit is landed other than Blade Fury. If you change the skill you are using or call your regular damage the previous skill is considered to have missed. All per day weapon delivered combat skills can be defended against by *Parry*, *Dodge*, *Phase*, *physical shield*, *return* and *advanced physical shield* and are not affected by damage reduction, unless otherwise stated.

Assassinate - Allows a character to swing for a large amount of damage once per day. This skill must be delivered from behind unless you are using a ranged weapon. It is used by calling "X Assassinate" or "X <type> Assassinate," where X is equal to 10 times your number of backstabs plus 100. This skill can be purchased once per *Back Stab*.

Back Attack - Allows a character to swing for two extra points of damage when attacking from behind (able to see both shoulder blades), when using this skill with a bow/cross bow it adds one point of damage to your damage call, and when used with a thrown weapon it adds 1.5 damage for one battle per day.

Back Stab - Increases your damage call by two when attacking from behind (able to see both shoulder blades). When using this skill with a bow/cross bow it adds one point of damage to your damage call. When used with a thrown weapon it adds 1.5 damage. Four *Back Attacks* are traded in when buying *Back Stabs*.

Blade Fury - Blade Fury allows the user to swing 10X their normal weapon swing including the base damage of the weapon and not including non-skill enhancements for 3 swings. Each swing is considered a different attack for the purposes of defenses. Landing at least 1 swing prevents the player from recovering that skill by meditation. All 3 weapons swing must be used in succession within 3 seconds of each other and can be used on different targets. A weapon swing can be defended by the skills; evade, parry, dodge, phase, advance/physical shield and return. If

the skill is returned, the whole skill is returned and the skill is ended. Blade Fury can be purchased once for every two weapons proficiencies/backstabs. When purchased for every two weapon proficiencies it can be delivered from any direction. When purchased for every two backstabs, damage will be determined by whether or not they are behind their target. Damage will be multiplied based on their backstabs only if they are behind their target excluding ranged weapons. If they are in front of their target they will only multiply their normal base damage unless they also have proficiencies.

Critical Attack - Allows a character to swing for one extra point of damage with one handed weapons, or 1.5 points of damage with two handed weapons for one battle per day.

Destroy - Allows a character to attempt to destroy a two handed weapon or shield as per the *Destroy* spell, once per day. To use this skill you call "Destroy <item>" and strike your target in a legal striking area. This skill can be purchased once per two *Proficiencies* or *Back Stabs*.

Disarm - Allows a character to attempt to knock a weapon or item from a target's grasp, as per the *Disarm* spell, once per day. To use this skill you call "Disarm <item>" and strike your target in a legal striking area. The item cannot be picked up for ten seconds. This skill can be purchased twice per *Proficiency* or *Back Stab*.

Dodge - Allows a character to call, "Dodge," and avoid any targeted attack once per day. You must be free to move and conscious to use this skill. This skill can be purchased once per *Back Stab*.

Dexterity Armor - This skill grants armor points without having to wear armor. You must be wearing costuming to benefit from this skill. Dexterity Armor does not stack with any other form of armor points. Each purchase gives you 5 armor points, up to a maximum of 30.

Evade - Allows a character to avoid any regular weapon-delivered attack once per day by calling, "Evade." You must be free to move and conscious to use this skill. This skill can be purchased twice per *Back Stab*.

Intimidate - Target must stay 10 feet away from the caster. While under the effect of an intimidate, you cannot take any offensive action against the caster, but you can still use defensive abilities, and can block with your sword or shield. If the caster moves forward, the target will try their best to move away. The target must role-play being afraid of the caster. To use this skill you call "Intimidate"

and hit the target with a packet. This skill can be purchased once per *Proficiency*.

Maim - Allows a character to attempt to render one of the target's limbs unusable for 5 minutes once per day. To use this skill you call "Maim <limb>" or, "<type> Maim <limb>," and strike your target in a legal striking area. This skill can be purchased once per *Proficiency* or *Back Stab*.

Parry - Allows a character to stop any non-waylay physical attack once per day by calling "Parry." This skill can be purchased twice for each *Proficiency*.

Proficiency - Raises the damage of most weapons by one per purchase. Two handed weapon damage is increased by one and a half points per purchase (round down). Four *Critical Attacks* are traded in when buying a *Proficiency*.

Riposte - Allows a character to reflect any non-waylay physical attack back at the attacker once per day by calling "Riposte." An attack can only be Riposted once. This skill can be bought once per *Proficiency* or *Backstab*.

Ruin - Allows a character to attempt to ruin a one handed weapon as per the *Ruin* spell, once per day. To use this skill you call "Ruin <item>" and strike your target in a legal striking area. This skill can be purchased once per *Proficiency* or *Back Stab*.

Slay - Allows a character to swing for a large amount of damage once per day. To use this skill you call "X Slay" or "X <type> Slay," and strike your target in a legal striking area. X is equal to 10 times your number of *Proficiencies* plus 50. This skill can be purchased once per *Proficiency*.

Stun - Allows a character to make a target unable to walk, run or use game skills, smart effects or magic items for 5 seconds, once per day. To use this skill you call "Stun" or "<type> Stun" and strike your target in a legal striking area. This skill can be purchased once per two *Proficiencies* or *Back Stabs*.

Sunder - Allows a character to reduce all armor points on a target to zero once per day. To use this skill you call "Sunder" or "<type> Sunder" and strike you target in a legal striking area. This skill can be purchased once per *Proficiency* or *Back Stab*. Armor that has been sundered can be refit per the normal refit rules.

Taunt - This is a command effect. The target will fight the caster until one of you are dead, the caster decides to flee from the target, or if the caster prevents the target from

attacking them. This does not prevent the target from attacking others if they get in the way. This skill is packet delivered. To use this skill you call "Taunt" and hit the target with a packet. This skill can be purchased once per *Proficiency*.

Toughness - Raises a character's maximum body points by 2 points for each purchase. This skill may be purchased an unlimited number of times.

Waylay - Allows a character to knock an opponent unconscious for five minutes, once per day. To use this skill you must be behind your target and call "X Waylay" (where X is up to one plus your number of *Back Stabs*) and strike the target with the waylay tip of your weapon on the back. If successful, this damage goes straight to body. A helmet will protect against a waylay less than or equal to its armor rating. Waylay attacks can be *Dodged*, and *Phased* but are not stopped by a *Physical Shield* or an *Advanced Physical Shield*, and are affected by damage reduction. This skill may be purchased an unlimited number of times after buying one *Back Stab*.

Wear Extra Armor - Raises a character's armor limit by five points per purchase to a maximum of sixty armor points.

Advanced Skills

After attaining certain levels, new combat skills become available for purchase. Advanced skills will also have a set of prerequisites other than levels that must be met before purchasing them. These ancient skills are not easy to learn and are known only to the most powerful beings in our world and therefore cannot be easily taught. It is said that some Griffins, Phoenixes, and Dragoons (Warrior Dragons) are able to pass this knowledge to the mortal races, but will usually only do so as a reward for some type of favor. Advanced skills may also be learned in the Chamber. The complex nature of these abilities makes it impossible for the normal person to pass this knowledge along to other adventurers. These skills are also too complex to regain through meditation.

General Advanced Skills

Defenders Sacrifice – Allows a player state "Sacrifice" and take an effect delivered to a nearby (sword reach) ally. (Effects may still be defended)

Example

Balbanes stands next to Libras as Libras tells an obliterate

elemental bad jokes.... libras is hit with 3 Obliterates in row, Balbanes calls "Sacrifice, Dodge" 3 times to keep libras from being very dead.

Example 2

Vashrick and Kikori fight off A horde of goblins. Kikori gets hit several times so Vash activates his protection aura and Vash calls "Sacrifice ,Reduced" several times taking the damage of all the hits on Kikori

The prerequisites need only be met once. This skill can be purchased an unlimited amount of times upon reaching level 15 and purchasing any 5 defensive abilities.

Precision Strike - Once activated this skill will remain active for one combat or until the user is reduced to negative 1, enter their death count, or are targeted with an effect that causes them to lose game skills. While active, each time the user scores a successful hit against their target they are able to (must) swing one additional point of damage against that target. If the user switches targets they will revert to their normal damage for the first swing and must again start adding one point of damage for each swing. Example - Gregor the useless is fighting target A, he activates precision strike. Each time he hits his target he will add one additional point of damage to his swing. Half way through the fight he switches to target B. He must then revert to his normal damage, but Precision strike is still active. For each legal hit he makes on target B he will add one point of damage to his swing. Gregor defeats target B and then decides to refocus on target A. He is once again switching targets so he must start all over again at his normal damage. Gregor doesn't realize this but target A was fully healed while he wasn't watching and he is defeated, being dropped to Negative 1. The Precision strike skill is now expended. This skill can be purchased once for every 4 Profs or Backstabs after reaching level 20.

Strength of Body - For Each time this skill is purchased, a character may meditate for one minute to restore hit points equal to half of their current maximum total body. The pre-requisite need only be met once. After the first purchase the skill can be purchased an unlimited amount of times so long as the character has the available skill points. If the meditation is interrupted the skill is expended and no hit points will be restored without successfully meditating and expending another Strength of Body. This skill can be bought upon attaining level 15, having 3 Weapon Profs or Backstabs and 3 purchases of toughness/Racial Toughness.

Second Wind - During an encounter the user may renew, per the renew ability in the rulbook on a 5 count.". The renewed skills will go away at the end of the encounter. This skill can be purchased once for every 5 Prophecies or backstabs and after attaining level 20.

Warrior Advanced Skills

Earthen Fury - The user must plant their feet, following all rules of storm spells. The user will become immune to all binding; the user may not use any defensive skills but may use any and all offensive abilities and will swing double their normal damage. While this skill is active, if the user enters their dying count they will continue to stand and fight however their dying count will commence. The effect will be ended by the user moving their feet, using a defensive ability, such as a parry or dodge, or when they enter their death count. This skill may also be ended prematurely by a nullify. This skill may be purchased once for every four Slays after attaining level 20.

Earthen Stance - The user must plant their feet following all rules of storm spells. The user will become immune to all binding; the user may not take any offensive action but may use any and all defensive abilities. While this skill is active if the user enters their dying count they will continue to stand and defend however their dying count will still commence. The effect will be ended by the user moving their feet, using any offensive ability, including swinging their weapon and calling damage, or when they enter their death count. This skill may also be ended prematurely by a nullify. This skill may be purchased once for every four Slays after attaining level 20.

Heavy Blows – Allows the user to calculate their damage with a one handed weapon at 1.5 damage per proficiency and at 2 damage per proficiency with a 2 handed weapon. Heavy Blows will last until the end of the current encounter or until the user enters their death count. This skill can be purchased once for every 4 proficiencies and two slays after attaining level 20.

Preserve – Once active, the user may call preserve to avoid the effects of any two attacks of their choice for one encounter. If unused the skill is spent and cannot be recovered through meditation. This skill can only be used once per day. This skill can be purchased once ever after purchasing 4 Proficiencies and attaining level 20.

Knave Advanced Skills

Expose Weakness- Allows the user to swing the destruction carrier when striking the target from behind following all backstab rules. The destruction carrier can

also be used when attacking with a thrown weapon from any direction. Expose weakness will last until the end of the current encounter or until the user enters their death count. This skill can be purchased once for every 4 backstabs and 2 Blade Fury's after attaining level 20.

Hex Proof – The user of this skill is able to purge from their body any 1 curse effect other than pain and paralysis on a 5 count. The user simply counts rid curse 1, rid curse 2, rid curse 3, rid curse 4, rid curse 5. This skill can be purchased once for every 2 backstabs after attaining level 20.

Mimic – The user of this skill is able to absorb 1 physical attack that can later be used on another target. The attack will be calculated exactly the same as the absorbed attack even using the same carrier. Example 1 if hit with 20 Drain life the user would be able to absorb the attack and later

swing 20 drain life against someone else. Example 2. If hit with a magic stun, the user would be able to absorb the attack and later hit another target with the stun. The absorbed attack must be used by the end of the encounter in which it was absorbed. This skill can be purchased once for every 2 assassins after attaining level 20.

Smoke Screen – Once activated the user of this skill becomes no effect to all new attacks and effects for 30 seconds but can use no abilities or skills other than blocking. After the 30 seconds expire the user will continue to be unable to use abilities or skills other than blocking for an additional 60 seconds. The use of this skill will not negate effects that are already active. This skill can be purchased once for every 2 dodges after attaining level 20.

Table 5 - Combat Skills

Combat Skills	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Assassinate	8	2	2	3	8	8	One per Back Stab
Back Attack	6	3	3	3	8	6	Weapon Skill
Back Stab	30	18	15	18	40	30	Four Back Attacks
Blade Fury	3	3	3	4	12	4	One per 2 Profs or Backstabs
Critical Attack	3	3	5	6	8	3	Weapon skill
Destroy	3	3	3	3	8	3	One per Two Back Stabs or Proficiencies
Dexterity Armor	3	3	3	3	3	3	None
Disarm	2	2	2	2	8	2	Two per Proficiency or Back Stab
Dodge	8	6	5	6	8	8	One per Back Stab
Evade	3	3	3	4	8	4	Two per Back Stab
Intimidate	2	2	3	4	4	3	One per Proficiency
Maim	2	2	2	2	8	2	One per Proficiency or Back Stab
Parry	4	4	8	8	8	5	One per Proficiency
Proficiency	15	18	26	30	40	18	Four Critical Attacks
Riposte	5	5	5	6	8	6	One per Prof or Backstab
Ruin	2	2	2	2	8	2	One per Proficiency or Back Stab
Slay	3	3	8	8	8	5	One per Proficiency
Stun	4	4	4	4	8	4	One per Two Proficiencies or Back Stabs
Sunder	2	2	2	2	8	2	One per Proficiency or Back Stab
Taunt	2	3	3	4	4	3	One per Proficiency
Toughness	2	2	2	2	2	2	None
Waylay	5	2	2	2	5	5	One Back Stab
Wear Extra Armor	2	2	2	2	2	2	None

Table 5.5 - Advanced Combat Skills

Advanced Skills	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Defenders Sacrifice	1	1	1	1	4	1	Level 15, Any 5 Defensive skills
Earthen Fury	3	3	3	3	12	3	Level 20, Every 4 Slays
Earthen Stance	3	3	3	3	12	3	Level 20, Every 4 Parries
Expose Weakness	4	4	4	4	16	4	Level 20, every 4 Backstabs and 2 Blade fury's
Heavy Blows	4	4	4	4	16	4	Level 20, every 4 profs and 2 slays
Hex Proof	3	3	3	3	12	3	Level 20, Every 2 backstabs
Mimic	4	4	4	4	16	4	Level 20, Every 2 Assassinate
Precision Strike	5	5	5	5	20	5	Level 20, Every 4 Profs or Backstabs
Preserve	4	4	4	4	16	4	Level 20, Every 2 Ripostes
Second Wind	5	5	5	5	20	5	Level 20, Every 5 profs or backstabs
Strength of Body	2	2	2	2	8	2	Lvl 15, 4 Profs or Backstabs, 3x Racial/Toughness
Smoke Screen	3	3	3	3	12	3	Level 20, Every 2 Dodges

Scholarly Skills

Examine - Allows a character to determine what effects another character is under as well as their current body total. To use this skill you place a hand on or above the injured character's shoulder or torso, state "Examine" and ask questions. These questions are Out of Game and must be answered. They are limited to the following: "How many Body Points are you down? Are you <waylaid / diseased / weakened / silenced / pained / destructioned / putrefied / sleeping / paralyzed / unconscious / dying / dead>? How long until your <effect> wears off? How long until you die?" This is a process of elimination exam and will not tell you the cause of injuries. All questions and answers are out of game and may be done even if either character cannot talk. A conscious character may refuse and it may not work on beings with different metabolisms. This skill is free to all players.

First Aid - Allows a character to stabilize (Bring to zero body) another character who is dying (at -1 body). To use the skill you place a hand on or above the injured

character's shoulder or torso and state "first aid" at which point their dying count is paused. After an uninterrupted minute the injured character will be stable at zero body. If your attempt to stabilize is interrupted the count resumes unless first aid is restarted. Anything that causes you to remove your hand other than examine interrupts the skill. This skill is free to all players.

Profession - This skill provides a character with 1 silver piece per day of an event. This is a catch all skill and is meant to represent knowledge or ability in an area not covered by the skill system, for which your character receives income. When you purchase this you must specify what type of skill you are choosing. These skills may have minor effects in game at the discretion of plot or the encounter marshal. You may only have up to three different *Profession* skills.

Read Magic - This skill is the pre-requisite for all schools of magic.

Table 6 - Scholarly Skills

Scholarly Skills	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Examine	0	0	0	0	0	0	First Aid
First Aid	0	0	0	0	0	0	None
Profession	2	2	2	2	2	2	None
Read Magic	12	12	10	5	5	5	None

Trade and Craft Skills

Craft skills allow a variety of abilities, from the creation of arms and armor, alchemical substances and low powered magical items to the removal of traps and locks. All of the skills that provide production points are detailed in Chapter Eight.

Alchemy - Each level provides a character with five points for the production of alchemical substances per day.

Amulet craft - Allows a character to make amulets using components and gives you 5 production points for Talisman Making.

Brewing - Allows a character to make magical brews using components and gives you 5 production points for Potion Making.

Fetish Making - Allows a character to make fetishes using components and gives you 5 production points for totem Making.

Forging - Allows a character to imbue weapons and armor using components and gives you 5 production points for Smithing.

Potion Making - Each level provides a character with five points for the production of potions per day.

Rigging - Allows a character to create advanced traps through the use of components and gives you 5 production points for Trap Making.

Scribing - Allows a character to make scrolls though the use of components and gives you 5 production points for Scroll Making.

Scroll Making - Each level provides a character with five points for the production of scrolls per day.

Smithing - Each level provides a character with five points for the production of weapons and armor per day.

Talisman Making - Each level provides a character with five points for the production of talismans per day.

Totem Making - Each level provides a character with five points for the production of totems per day.

Trap Making - Each level provides a character with five points for the production of traps per day.

Transmutation - Allows a character to make unique alchemical substances using components and gives you 5 production points for Alchemy.

Table 7 - Trade & Craft Skills

Trade & Craft Skills	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Alchemy	3	3	3	3	3	3	None
Amuletcraft	3	3	3	3	3	3	10 levels of Talisman Making
Brewing	3	3	3	3	3	3	10 levels of Potion Making
Fetish Making	3	3	3	3	3	3	10 levels of Totem Making
Forging	3	3	3	3	3	3	10 levels of Smithing
Potion Making	3	3	3	3	3	3	None
Rigging	3	3	3	3	3	3	10 levels of Trap Making
Scribing	3	3	3	3	3	3	10 levels of Scroll Making
Scroll Making	3	3	3	3	3	3	None
Smithing	3	3	3	3	3	3	None
Talisman Making	3	3	3	3	3	3	None
Totem making	3	3	3	3	3	3	None
Trap Making	3	3	3	3	3	3	None
Transmutation	3	3	3	3	3	3	10 levels of Alchemy

Magic Skills

Magic skills allow characters to cast spells. All magic skills are school specific, and the school must be chosen at the time the skill is bought. All classes pay more to learn spells of more than one school. A further discussion of magic and magic skills is presented in Chapter Five.

<Level, school> Spell slot - Allows a character to cast a spell of the level and school specified once per day per purchase. You can memorize a lower level spell in any slot. Spell Slots are first purchased in a pyramid fashion.

If you wish to buy a particular spell slot you must first have two spell slots of the level below. Initially your options are limited. Your first 10 spell slots have to be purchased in a certain order. First you must buy two 1st level spell slots, then a 2nd level. Then you buy another 1st, another 2nd, then your first 3rd level. You'll continue this pattern for your first 4th level spell slot as well. Once you have a pyramid consisting of four 1st, three 2nd, two 3rd and one 4th level spell slots, some options open up for you.

Now you can either build quickly to higher level spells or you can reach the higher levels more slowly but have a wide base of lower level spells to cast. Neither method is better than the other, it's just a matter of deciding if you want lots of magic but less of the higher level spells or if you want to be able to cast more of the higher level spells.

If you choose to build the base of your pyramid, you'll keep buying spells as you have been and eventually will end up with a pyramid with nine 1st level spell slots all the way up to one 9th level spell slot.

From here you can continue to buy lower level spells, expanding your base or you can start buying more

powerful spells. A good place to start in this example would be the purchase of a fifth 6th level spell, and continue to buy up spells as described in the next example, ending up with a 9, 8, 7, 6, 5, 4, 4, 4, 4 column.

Your other option is to build columns instead and start aiming for the higher level spells. Starting from our 4, 3, 2, 1 pyramid listed earlier you next buy a fourth 2nd level, a third 3rd level, a second 4th level and then your first 5th. You would then repeat this pattern until you had four spell slots of 1st through 6th levels, three 7th level, two 8th level and one 9th level spell slot. You would then continue to buy spell slots up the column, buying your fourth 6th level slot, your third 7th level, and so on, until you had four of every level up to 9th. This is referred to as a "4 column."

From here you can either widen out the base of your column, building towards the previously mentioned ziggurat or you can buy additional columns of spells, starting with a fifth 1st level spell slot, then a fifth 2nd level spell slot, all the way up to a fifth 9th level spell, and ending with a "5 column." You can continue this pattern (or any of the others) as wide out as you want to.

You can eventually learn spells of all four schools. The process for buying these spells is the same as that for your primary school except you only have to buy a three column. It is difficult to learn other schools of magic, so these spells will cost you more skill points.

Ritual Magic <school> - Allows a character to use ritual scrolls and components to attempt to perform arcane rituals within a circle. Each school has specific rituals associated with it and there are rituals that exist in every school. Rituals will often result in powerful magic effects

or enchanted items. When you buy a level of *Ritual Magic* you will be able to read ritual scrolls that are specific to your school as well as general scrolls.

It is also possible to “spell craft” some rituals so that a Mage can use a lesser version of them at the time of their choosing. These effects are described in Chapter Five.

Table 8 - Spells (Primary School)

Spell Slots (Primary)	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
First level	3	3	2	1	1	1	Examine, Read Magic or Mystic Insight
Second level	3	3	2	1	1	1	Two first level spells
Third level	6	6	4	2	2	2	Two second level spells
Fourth level	6	6	4	3	2	3	Two third level spells
Fifth level	9	9	6	3	3	3	Two fourth level spells
Sixth level	9	9	6	4	3	4	Two fifth level spells
Seventh level	9	9	8	4	4	4	Two sixth level spells
Eighth level	12	12	8	5	4	5	Two seventh level spells
Ninth level	12	12	10	5	5	5	Two eighth level spells
Ritual magic	10	10	8	4	3	4	One ninth level spell

Table 9 - Spells (Secondary & Tertiary Schools)

Spell Slots (Secondary & Tertiary)	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
First level	6	6	4	2	2	2	Examine, Read Magic or Mystic Insight
Second level	6	6	4	2	2	2	Two first level spells
Third level	12	12	8	3	3	3	Two second level spells
Fourth level	12	12	8	4	3	4	Two third level spells
Fifth level	18	18	12	5	4	5	Two fourth level spells
Sixth level	18	18	12	5	4	5	Two fifth level spells
Seventh level	18	18	16	6	5	6	Two sixth level spells
Eighth level	24	24	16	7	5	7	Two seventh level spells
Ninth level	24	24	20	8	6	8	Two eighth level spells
Ritual magic	20	20	16	5	4	5	One ninth level spell

Dragon Magic Skills

Dragon Magic Skills allow characters the ability to memorize ritual magics after certain conditions are met.

Dragon Mage - This skill is the prerequisite for learning Dragon Magic levels. It can only be purchased after meeting the skill’s prerequisites and being taught by a Dragon or a Dragon Mage of significant power. The secrets of Dragon Magic are carefully guarded and not handed out easily; there is always some quest or trial that must be completed for a character to be considered worthy to be taught by a given teacher as well as a

number of events spent NPCing in order to represent the time spent being instructed by your teacher. Note that this offstage time cannot be spent playing another character and that events you do not attend will not count towards this time. Additionally, some teachers or students may require more or less time off-stage than others based on the discretion of Plot, Rules and the Owner.

In order to be considered for teaching a given character must have at least 5 levels of Ritual Magic in at least 2 schools of magic.

Once you have been taught this skill you may purchase levels of Dragon Magic and have access to the Dragon Mage Thaumaturgy abilities.

Dragon Magic - This skill allows a character to memorize one difficulty level of a ritual of a type that is castable by the character and grants the character an additional Thaumaturgy point per day of the event. These points can be used to fuel either their regular Thaumaturgy abilities or the additional Dragon Magic Thaumaturgy abilities. In addition Dragon Magic levels count as normal ritual levels for the purpose of Ritual casting.

In order to memorize a ritual, the character must have the ritual scroll and the components that would be required to cast the ritual. During the memorization process the components are consumed and turned in at logistics, but the scroll remains.

Once a ritual has been memorized it will stay in the caster's memory (and use up the appropriate number of

Dragon Magic levels) until it is either used or the caster chooses to forget it.

Memorized rituals that do not have an instantaneous effect will cost 5 times more to recharge.

The incant to cast a memorized ritual is, "I call upon the power of the dragon to cast the <ritual name> ritual." If the caster wishes to target a specific item, the proper incant is, "I call upon the power of the dragon to cast the <ritual name> ritual upon your <item>."

Memorized rituals are usually packet delivered or touch cast. They are considered magic delivered attacks and are stopped by Resist Magic, Magic Shield, Reflect Magic, Spell Parry, Dodge, Phase Cloaks, Banes and other Resists that are appropriate to the ritual being thrown. The ritual is only susceptible to defenses when it is initially cast. If a ritual is cast on a structure, for example, a cloak, bane or resist will not allow a creature to ignore the effects of that ritual. The same is true for rituals that generate effects that are useable later.

Table 10 - Dragon Magic

Spell Slots (Primary)	Warrior	Ranger	Knave	Adept	Mage	Guardian	Prerequisite
Dragon Mage	20	20	20	12	10	12	5 levels of Ritual Magic in two schools
Dragon Magic	5	5	5	3	2	3	Dragon Mage

Chapter Five - Magic

Magic is the art of being able to cast spells from any of the four schools of magic. Elementalism calls the power of the elements down upon its enemies. Mysticism is used to impair or confine the enemy. Order magic heals the living and harms Undead or can be reversed to Chaos to heal Undead and harm the living. Nature focuses on protective spells.

Table 11 - Spell List

Elementalism	Mysticism	Nature	Order / Chaos
1st level	1st level	1st level	1st level
Disarm	Light	Light	Bless
Light	Magical Armor	Root	Cure / cause wounds 2
Elemental Bolt 10	Repel	Stabilize	Disease / Rid Disease
Stone Skin	Restrain	Vine Armor	Light
2nd level	2nd level	2nd level	2nd level
Elemental Bolt 20	Physical Shield	Calm Animal	Cure / Cause wounds 10
Physical Shield	Pin	Physical Shield	Physical Shield
Lesser Elemental Storm 5	Solidify	Regrowth 20	Turn / Control Undead
3rd level	3rd level	3rd level	3rd level
Elemental Blade	Bind	Ensnare	Harm / Help Undead 50
Elemental Bolt 30	Lesser Investment	Lesser Thorns	Cure / Cause wounds 20
Ruin	Release	Minor Strength	Weakness / Rid Weakness
4th level	4th level	4th level	4th level
Elemental Shield	Awaken	Natures Blessing	Cure / Cause wounds 30
Elemental Bolt 40	Fear	Poison Shield	Order / Chaos Shield
Elemental Storm 10	Wall of Force	Regrowth 40	Sanctuary / Desecrate
5th level	5th level	5th level	5th level
Destroy	Banish	Entangle	Cure / Cause Wounds 40
Dragons Breath 15	Magic Blade	Greater Strength	Magic Shield
Elemental Bolt 50	Magic Shield	Magic Shield	Silence / Rid Silence
Magic Shield	Mystic Storm 10	Nature Shield	Threshold
6th level	6th level	6th level	6th level
Dragons Breath 20	Escape	Charm Animal	Cure / Cause Wounds 50
Elemental Bolt 60	Mesmerize	Displacement	Order / Chaos Blade
Elemental Storm 15	Subjugate	Greater thorns	Destruction / Rid Destruction
Freeze	Web	Regrowth 60	Restore / Wither
7th level	7th level	7th level	7th level
Advanced Physical Shield	Advanced Physical Shield	Advanced Physical Shield	Advanced Physical Shield
Dragons Breath 25	Confine	Nullify	Cure / Cause Wounds 60
Elemental Bolt 70	Nullify	Meld with Nature	Pain / Rid Pain
Nullify	Sleep	Reflect Nature	Nullify
8th level	8th level	8th level	8th level
Dragons Breath 30	Bind Storm	Entrap	Destroy / Create Undead 100
Elemental Bolt 80	Heal/Harm Construct	Full Regrowth	Heal / Harm
Elemental Storm 20	Obey	Nature's Fury	Purify / Putrefy
Mend Armor	Reflect Magic	Return	Reflect Magic
Reflect Magic	Wizard Lock		
9th level	9th level	9th level	9th level
Circle	Bind Storm	Lesser Reaver	Circle
Petrify	Circle	Circle	Order / Chaos Storm
Dragon's Breath 50	Prison	Cocoon of Regrowth	Restore / Drain Life
Elemental Storm 25	Suppress Magic	Strength of the Giant	Paralysis / Rid Paralysis

Elementalism Spell Effects

1st level

Disarm - target must drop the named hand held item and cannot pick it up again for ten seconds.

Light - Allows the use of a diffused light source until dawn the next day.

Elemental bolt 10 - does 10 points of stone, ice, lightning or fire aspect damage to the target.

Stone Skin - Gives a character an additional ten points of armor, which do not count towards any limit and cannot be refit. These are lost last in combat.

2nd level

Elemental Bolt 20 - does 20 points of stone, ice, lightning or fire aspect damage to the target.

Physical Shield - stops the next physical attack of any type that hits the character (call "physical shield").

Elemental Storm 5 - as long as the caster's feet are planted, they may continue to throw storm packets for 5 points of <element> aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

3rd level

Elemental Blade - allows target to swing a carrier of either stone, lightning, ice, or flame for one battle of their choice.

Elemental Bolt 30 - does 30 points of stone, ice, lightning or fire aspect damage to the target.

Ruin - Causes a one handed weapon to become useless until it is repaired by spending one minute sharpening, cleaning, or making minor adjustments to the weapon. (Similar to refitting armor)

4th level

Elemental Shield - stops next elemental attack that hits the character (call "elemental shield"). Goes off before any other shield.

Elemental Bolt 40 - does 40 points of stone, ice, lightning or fire aspect damage to the target.

Elemental Storm 10 - as long as the caster's feet are planted, they may continue to throw storm packets for 10 points of <element> aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

5th level

Destroy - Causes a two handed weapon or a shield to become useless until it is repaired by spending one minute sharpening, cleaning, or making minor adjustments to the weapon. (Similar to refitting armor)

Dragon's Breath 15- Allows the caster to throw three packets of any combination of stone, lightning, ice or flame, each doing 15 points of damage to a target.

Elemental bolt 50 - does 50 points of stone, ice, lightning or fire aspect damage to the target.

Magic Shield - will stop the next magic attack of any kind that hits the character (call "Magic Shield").

6th level

Dragon's Breath 20 - Allows the caster to throw three packets of any combination of stone, lightning, ice or flame, each doing 20 points of damage to a target.

Elemental Bolt 60 - does 60 points of stone, ice, lightning or fire aspect damage to the target.

Elemental Storm 15 - as long as the caster's feet are planted, they may continue to throw storm packets for 15 points of <element> aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

Freeze - forces a target to drop all hand held items and be unable to pick them up for 10 seconds.

7th level

Advanced Physical Shield - may be triggered to stop a non-waylay physical attack of the character's choice. This is an active protective so you must be conscious to use it. This spell cannot be stacked with physical shield (call "advanced physical shield").

Dragon's Breath 25 - Allows the caster to throw three packets of any combination of stone, lightning, ice or flame, each doing 25 points of damage to a target.

Elemental Bolt 70 - does 70 points of stone, ice, lightning or fire aspect damage to the target.

Nullify - Removes all active magical effects on a target unless they state that they cannot be nullified.

8th level

Elemental Bolt 80 - does 80 points of stone, ice, lightning or fire aspect damage to the target.

Dragon's Breath 30 - Allows the caster to throw three packets of any combination of stone, lightning, ice or flame, each doing 30 points of damage to a target.

Elemental Storm 20 - as long as the caster's feet are planted, they may continue to throw storm packets for 20 points of <element> aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

Reflect Magic - reflects the next magical attack back at the caster and makes the character the caster for the purpose of line of sight and duration (call "reflect magic"). An effect cannot be reflected or baned more than once.

Mend Armor - This spell instantly refits the currently worn armor, of any type, of the target to full value. This spell can be thrown or touch cast. This spell will also be able to be crafted via Scroll Making.

9th level

Circle - creates an impenetrable circular barrier that cannot be nullified. It can be up to five feet in radius per caster and ten feet in height within a circle rep. A circle will last one hour or until lowered by the caster(s).

Dragon's Breath 50- Allows the caster to throw three packets of any combination of stone, lightning, ice or flame, each doing 50 points of damage to a target.

Elemental Storm 25 - as long as the caster's feet remain planted they may continue to throw a "magic storm" for 25 points of magic aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

Petrify - Causes the target to turn into stone for 5 minutes. This status effect cannot be cured in any way. While petrified, the target cannot be affected by anything including a killing blow, however, the target can be moved.

Mysticism Spell Effects

1st level

Light - allows the use of a diffused light rep until dawn the next day.

Magical Armor - gives a character an additional ten points of armor, which do not count towards any limit and cannot be refit. These are lost first in combat.

Repel - Target must stay at least ten feet away from the caster as long as palm of their casting hand is out.

Restrain - Target must stay within ten feet of the caster as long as their casting hand is held out in a fist.

2nd level

Physical Shield - stops the next physical attack of any type that hits the character (call "physical shield").

Pin - Target cannot move their right foot. It lasts as long as the caster is within line of sight and conscious.

Solidify - forces a gaseous target to become solid. Will also end a meld with nature spell

3rd level

Bind - sticks the target's arms to their sides making them unusable. It lasts as long as the caster is within line of sight and conscious.

Lesser Investment - allows target to pass in and out of a Wizard Lock, Ward, or Lesser/Greater circle for an entire event weekend. You must be invested in the building, circle or room in order to cast this spell

Release - removes all active binding effects except *Encase*.

4th level

Awaken - negates all command effects and restores consciousness.

Fear - Target must stay 10 feet away from the caster. While under the effect of a Fear spell, you cannot take any offensive action against the caster, but you can still use defensive abilities, and can block with your sword or shield. If the caster moves forward, the target will try their best to move away. The target must role-play being afraid of the caster.

Wall of Force - creates a magical wall between two barriers up to 10 feet long (need an obvious rep) which lasts for one logistics period. The caster may lower a *Wall of Force*.

5th level

Banish - Does 50 points of damage to a summoned or non-native creature

Magic Blade - allows a target to swing a magic carrier for one battle of their choice.

Magic Shield - will stop the next magic attack of any kind that hits the character (call "magic shield").

Mystic Storm 10 - as long as the caster's feet are planted, they may continue to throw storm packets for 10 points of mystic aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

6th level

Escape - may be triggered to remove any one active binding effect, except *Encase* (call "escape").

Mesmerize - Target loses all game skills, must stand still, cannot use defenses and is unable to speak for 5 minutes or until they take any effect by any delivery, including the start of a killing blow.

Subjugate - target construct must follow all commands of caster for 5 minutes or until removed

Web - makes a target unable to move below the neck, sticking their arms to their sides and feet to the ground. It lasts

as long as the caster is within line of sight and conscious.

7th level

Advanced Physical Shield - may be triggered to stop a non-waylay physical attack of the character's choice. This is an active protective so you must be conscious to use it. This spell cannot be stacked with physical shield (call "advanced physical shield").

Confine - Makes the target unable to move, sticks their arms to their sides and feet to the ground. It lasts as long as the caster is within line of sight and conscious.

Nullify - Removes all active magical effects on a target unless they state that they cannot be nullified.

Sleep - target sleeps for five minutes.

8th level

Bind Storm - as long as the caster's feet remain planted, they may continue to throw a "bind storm." Each packet will act as a magic bind effect. If the caster uses any other skill or takes damage the storm is dropped.

Heal / Harm Construct - Heals or harms a construct for 100 pts of damage.

Obey - target must follow all immediate commands from the caster for 5 minutes or until removed unless they immediately interfere with self-preservation.

Reflect Magic - reflects the next magical attack back at the caster and makes the character the caster for the purpose of line of sight and duration (call "reflect magic"). An effect cannot be reflected or banned more than once.

Wizard Lock - Seals a room or building within an impenetrable barrier for 5 days. Those in the room when the spell is cast are "invested" and may pass through the barrier as if it was not there, and may "recognize" others through the barrier.

9th level

Circle - creates an impenetrable circular barrier that cannot be nullified. It can be up to five feet in radius per caster and ten

feet in height within a circle rep. A circle will last one hour or until lowered by the caster(s).

Prison - Seals the target within a magical barrier making it impossible for them to move, talk, or be targeted by any effect except gaze attacks and nullify for 5 minutes or until ended by the caster. The target is immune to killing blows from anyone other than the caster.

Mystic Storm 20 - as long as the caster's feet are planted, they may continue to throw storm packets for 10 points of mystic aspect damage each. If the caster uses any skills or moves their feet the storm is dropped.

Suppress Magic - suspends all ritual and battle magic effects on a target for 5 minutes. Additionally it prevents the target from casting spells, activating magical items, using Thaumaturgy abilities or benefiting from potions, scrolls or talismans. Negative effects will still affect the target. The only ways to remove a suppress magic is a *nullify* or killing the target. *Circle* battle magic spells and rituals based on *Circles* cannot be suppressed.

Nature Spell Effects

1st level

Light - allows the use of a diffused light rep until dawn the next day

Root - Target cannot move their right foot for five minutes. The target can rip out/be ripped out of this effect with +2 Strength, or can be cut out on a 5 count.

Stabilize - instantly restores a bleeding target to 0

Vine Armor - Grants the target +10 armor which is lost after physical/dex/arcane armor, but before stone skin

2nd level

Calm Animal - makes a creature with animal intelligence passive until threatened.

Physical Shield - stops the next physical attack of any type that hits the character (call "physical shield").

Regrowth 20 - restores 20 body to target after 1 minute of meditation. If cast on a dying character, they are bumped to 0 body. Taking damage or using game skills interrupts it.

3rd level

Ensnare - sticks the target's arms to their sides for five minutes. The target can rip out/be ripped out of this effect with +3 Strength, or can be cut out on a 5 count.

Lesser Thorns - anyone striking the target of this spell will take two points of damage every time they land a valid blow. The target must call out "Thorns 2" the first couple of times they are hit.

Minor Strength - Target gains +1 strength for one encounter.

4th level

Natures Blessing - target takes double effect from the next regrowth or healing effect

Poison Shield - stops next poison attack of any kind that hits the character (call "poison shield").

Regrowth 40 - restores 40 body to target after 1 minute of meditation. If cast on a dying character, they are bumped to 0 body. Taking damage or using game skills interrupts it.

5th level

Entangle - makes a target unable to move below the neck, sticking their arms to their sides and feet to the ground. The target can rip out/be ripped out of this effect with +4 Strength, or can be cut out on a 5 count.

Greater Strength - Target gains +2 strength for one encounter.

Magic Shield - will stop the next magic attack of any kind that hits the character (call "magic shield").

Nature Shield - will stop the next Nature attack of any kind that hits the character (call "nature shield").

6th level

Charm Animal - This spell causes a creature of animal intelligence to act as if

it has been completely trained by the caster for 5 minutes. This does not allow the creature to comprehend complex commands like sit, stay, roll-over, attack, defend, etc...

Displacement - The target of this spell will take half damage from one attack of their choosing. The target must call "Displacement" and then "Reduced"

Greater Thorns - anyone striking the target of this spell will take two points of damage every time they land a valid blow. The target must call out "Thorns 4" the first couple of times they are hit.

Regrowth 60 - restores 60 body to target after 1 minute of meditation. If cast on a dying character, they are bumped to 0 body. Taking damage or using game skills interrupts it.

7th level

Advanced Physical Shield - may be triggered to stop a non-waylay physical attack of the character's choice. This is an active protective so you must be conscious to use it. This spell cannot be stacked with physical shield (call "advanced physical shield").

Meld with Nature - Only the caster of this spell can be a legal target. After successfully incanting the spell, the caster can meld with a tree, bush, or tall grass (knee height or taller) on a 5 count ("One I meld with Nature, two I meld with Nature...") making them immune to all physical attacks and spells other than nullify, suppress, and solidify. The target may not talk or use any in game skills. This spell lasts 5 minutes but it can be ended prematurely by the target. Once the duration of the spell expires, or the caster chooses to end the spell, the caster must use a 5 count to return (One I return from nature, two I return from Nature...) While under the effect of this spell, the target must place both hands over their head with palms facing upward. Anyone observing this stance will know that they are under the effect of Mend with Nature.

Nullify - Removes all active magical effects on a target unless they state that they cannot be nullified

Reflect Magic - reflects the next magical attack back at the caster and makes the

character the caster for the purpose of line of sight and duration (call "reflect magic"). An effect cannot be reflected or baned more than once

8th level

Entrap - makes a target unable to move below the neck, sticking their arms to their sides and feet to the ground. The target can rip out/be ripped out of this effect with +5 Strength, or can be cut out on a 5 count.

Full Regrowth - restores full body to target after 1 minute of meditation. If cast on a dying character, they are bumped to 0 body. Taking damage or using game skills interrupts it.

Nature's Fury - Target may call Nature's Fury 40 once a legal blow is landed on them. The person striking them will take 40 points of damage. However, the target of this spell will still take the full effect from the legally landed blow. The damage from Nature's Fury can be avoided by a magic shield, Nature shield, dodge, or phase, reduced by a displacement.

Return - the target of this spell may only have one active return effect at a time. This spell grants the target one magic, or physical return. The type must be declared when cast.

9th level

Circle - creates an impenetrable circular barrier that cannot be nullified. It can be up to five feet in radius per caster and ten feet in height within a circle rep. A circle will last one hour or until lowered by the caster(s).

Cocoon of Regrowth - Restores a dead character to full body after 5 mins of meditation. While this spell is in effect the character's death count is paused. If cast upon a non-dead target, this will also remove any detrimental nullifiable effects.

Lesser Reaver - This spell allows the target to swing a Reaver carrier for an encounter. They type of reaver must be chosen at the time of the casting.

Strength of the Giant - Grants target plus 4 strength for one fight, This effect does

not stack with any other strength spells or effects other than racial strength

Order / Chaos Spell Effects

1st level

Bless - adds ten additional body points. These are the first body points lost but will not revive a bleeding or unconscious character nor can they be healed.

Cure / Cause Minor Wounds 2 - does 2 points of healing or body damage.

Disease / Rid Disease - prevents a target from running for 5 minutes or removes *disease* effects.

Light - allows the use of a diffused light rep until dawn the next day

2nd level

Cure / Cause Minor Wounds 10 - does 10 points of healing or body damage.

Physical Shield - stops the next physical attack of any type that hits the character (call "physical shield").

Turn / Control Undead - acts as a fear or obey effect on lesser undead.

3rd level

Harm / Help Undead - does 50 points of healing or damage to an undead.

Cure / Cause Minor Wounds 20 - does 20 points of healing or body damage.

Weakness / Rid Weakness - lowers a target's damage call by 5 for 5 minutes or removes *weakness* effects.

4th level

Cure / Cause Minor Wounds 30 - does 30 points of healing or body damage.

Order/Chaos Shield - stops next Order or Chaos attack of any kind that hits the character (call "Order or Chaos shield").

Sanctuary / Desecrate - makes the target immune to physical attacks of the undead / living for as long as their arms are clasped over their head / across their chest.

5th level

Cure / Cause Minor Wounds 40 - does 40 points of healing or body damage.

Magic Shield - will stop the next magic attack of any kind that hits the character (call "magic shield").

Silence / Rid Silence - prevents a target from speaking for 5 minutes, rendering spellcasting impossible or removes *silence* effects.

Threshold - grants a target a damage reduction of 3 for one battle of their choice. This will not stack with other damage reductions.

6th level

Cure / Cause Minor Wounds 50 - does 50 points of healing or body damage.

Order / Chaos Blade - allows target to swing an order or chaos carrier for one battle of their choice.

Destruction / Rid Destruction - all damage dealt to the target is doubled for 5 minutes or removes *destruction* effects.

Restore / Wither - restores the target's limb(s) to a functional state or makes one limb weak and unusable for 5 minutes (Target has choice of limb if not specified).

7th level

Advanced Physical Shield - may be triggered to stop a non-waylay physical attack of the character's choice. This is an active protective so you must be conscious to use it. This spell cannot be stacked with physical shield (call "advanced physical shield").

Cure / Cause Wounds 60 - does 60 points of healing or body damage.

Pain / Rid Pain - prevents a target from receiving any healing or beneficial effect for 5 minutes. If the person is targeted with a healing or beneficial effect, the character states, "No Effect." This can be cured by Restore Life, Restore Life Potion, and Rid pain. It is also removed by entering your Death count. / Removes the curse of pain.

Nullify - removes all active magical effects on a target unless they state that they cannot be nullified.

8th level

Destroy / Create Undead - destroys a lesser undead, does 150 damage to a greater Undead or creates a zombie with half stats and basic weapons skills out of a corpse.

Heal / Harm - Heal restores a living target to maximum body or reduces an undead to -1 body. Harm restores an undead to maximum body or reduces a living target to -1 body.

Restore / Drain Life - returns a target to life with Full Body or makes them enter their death count. If effective, The caster of Drain Life will be healed to full.

Paralysis / Rid Paralysis - makes a target unable to move from the neck down for 5 minutes or removes Paralysis.

Purify / Putrefy - removes all detrimental effects from a target unless the effect states otherwise or prevents target from running or using game skills until removed.

Reflect Magic - reflects the next magical attack back at the caster and makes the character the caster for the purpose of line of sight and duration (call "reflect magic"). An effect cannot be reflected or baned more than once.

9th level

Circle - creates an impenetrable circular barrier that cannot be nullified. It can be up to five feet in radius per caster and ten

feet in height within a circle rep. A circle will last one hour or until lowered by the caster(s).

Order / Chaos Storm - as long as the caster's feet remain planted they may continue to throw either "order storm" or "chaos storm" for 10 points of order / chaos aspect damage each. If the caster uses any other skill the storm is dropped.

Elementalism Incants

I grant you the power of a(n)

Light
Physical shield
Stone skin
<element> blade
Elemental shield
Magic shield
Magic blade
Adv. physical shield
Nullify
Reflect magic

I summon a force to <spell>

Disarm your <item>
Destroy your <item>
Freeze you
Mend your armor
Ruin your <item>

I call forth

an elemental Bolt
<#> <element>
an elemental storm
<#> <element>
<#> <element>
<#> <element>...
a Dragon's breath
<#> <element> x3

With eldritch force I:

Build a circle
Petrify you

Mysticism Incants

I grant you the power
of a(n)

Light
Magical armor
Physical shield
Magic shield
Escape
Adv. physical
shield
Nullify
Reflect magic

With Mystic force I:

Repel you
Restrain you
Pin you
Bind you
Release you
Web you
Confine you

With eldritch force I:

Build a wall
Invest your spirit
Solidify you
Banish you
Subjugate you
Heal / Harm

Construct

Build a Wizard
lock
Suppress magic
Build a circle
Build a Prison

I command you to:

Awaken
Fear me
Sleep
Obey me

I call forth:

A Bind Storm
A Magic Storm
<#, Magic>, <#,
Magic>, <#, Magic>

Nature Incants

I call upon Nature to

Grant you Regrowth # Body
Grant you a Cocoon of
Regrowth
Stabilize you
Calm this Animal
Charm this animal
Meld with Nature

I grant you the power of a(an)

Light
Vine Armor
Physical Shield
Thorns #
Strength (#)
Poison Shield
Natures Blessing
Magic Shield
Nature Shield
Displacement
Nature's Fury
Advanced Physical Shield
Nullify
Reflect Magic
Return
<Type> reaver

With Eldritch Force I

Build a Circle

With Mystic force I:

Root you
Ensnare you
Entangle you
Entrap you

Order / Chaos Incants

I grant you the power of a(n)

Bless
Light
Physical shield
Order/Chaos Shied
Magic shield
Threshold
Order / Chaos blade
Adv. physical shield
Nullify
Reflect magic

I curse you with

Disease
Weakness
Silence
Pain
Destruction
Paralysis

I rid you of

Disease
Weakness
Silence
Pain
Destruction
your Curse

I call upon Order / Chaos to

Cure / Cause (#) Body or (Full
Body)

Turn / Control undead
Help / Harm undead 50 Body
Grant you sanctuary / desecrate
you

Restore you / Wither your
<limb>

Destroy / Create undead 100

Body

Purify / Putrefy you.
Heal / Harm your body
Drain/Restore your life

With eldritch force I:

Build a circle

I call Forth a/an

Order / Chaos storm 10 order /
chaos, 10 order / chaos...

Meditation

At certain times a caster is able to recover latent magical energies from an area. Most commonly this occurs after a battle. This allows a spell caster to recover both spells that were negated with the Return monster ability and spells that completely missed their targets.

This must be done within 5 minutes of the end of the battle in which the spells were used and in the area in which the battle occurred. If the caster chooses or is forced to leave the area, they may not recover these lost spells.

The process for meditation takes one minute per spell to be regained. This minute must be spent in quiet contemplation and it cannot occur while the caster is engaged in combat. If an instance of meditation is interrupted that spell will not be regained unless the caster meditates again. If a caster has more than 5 spells to regain after a combat they can meditate for five minutes and regain all of their missed or returned spells.

The process for meditation is as follows: The caster must state, "Begin Meditation <spell name>," and then sit for a minute. At the end of this time the caster states, "Meditation successful <spell name>." If the caster elects to perform a five minute meditation they must list all of the spells they are meditating to regain at the start and end of the meditation.

Additionally, uses of per day Combat Skills can be regained through meditation. A skill can be regained if you miss with an offensive skill or it is returned. A skill cannot be regained if it is successful or is defended against including Physical Shield, Parry, No Effect, etc."

This must be done within 5 minutes of the end of the battle in which the skill was used and in the same area. This form of meditation cannot occur while the character is engaged in combat. Each skill will take 1 minute to recover with a maximum of 5 minutes spent meditating to recover all recoverable skills. The verbal for this meditation is identical to that undertaken by a spell caster.

Ritual Magic

Once you have gained full knowledge of a school of magic you may begin learning the secrets of ritual magic. Rituals are powerful magical effects that can be cast upon players or items.

All rituals have a Base Difficulty Rating between 1 and 10 but in some instances can go above that based on the decisions of the caster and the limitations of the scroll. Any character with a number of ritual magic levels equal or greater than that number can cast that ritual, as long as it is of an appropriate aspect. Additionally, each level of ritual magic that you buy gives you one Thaumaturgy point for each game day of an event.

When you learn the ritual magic skill you are able to read the ritual scrolls from the appropriate school of magic. All ritual scrolls are at least two sheets of paper.

The front page is covered in mystical writing so that anyone who looks at it can tell it is a ritual scroll. At the bottom will be listed the aspect of the ritual scroll. This will either be Elementalism, Order, Chaos, Mysticism, Nature, or General. All characters with Ritual magic levels can read General aspect scrolls as well as the scrolls of their school. Additionally, characters with Order Ritual magic levels can read Chaos scrolls as well. If you do not have the appropriate skill to read the scroll you should not look at any page other than the cover page.

All items have the innate ability to hold up to 3 rituals. If you want to create an item that can hold more than 3 rituals you must find a character with the *Smithing* or *Alchemy* skills, depending on what the item is. If the item is creatable with the *Smithing* skill, a character with that skill will be able to increase the number of rituals the item can hold. Any other item will require a character with *Alchemy*. No item can hold more than 10 rituals.

Spirits can have 10 rituals cast on them, not including rituals with an instantaneous effect, such as Shatter Spirit.

Ritual Components

In addition to a ritual scroll you must also have ritual components to cast a ritual. The components you will require for the ritual will be listed on the scroll. Components are represented by a tag that will contain the name of the component, an ID number, and a staff members signature. Most players and monsters will recognize a component for what it is.

There are eleven different ritual components.

Arcanum - a condensed magical energy and is usually found in a crystallized form. No ritual scrolls will require Arcanum but it can usually be substituted in for other components, as long as you already have one of that type.

Cariosus - comes in many forms and usually found near graveyards or on corpses. It is not inherently necromantic.

Fangtooth - comes from any number of creatures, but most commonly occurs upon the death of a predator.

Feyander - comes from plants that have been somehow touched by magic and absorbed some of it.

Heartstone - commonly found in mines, and usually appears in the form of a gem.

Jetsam - usually takes the form of shells or the bones of fish, sometimes even pieces of coral.

Nightshade - usually occurs as poisonous mushrooms but there are flowering varieties.

Penna - can occur upon the death of a great avian or simply be infused with magic as a feather falls from the wing of a bird alight.

Pyrotis - commonly found near volcanoes or other sources of great heat.

Truesilver - can be found infused into common stones. Rumors of veins of it have brought flocks of dwarves to the farthest mountain ranges.

Wands - can form when lightning strikes a tree and magic is infused into the burnt branch.

Ritual Casting

A player is able to perform any number of rituals safely as long as the total of the difficulty ratings of the rituals are less than the number of levels of the *Ritual Magic* skill they possess. As an example, a player with 15 levels of ritual magic can perform 3 difficulty 5 rituals; one 10, one 2 and one 3; or 15 difficulty 1 rituals per day. Multiple casters can combine efforts to increase success rates as well as splitting up the amount of ritual levels consumed. Each caster assisting in a ritual reduces the number of ritual levels used up by the primary caster by one. Each level of ritual magic that a secondary caster devotes to assisting in a ritual reduces the ritual levels consumed by the primary caster by one as well. The primary caster will always consume one level of ritual magic regardless of any assistance. If a character with 7 levels of ritual magic casts a difficulty 5 ritual with 2 people assisting him and one of those people adds a level of ritual magic to assist, the primary caster will use 2 ritual magic levels. Casters assisting in a ritual can instead attempt to sabotage the casting by letting the marshal know that they will be working against the rituals success instead so be careful who you let assist you.

Determining Success

All rituals begin with 12 beads - 1 Fail, 1 Flaw, 10 success.

1 success bead is added for 2 levels that the primary caster possesses over the difficulty of the ritual.

1 success bead is added for each caster attempting to assist in the ritual

1 backlash bead is added for each caster attempting to sabotage the ritual.

Dark Territory

Once you have used up your available ritual levels you are still able to cast, but it becomes significantly more perilous. Casting when you are out of ritual magic levels is referred to a casting in Dark Territory.

In addition to the method described above for determining success, more beads are added to the draw bag as follows, based on the primary caster's available ritual magic levels:

1 fail bead is added for each level of ritual magic under the difficulty level of the ritual being cast.

1 flaw bead is added for every level of ritual magic under the difficulty level of the ritual being cast.

1 backlash bead is added for every level of ritual magic under the difficulty level of the ritual being cast.

Spending Additional Ritual Levels

A caster may choose to spend additional ritual levels to more customize the ritual. Spending additional levels takes away from your maximum for the weekend.

Secondary Casters Customization

1 level - Add 1 additional success bead to a ritual you are assisting.

2 levels - Add 1 additional backlash to a ritual you are trying to sabotage.

Primary Casters Customization

1 level - Reduce casting time by 20% (may be used 4 times)

1 level - Add a lore tag (additional note in the item database that will show on a lore ritual)

2 levels - change one required component on ritual scroll to one of caster's choice

1 level - reduce the number of extra components needed by 1 (cannot remove the base required components)

3 levels - Reroll backlash - If the ritual backlashes you may reroll to choose a different backlash.

2 Levels - Reroll Flaw - If the ritual flaws you may reroll to choose a different flaw

5 levels - Second chance - Allows the caster to try to save a failed ritual. If the fail is the result of a flaw or backlash the flaw and backlash will still resolve but the second draw could still result in a successful ritual. This ability may only be used once per casting.

Automatic Backlashes

In addition to backlashing due to casting in dark territory or by having the ritual sabotaged, the following things will cause the ritual to automatically backlash.

1. Someone entering or leaving the circle during ritual casting either by natural or magical means. (This does not include a spirit needing resurrected)
2. Any of the ritual casters taking damage.
3. If a second ritual is started.
4. Having insufficient light to read the ritual scroll during casting.

Ritual Effects

This section provides brief descriptions of each of the available Ritual scrolls and their general effects. Specifics, such as how difficult the ritual is to cast or the amount of reagents that are required, can be found on the scrolls themselves.

Ability Store - This ritual allows the caster to create a rechargeable item capable of holding a per day combat skill. These abilities function exactly as if the character in question had the stored ability. They must be charged each day by having a character use the listed ability into the item, and the possessor stating, "Absorb." Abilities stored in this fashion are called exactly how they would be if the user had that skill.

Arcane Armor - This ritual allows the caster to create a magical suit of armor. This armor functions exactly like regular armor except it cannot be Shattered, Corroded, or Sundered. Refitting this armor takes one minute. During this minute the character cannot use game abilities. An Arcane Armor Ritual may not be combined with other sources of armor points nor with another suit of Arcane Armor. Arcane Armor cannot be used at a lower point value than it is worth.

Audible Projection - This ritual is placed on an item or building and causes a specific message or sound to occur when specified conditions are met.

Bane - This ritual provides protection against a specific effect group and functions just like a *Reflect Magic* spell, except you can choose when to use it. It can be used before other protective spells are triggered. The proper call is, "Bane." An effect cannot be returned via bane or reflect more than once.

Banish to Other Plane - This ritual will banish up to 10 unwilling targets to another plane for a period of one year.

Bound Shard - This ritual summons a non-sentient minor elemental to power an item, like a light or heat source.

Bountiful Harvest/Blighted Crop - This ritual will affect the harvest of a particular area.

Channel Spell - This ritual allows a pre-selected spell to be delivered via a weapon blow instead of a spell packet. This item is not rechargeable. The person using the item must state, "Spellstrike <spell name>," and then hit the target with the enchanted weapon. This is still considered a spell delivered effect and will affect the target even if

blocked by a weapon or shield. It is not stopped by parry or *physical shield* and cannot be touch cast.

Circle Lock - This ritual, which can target multiple items, prevents the targeted items from being removed from the Circle as long as it exists.

Cloak - This ritual protects against a specific effect group and functions just like a *Magic Shield* spell, except you can choose when to use it. It can be used before other protective spells are triggered. The proper call is, "Cloak."

Cloak of Darkness - This ritual protects the target from any ill effects suffered from being exposed to the sun.

Conjure Artifact - This ritual can summon a powerful artifact for a specific purpose. The purpose must be stated during the casting of the ritual. You must contact the Plot committee before casting this ritual.

Construct - This ritual creates a mindless construct that will do its creator's bidding. The strength of these constructs varies by the difficulty of the ritual.

Contact Other Plane - This ritual allows two-way communication between a being on this plane and a being on another plane, both of which are selected by the caster.

Copy Ritual Scroll - This ritual allows a caster to create a copy of an existing ritual scroll.

Cosmetic Transformation - This ritual allows the caster to modify the physical appearance of a creature in many ways. These changes will persist through resurrection.

Create Greater Circle - This ritual allows the creation of a Greater Circle with powers based on the aspect(s) it is cast as. Elementalism Circles allow an invested member to spend one minute to grant up to 10 people a Planar Asylum for one logistics period. Mysticism Circles allow an invested person to identify all magic items and effects in the circle by spending a minute in concentration. Nature Circles allow up to three people to be the target of a Regrowth spell at one time. Order/Chaos Circles can resurrect dead spirits and grant undead protection from the sun for one hour.

Create Limited Circle - This ritual allows the creation of a Lesser Circle that is the same aspect as the caster of the ritual. These have no additional special powers beyond their ability to persist without the caster inside.

Destroy Magic - This ritual destroys some or all of the magic on a target, depending on the difficulty attempted. It

can also be used to create an item that can later be activated for the same effect.

Enchant - This ritual creates an item capable of generating a magical effect a certain number of times ever. This item is not rechargeable but any spell can be enchanted. The person using the item must state, "Activate <spell incant>," unless able to cast the spell from memory in which case the verbal is, "Activate <spell name>," and then hit the target with a packet. More powerful spells will require more components and will be more difficult.

Endless Quiver - This ritual creates a magical quiver that will always contain arrows.

Enhance Wand - This ritual will allow an Elemental Wand to throw multiple types of elemental damage.

Eternal Forest/Blighted Forest - This ritual positively or negatively affects the state of an area of woodland.

Expanded Channel Spell - This ritual allows a pre-selected spell to be delivered via weapon blow instead of a spell packet. The magical energy in this item is restored every day. The person using the item must state, "Spellstrike <spell name>," and then hit the target with the enchanted weapon. This is still considered a spell delivered effect and will affect the target even if blocked by a weapon or shield. It is not stopped by parry or *physical shield* and cannot be touch cast.

Expanded Enchantment - This ritual creates an item capable of generating a magical effect a certain number of times each day. This item is rechargeable. The person using the item must state, "Activate <spell incant>," unless able to cast the spell from memory, in which case the verbal is, "Activate <spell name>," and then hit the target with a packet. More powerful spells will require more components and will be more difficult.

Gift of Life/Curse of Undeath - This ritual allows the return of an undead to a permanently dead body or the transformation of a permanently dead body into an undead.

Greater Spell Store - This ritual creates an item capable of absorbing a number of spells each day, based upon the difficulty of the ritual when cast. This ritual is capable of absorbing thrown spells. When hit by an effect that they wish to store, simply state, "Absorb," and that spell is stored into the item. These spells disappear at the end of the day. Spells stored into this item can be used by stating, "Activate <spell incant>." If the caster can cast the spell the verbal is, "Activate <spell name>."

Haven of the Living/Domain of the Defiled - This allows a structure or Circle to be protected against intrusion by either the undead or the living.

Heal Construct - This ritual creates an item with the ability to heal a construct to their maximum body.

Hex of the Weakling - This ritual will cause the target to suffer a permanent weakness effect. This can be cured by a reversal of the same ritual or a destroy magic. Alternately this hex can be temporarily cured by a rid weakness spell, purify, or nullify spell for a logistics period. The caster of the ritual must know the person being hexed and have with them either one of the targets possessions, or draw a picture of the target during the ritual although the target need not be in the circle.

Hex of the Frail - This ritual will cause the target to suffer a permanent destruction effect. This can be cured by a reversal of the same ritual or a destroy magic. Alternately this hex can be temporarily cured by a rid destruction spell, purify, or nullify spell for a logistics period. The caster of the ritual must know the person being hexed and have with them either one of the targets possessions, or draw a picture of the target during the ritual although the target need not be in the circle.

Hex of the Mummy - Target takes half effects from healing until reversed or destroyed, can be temporarily cured by a purify or nullify each logistics. The caster of the ritual must know the person being hexed and have with them either one of the targets possessions, or draw a picture of the target during the ritual although the target need not be in the circle.

Investiture/Divestiture - Investiture allows the designated person(s) named access into the targeted Circle, Ward or Wizard Lock permanently when cast, and 3 people per weekend when spellcrafted. Divestiture removes the access of a specific person(s) from the targeted Circle, Ward or Wizard Lock permanently when cast, and 3 people per weekend when spellcrafted.

Item Recall - This ritual creates a connection between a person and an item so the item can be recovered if lost.

Lore - This ritual allows the caster to identify magical items or effects as well as possibly discern more about an item than possible in a regular identification.

Mark/Unmark - This ritual allows the caster to place or remove a mark on an individual.

Mark of regeneration - Places a mark on the target that allows them to regenerate full body once per day through meditation. Up to three marks (total) can be on a target at any time.

Mark of the learned – Places a mark on the target that allows them to regain one skill that has been used and was effective through meditation. Up to three marks (total) can be on a target at any time.

Mark of concentration – Places a mark on the target that reduces meditation time by 10 seconds each time it is cast. Up to three marks (total) can be on a target at any time.

Obfuscate - This ritual makes an item or spirit unidentifiable via the lore ritual or the identification ability of a Greater Mysticism Circle. This ritual cannot be targeted by Destroy Magic.

Ownership - This ritual allows a spirit link to be temporarily transferred to a chosen person and allows an item to be recalled.

Planar Gate - This ritual will open a two-way gate between the caster's current plane and another plane selected by the caster.

Proscribe - This ritual prevents a specific race or creature type from entering a structure or Circle.

Protection Aura - This ritual grants the target an amount of damage reduction up to 5 points. This damage reduction does not stack with any other source of damage reduction and cannot reduce the damage from a particular attack below 1 point.

Reaver - This ritual increases the damage that a weapon will do against a specific type of creatures. This damage increase does stack with Sharpening. The first swing made with a Reaver weapon should be called as, "<Damage> <Creature Type> Reaver." If the target is not the correct type of creature they should respond, "No effect to Reaver." Subsequent swings can be made with the call of, "<Damage> Reaver." Damage from a Reaver ritual will always affect a creature, even if it is otherwise normally immune to that weapon. Damage from a Reaver weapon also bypasses damage reduction.

Regeneration - This ritual allows a spirit to forgo entering deaths arena when they die. In addition it gives them the option of regenerating at the Circle where the ritual was cast, if it still exists, or regenerating on the spot on a five count after their death count has expired. Deaths prevented

by a regeneration ritual are not recorded as a death on the characters card.

Render Indestructible - This ritual prevents an item from being shattered, destroyed, ruined, or corroded.

Resist Destroy Magic - This ritual allows a target to resist the effects of a Destroy Magic ritual once per casting.

Reverse Life Force - This ritual reverses the effect of Order and Chaos effects.

Ritual of WOE - This ritual grants a number of targets specialized abilities to combat vampires.

Shatter Spirit - This ritual will send a spirit directly to the nearest friendly Greater Order Circle, but they will not be forced to enter deaths area. The death caused by shatter spirit will only count as accumulated deaths not counted deaths.

Spell Parry - This ritual allows a the wielder to use a Parry in conjunction with this ability to counter one effect or spell that would normally be stopped by a *Magic Shield* protective spell. This effect may target either the wielder of the weapon or another target within weapon reach. The call for this ability is, "Spell Parry."

Spell Store - This ritual allows a certain number of spells touch cast onto the item to be stored into the item each day. When a spell that the user wishes to store is touch cast on them they must state, "Absorb," and the spell is stored in the item. These spells disappear at the end of the day. These spells can be used by stating, "Activate <spell incant>." If the caster can cast the spell the verbal is, "Activate <spell name>."

Spirit Farewell - This ritual allows a spirit to return from permanent death for a short time.

Spirit Lock - This ritual functions exactly like a spirit link in all respects except the item is completely immune to disarm and mesmerize effects, any rituals on the item can only be used by the wielder and upon the permanent death of the person it is linked to, the item will go with them and be unable to be claimed by another.

Spirit Recall - This ritual allows the target to return to the Circle in which the ritual was cast from anywhere with a five count. This count must be repeated when they arrive at the circle they are recalling to.

Spirit Walk - This ritual allows the target(s) to walk in spirit form from one circle to another. You may not use game skills while in spirit form.

Summon Creature - This ritual can summon a great number of creatures based on the aspect of the ritual caster.

Toughen Skin – Places a natural magical armor on the target that stacks with other armor. It is lost after physical armor, arcane armor, and armor purchased with Thaumaturgy points, but before dexterity armor and armor gained through protective spells. This armor requires no skill to wear and will allow you to go above your class maximums.

Transfer Enchantment - This ritual allows the transfer of magic from one target to another.

Transform - This ritual allows the caster to transform into a powerful magical entity. The power of this creature varies with the difficulty of the ritual and each caster can customize the powers they have when they transform.

Universal Speech - This ritual allows anyone within the circle the ritual is cast in to understand any language spoken within the circle.

Vengeance - This ritual causes an amount of damage to anyone administering a killing blow to the recipient of the ritual.

Vision - This ritual allows the target to have a prophetic vision about a topic or general area.

Ward - This ritual allows a structure or room to be protected from invasion. To allow an uninvested person into a Ward an invested member must state, "Recognize."

Warder Glyph - This ritual creates a glyph above a portal that targets any one passing through the doorway. This glyph will cause damage to any individual that walks through the portal. The damage from a warder glyph cannot be used as a source of healing.

Weapon Aura - This ritual grants a weapon the ability to swing either Magic, Order, Chaos, Stone, Lightning, Ice or Flame depending on the aspect of the caster of the ritual and that caster's decision. Some of these carriers will allow monsters to be affected by weapon swings that would not otherwise affect them or will have greater effect upon certain monsters.

Whispering Wind - This ritual allows one way communication with a target.

Thaumaturgy

The ability to perform Ritual Magic also grants a caster certain special abilities. Some of these abilities are accessible to all mages and some are limited to those who have ritual magic levels in a particular school of magic. Each event you will generate a number of Thaumaturgy points equal to your number of ritual levels times the number of game days that can be spent on Thaumaturgy abilities. All Thaumaturgy abilities last for 5 days or until they are used.

General

These abilities are available to all who possess any form of Ritual Magic.

Bane - Allows the caster to purchase a Bane vs <Effect Group>. This can be purchased once for every 5 levels of Ritual Magic that the caster possesses and costs 2 Thaumaturgy points.

Cloak - Allows the caster to purchase a Cloak vs. <Effect Group>. This can be purchased once for every 3 levels of ritual magic that the caster possesses and costs 1 Thaumaturgy point.

Magic Augmentation - Allows the caster to deliver a spell as magic once per purchase. This ability may be used while silenced but otherwise follows all other requirements for spell casting and costs 1 Thaumaturgy point.

Oak of the Arcane - Allows a staff to be used as a wand of the appropriate school and costs 5 Thaumaturgy points. In addition use of Oak of the Arcane raises the damage cap of wands from 5 to 10 damage.

Elementalism

These abilities are limited to characters that have the Elementalism Ritual Magic skill.

Body of <Element> - User becomes immune to one element of their choice for the weekend. Only one element may be chosen at a time. If the caster wishes to change elements they must do so at the next logistics period. This ability costs 4 Thaumaturgy points.

Channel Element - Allows the caster to select one element from flame, stone, ice or lightning and swing that as a carrier. This ability can be bought up to four times and costs 5 points.

Elemental Armor - Grants the caster 10 points of arcane armor. This can be purchased once per 3 levels of ritual magic with a maximum of three purchases and costs 2

Thaumaturgy points. This will not stack with Arcane Armor, Dexterity Armor or physical armor.

Elemental Augmentation - Allows the character to deliver a spell as elemental once per purchase. This ability may only be used on spells of the Evocation effect group and will change their damage call to "x elemental <element>." In the case of multiple packets being thrown all packets will have the "x elemental <element>" verbal. The incant for any evocation spell will be "Elemental <spell name>." This ability may be used while silenced but otherwise follows all other requirements for spell casting and costs 2 Thaumaturgy points.

Empower Wand – Doubles the users wand damage for one encounter. This ability costs 5 Thaumaturgy points.

Teleport - Allows the caster to teleport to a location within their line of sight, once per day. This cannot be cast on or in any way affect a person other than the caster and requires a five count. The caster states, "I teleport one, I teleport 2, I teleport 3, I teleport 4, I teleport 5" then goes out of game, they must then walk to their destination (No running) and appears by counting the teleport out loud again. You cannot teleport through a wizard lock, ward, or circle. This ability costs 3 Thaumaturgy points.

Mysticism

These abilities are limited to characters that have the Mysticism Ritual Magic skill.

Arcane Terror - Allows the character to throw one terror effect with an arcane delivery. Terror forces a target to break line of sight. While terrorized you cannot use game abilities while you are in line of sight of the caster. This effect lasts 10 minutes or until the caster is dead. This ability costs 5 Thaumaturgy points.

Binding Immunity - Makes the caster immune to binding effects for one battle. This costs 5 Thaumaturgy points.

Channel Magic - Allows the caster to swing a magic carrier. This costs 5 Thaumaturgy points.

Enhance Binding – Enhances one binding spell making it unable to be ripped/escaped from. This does not prevent the use of Arcane Release, or Greater Dispel. To use the ability the caster must say enhance binding after the incant but prior to throwing the packet. This ability costs 4 Thaumaturgy points.

Greater Nullify - Allows the character to use one Nullify spell in memory even if you can't use game skills or are otherwise prevented from casting spells. The incant for

this ability is, "Arcane Nullify." This ability costs 3 Thaumaturgy points.

Mystic Shell - Allows the caster to cast "Arcane Mystic Shell" via touch-cast. During the next **or** current combat, if the target's magic shield or reflect magic is used, another magic shield will automatically activate. This spell shield will go away at the end of combat if unused. If the target does not currently have a magic shield or reflect magic, this ability will simply grant them a magic shield that will go away at the end of the combat if unused. This ability costs 3 Thaumaturgy points.

Nature

These abilities are limited to characters that have the Nature Ritual Magic skill.

Channel Reaver – Allows the caster the ability to swing a reaver carrier at plus 2 damage for the weekend. The reaver type must be chosen at activation. This ability costs 5 points.

Engulf – Allows the caster to Engulf a target with a normal metabolism when delivering a killing blow. This will heal the caster to full and costs 3 Thaumaturgy points.

Natures Augmentation - Allows the caster to deliver a spell as poison once per purchase. This ability may be used while silenced but otherwise follows all other requirements for spell casting and costs 2 Thaumaturgy point.

Natures Resilience – Allows the caster to rip from any persistent nature effect, regardless of their strength for the event. This ability costs 4 Thaumaturgy points.

Seed of Life – Allows the caster to cast "Arcane Seed of Life" via touch-cast. During the next **or** current combat, if the target gets to 59 seconds on their dying count, they receive 2 healing. This ability costs 2 Thaumaturgy points.

Skin of Oak – Each purchase grants the Nature caster a damage reduction of 1 for the event, and is able to purchase this ability up to three times for a total damage reduction of 3 for the event. This ability costs 1 Thaumaturgy point per purchase up to three purchases.

Order/Chaos

These abilities are limited to characters that have the Order/Chaos Ritual Magic skill.

Turn / Control Undead - Allows the caster to deliver one *Turn / Control Undead* spell from memory as a vocal delivery. The caster must state, "Vocal Radius Magic Turn Undead," or "Vocal Radius Magic Control Undead." You may buy one per *Turn/Control Undead* spell in memory. This ability costs 3 Thaumaturgy points.

Destroy / Create Undead - Allows the caster to deliver one *Destroy / Create Undead* spell from memory as a vocal delivery. The caster must state, "Vocal Radius Magic Create Undead." You may buy one per *Destroy/Create Undead* spell in memory. This ability costs 5 Thaumaturgy points.

Channel Order/Chaos - Allows the user to channel order or chaos as a carrier. This ability costs 5 Thaumaturgy points.

Order's Toughness - Increases a character's maximum body by 5. This can be purchased once per 3 levels of ritual magic with a maximum of three purchases and costs 2 Thaumaturgy points.

Healer's Resolve - Gives the character a 10 point healing pool for each purchase. This healing pool must be used in increments of 5 points and must be touch cast. The verbal for this ability is "Heal 5 body." This ability costs 1 Thaumaturgy point.

Rebirth - Forces the life to return to the casters dead body before the spirit departs for resurrection as if a restore life spell was cast. The call for this is, "Arcane Rebirth," and is stated at in the last second of the character's 5 minute death count. The caster can only have one rebirth effect at a time. This ability costs 5 Thaumaturgy points.

Dragon Magic

These abilities are limited to characters that have the Dragon Magic skill. They can only be purchased with Thaumaturgy points derived from levels of the Dragon Magic skill.

Arcane Augmentation - Allows the caster to deliver a spell as arcane once per purchase and can be bought once per 5 levels of Ritual or Dragon Magic. This ability costs 4 Thaumaturgy points.

Arcane Shield - Allows the user to cast an "Arcane" Arcane shield that will protect against the next arcane attack. This ability costs 4 Thaumaturgy points.

Channel Augmentation - Allows the caster to deliver a memorized battle magic spell as a spellstrike once per

purchase and can be bought once per 5 levels of Ritual or Dragon Magic. This ability costs 3 Thaumaturgy points.

Ricochet - Allows the caster to redirect a magic incanted or normal incanted spell that hits them by calling, "Ricochet. Magic <spell name>," and throwing a packet. This ability follows all of the normal spellcasting requirements. If the caster doesn't throw a packet, or the packet misses, the ability is used up; however, the caster will not be affected by the original spell. This ability must be used immediately upon being hit by a spell or the chance to use it is gone. This is considered a smart effect and can be used before a *Magic Shield*. This ability can be bought once per 5 levels of Ritual or Dragon magic and costs 2 Thaumaturgy points.

Effect Groups

All effects in the game are categorized into an effect group.

Rituals are only susceptible to defenses when they are initially cast. If a Ward ritual is cast on a structure, for example, a cloak, bane or resist will not allow a creature to enter the building. The same is true for all other rituals that generate effects that are useable later.

Alteration

All Alteration effects last for five minutes.

Feeblemind, Hallucinate, Intoxicant, Paranoia, Vertigo

Binding

These spells are all line of sight duration.

Ensnare, Entangle, Entrap, Repel, Restrain, Root, Pin, Bind, Release, Web, Confine, Bind storm, Encase

Chaos

All chaos effects (except Desecrate) are instantaneous when used on an undead. When used on a creature with a normal metabolism, Wither and Putrefy last 5 minutes, the others are instant. Chaos storm lasts until the caster takes damage, moves their feet or uses another skill.

Cause minor wounds, Cause light wounds, Control undead, Help undead, Cause serious wounds, Cause major wounds, Desecrate, Cause critical wounds, Cause mortal wounds, Wither, Cause fatal wounds, Create undead, Putrefy, Chaos storm, Drain Life, Harm.

The following rituals also fall into this effect group: Blighted Crop, Blighted Forest, Cloak of Darkness, Curse of Undeath, Domain of the Defiled, Reverse Life Force

Coating

These effects last as long as their description states.

Alchemical solvent, Oil of slipperiness, Paste of stickiness, Quicksilver.

Command

All command effects last 5 minutes. You may only be under the effect of one command effect at a time.

Berserk, Dominate, Love, Awaken, Fear, Sleep, Obey, Vampire charm, Terror

Curse

All curse effects last 5 minutes.

Paralysis, Weakness, Disease, Silence, Pain, Destruction

Damage

All Damage effects are instantaneous.

Cause light damage, Cause serious damage, Cause major damage, Cure minor damage

Eldritch Force

Lesser Investment lasts for an entire event as does Wizard Lock. Circle lasts one hour. Suppress magic and Prison lasts 5 minutes, and Wall of Force lasts 5 days. All others are instantaneous.

Wall of force, Lesser investment, Banish, Subjugate, Heal/harm construct, Solidify, Wizard lock, Suppress magic, Circle.

The following rituals also fall into this effect group: Audible Projection, Banish, Bound Shard, Circle Lock, Conjure Artifact, Construct, Contact Other Plane, Copy Ritual Scroll, Cosmetic Transformation, Create Greater Circle, Create Lesser Circle, Destroy Magic, Divestiture, Heal Construct, Investiture, Lore, Mark/Unmark, Obliterate, Planar Gate, Proscribe, Shatter Spirit, Spirit Recall, Spirit Walk, Summon <Creature>, Transform to <Creature>, Transfer Enchantment, Vengeance, Vision, Ward, Warder Glyph, Whispering Wind

Evocation

These spells are all instant in their effect. Storm spells will last until the caster takes damage, moves their feet or uses another skill.

Elemental Bolt, Elemental Storm, Dragon's Breath,

Greater Command

All Greater Command effects last until removed. All except *Amnesia* will also be cured by resurrection.

Amnesia, Euphoria, Enslavement, Shun

Nature

Regrowth (20/40/60/full), Cocoon of Regrowth, Stabilize, Calm Animal, Charm Animal, Meld with Nature, Hex of the weakling, Hex of the Frail, Hex of the Mummy

Order

All order effects (except Sanctuary) are instantaneous when used on a creature with a normal metabolism. When used on undead Restore and Purify last 5 minutes, the others are instant. Order Storm lasts until the caster takes damage, moves their feet or uses another skill.

Stabilize, Antidote, Cure minor wounds, Cure light wounds, Turn undead, Harm undead, Cure serious wounds, Cure major wounds, Sanctuary, Cure critical wounds, Cure mortal wounds, Regeneration, Restore, Restore Life, Cure fatal wounds, Destroy undead, Purify, Order storm, Heal.

The following rituals also fall into this effect group: Bountiful Harvest, Cloak of Darkness, Eternal Forest, Gift of Life, Haven of the Living, Ritual of WOE,

Other

The effects of this group are varied and covered in their individual descriptions.

Slow poison, Acid, Assassinate, Blade Fury, Body, Explosive, Magic, Maim, Massive Mechanical, Normal, Silver, Slay, Stun, Vengeance, Waylay, Sunder, Intimidate, Taunt, Flame, Lightning, Ice, Stone, Slow poison antidote

Protective/Enhancement

Light lasts until the end of the game day. Magical Armor, Physical Shield, Displacement, Elemental Shield, Magic Shield, Advanced Physical Shield, Natures Blessing, Natures Furry, Nature Shield, Order/ Chaos Shield, Reflect Magic, Return, Stone skin, Escape, Bless, Poison Shield, and Vine Armor last until used. Elemental Blade, Greater Strength, Greater Thorns, Lesser Reaver, Lesser Thorns, Magic Blade, Minor Strength, Order / Chaos Blade, Strength of the Giant, and Threshold last for one combat. Nullify is an instantaneous effect.

The following rituals also fall into this effect group: Ability Store, Arcane Armor, Bane, Channel Spell, Cloak, Enchant, Endless Quiver, Enhance Wand, Expanded Channel Spell, Expanded Enchantment, Greater Spell Store, Item Recall, Obfuscate, Ownership, Protection Aura, Reaver, Render Indestructible, Resist Destroy Magic, Spell Parry, Spell Store, Spirit Farewell, Spirit Lock, Universal Speech, Weapon Aura

Remove Curse

Remove Curse effects are instantaneous.

Remove disease, Remove weakness, Remove silence, Remove pain, Remove destruction, Remove curse

Remove Greater Command

All Remove Greater Command effects are instantaneous.

Euphoria Antidote, Enslavement Antidote

Corrode, Destroy, Disarm, Freeze, Ruin, Shatter,
Petrify

Summoned Force

These spells are all instant.

Chapter Six - Combat

The Four Basic Rules

The rules system may seem a bit complex at first, but there are a few simple things that will help a player get started. While our fantasy world is created through the use of a large number of rules, there are four basic rules that every player must know and follow. They are in place to make sure our game is safe and fun for everyone and therefore failure to obey any of them will result in a warning, and may get you expelled from our game.

Stopping Combat

A Hold is the emergency stop of our game. It is the single most important rule in this game system. While a Hold is primarily used for safety, it may be called for descriptions or effects reasons. If you hear someone yell "Hold" immediately stop whatever you are doing and look down, if possible you should go down on a knee.

During a hold nothing happens in game. All counts stop, all effects are suspended and all players are no longer in character. This is a time to deal with out of game issues and you should not do anything that will affect the game once it starts again. You should, however, use the time to deal with out of game things, such as checking that your weapons are not damaged, tying your shoes, collecting spell packets or updating your battleboard.

If at any time you see something that looks unsafe you should call a hold by yelling "Hold" and seeing that someone addresses the issue. Once the issues of the Hold are addressed, the player who called the Hold, or a marshal, will ask, "Is there any reason for this Hold to continue?" If you need time to finish an out of game action, such as tying your shoes or pulling your tags, let them know. Otherwise, you should return to the position you were in before the Hold was called and wait for the Lay On. If no one has a reason to continue the Hold the player or marshal will call "Three... Two... One... Lay on!" At this point the game resumes right where it left off.

In addition to Holds, there are two additional stoppages to game play. The first, Caution, should be used when there is a need to stop someone from getting hurt, but when there is no need to top the entire game. Simply state, "Caution," and indicate to the other player what the danger is and then take steps to resolve it. This puts you, the person on danger, and anyone else involved in the combat in a personal hold.

Once you know these four rules you can play, but you may not get very far. However, we do understand that a new player may not remember everything. Do not be afraid to ask questions as everyone was new at one time. To help streamline questions in combat, if you are hit with a spell or effect or hear a call that you do not understand simply call "Clarify". The player who used the effect should then give you a brief explanation.

Combat

Safety is our main concern in combat and our combat rules are designed with this in mind. Our combat system is designed to be a game of tag. Light weapon strikes are the norm. If you violate any of these rules you may be given a combat infraction warning. Too many of these will lead you to be banned from combat, and possibly the game.

The other method of stopping combat momentarily is with a Clarify. This should be used when you need an explanation of a rule or effect. Call, "Clarify," and a hold is created between you and the person you are asking. During a clarification, if you are attacked, simply state, "Clarifying," and ignore any damage inflicted. You may also use a Clarify if you did not hear a spell or skill.

No Physical Contact

At no time may you make contact with another player with anything other than an approved weapon or packet, unless you have their immediate prior consent. A player has the right to refuse contact. The reason may be as simple as not wanting to be dragged through the mud, in which case the action you wish to perform will be stated (For example: I pick you up) and the player will have to follow you. If at any time you are uncertain if an action would be considered physical contact, *ask*. If at any point someone says, "Refuse contact" back away and respect their space. They may not want your muddy hands on their shoulder, even if you are trying to save their life.

Sneaking Rule

A Rogue marshal must be present if you raid another player's cabin, sleeping area or any storage area, unless the player is present and awake out of game. This rule is for your protection, the marshal is there to witness that only In Game items are taken (It is sometimes difficult to tell if an item is In Game) as well as make sure you are aware of the effects of any traps or surprises that were left for a would be thief.

Substance Rule

Drugs and alcohol are not allowed at our games and players under the effects of either will be told to leave.

Legal Targets

Legal targets include the entire body except the head, neck, throat, and groin. Hands from the wrist out are a legal target only if the character is not holding a weapon in that hand. If you intentionally block a hit with an illegal target you must take damage from that strike.

If you are holding a weapon that you cannot use due to a spell or effect, and the weapon is hit you must either drop the weapon or take the damage. Similarly if you are holding multiple weapons or holding a weapon improperly you must either drop the weapons or take the damage.

If you are holding more than one weapon in your hand and one of those weapons is hit, you must take the damage. This includes holding a weapon in your shield hand and being struck on the shield.

Weapon Attacks

The key to boffer combat is to fight honestly from an out of game perspective. Your character may be an honorless thief, but safe, fun combat depends on you, the player, being honest in combat. This means taking your hits and dying when you take the appropriate amount of damage.

In our combat system, a light tap is just as effective as a heavy swing. You are trying to hurt the other characters, not the other players. You only need to apply enough pressure to make sure your opponent is aware of the attack.

A strike that is blocked or deflected does not count.

You should mention to your opponent when you think you hit them, and you should also acknowledge any hits that you take. Usually, saying, "Got it," when a weapon strike is landed is enough to let the other combatants know that you are taking your hits.

If you are swinging your weapon so fast that you cannot call your damage in a clear and understandable fashion, then your opponent is not required to take damage from those attacks.

Once you hit a player, the location where you hit them is not a legal target again until you attempt to hit them somewhere else, bring your weapon back parallel to your body or three seconds have passed. If you hit a player in the same location in rapid succession without meeting one of these criteria they may call "machine gunning" and not take any damage beyond the first hit until you do.

Whenever you attack with a weapon, you must announce the amount of damage done, as well as the type of damage that is being inflicted.

The amount of damage you inflict with a one handed weapon is calculated by taking the base damage of your weapon and adding one point of damage per *Proficiency*. If you are behind your opponent, you may add two points of damage per *Back Stab*.

If you are using a two handed weapon you add 1.5 points of damage (rounding down) for every *Proficiency* to the base damage. If you are behind your opponent, you may add two points of damage per *Back Stab*.

If you are using a bow or crossbow, add 1.5 points of damage (rounding down) per *Proficiency* and 1 point of damage per *Back Stab* that you have to the damage.

1 point of damage is added to your damage call for *Proficiencies* and *Back Stabs* for thrown weapons.

Regardless of what weapon you are using, any damage increases from spells are always the amount indicated.

If you have no special attributes on your attack, you must call "Normal" as your damage type. Certain weapons will alter your damage type. Silver weapons will allow you to call "Silver." Magic weapons will allow you to call "Magic," as will a *Magic Blade* spell. Also, spells can alter your damage type as well. An *Elemental Blade* spell will allow you to choose from "Stone," "Lightning," "Ice," or "Flame." An *Order/Chaos Blade* will allow you to call "Order" or "Chaos," depending on how it was cast.

If your opponent cannot understand your damage call, they are not required to take the damage from your strikes.

If you have multiple options for your damage type, you must select one to use each time you swing, though you may change it between swings.

If you have a skill that allows you to fight with more than one weapon, it is possible that each weapon will have a different damage call. In this case you must make the appropriate damage call for each weapon strike.

You can always choose to swing for less damage than your maximum. This applies to regular weapon attacks as well as special per day abilities.

You may not advance on another player in such a way that they have to take a step back to avoid colliding with you. When engaged with another player you must leave them a reasonable amount of space, typically at least arms reach. If you force a player back they may call "charging" in which case you must disengage by taking five steps back before you may engage and attack them again.

You may not trap an opponent's weapon. Trapping is holding an opponent's weapon against yourself in such a way they cannot use it or pull it free, like pinning it between your arm and body. You may tie up an opponent's weapon with your own weapon, but they must be able to disengage by stepping back and taking the weapon with them.

You also may not trap an opponent. This is called player trapping. You may not force a player into a position where they cannot move without charging. It is most common in group combat where a player (most often a monster) may be completely surrounded by other players so that taking a step in any direction would result in their charging another player.

A player who has a weapon trapped or is trapped themselves may call “trapping” in which case the player (or players) they are engaged with must disengage, by releasing the weapon and/or taking five steps back before attacking again.

Packet Attacks

Any attack delivered by a packet is effective if it makes any contact with the target, including hitting their weapons or clothing. This includes spells, gas globes, and certain monster abilities. A packet attack will still count if it hits a target that is not considered legal for weapon strikes.

The only exception to this rule are archery packets, which follow weapon rules.

The Killing Blow

Once a person has been immobilized, whether through spells or damage, they can be killed with a Killing Blow. To administer a Killing Blow, you must place your hand or weapon on the victim’s torso and state, “I grant you the mercy of a quick death <carrier>.” This phrase must be stated clearly and should not be rushed.

If you are struck while giving a Killing Blow, it is interrupted, even if the attack does not affect you. Any spell effect that does damage, immobilizes, or prevents use of game skills will also interrupt a killing blow, but only if it affects the target or causes them to use a defensive ability.

If a creature is immune to weapon strikes from a type of weapon, then they are also immune to Killing Blows administered by a character using those types of weapons.

Hit Points

A character at zero skill points has 6 body points and will gain further body points depending on their current class and skill point total. Body points are not the only number you need to know in order to determine how much damage you can take. This is found by adding Armor Points, Body Points and any extra points from spells or other effects. When you take damage you lower your hit points by subtracting the damage from their total and adjusting their tags.

During combat any damage you take is first mitigated by damage reduction (to a minimum of 1) and then is applied first to Armor Points and then to Body Points, though there are some exceptions. Some skills or abilities specifically (most notably Chaos magic) state that they bypass armor, so any damage taken from them goes directly to Body Points.

Armor Points and Body Points are represented by tags. The value of your Armor Point tag is based on the rating that has been applied to your armor by a marshal, as

detailed in Chapter Seven. The value of your Body Point tag is based on your character’s Level, Class, and Race.

Dying and Death

There are essentially four states that a character can be in during a Vandlar event that relate to their Body Point total:

Alive - A character with 1 or more Body Points can function as normal and is considered alive. They have full use of all of their skills and abilities and there are no ill effects based on how many hit points they have.

Unconscious - A character who has zero Body Points is unconscious. If you are reduced to an Unconscious state you will return to being alive (but only with 1 Body Point) after ten minutes.

While unconscious, you cannot do anything to indicate to others that you are alive. You cannot talk, or moan, or move around.

If you are unconscious, any spells that hit you still function as normal and any spells that were cast on you prior to your becoming unconscious still affect you and function as normal.

Dying - If you take enough damage to lower you below zero Body Points, your total drops to -1. This is the least amount of Body Points that you can have, regardless of how much damage you take. When you reach this state, you have one minute to be healed, whether through magic or a timely application of the *First Aid* skill. This one minute period is often referred to as the “bleed out countdown.”

First Aid takes one minute to successfully complete. When someone begins *First Aid*, your bleed out count pauses. If *First Aid* is successfully applied then the character is brought to zero Body Points and will return to consciousness in ten minutes. If any damage is taken while *First Aid* is being applied, your bleed out count resumes right where it left off, though another use of *First Aid* will pause your count again, but will require another minute to complete.

Healing spells can bring you directly from Dying back to Alive without any time spent unconscious and without anyone needing to *First Aid* you.

Dead - If you take enough damage to drop you to -1 Body Points and do not receive healing or *First Aid* within one minute, or if you are the victim of a Killing Blow, you are Dead.

When you become Dead, any active spells and effects spontaneously expire, except *Vampire Charm*, *Amnesia*, *Enslavement*, *Entangle*, *Euphoria* and any other effect at the discretion of the Plot Committee.

There are only two ways out of being Dead. The first option is to have someone cast a *Restore Life* spell on you within five minutes of your death.

Your other option, if you do not receive a *Restore Life* spell, is for your body to become a spirit. Your only way back to the world of the living at this point is through resurrection at an Order-aligned Greater Circle.

It is important to note that while you are in any state other than Alive, you have no idea of your surroundings or what is going on. If you are Dead and kidnapped by monsters, even though they dragged you through the woods to their hideout and gave you a *Restore Life* spell there you have no memory of this and would not know where their hideout was if they later killed you after interrogating you and should take no in game actions based on this information, and should not tell anyone any information based on what happened while you were not Alive.

Resurrection and Permanent Death

Once you become a spirit, you must immediately walk out of game to the nearest friendly Greater Order Circle if it is one of your first two deaths. On the third and subsequent deaths, the character must first travel to the NPC shack where they will have the option to face death in his arena to avoid weakening their spirit. After leaving Deaths Arena, the player will then travel to the nearest Order Circle to either resurrect, or form as a permanently dead body.

A spirit is completely invisible to, and unable to interact with the world and all of its inhabitants. A spirit can only travel at a normal walking pace and will always head unerringly towards the nearest Order-aligned Greater Circle, or NPC shack depending on how many times they have died.

A spirit has the option travel to another Greater Order Circle if they feel that the closest one is hostile. A player who has already used their free deaths does not have an option to skip going to Deaths Arena unless they choose to just accept the death.

When the spirit enters the Circle, the spirit is still unable to interact with the real world, but anyone who is inside the Circle and Invested in it will sense that a spirit has entered the Circle and is awaiting resurrection. If the two people have met before, the person in the circle will know the identity of the spirit.

A spirit can prevent specific people from resurrecting them, but has no way to inform anyone who they would like to resurrect them.

Record Keeping

For the purposes of record keeping, deaths will be tallied in three fields on the character card. Free deaths, Accumulated Deaths, and Counted deaths.

Free Deaths - Each player is allotted two free deaths. When a player dies for the first and second time they will be given a story at the resurrection circle about visiting death and being allowed free passage. These deaths will be recorded as free deaths in the free deaths section of their character card and cannot be removed by any means.

Accumulated Deaths – This is the number of times a character has died after their free deaths and is only used for the purpose of stating deaths arena. This number cannot be adjusted, altered, or removed by any means.

Counted Deaths – These deaths will be recorded in the counted death total and can be removed by completing a quest in the Chamber. The only way to have a death added into this section is by losing in Deaths arena, or by choosing not to fight death. After accumulating 4 counted deaths, a character is considered permanently dead. Alternately a player always has the right to choose to permanently kill their character.

Rules for Deaths arena:

A.) When a player enters Deaths arena, the person in charge of stating will attempt to the best of their ability to choose an NPC who is not a member of the players “team”.

B.) When a player enters Deaths arena, the person in charge of stating will attempt to the best of their ability to choose an NPC who is of similar fighting skill.

C.) When entering Deaths arena, the player will have to option to challenge death, or to accept the death and resurrect with a death added to their Counted deaths, or may choose to perm per the normal rules.

D.) Spirit locked items - When entering Deaths arena all spirit locked items are considered to be suppressed.

E.) A character entering deaths arena will have the ability to choose any weapon, and weapon style. Death will be required to use the same.

F.) A character entering deaths arena will have full HP, skills, and spells. 30 seconds will be given at the beginning of the fight to prepare and to cast any protective spells the character may want to use, if they have access to them.

G.) Death will be stated based on accumulated deaths by referencing the chart below.

1. 1st accumulated death – 50% skill points, must buy same skills as on the characters card.

2. 2nd accumulated death – 75% skill points, must buy same skills as on the characters card.

3. 3rd accumulated death – 100% skill points, must buy same skills as on the characters card.

4. 4th accumulated death – 125% skill points, must buy all skills on the characters card, additional skill points may be spent as the person in charge of stating feels fit.

5. 5th death and beyond. The skill point progression will continue as above, 150%, 175%, 200%, etc... All skills on the character card must be purchased. Additional skill points will be spent as the person in charge of stating feels fit.

Once a character has visited deaths arena they will head to the nearest friendly Greater Order Circle.

At this point the resurrection may be started by anyone Invested in the Circle. The resurrection takes five minutes and involves a story told to the spirit by the person performing the resurrection. This story is intended to ease the spirit's journey back from the brink of permanent death.

Once the story is completed the spirit will reform a new body within the Circle, unless they have reached the maximum number of counted deaths.

When the spirit reforms a new body within the Circle they will regain all skills. This does not allow the use of production.

When a spirit forms a new body they are returned at full body and any effects that were on the body expire, with the exception of memories lost due to *Amnesia*.

If, however, you have reached your maximum number of counted deaths, your character has permanently died. Your spirit form shatters into innumerable pieces and your body reforms in the nearest friendly Greater Order Circle.

If your character suffers permanent death, you have a couple different options: You can NPC the remainder of the event, you can start a new character, or you can play a secondary character.

If your character permanently dies you can start a new character with one half of the skill points that the permanently dead character had.

Alternatively, at any time before you permanently die, you can elect to turn in your character for a new one. You must make this choice prior to fighting in deaths arena. Your old character is considered to have permanently died or at plot discretion becomes a permanent NPC, and your new character starts with half the amount of skill points your old character had (with a minimum of 50), no deaths and will receive compensation for any magic and/or production items turned in at their character's retirement for use on their new character. The exact compensation received will be determined by the Heads of Plot and Rules and the Owner, and will take into consideration the character history of the new character.

Circles, Wards and Wizard Locks

Wards and Wizard locks must be placed on a structure that is fully enclosed with at least one door like portal. Once cast, only the one door may be used as an entrance/exit. Casting the same effect again (Ward or Wizard lock) will allow another portal to be used as an entrance/exit. Circles may be cast anywhere inside, outside, and even around a building.

You may cast a Ward, Wizard lock or Circle on/around a building that already has other Wards, Wizard locks, or Circles inside them. Alternately you can cast a Circle, Ward or Wizard lock inside a building that already has another Ward, Wizard lock or Circle on/around it.

Counted Actions

Some actions cannot be properly represented in game and therefore require a five second verbal count to accomplish. A player performing an action that requires a verbal count must count out loud so that any effected player, as well as players in close proximity can hear them. (Example: I rift out one, I rift out two, I rift out three, I rift out four, I rift out five.) "

The following is a list of actions requiring a five second count. If a specific skill requires a count that is not listed here, it will be listed in the skill description. All other actions requiring x-time to complete should be counted silently or use the proper verbal (killing blow):

Using the Rift ability

Using the teleport ability

Going Gaseous

Returning from Gaseous

Using a spirit Recall

Ripping free of a binding effect

Cutting someone free of a physical Effect IE. Entangle

Using the revive ability

Renewing

Field Resurrection/Regeneration

Using the Engulf Monster ability

Monster Abilities

Some monsters have strange abilities and powers. This list is not complete, and some monsters will have access to the other effects listed in the book.

Additionally, the abilities of some monsters may change from event to event or during an event depending on plot.

Arcane Pyramid - Some creatures have such a masterful control over magic that they can use it under any circumstances. The verbal for this is, "Arcane <effect name>." These spells can be cast while under any other effect that does not explicitly remove the ability to use Game Skills. These spells are not stopped by normal spell

protective other than arcane shield and cannot be absorbed into spell stores, but can be resisted, cloaked or baned by an appropriate ability.

Channel Spell - This ability allows a creature to channel a spell or effect through their weapon or claws. This is a per day ability and the verbal is, "Spellstrike <spell name>." This can be stopped by *Magic Shield*, *Reflect Magic*, *Spell Parry*, or appropriate resists, cloaks and banes.

Claws / Body Weaponry - This ability allows a creature to use claws or other body weaponry. The physical representations for these weapons must be entirely covered in red duct tape and can represent any weapon or a shield that is permitted by that creature's other listed skills. Claws cannot be *corroded*, *disarmed*, *ruined*, *shattered* or *destroyed*.

Control <monster> by Voice - A creature with this ability can control any creature of the appropriate type that is of lesser rank, as long as that creature does not have the control by voice ability. This control is equivalent to an *Enslavement*. The proper call for this skill is, "Control <creature> by Voice."

Corrosion – Destroys any named object up to the size of a door. If targeting armor the effect will reduce its value to zero and refitting the armor will not be possible.

Curse of Transformation - Some monsters have the ability to infect their victims with a curse that will transform them. Usually the victim will turn into a creature like the one that caused the infection and there will be some kind of trigger for the transformation.

Damage Reduction - This gives creatures the ability to shrug off some of the damage dealt to them by weapon attacks or other sources of damage. Some monsters may have a damage amount that all swings are reduced by, some may reduce to a specific number and some may only reduce damage with certain carrier attacks. In all instances a creature that takes less than full damage from a swing will respond with, "Reduced," for the first swing from any specific combatant.

Deadly Spittle - This represents the ability of a monster to spit some kind of poison or acid at a target. If the verbal contains the word "poison" it can be blocked by a *Poison Shield*.

<Effect> Guard - Acts like a Resist of the appropriate type but must be used on the first appropriate effect that the creature is targeted with.

Elemental Pyramid - Some creatures have an almost preternatural connection with the magics that they use. This allows them to throw spells with an elemental delivery. These spells follow all the normal rules for spell casting but can be cast while silenced. The proper incant for this is, "Elemental <spell name>" Spells delivered in this fashion will not be stopped by a *Magic Shield* or *Reflect Magic* but can be stopped by an *Elemental Shield* or appropriate resist, cloak or bane.

Engulf - Some monsters have the ability to consume an incapacitated person or creature whole while administering a five count by placing a hand or weapon phys rep on the target's torso and stating, "I engulf you 1, I engulf you 2, I engulf you three etc..." If the engulfed individual is not already dead they must immediately start their death count upon being engulfed. In order to recover engulfed targets the monster must be given a killing blow. When the killing blow is administered the engulfed targets will be able to receive *Restore Life* spells.

Enslavement - This ability will put the recipient under the complete control of the creature who administers it. The target will perform any and all commands given to the absolute best of their ability and reason. This effect will remain until it is removed by an *Enslavement Antidote*.

Fey Curse and Fey Mark - These monster abilities are completely at the discretion of Plot and can do many varied and bizarre things.

Full Regrowth - Some monsters have the ability to heal themselves over time. This usually takes one minute of time uninterrupted by a weapon attack or other effect that affects the creature. At the end of the time the creature states, "Arcane Full Regrowth," and they are healed to their maximum body.

Gaseous Form - Some creatures can become gaseous on a five count. This makes them immune to all effects except *Solidify*. While gaseous the creature must move at a walking pace and cannot use any skills. They cannot walk through objects and cannot speak, though they are aware of their surroundings. A monster may not make anyone else gaseous. When gaseous a monster can choose to return to normal and solidify themselves voluntarily on a five count.

Healed from <damage type or effect> - Some creatures are healed by certain types of damage or effects. When hit by a non-Order effect that heals you, you must call, "Healed." This ability does not allow a creature to be healed by carrier attacks. However, if you are healed by a

particular damage type or effect you are immune to weapon swings with that carrier.

Hive Mind - Creatures with this ability share a consciousness and memories. What one knows, so do all the others. This also makes them immune to command and greater command effects.

Immune to <damage type or effect> - Some creatures have immunities to certain types of damage or effects. This is represented by a call of, "No effect." This does not need to be made every time but should be done when a new combatant enters a combat or when a new call is made to which the creature is immune.

Infection - Like the Curse of Transformation, some creatures can infect a character with a magical disease that will turn them into a something else. Sometimes this is immediate, and sometimes it is not. This ability allows the creature to end their Killing Blow with, "Infection." A player affected by this ability will be given an explanation as to what occurs. The method to remove an Infection will vary, but is usually fixed by resurrection.

Innate Pyramid - Innate spells are cast without the incants normally required. The proper incant for a creature with an Innate Pyramid is, "Magic <spell name>." These spells follow all the normal rules for spellcasting, but can be cast while silenced.

Innate Reflect Magic - This ability allows a monster to reflect all spells and Magic delivered effects. They are still affected by Arcane delivered effects. If a specific spell is listed as a weakness of the creature or creature type it cannot be reflected. Touch cast spells may still be accepted. The proper call for this ability is, "Reflect."

Massive Carrier - The massive carrier is used to denote a creature's ability to batter through your defenses. Attacks delivered with the massive carrier will still deal damage if blocked by a weapon on shield. Weapon attacks of this sort can be stopped by *Evade*, *Dodge*, *Parry*, *Riposte*, *Physical Shield* and *Advanced Physical Shield*. Hits to clothing do not count unless they would have otherwise landed a valid hit on the target. The verbal for this carrier is used in the same fashion as any other carrier either, "<number> Massive," or, "Massive <skill>."

<Multiplier/number> damage from < effect> - Some creatures take increased or extra damage from some effects.

Mummy Curse - Mummy Curse acts as a killing blow. Once affected the target will require two Restore life spells

to be brought back to life instead of one. The verbal to deliver a mummy curse is as follows. "I grant you the mercy of a quick death, Mummy curse."

Natural Armor - The skin of some monsters acts as armor. Any monster with Natural Armor also has the ability to refit it in sixty seconds. This armor cannot be *shattered*, *sundered* or *destroyed*. The protection granted by this ability can vary but will never exceed 60 points of armor. Natural Armor cannot stack with any other type of armor.

Obliterate - Causes the target, if they have a spirit to drop immediately to their death count and requires three Life spells to bring them back to life. If the target does not receive a Restore life spell they will receive 3 accumulated deaths to their total. For each Restore life spell they receive this will reduce the total by 1. If they receive all 3 Restore life spells they will be returned to life. Accumulated deaths are used only for stating deaths arena and are not counted deaths. For more information on counted deaths please see page xx under resurrection.

Renew - Some monsters have the ability to renew one or more of their abilities or skills by fulfilling some preset condition, and stating, "Arcane Renew." Usually this is a minute of concentration, similar to meditation or refitting armor. Some creatures will renew upon meeting other conditions or using other skills such as *Engulf* or *Revive*.

Resist - This ability functions similarly to *Racial Resists*.

Return - A creature with the Return <type> ability will cause a specific type of effect directed at it to be returned to its point of origin. Returned effects that were cast from the caster's memory or were an expended skill such as *stun* or *slay* are restored to the character, but cannot be used until they Meditate for 1 minute. If a return is used against a multi packet or multi attack skill such as *Dragons Breath* or *Blade Fury* it must be used on the first packet/attack that lands, and will end the skill. If the returned ability was not returned on the first packet/attack (first one missed or hit another target) then the skill is still ended but cannot be regained through meditation. If a Return is used against a production item or magic item derived effect the creature still does not take the effect, but it is not returned to the character. Some creatures will have Returns that are type specific; others may have just a number of generic returns each day. The proper call for this skill is to state, "Return," upon being hit with an appropriate effect.

Revive - This ability allows a creature to rise back up after death. Usually monsters will spend between one to five

minutes in their death count or will *Revive* on a five count upon reaching their death count. This ability will either be able to be used a set number of times or will be able to be used until certain special conditions are met, such as a killing blow with a certain type of weapon or casting of a specific spell.

Ricochet - Some monsters can redirect a battle magic or magic delivered spell that hits them. This is represented by the creature stating “Ricochet Magic <spell name>” and throwing a packet. This ability follows all of the normal spellcasting requirements. If the monster says the verbal incorrectly, doesn’t throw a packet, or the packet misses, the ability is used up; however, the monster will not be affected by the original spell. This ability must be used immediately or the chance to use it is gone, and can be used before a Magic Shield or other appropriate protective spell.

Rift - Some creatures have the ability to move across space and time rapidly. When rifting the creature with the ability has control over who and what travels with them. Using this ability requires a 5 count. The proper verbal for rifting is to state, “I rift <out/in> 1, I rift <in/out> 2, I rift <in/out> 3, etc...” and either place your hand on your head if you are rifting out or remove your hand from your head if you are rifting in.

Rip from Binding - This ability allows monsters to rip from binding effects by spending five seconds roleplaying ripping out of the binding effect and stating, “I rip out 1, I rip out two, I rip out three, etc... <damage> body.” Ripping from binding effects will usually cause damage to that creature. This is usually 20, regardless of what spell is being ripped out of, though some monsters cannot rip from all binding effects and some monsters will take more or less damage from a rip out. This damage cannot be avoided by any means.

Shatter – Destroys an item of up to shield in size. Two handed weapons and armor valued above 30 points cannot be shattered.

Shun - This ability prevents a creature from being attacked by a target or targets. Some monsters can shun all members of a specific race or all members who are not of a specific race. Some monsters can shun individuals or all who are not a specific individual. If you are affected by a Shun you cannot directly interact with the creature that has shunned you. If packet delivered the call for this ability is usually, “Arcane Shun,” though it can be delivered as a vocal radius effect.

Suicide - Some creatures have the option to destroy themselves either voluntarily or if preset conditions are met. Usually this is treated just as if the creature had received a killing blow, though sometimes other effects can occur as well.

Strength - Strength increases the amount of damage dealt by weapons used by the creature with this ability in the same method and amounts as the skill *Proficiency*. Additionally, this skill will allow a creature to use boulders as thrown weapons.

Vampire Charm - This ability allows a creature to have complete control over a subject for 5 minutes. The subject will do anything its controller commands, including kill themselves. This ability may be delivered in a variety of different ways. The proper verbal is, “<Delivery> Vampire Charm.”

Vocal Radius - Spells and effects delivered with a vocal radius qualifier will affect all individuals who could be expected to hear the call when made out of game at a reasonable yelling volume. The proper call for this ability is, “Vocal Radius <Delivery> <Effect>.”

Chapter Seven - Armor and Weapons

Armor

To use armor in game you must have a phys rep for it. While you may have a tag for forty or fifty points of armor you also need to have a phys rep of equal or greater value. To determine the value of armor we have a rating system that assigns a value to your armor rep, you can then have a tag on your tag ring up to that armor value. To rate suits of armor we use a location-based system. There are eight armor locations each worth up to five points. These locations are:

Head- Neck up

Chest- Neck to sternum

Back- Shoulders to waist

Abdomen- Sternum to waist

Forearms- Wrists to elbows

Upper arms- Elbows to shoulders

Upper leg- Waist to knees

Lower leg- Knees to ankles

The first four locations have their armor value doubled.

To be considered covered, a location must be $\frac{3}{4}$ covered, if a location is more than $\frac{1}{2}$ covered but less than $\frac{3}{4}$ it is awarded half (round down) the coverage value. Values for coverage of a location vary from zero to five based on material as follows:

1 point

Pleather - imitation or cloth thin leather

Vinyl

Thick cloth - canvas or similar

2 point

Leather

Studded cloth - uniform metal additions that cover 25% of the area

“Open” chain - able to pass a sharpie marker through

Furs - Buckskin and other haired leathers are considered leather

3 point

Furs with leather backing

Basic chain - European 4-in-1

Heavy leather - stiff enough to maintain its shape

Studded leather - uniform metal additions that cover 25% of the area

“Heavily” studded cloth - 50% of area covered by uniform metal additions

4 point

“Tight” chain - cannot pass a pencil more than half way though, or non-4 in 1 weave (6 in 1, Persian, etc)

Light plate - holds shape but can be flexed, twangs when struck

Studded heavy leather - uniform metal additions that cover 25% of the area

“Heavily” studded leather - 50% of area covered by uniform metal additions

5 point

Heavy plate - rigid, knocks when struck

“Opaque” chain - cannot read 12 pt font though it

Heavily studded heavy leather - 50% of area covered by uniform metal additions

Non-anachronistic armor - Armor and costuming that fits in with the time period of the game can result in up to 4 bonus armor points. The only anachronistic items allowed are modern footwear (such as hiking boots) and glasses. You cannot gain the points from this category if you are wearing armor made from non-period materials.

Craftsmanship - A suit of armor or costume that is visually impressive and/or finely made can result in up to 4 bonus points. This category is completely about the look of a costume as opposed to its authenticity.

Stacking - Armor may be stacked on a given location provided that the layers are different types of armor. The values for each layer are added, to a maximum location value of five, at no time is it possible to get more than five points for any one location.

Scale mail/armor - is rated based on the material it is made from with a one point per location bonus if it overlaps by at least 30% (to a max per location value of five).

Costume armor - Costuming made to look like armor will rate one to two points less per location than the material it is approximating, based on look and material. It must be obvious what material the costume piece is approximating.

Non-standard materials - wood, bone, etc. rate in a fashion similar to costume armor based on the material they are most like, they do not suffer a per location loss.

You should have your armor rated by a marshal when you arrive. Once it has been assigned a value you do not need to have it re-rated unless it changes. Anyone can refit armor, restoring points it has lost due to battle damage. To refit armor a character must roleplay repairing the armor for an uninterrupted minute. Anything that causes you to stop your roleplay is considered an interruption. Once the minute is over the armor is restored to full value. If your armor is affected by a *shatter*, *destroy* or *sunder* effect it is destroyed and the player will gain no benefit from the rep until a new tag is obtained.

The value of your Armor Point tag can never be more than the rated value of the armor you are wearing, though you may wear an armor rep that is rated higher than the Armor Point tag that you are wearing.

Shields

Shields can be very useful in combat. Weapon strikes and archery packets that land on a shield do not count, though any other packet delivered attack will.

Shields can be made out of many different materials, including wood, plastic, aluminum, foam insulation, or camping pads. Safety is very important when constructing a shield and all edges of the shield must have at least 5/8" of closed cell foam around the outside. Any bolts or other hardware must be covered by foam at least 5/8" thick.

Shields have no offensive use. They cannot be used to bash or bowl over opponents. You cannot strike your opponent with your shield.

A character cannot wear more than one shield at a time.

No shield may be held in a hand that is wielding a weapon.

There are two types of shields that can be constructed: bucklers and shields.

Buckler

A buckler can be worn on an arm wielding any short length weapon.

A buckler can be used while wielding a bow or crossbow, but it cannot be worn on your throwing arm.

A buckler can be used with a two-handed weapon.

A buckler is constructed under the same general principles as any other shield. They must follow the safety rules outlined above. A buckler can be constructed to strap to the forearm and leave the hand free, or may be hand-held. If it is not hand-held, it cannot be *disarmed*.

A buckler has a maximum dimension of 12", including diagonals.

Shield

A shield can be used with any one handed weapon.

A shield must be constructed with a handle, and prevents a character from using that hand for anything while wielding the shield.

A shield has a maximum dimension of 36", including diagonals, and a maximum area of 531 square inches. Any recesses or voids in the shield are ignored when calculating its area.

Weapons

Every weapon must have a Weapon Tag. This does not need to be attached to the weapon, but must be carried by the player using the weapon.

The Weapon Tag shows that the weapon exists in game. When you purchase a weapon in game or create one with a production skill, you will be purchasing the Weapon Tag, not a phys rep.

Weapon Construction

As with shields, safety is the most important concern when constructing a weapon. However, you must remember that even the most safely constructed weapon can be dangerous if used in an unsafe manner.

If your weapon phys rep breaks during an event, then your weapon has broken in game. You cannot call a Hold to go get a replacement, except in the case of unshatterable weapons, though a Hold may be called for safety reasons as a result of weapon breakage.

Weapons are usually made with PVC piping covered with 5/8" pipe insulation foam. Sometimes fiberglass and graphite poles can be used as core materials, but this is at the discretion of the weapons marshal at each event.

All tips and crossguards must be constructed in a safe manner and must be covered with foam.

All weapon tips (including crossguards that are high enough up on the weapon) must have a open cell foam thrusting tip attached.

All areas above the grip must be covered by at least a 5/8" thick layer of closed cell foam.

All weapons must be fairly rigid so that they do not whip when swung quickly. Because of this 1/2" PVC does not usually make a good core for any weapon longer than 32".

It is important to make sure that your foam is the correct inner diameter for the core being used. If the foam is too big the core will rattle and the foam will break down rapidly. If the foam is too small you will have to force it over the core which will cause the foam to compress and the weapon to be too hard to be considered safe.

The duct tape should be applied lengthwise along the weapon with about 1/4" overlapping each strip.

Electrical tape is not suitable for blade coverage but can be used on weapon grips.

Weapon Guidelines

All weapons have specific characteristics that must be adhered to during construction and maintained during events.

Arrows and Bolts are birdseed filled cloth packets (exactly like spell and alchemy packets) made of any color but orange fabric. Arrows and bolts are both produced in quivers. Each quiver contains enough arrows or bolts for one battle. If an archer throws one or more arrow or bolt packets, they must hand over a quiver tag at the end of the fight.

Bows must be curved, and padded like a regular weapon. You may not attach a string to the bow and the grip must be in the center of the weapon. A bow requires both hands to use offensively, but may be used to block with one hand. If you have the appropriate skill, you may fight with a bow in one hand and a weapon of up to long

length in the other. You may not make a melee attack or *Waylay* someone using a bow.

Crossbows are made of closed cell foam only, they cannot have a core. All crossbows have a bow section from 12" - 24" long. The stock of a light crossbow should be from 14" - 24" long and the stock of a heavy crossbow should be 24" - 32". A crossbow cannot be used for blocking, but can be used to perform a *Waylay*.

Javelins are made from closed cell foam and must have thrusting tips at both ends, they cannot have a core. They may be weighted with one D cell battery. They cannot be used in melee combat and must be thrown. A person only takes damage if hit by the thrusting tip of the weapon.

Rocks must be carved out of foam with no core material. They must be round or otherwise shaped so as not to look like any other weapon. Rocks cannot be used in melee combat, they must be thrown.

Thrown Weapons must be carved out of foam with no core material.

Claws must be made with red tape, but otherwise are exactly like a short sword.

Axes, Blunt Weapons, Spears and Polearms must have an appropriately shaped head constructed of open cell

foam. This padded head is in addition to the 5/8" closed cell foam that covers the core and that foam will not count towards the calculation of the head's volume. The head should be noticeably bigger than the shaft and should squash easily.

Spears are one handed weapons, can only be used to perform thrusting attacks and can never be thrown. A character hit by any portion of a spear other than the tip takes no damage.

Staves must be used with at least one hand in the grip area at all times. When attacking, the other hand may be on the striking surface closest to the wielder. A staff can be used to block while only being used one handed. The grip area of the staff must be in the center. You cannot thrust with a staff.

Two handed weapons Two handed weapons must be wielded with both hands with the exception of thrusting and blocking. A Two handed weapon may be used to thrust and block with one hand. While wielding a two handed weapon you cannot wield any other weapons or shields.

Waylay tips are not required on all weapons, but a weapon without a waylay tip cannot be *Waylaid* with.

Table 12 - Weapon Specifications

Weapon	Weapon Surface or Head		Overall Length		Grip Max	Tip Min	Shaft Min	Base Damage
	Min	Max	Min	Max				
Ranged								
Short bow			25"	33"	8"			2
Long bow			33"	58"	8"			3
Light crossbow			14"	24"		2"		3
Heavy crossbow			24"	32"		2"		4
Boulder	1728" volume	46656" volume	12"	36"				5
Javelin			30"	40"		2"		4
Throwing Weapon	8" volume	1728" volume	2"	18"				2
Rock	8" volume	1728" volume	2"	12"				1
One Handed								
Claw	18"	24"	24"	33"	8"	2"		2
Long Axe	12" volume	144" volume	33"	45"	14"	2"	18"	2
Long Blunt	12" volume	1728" volume	33"	45"	14"	2"	18"	2
Long Sword	24"	36"	33"	45"	14"	2"		2
Short Axe	12" volume	144" volume	24"	33"	14"	2"	12"	2
Short Blunt	12" volume	1728" volume	24"	33"	14"	2"	12"	2
Short Sword	18"	24"	24"	33"	14"	2"		2
Spear	8" volume	64" volume	48"	58"	30"	2 1/2"	18"	2
Two Handed								
Polearm	12" volume	144" volume	60"	84"	30"	2 1/2"	18"	3
Staff	24" x 2	30" x 2	60"	72"	24"	2"		3
Two-handed Blunt	12" volume	1728" volume	45"	62"	22"	2"	18"	3
Two-handed Sword	36"	48"	45"	62"	22"	2 1/2"		3

How to Make a Weapon

For purposes of this tutorial we'll assume you are making a short sword, one of the most common weapons in the game. The construction of most weapons is based off of that of the short sword. The short sword you'll be making should end up being just about maximum length.

1. Gather Materials: You will need a length of ¾" PVC pipe, 5/8" thick pipe insulation, open cell foam, duct tape, electrical tape, scissors and a hack saw.

2. Cut Core: Using the hack saw cut a 26" length of PVC. In general, when building a one handed weapon you'll want to cut your core 6" shorter than the length you want the weapon to be. When making a two handed weapon, you'll want to cut the core 7" shorter.

3. Prep Core: Take two strips of duct tape and cover the open ends of the pipe. Then cut off a 1" length of the pipe foam and then cut it in half so you have two 1" tall half circles of foam. Take one of these, roll it up so it is about the same diameter as the core and then tape it on. Repeat on the other end with the other piece of foam.

4. Cut Pipe Foam: Cut a 17" length of pipe foam.

5. Put Foam on Core: Slide the piece of pipe foam that you just cut onto the core. You should slide it up until the foam taped on the end of the core meets up with the tip of the piece of foam you just cut.

6. Secure the Foam: Take three pieces of tape and tape the foam at the top, middle and bottom of the blade.

7. Cut and Attach the Crossguard: Cut a piece of foam 4"-8" long to serve as a crossguard. Cut a hole in the center and slide it up the butt end of the core so that it sits at the bottom of the blade. Take two strips of duct tape and secure the crossguard to the blade. Then take some open cell foam and stuff it in the open ends of the crossguard. Then tape the ends of the crossguard closed.

8. Cut and Attach the Pommel: Cut a 3" piece of pipe foam to use as the pommel. Place it over the butt end of the core and close the foam with a 3" piece of duct tape.

9. Cut and Attach the Waylay and Thrusting Tips: Cut two 2" cubes of open cell foam. Secure one to the tip of the blade and one to the end of the pommel with duct tape. Take one 10" long piece of duct tape, center it over the tip and tape the tip to the foam. Be careful not to compress the foam. Then take 4" pieces of duct tape and cover the exposed portions of foam so that the tip is secure and all of the foam is covered. Repeat for the other tip.

10. Poke the Tips: Take a needle or pin and poke holes through the tape covering the open cell foam tip so that the tip is pliable.

11. Secure the Pommel and Blade: Take strips of tape and apply them lengthwise to cover all the foam on the blade and pommel. Make sure to have some overlap onto the handle so that the foam will be secure.

12. Tape the Grip: Take electrical tape and spiral wrap it around the handle to cover the exposed pipe.

Your weapon is now complete. You can perform a quick safety check and look for any obvious infractions, such as exposed pipe, if the weapon is either overly stiff or whippy, but remember that most people's first attempt at a weapon does fail, and even experienced weapon makers sometimes have to remake weapons. Most weapon makers are more than happy to sit down with you and go over some of their own tips and tricks on weapons construction, so feel free to ask.

How to Make a Shield

For this tutorial we'll assume you are making a maximum sized round shield out of ¼" thick plywood.

1. Gather Materials: You'll need a sheet of ¼" plywood, 5/8" thick pipe foam insulation, duct tape, scissors, garage door handle, 2" wide leather strip, nuts, rounded bolts, washers, drill, and a saw.

2. Cut the Shield: You'll need to trace out a 12" radius circle on the plywood and then cut it out.

3. Drill the Handle and Strap Mounts: Find the center of your shield. Place the garage door handle off center half of the distance from the inside of your elbow to the middle of your palm. Mark the spots there the bolts will sit. Place the handle the same distance out from the center in the opposite direction and mark the bolt holes. These holes will become the mount locations for your handle and arm strap, so make sure it sits properly, then drill out the holes.

4. Attach the Handle and Strap: Attach the handle with the rounded ends of the bolts on the outside of the shield. Then grab the handle and see where your arm will be between the other set of holes. Measure out a piece of leather long enough to hold your arm securely to the shield. Drill or cut holes in the strap to match up to the holes already in the shield and attach the strap.

5. Foam the Shield Edge: Take a strip of duct tape and cover the rim of the shield, this will prevent the wood from wearing away at the foam. Then take enough pipe foam to run around the rim of the shield. For this shield you'll need about 76" or so. Take the split end of the foam and slip it over the rim of the shield. If you need to use multiple pieces of foam, just make sure to tape them together. Once the foam is around the shield rim you'll want to secure it to the shield in 8 or so locations, just take a piece of duct tape and press it over the foam so that it sticks to the wood of the shield.

At this point your shield is complete, though you will probably want to add a couple different things to make it look a little nicer. A simple cloth cover goes a long way. Again, feel free to ask questions from other shield makers.

Chapter Eight - Production & Treasure

Equipping a Character (In & Out of Game)

Just about every item in the game is represented by a tag. This includes weapons, armor, and even “random items”. The tag is the representation of the item in game. If you want to steal someone’s weapon you must take the tag and the phys-rep. (unless the tag specifically says otherwise). If you buy a weapon or suit of armor from a merchant you will be given a tag. The tag proves that you have the needed item and this keeps the game running smoothly.

If a phys-rep does not have a tag then it is not really in game, with the obvious exception of mundane things (like trees, furniture, pencils, glasses, rope, etc.). Just as you cannot use a tag without a phys-rep you can’t use a phys-rep without a tag. The exception to this is “random item” tags; you do not need a tag for every piece of paper or ball of twine your character has. Random item tags are a way for plot to deal with the large amount of things that might affect that game, but we don’t want to rep.

Production Skills

So how do you get item tags? You can buy them in game, using coin. You can find them as treasure taking them from things you kill. Or you can learn the skills to make them, which are called “Production Skills”.

All production skills work in a similar fashion. For every level of the skill you buy you will be given five production points in the appropriate area, these points represent the effort that you have put towards crafting items since you played last and can then be used to make items based on the items production cost. (See the production charts.) For every production point you use you will have to supply one copper, this represents the cost of the raw materials needed to make the item. Obviously you do not have to spend all of your production points. At most events you will deal with all of your production when you go through logistics.

Once you have 10 levels of a particular production skill you only have to pay 4 copper pieces per 5 points of production that you make in your first batch. This cost will increase with each subsequent batch as explained below.

Your base production is considered your first “batch” of production. If you wish to make more items you may continue to batch your production, paying the production cost times the batch number, in copper, for any additional items you make. So your second batch would cost you two copper per point of production, your third batch three copper per point of production and so on. You may continue to spend your production points in this manner as long as you can afford it, however you are still limited to the number of production points equal to your base

production for each batch and unused production points do not carry over between batches. Batching will not allow you to make more complicated items than you can with your base production; it is simply a way to make more items.

Production Items

There are several different types of production items each made by a different skill. All production items made by a player must also have a valid physical representation. For example, if you wave your long sword tag around and call damage you should not expect to accomplish anything productive. Also, not all effects can be made into production items.

All production items require a recipe to create and similarly all production skills require a recipe book. You will get to select a recipe each time you purchase a level of a production skill and you can freely trade recipes with other players, though this must be recorded at logistics or may be temporarily authorized by a marshal. All production skills are capable of reverse engineering an item in order to learn the appropriate recipe. To do this you must have enough production points to be able to craft the item and spend those points on learning the recipe as well as pay the production point cost.

Alchemy

Characters with the *Alchemy* skill can create various non-magical elixirs, contact poisons, basic gasses, and weapon coatings. Anyone can drink an elixir or feed it to someone else, apply weapon coatings, mix elixirs into food, and throw basic gasses (Hallucinate, Paranoia, Weakness, Cause Damage Gasses, and Love). Once an alchemist has 10 levels of *Alchemy* they have mastered many of its arts and only need pay 4 copper pieces per 5 points of production that they create.

The effects of alchemy are always instantaneous, but they vary in their method of delivery. Elixirs will bypass any spell protectives, though characters with the applicable racial resist skill may still choose to resist them, if they are conscious. The damage from *Cause Damage* elixirs, because they must be imbibed to be used, goes straight to body and bypasses armor. The poisons from a weapon coating, however, will only affect an unarmored opponent, or one whose armor has been beaten through. Gasses will affect anything with a metabolism unless blocked by a resist poison or poison shield.

Most creatures without a metabolism are immune to the effects of alchemy so woe betide the lone alchemist caught unawares by a wandering group of zombies.

Any effect from the alteration effect group can be cured with an *Antidote*, regardless of poison type or delivery method. Also, any alchemical effect can be countered by any appropriate magical effect. If you are fed a *Vertigo* elixir by an alchemist, for instance, the effect could be removed by an *Antidote* elixir or by a *Purify* effect. If the same alchemist dropped you with *Sleep* gasses you would need an *Awaken* or a *Purify* effect to counter it.

Elixirs, as stated earlier, can be mixed into foods and drinks. In fact, multiple elixirs with different effects can be present in the same substances. However, a character using one *Resist Poison* racial would resist the effects of all of the poisons present.

Weapon Coatings are not stackable effects and only the most recently applied coating is effective.

If you start a character with the *Alchemy* skill you will be given a recipe book with a number of alchemical recipes based on the number of levels of *Alchemy* you have. If you pick up the skill later in your adventuring career, you must somehow acquire a recipe book in order to be able to create alchemical substances. Each time you purchase a level of *Alchemy* you may choose a recipe to create one substance.

Each type of alchemical substance has a different recipe, so having the recipe for *Sleep* coatings does not mean you are capable of making *Sleep* elixirs.

It is possible to reverse engineer a recipe and use a substance that you find that you do not have the recipe for to determine the recipe for the substance. This can only be done for substances that you have enough production points to create and requires a shop, as well as requiring you to use the production points and pay the production costs to reverse engineer the substance.

There are many other types of alchemy that are capable of being made beyond those presented in this chapter, however, they are the purview of alchemists with training in the *Transmutation* skill and require much experimentation. It is very hard to learn the recipes for these higher grade alchemical substances as most who have discovered them guard their secrets closely.

There are four types of alchemical substances that are discussed below. They are Contact Poisons, Elixirs, Gasses and Weapon Coatings.

Contact Poisons can be represented by any gel like substance smeared on the poisoned object. These poisons become inert 5 minutes after being applied to an object. Anyone coming into contact with the gel for at least 5 seconds may be affected by the poison. The tag must also be applied to the object. If no gel is placed on the object then the tag must be displayed prominently, otherwise the tag can be hidden. A good pair of gloves will protect you from most contact poisons, though the glove may suffer certain ill effects.

Elixirs are represented in much the same way as potions, small vials containing a tag that identifies the substance. Ingested elixirs will bypass any spell protectives on a target, though they can be resisted.

Gasses are represented by an orange packet. Unlike spell packets, gas globes are IG and can be stolen. Gasses will affect one target, but can hit them anywhere. Before throwing the gas packet, the alchemist must state the correct verbal, "<Effect> gas poison." A character throwing a *Dominate* would say, "Dominate gas poison." This verbal is not in game so gas globes can be used while silenced.

Weapon Coatings are applied directly to weapons and will remain active until used. When applying a coating to a weapon you must tape the tag to the weapon. The amount of time this it takes to apply the coating must be at least 3 seconds. Weapon coatings are useable for 5 swings, whether valid hits are landed or not, and the hits do not have to be sequential, but will expire at the end of the encounter they are first used in. The verbal when swinging a poisoned weapon is, "<damage> <poison name> poison." So, a character who swings for 5s and has a *Paranoia* weapon coating applied would call, "5 Paranoia Poison," for a swing.

Weapon coatings may be applied to quivers of arrows as well. Each coating applied to a particular quiver will allow the archer to throw up to ten arrows with the appropriate carrier. You can pick and choose when to use the coated arrows in a given quiver but any coated arrows that are not used during the encounter are wasted.

All alchemical effects have a maximum duration of 10 minutes, though they can remain mixed into food or beverages in an inert state for an indefinite length of time and will be present in the first portion that is removed.

Potion Making

Potions are created using the *Potion Making* skill. The physical representation of a potion must be big enough to hold at least a quarter ounce of liquid. To use a potion, you must remove the cap and roleplay drinking it. This will always take at least 3 seconds (Silent Count). You can also force an incapacitated person to drink a potion. Like elixirs, potions will bypass protectives, but can be resisted with Racial Abilities.

Scroll Making

Elementalism battle scrolls are created with the skill *Scroll Making*. Scrolls are represented by an object with at least a 15 square inch surface area. Most commonly this is paper. Blank 3" x 5" index cards are perfect, as is a standard sheet of paper cut into 6 even strips. To use a scroll you must have the scroll visible to you and have enough light by which to read it. You then touch a packet

to the scroll, read the incant aloud, and throw the packet at your target. Each scroll must be represented separately.

When you create a scroll for one of the Elemental damage spells you must select the element contained in the scroll at the time of the scroll's creation.

Smithing

Weapons are created through the skill *Smithing*. All weapons have an identical tag. This tag will indicate if the weapon has a carrier and will be signed by a marshal. Any additional effects from *Forging* or ritual magic will be indicated on a separate tag. All weapons must be safety checked by a marshal before an event. More information about weapon construction can be found in Chapter Seven.

Suits of armor are also created with the *Smithing* skill. All suits of armor will have a tag that indicates their armor point value and will have a marshal's signature. You may not use an armor tag that has a higher value than the suit of physical suit of armor you are wearing.

All the types of magical wands useable by casters are also created by characters with the *Smithing* skill. Each wand will have a specific type of damage that it is capable of generating. Wands are divided into four groups. Mystic wands are useable by mysticism casters and throw mystic damage. Elemental wands are useable by elementalism casters and throw either stone, lightning, ice or flame damage. The third type of wand is useable by Order/Chaos casters and can throw both order and chaos damage. The last wand is Nature and delivers Nature damage that will affect anything with a metabolism, or reversed metabolism. All wands have a base damage of 2 when you have a single level 1 spell in the respected aspect. This number increases by 1 for each 9th level spell you learn, up to a max of 5 damage. Wand damage is packet delivered and the wand must be held in your hand to be used. To use the wand you must touch a packet to it and state "5 elemental <element>" and throw the packet at the target. The wand has unlimited charges. The use of a wand requires both of your hands to be free and cannot be used for blocking or any other purpose in melee combat. Wands should be between 12 and 16 inches long and between ½ and 2 inches in diameter.

The *Transformation* ritual requires special masks that can be made by characters with the *Smithing* skill.

Smithing also allows a character with 3 levels to make silvered weapons. This costs 15 production points and 15 silver pieces instead of 15 copper pieces. This allows the weapon to be swing with a silver carrier and can also be used on quivers of arrows and bolts.

Weapons, suits of armor and wands can all be Strengthened. This allows the item to resist two *corrosion*, *shatter*, *ruin*, *destroy* or *sunder* effects, as well as explosive effects. When hit with one of these effects, the wielder states, "Resist." An item may only have one

Strengthen effect on it at a time. Strengthening requires 10 production points and 10 silver pieces, instead of 10 copper pieces.

Talisman Making

Talismans are small objects that are infused with the power of mysticism. They are created with the skill *Talisman Making*. They must have a dimension of at least 1" but no bigger than 4". Commonly they are small round disks an inch or two in diameter with some kind of mystical symbol on them. Other shapes are not unknown, and they are sometimes constructed with a hole in them so they can be strung on a necklace. To use a talisman you must state the incant for the stored spell while touching the talisman and throw the packet at your target. Each talisman must have its own physical representation and must have the name of the spell stored in it indicated on it somewhere.

Totem Making

Totems are small objects that are infused with the power of Nature. The phys-rep for a totem or fetish is a nature-oriented item larger than 1"x1" with a marking on one side and the spell name written on the other. To use a Totem you must state the incant for the stored spell while touching the talisman and throw the packet at your target. Each totem must have its own physical representation.

Trap Making

The Trap Making skill allows you to make traps. All trap designs must be approved by a marshal. All traps must make a noise or other obvious signal when they are triggered. Traps cannot be thrown but they can be carried into combat and triggered. You cannot trap yourself or any other person. Most traps created with this skill have an effect radius of 5 feet. If your body is within this radius you will take the effect. There are several types of traps, each with slightly differing effects.

Noisemaker traps are the simplest traps. When triggered all they do is make a loud noise.

Weapon traps contain a weapon mounted on a spring loaded mechanism. Weapon traps cannot be moved once armed. The trap does not need to actually fire the weapon instead when it is triggered it will affect just the person who triggered the trap. These traps may employ weapon coatings and can be evaded, parried, riposted, dodged and are stopped by a *physical shield*. Weapon traps can be reset after they are triggered, but cannot be moved.

Massive Mechanical traps are also immobile and are used to represent such dangers as collapsing ceilings or swinging walls. The falling portion of the trap must be at least 9 cubic feet in volume and are usually represented with pillows or plastic bags filled with soft items such as

newspaper. These traps cannot be recovered and must be rebuilt once they are tripped.

Flame and Acid traps are represented by a container attached to a trigger. The container must be at least 20 cubic inches and the five foot radius is measured from the container. These traps are destroyed when detonated.

Explosive traps also require a 20 cubic inch container and will destroy all destructible in game items within a five foot radius unless sealed within an indestructible container. These traps are destroyed when detonated.

The final type of trap is the gas trap. When you create them you are only creating the trap itself and you must find or create the gas in addition to the trap. You may place multiple Cause Damage-type gasses into a trap, but no other gasses may be stacked. A single resist may resist all gasses triggered at the same time as long as it applies to all of the effects.

To arm a trap you must spend at least 60 seconds setting it. If you finish setting the trap before the time has elapsed, you must continue to roleplay setting the trap until the minute is done. If you are hit by an effect during this time, even if it triggers a protective, the trap will be set off.

If you have at least one level of trap making you can move traps around without triggering them. If you do not have the skill and attempt to move a trap or a trapped object the trap will be set off.

Disarming a trap can only be done by a character with the *Legerdemain* skill. You are not permitted to do any form of damage to the trap that requires a tool to fix or cannot be easily repaired.

Additionally, not all traps will be able to be recovered if they are disarmed.

Raw Materials

Raw materials are items that will pay the production cost for a character's production skill when they are used. Each production skill has its own raw materials.

Artisan Goods

Each production skill also has its own types of artisan goods. These allow a character with the appropriate production skill to create more than they might be able to normally (up to double their normal production) and add to the amount of production points they can generate in the batch that they are used in. You still must pay the cost in coin for these production points.

Shops

It is also possible to purchase a workshop that will further enhance your production. A workshop costs 10 gold pieces and doubles the number of production points that are useable in each batch of production. The increase in production is only available to the person whose name is

on the shop tag. Workshops can be sold during Logistics for 8 gold.

Each of the production skills has their own shop and a shop for one production skill will not affect another. A shop of the appropriate type is also needed to use Advanced Production Skills. Once you have purchased ten levels of a production skill you may begin to buy levels of the master production skill, these allow you to use components to make unique and special items of the production type, similar to the ritual magic system.

Advanced Production Skills

Each of the five production skills has an advanced version that is available after 10 levels of the base production skill are purchased. Instead of using coin to pay for resources, ritual components are consumed. These production skills are sometimes referred to as Ritual Production skills.

Each time you purchase a level of a Ritual Production skill you may select a crafting that you would like a recipe for and will be told the ingredients. You can only have one level of a Ritual Production skill for every three levels of the base skill and can only attempt to use the skill once per day per level you have. There are multiple recipes for each effect and many combinations that result in nothing happening, and some that result in something bad happening. There is risk involved, but trial and error is a valid method for discovering new recipes, as is trading them with or buying them from other players or NPCs. Additionally, each level of a Ritual Production Skill will add 5 production points to your pool for crafting done with the appropriate Production Skill.

In order to use one of the Ritual Production skills you must have a Shop tag for the base Production skill involved as well as an area that will act as the physical representation of your shop. You can do whatever you would like to protect this area, but it is completely In Game and located where you choose to represent it.

All of the Ritual Production recipes require an item from the base production skill in order to work. Sometimes the specific nature of the base item will affect the success of a given recipe.

If a Crafting gives you Cloaks against an effect or effect group you may only have one of that crafting active on you at a time.

Each Ritual Production skill has two types of components that act as the primary components for that skill. These are present in all recipes for that skill.

When you decide you are ready to attempt a Ritual Production recipe you must first get a production marshal and then show them the area you have designated to represent your shop. Then you need to give the marshal the three components you will be using, as well as the base

production item and tell the marshal you are beginning your crafting.

All Ritual Production recipes take 5 minutes to complete. This time should be spent roleplaying the creation of the item you are making.

If you leave the designated area during the crafting time or suffer damage or any effect that would prevent you from completing the task, the components and base item are destroyed, your crafting is unsuccessful and the attempt is wasted, but there is no other negative effect.

The marshal will then find the result in the chart for the skill you are using and will let you know if you have succeeded or not. If successful, the marshal will give you the tag for the new item you have created. If you have used an invalid recipe the marshal will instruct you how it resolves.

The Multi-use Crafting cannot be used on items created with an Advanced Production skill.

The following sections list the primary components as well as the possible Craftings you can make with the skill and any other special considerations.

Amuletcraft

Amulets can be used on yourself or another person. The primary components for Amuletcraft are Pyrotis and Jetsam.

Cloak Binding - This crafting will create an amulet that, when used, grants the target two Cloak vs Binding. These cloaks expire 5 days after the talisman is used.

Cloak Command - This crafting will create an amulet that, when used, grants the target two Cloak vs Command. These cloaks expire 5 days after the talisman is used.

Enchantment Restoration - When used to renew an item, this will reduce the cost from 4 silver pieces per ritual level to 2 silver pieces per ritual level. Only one applicable Enchantment Restoration item may be used per instance of item renewal. This item takes only one component to craft and cannot be purposely crafted via experimentation.

Store Order/Chaos - This crafting will create an amulet that stores one order or chaos spell of the same level as it currently holds. The creator selects the spell that is stored, as long as that spell can be made into a potion.

Store Elementalism - This crafting will create an amulet that stores one elementalism spell of the same level as it currently holds. The creator selects the spell that is stored, as long as it can be made into a scroll.

Multi-use - This crafting will create an amulet that has five charges of the spell held in the talisman it is created from.

Ward - This crafting will create an amulet capable of creating a Ward on a structure for 5 days.

Prison - This crafting will create an amulet with an *Prison* spell in it.

Store Nature - This crafting will create an amulet that stores one Nature spell of the same level as it currently holds. The creator selects the spell that is stored, as long as that spell can be made into a totem.

Suppress Magic - This crafting will create an amulet with a *Suppress Magic* spell in it.

Brewing

Anyone can use a Brewed potion. The primary components for Brewing are Cariousus and Fangtooth.

Multi-use - Concentrates a single potion into a stronger version that can be drunk from up to 5 times before it is consumed, with each sip delivering the full effect of the original potion.

Heal/Harm - This creates a brew which will deliver the effects of a *Heal* or *Harm* spell depending on the potion used as a base.

Restore Life - This creates a brew capable of restoring a dead individual to life.

Strength of Form - depending on the potion used as a base this brew will double the amount of body restored by either order or chaos spells for 5 days.

Rebirth - This brew forces the life to return to the casters dead body before the spirit departs for resurrection as if a restore life spell was cast. This effect is triggered in the last second of the character's 5 minute death count. An individual can only have one rebirth effect at a time.

Cloak Order / Chaos - Depending on the potion used as a base this Brewing will allow the recipient to Cloak two Order or Chaos effects within 5 days.

Strength of Spirit - Depending on the potion that is used as a base this brew will reduce the body damage taken from either Order or Chaos spells by half for 5 days after the potion is consumed.

Cloak Curse - Allows the recipient to Cloak two Curse effects within 5 days.

Strength of Body - This brew grants the recipient 20 extra healable body for a period of 5 days.

Enchantment Restoration - When used to renew an item, this will reduce the cost from 4 silver pieces per ritual level to 2 silver pieces per ritual level. Only one applicable Enchantment Restoration item may be used per instance of item renewal. This item takes only one component to craft and cannot be purposely crafted via experimentation.

Fetishes

Fetishes can be used on yourself or another person. The primary components for Fetish making are Penna and Fangtooth.

Cloak Nature – Allows the recipient to cloak 2 nature effects of the nature aspect.

Cocoon Of Regrowth – This fetish will deliver the effect of a *Cocoon of Regrowth* spell to the target.

Enchantment Restoration – Reduces the cost to recharge ritual magic effects of the Nature aspect.

Endurance of the Woodlands - Grants the recipient a damage reduction of 1. This does not stack with any other form of damage reduction.

Enduring Strength - Gives the recipient +1 Strength for 5 days. This stacks with all other increases to Strength, except itself.

Multi- Use – This crafting will create a fetish that has five charges of the spell held in the totem it is crafter from.

Nature's Gift - Causes all Regrowth effects to only require half as much time as normal to take effect.

Nature's Safeguard - This item may be used in response to a skill or spell connecting with the fetish holder. The holder may consume this fetish and call the Return defensive. To create this Fetish, a Totem of any type must be consumed in the crafting.

Nature's Vigor - The next 5 Regrowth spells cast by the fetish user are doubled in healing value.

Reaver - Grants the target a Reaver carrier against one creature type for 5 days.

Forging

Anyone can use a Forged item. The primary components for Forging are Truesilver and Heartstone.

Reforge - This forging allows a character to remake a shattered or Corroded weapon or suit of armor. Regardless of how many other effects are on it, only one Reforge is required to repair an item.

Improved Strengthen - Grants a currently Strengthened item two additional resists to *Corrosion*, *shatter*, *destroy*, *Ruin*, and *sunder* effects.

Lesser Render - Makes an item immune to destructive effects for one month.

Extend - This Forging extends the duration of a Forging by one year for each time it is performed.

Sharpen - Grants a weapon a +1 bonus to its base damage for one month. This cannot give a bonus of greater than +2 and requires a total of 3 uses of Sharpening.

Truesilver Armor - Grants a suit of armor a 50% bonus to its armor point value for one month. Armor points gained from truesilver armor does not count against your armor maximum. A suit of truesilver armor may not also be heartstone armor.

Heartstone Armor - Grants a suit of armor a damage reduction of 1 point per 10 points that the armor is worth for one month. A suit of heartstone armor may not also be truesilver armor. The damage reduction from Heartstone Armor does not stack with other forms of damage reduction and will remain until you remove the armor.

Custom Fit - This is a Resist Disarm effect for a weapon or shield, that is usable once per day with a single application of this Forging for 3 components. This can be increased to twice per day with an increase of cost to 6 components. Like all Forgings, only one Custom Fit may be on a weapon at any time. This Forging lasts one month unless extended.

Piercing - Grants a weapon the body carrier. This Forging lasts for one month.

Enchantment Restoration - When used to renew an item, this will reduce the cost from 4 silver pieces per ritual level to 2 silver pieces per ritual level. Only one applicable Enchantment Restoration item may be used per instance of item renewal. This item takes only one component to craft and cannot be purposely crafted via experimentation.

Rigging

The primary components for Rigging are Heartstone and Nightshade.

Accelerant - Doubles the damage dealt by a flame or acid trap.

Concussive Alarm - Causes a noisemaker trap to deliver a *Stun* effect to all within 10 feet.

Dense Slabs - Causes a massive mechanical trap to deliver a *Maim* effect to all the limbs of a target hit by the trap,

Magical Implosion – Modifies a weapon trap that can be attached to a circle of power. The trap once set off will damage everyone inside the circle via magic damage equal to the damage of the weapon trap.

Nitro - Increases the radius of an explosive trap to 10 feet.

Noxious Fumes - Causes the effects of a gas trap to require two *Purify*, *Antidote* or other appropriate effects to be removed or resisted.

Reusability - Allows a specific trap to be reused once if it would otherwise not be.

Salvage - Will restore a destroyed trap to a usable state.

Smoke Bomb - Creates a once ever *dodge* item from a loaded gas trap.

Timer - Allows the attachment of a timer to an explosive, flame or acid trap. The timer must be visible or audible while counting down and make an obvious noise upon expiration.

Scribing

The primary components for Scribing are Wand and Penna.

Multi-use - This creates a scroll what can be used five times before the magic within it consumes the scroll.

Petrify - This creates a *Petrify* scroll.

Dragon's Breath - This creates a *Dragon's Breath* scroll.

Elemental Weakness - This creates a scroll that when used causes the target to take double damage from one element for an encounter.

Cloak Flame - This creates a scroll that will give the target two Cloaks against Flame that will expire in 5 days.

Cloak Ice - This creates a scroll that will give the target two Cloaks against Ice that will expire in 5 days.

Cloak Stone - This creates a scroll that will give the target two Cloaks against Stone that will expire in 5 days.

Cloak Lightning - This creates a scroll that will give the target two Cloaks against Lightning that will expire in 5 days.

Cloak Summoned Force - This creates a scroll that will give the target two Cloaks against Summoned Force that will expire in 5 days.

Enchantment Restoration - When used to renew an item, this will reduce the cost from 4 silver pieces per ritual level to 2 silver pieces per ritual level. Only one applicable Enchantment Restoration item may be used per instance of item renewal. This item takes only one component to craft and cannot be purposely crafted via experimentation.

Transmutation

The primary components for Transmutation are Nightshade and Feyander.

Sublimation - This allows the transmutation of up to 10 alchemical elixirs of any combination into gas globes, and gives you 10 gas globes of the respective types.

Death Elixir - This allows the creation of a single death elixir.

Amnesia - This allows the creation of an Amnesia elixir. This elixir cannot be sublimated.

Slow Death - This allows the creation of a *Slow Death* Elixir. This elixir cannot be sublimated.

Cloak Alteration - This creates an elixir that will grant the person who drinks it two cloaks against alteration effects. These cloaks will only last 5 days. This elixir cannot be sublimated.

Cloak Poison - This creates an elixir that will grant the person who drinks it two cloaks against Poison delivered effects. These cloaks will only last 5 days. This elixir cannot be sublimated.

Cloak Greater command - This creates an elixir that will grant the person who drinks it two cloaks against greater

command effects. These cloaks will only last 5 days. This elixir cannot be sublimated.

Enchantment Restoration - When used to renew an item, this will reduce the cost from 4 silver pieces per ritual level to 2 silver pieces per ritual level. Only one applicable Enchantment Restoration item may be used per instance of item renewal. This item takes only one component to craft and cannot be purposely crafted via experimentation.

Slow Death Antidote - This transmutation will allow the creation of an antidote to a specific *Slow Death* Elixir.

Euphoria - This transmutation will allow the creation of an *Euphoria* elixir. This elixir cannot be sublimated.

Treasure

If you do not want to make your own items (in game) you can often buy them or find them as treasure. Treasure is often a major source of income for players. While there is no way of knowing what you will get, some players rely almost exclusively on treasure and merchants for the coin and items they need. However, many items go out as treasure only rarely, if at all, while nearly everything that you might receive as treasure can be made by characters.

How do you get your share of treasure? You get out there and earn it, whether by killing monsters, solving riddles, following maps, or what have you. The more actively involved you are the more likely your character is to acquire stuff. And the more stuff you acquire the better you will be able to equip yourself and your friends. Not every monster may be carrying anything, and not every map will lead to buried treasure, but the harder you work the more you will be rewarded.

Magic Items

Ritual magic allows the creation of magic items. They can also be found as treasure. Some of these items may have spells stored in them for use one or more times per day or ever; Some of these items may have continuous effects cast on them.

Items with spells stored in them must be activated to be used. The normal verbal for this is, "Activate <spell incant>." However, if your character can already cast spells of the same level and school the verbal is, "Activate <spell name>."

Magic items with continuous effects are always "on," though sometimes you can elect not to use their effect. For instance, if you have a silver sword that is enchanted with the Magic Aura ritual you may call your damage verbals using a magic carrier, or you may use the silver carrier, as would be normal for the weapon.

Under normal circumstances it is not possible for a character to carry more than 25 rituals worth of magical

effects, not including times ever effects. Usually, if you feed components into a circle, the circle can mellow the energies exuded by the items and allow you to carry more rituals than you would normally be able to. The aspect of the circle does not matter in this function, but you must be within the circle to do this. Each component you allow the circle to consume will allow you to hold 5 more rituals for one event. If there is not a circle in the area where the event is being held, then no character will be able to use more than the maximum amount of items. These effects will be added to your battleboard for the event. You can never hold more than 50 rituals at a time.

The magic that is stored in items weakens over time, but can be recharged. Each ritual present on an item will have an aspect; this determines the aspect of the circle that is required to recharge it. Recharging a ritual requires a number of coins equal to the difficulty of the ritual times 3 in silver pieces. If you can find a character with the appropriate Advanced Production Skill and have them make you an Enchantment Restoration item that will reduce this cost from 3 silver pieces per difficulty level by 1 silver piece. If the item was originally made with the Smithing skill a character with Forging may be able to craft an Enchantment Restoration on the item to reduce the cost by an additional 2 silver pieces. If the item is not made by the Smithing skill you can find a character with the Transmutation skill to make an Enchantment Restoration which will reduce the cost by 2 silver pieces. Each physical item or spirit will require its own Enchantment Restoration items. Two Enchantment Restoration Items cannot be used together.

This recharge will allow the rituals on an item or spirit to function for another year. During this recharging process the circle consumes the coins (and the Enchantment Restoration(s) if present) and transforms them into magical energy that transfers into the item. This process can be performed by anyone invested in the circle.

If a ritual expires and is not recharged it is still present on the item or spirit, but its effects are dormant. During this time it can be recharged as explained above or it can be removed from the item. The complete removal of an Expired ritual can only be accomplished at a circle of the appropriate aspect with the consumption of one component. A destroy magic ritual cannot target an expired ritual due to the absence of strong magic's.

If the rituals on an item have been expired for more than a year they cannot be recharged and are removed from the item.

Favor

There is another way you can get stuff for your character and that is by earning and spending Favor. Favor is how we pay people who help our game. You may get

Favor for being an NPC, for helping set up or clean up at an event, for donating props, or for whatever we feel we need. If you are interested in earning Favor ask what you can do to help out. Typically there are things that we need done, as well as stuff we need to run the game. Maybe you have an attic full of potential props (accepting props is always at our discretion of course), maybe you have storage space available, maybe you can sew or paint, or maybe you're just able to get to an event early and help carry things. It never hurts to ask what you can do to help the game.

Once you have Favor there are several things you can do with it. You can purchase one Favor blanket for each character each month. This counts as one day's worth of experience and costs 30 Favor. You can also spend Favor to buy the experience for an event you attended on a second character. You cannot place the experience from one event on the same character multiple times. This costs 30 Favor per day of the event.

You can also use Favor to buy raw materials for production skills. Each production skill has its own raw material. These raw materials allow a character with the appropriate production skill to create more than they might be able to normally (up to double their normal production) and add to the amount of production points they can

generate in the batch that they are used in. You still must pay the cost in coin for these production points. Ten Favor is worth ten points of production raw materials. You can spend up to 50 Favor for each day of an event.

There are also ways to use Favor during games. These will be fairly obvious, but you will need to discover them In Game.

Royal Favor

Royal Favor is used to compensate players for donations that go above and beyond the norm and is only granted rarely.

Like Favor, there are many ways to use Royal Favor.

A single point of Royal Favor can be converted into 30 points of Favor.

Royal Favor can be used to purchase one Royal Favor blanket per person per month.

Additionally, Royal Favor can be used to pay the cost of recharging magical items. Each point of Royal Favor counts as 100 silver pieces towards paying the cost of restoring dormant rituals on an item or spirit. Rituals that would otherwise be unable to be restored can be restored with Royal Favor.

Appendix

Alchemical Substances

Alchemical Solvent: One dose of this substance is enough to dissolve one dose of any other contact or weapon coating that has been placed on an item or weapon.

Amnesia: An *Amnesia* elixir will remove the memories of the 30 minutes prior to when it was imbibed. The recipient has ten minutes in which to get either an *Antidote* or *Purify* effect, or the memory loss becomes permanent. Note that if an unconscious target is given an *Amnesia* elixir and then killed, if they do not get a *Restore Life* spell and have to resurrect, they will not have time to get an *Antidote*, as the time still passes while they are a spirit, and they will have no memory of how they died.

Antidote: An *Antidote* elixir will cure an individual of any and all alteration effects that currently affect them.

Berserk: This poison causes the target to fly into a rage, attacking the closest seen target to the best of their ability until they are dropped. The target will not stop to administer killing blows unless there are no further enemies to fight in the area.

Cause Damage: A Cause light damage poison will inflict 10 points of body damage. A Cause serious damage poison will inflict 20 points of body damage. A Cause major damage poison will inflict 30 points of body damage. If used as gasses the verbal must include the damage, for instance, "Cause major damage gas poison 30 body."

Cure Minor Damage: This substance will heal 2 points of body damage.

Death: A death poison will drop any target with a metabolism to Dead status.

Dominate: Much like the *Obey* spell, this poison forces the target to follow all immediate commands from the person who administered it.

Enslavement Antidote: This substance removes any Enslavement effects from the target.

Euphoria: This substance gives the victim a feeling of euphoria that lasts about an hour. An hour after this feeling wears off the victim will need to consume another Euphoria elixir or effect. This cycle will repeat itself until the victim is unable to obtain a Euphoria. For each hour that passes, the victim will lose one point off of their

maximum body total. This cannot be healed until the victim receives either another Euphoria or an Euphoria Antidote. Either of these will restore the maximum body total to normal. If the victim's maximum body total reaches -1, they will die. A life spell will not remove the Euphoria, but resurrecting will. The damage dealt by Euphoria will not occur between events and will not occur at events that are not attended by the victim, but it will not reset between events.

Euphoria Antidote: This substance removes any Euphoria effects from a target.

Feeblemind: Makes the target inconceivably stupid, unable to defend themselves or even aware of their surroundings.

Hallucinate: Causes the target to have vivid hallucinations that completely override reality.

Intoxicant: Causes a target to act drunk.

Liquid Light: Allows the use of a diffused light source until the next sunrise.

Love: Causes the target to act as if they are in love with the first member of the appropriate sex that they see after receiving the effect.

Oil of Slipperiness: When applied to an object it prevents the object from being handled for ten minutes.

Paranoia: This poison causes you to think that everyone is out to get you.

Paste of Stickiness: After this paste is applied to a substance, any person or object to touch the object is stuck to it for ten minutes

Poison Shield: Exactly like the spell of the same name, this elixir stops the next poison attack of any type.

Quicksilver: Allows the recipient to add a silver damage descriptor to their next weapon attack.

Sleep: Causes the target to fall asleep for 5 minutes.

Slow Death: Halves the target's maximum body. The target then continues to lose 1 point off of his maximum body every 10 minutes until resurrection or the effect is

removed, at which time the maximum body is restored and they can be healed to full body.

Slow Death Antidote: This elixir provides the cure to a known Slow Death Poison. A Slow Death Poison Antidote can only be created by the person who made the Slow Death Poison it was made to counter or by an alchemist who has had the chance to examine the poisoned individual. The antidote will return the victim's maximum body total to normal, but will not heal any damage suffered as a result of the reduction.

Stabilize: Stabilize will bring a character at -1 body to 0 body.

Vertigo: Causes the person affected to lose all sense of balance and fall to the ground, and prevents them from using any game skills.

Weakness: Like the curse of the same name, the effect causes a character to swing for 5 less points of damage than normal.

Production Charts

Table 13 - Alchemical Production

Substance	Contact	Ingested	Weapon	Gas	Substance	Contact	Ingested	Weapon	Gas	Substance	Contact	Ingested	Weapon	Gas
Additional Ritual Slot	25				Enslavement Antidote	50				Paste of Stickiness	25			
Alchemical Solvent	10				Euphoria Antidote	50				Poison Shield		20		
Antidote		25			Feeblemind	20	30	40		Quicksilver			10	
Berserk	30	50			Hallucinate		10	40	15	Sleep	15	25	35	
Cause Light Damage	5	10		15	Intoxicant		5			Stabilize		5		
Cause Major Damage	15	30		35	Liquid Light	5				Vertigo	20	25	35	
Cause Serious Damage	10	20		25	Love	10	15		20	Weakness	10	15	30	20
Cure Minor Damage		10			Oil of Slipperiness	25								
Dominate		35	45		Paranoia	5	10	20	15					

Table 14 - Weapon Production

Weapon	Cost	Weapon	Cost	Weapon	Cost
Additional Ritual Slot	25	Transformation Mask	60	Silvering a Weapon	15
Buckler	10	Polearm	40	Spear	15
Heavy Crossbow	30	Quiver of Arrows	15	Staff	15
Javelin	10	Quiver of Bolts	15	Strengthening an Item	50
Light Crossbow	20	Shield	20	Thrown Weapon	5
Long Axe	30	Short Axe	20	Two handed Blunt	40
Long Blunt	20	Short Blunt	15	Two handed Sword	50
Long Bow	25	Short Bow	15	Wand	30
Long Sword	35	Short Sword	25		

Table 15 - Armor Production

Value	Cost
1-10	10
11-20	20
21-30	40
31-40	70
41-50	110
51-60	150

Table 16 - Trap Production

Damage	Gas	Noisemaker	Weapon	Flame/Acid	Explosive	Massive Mechanical
	25	2				
2			2			
5			5			
10			10			
15			20	20		
20			30	30	40	20
30			50	40	60	30
50				50	100	50
100						80

Table 17 - Potion Production

Potion	Cost
Bless	5
Cause Wounds 2	5
Cure Wounds 2	5
Disease	5
Rid Disease	5
Cause Wounds 10	10
Cure Wounds 10	10
Physical Shield	10
Cause Wounds 20	15
Cure Wounds 20	15
Rid Weakness	15
Weakness	15
Cause Wounds 30	20
Cure Wounds 30	20
Poison Shield	20
Cause Wounds 40	25
Cure Wounds 40	25
Magic Shield	25
Rid Silence	25
Silence	25
Cause Wounds 50	30
Cure Wounds 50	30
Destruction	30
Rid Destruction	30
Restore	30
Wither	30
Cause Wounds 60	35
Cure Wounds 60	35
Pain	35
Rid Pain	35
Nullify	35
Paralysis	40
Rid Curse	40
Purify	40
Putrefy	40
Reflect Magic	40

Table 18 - Scroll Production

Scroll	Cost
Disarm	5
Light	5
Stone Skin	5
Elemental Bolt 10	5
Elemental Bolt 20	10
Physical Shield	10
Elemental bolt 30	15
Ruin	15
Elemental Shield	20
Elemental bolt 40	20
Destroy	25
Magic Shield	25
Elemental Bolt 50	25
Elemental Bolt 60	30
Nullify	35
Elemental Bolt 70	35
Elemental Bolt 80	40
Reflect Magic	40

Table 19 - Talisman Production

Talisman	Cost
Light	5
Repel	5
Restrain	5
Magical Armor	5
Physical Shield	10
Pin	10
Solidify	10
Bind	15
Lesser Investment	15
Release	15
Awaken	20
Fear	20
Wall of Force	20
Magic Shield	25
Web	30
Sleep	35
Nullify	35
Reflect Magic	40
Wizard Lock	40

Table 20 - Totem Production

Totem	Cost
Vine Armor	5
Light	5
Stabilize	5
Root	5
Physical Shield	10
Regrowth 20	10
Calm Animal	10
Ensnare	15
Regrowth 40	20
Poison Shield	20
Magic Shield	25
Entangle	25
Nature Shield	25
Regrowth 60	30
Charm Animal	30
Displacement	30
Adv. Physical Shield	35
Nullify	35
Reflect Magic	35
Full Regrowth	40