

Foreword

Live Action Role Playing (LARPing) can be an amazing and fun hobby. With a great community, the focus is to have a fun and creative experience with your fellow players. The goal is not to win or lose, but to experience the story, both in victory and defeat. While the rules below are necessary to create a common foundation from which we all play, they should always be regarded with having fun as the primary goal.

Lands of Exile was founded in 2014, and is an emergent campaign-style LARP that has a hybrid system of collaborative storytelling and a traditional rulebook, inspired by “Nordic” LARP. Nordic LARP often doesn’t have any type of rulebook, and focuses on the players collectively crafting the story with each other. What this means is that while there is a rulebook to facilitate combat and basic encounters, the world itself extends well beyond these rules. Huge rituals can take place to summon or direct powerful beings, attacks to destroy enemy strongholds can be carried out, and a multitude of things can take place that are not directly written in the rules. This is what we draw from Nordic Style LARPing: inspiration to allow for creativity, story, and open-ended story options. Our goal is to create a world that feels real, and is influenced by player goals and decisions - facilitated by a simple rule system. This allows for the primary focus of the game to be the players and their fun.

The Core Rulebook (this document) has everything that you need to know to mechanically play the game. There is an additional Supplemental Rulebook that covers specific facets of the game that are not necessary for everyone to know, such as: constructing your own weapons, limitations on crossbows and siege weapons, a guide for new players, and other additional subjects. Visit the website for information about the world setting, lore, campsite, about our team, and much more.

landsofexile.com



Credits

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Special thanks to the following:

Jennifer Pan, who did so much behind the scenes for so many years. Specific attributions to Jen include creating and leading the design on our Story Item Symbol System, leading design on Homeland's lore, creating the Homelands map, lead designing for several races and mutations, and designing the website, among many other contributions. Thank you, Jen.

Jordan Mullaney for creating the New Player Guide

Noah Alderman for designing the Wartable System

Marcell Benevento for designing the Leadership Skills

Tyler Harrity and **Nicolas Kincaid** for creating the 2022 Character Sheets

Casey Hardy and **Shadowmoor LARP** for allowing us to use and modify their Code of Conduct

New World Magischola for designing the original "OK-Check In" system

To our **Storytellers past and present**, who bring our world and stories alive

To our **Facilitators**, who help the game and community in so many ways

To **everyone** that contributed to the recovery of Lands of Exile when our game trailer was stolen

And finally, to our players new and old, our community. You make Lands of Exile what it is.

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Supplemental Rulebook

[Click here](#) to go download the Supplemental Rulebook, which contains the following:

Feather Points

Leadership Skills

Wartable Specialists

Bow and Crossbow Rules

Weapon Construction

Siege Weapon Safety, Requirements, and Construction

[New Player Guide & Character Creation Guide](#).....Linked Doc

[Player Folder Guide](#).....Coming Soon!

Code of Conduct

The Code of Conduct is the only document not included here in the Core Rulebook that everyone is expected to read and agree to.

[Click here to view the Code of Conduct.](#)

General Rules

Code of Conduct – Everyone that attend our events is required to read and agree to the Code of Conduct. It is listed above in the supplements for ease of access, but it is the one item in that list that is not supplemental.

Cooperative storytelling – Everyone that comes to play Lands of Exile is here to be part of a story. This means that every single player is also a character in someone else's story. The greatest resource to any game is the interactions of the players with each other. Be a part of someone's story and it will enrich your own fun and the fun of your fellow players. Lands of Exile is not a game to “win” but a game about the experiences your character has in the world. Sometimes it is more fun to fail and have your character go through that experience.

Staying in character – Lands of Exile strives to maintain high standards of world immersion by keeping the game going from game-on to game-end. You should remain in character at all times within the game. There are a few out-of-game areas where you can retreat to in order to get out-of-character. Your own personal bunk space, the restrooms, and the “Ops” Building (Storyteller/NPC Operations). These are the only areas where out of game talk should be held. If you need clarifications of rules in-game, try to find an in-character way of asking. It is important for the fun and immersion of all that play that this rule be followed.

Dress code – Lands of Exile strives to be a High Fantasy Medieval Immersive LARP. As such, we require all of our players and our monsters to be fully costumed. As far as our requirements, we ask that all of our players' costumes lend to the Medieval high-fantasy aesthetic we wish to build. You can find excellent examples of various kit levels and guidelines [on the website](#). Our standards extend to decorations and accessories present in game as well.

Feather Points (FP) - Feather Points (previously Honor Points) are special points given for helping the game community in certain ways, such as donations, helping to craft items or props for the Storyteller (Plot) team, or doing extra cleaning duties at the game beyond cleaning up your personal cabin and props. A general standard for how Feather Points are allocated is 1 point per hour of time spent towards helping the game, or for \$15-20 worth of donated items/materials that are specifically requested for the game by the plot staff. Random donations or things you do of your own accord do not guarantee Feather Points, so if you'd like to contribute in some way, it's best to ask ahead of time what are the best ways you can help. All Feather Points must be pre-approved by game staff by emailing

featherpoints@kingheron.com before they are awarded. These Feather Points can be spent in a few different ways, such as respending or buying Character Points (CP), additional Wartable Chits, Leadership Usage Chits, and many more! See the Feather Points section in the Supplemental Rulebook.

Harassment – We have a zero-tolerance rule on harassment of any kind. This can result in an immediate removal of your person from the game and a permanent ban from attending any Lands of Exile functions in the future. See the Code of Conduct.

Breaking Rules or Cheating – Cheating is not tolerated and can result in immediate and permanent banning from the game. We understand adrenaline can run high in combat and miscounting a few hits or a rough shot is bound to happen. However, people who do this consistently are a detriment to the game. Anyone found not following the combat rules, site rules, or found cheating in any manner or sense of the word will be subject to disciplinary action up to and including being banned from playing at Lands of Exile. LARPing is a game of honor, and it is expected that all participants are honest and play by the rules so that everyone involved can have fun. Purposely exploiting a system falls under the terms for cheating.

Story Effects – Story Effects (previously called Nordic Effects) can be on tags, or may be said verbally: “*Story Effect, [statement of the effect].*” The player may decide how an effect works on their character, or for how long. You can think of Story Effects as suggested guidelines. An example:

“*Story Effect, you feel bugs crawling on you for a minute!*” would mean that you can do a grand performance of trying to knock the bugs out and freaking out, or maybe you decide your character isn’t scared of bugs and they don’t feel it. Maybe they feel the bugs crawling for just ten seconds, maybe they feel them for hours after! You (the Player) pick the effect it has on your character.

Plot Effects – Plot Effects can be on tags, or may be said verbally: “*Plot Effect, [statement of the effect].*” Plot effects are specific directions, and must be carried out as they are stated. If you hear a Plot Effect tagline, assume that it applies to you (example - if it’s shouted, that applies to everyone in the vicinity or that hears it). An example:

“*Plot Effect, By The Sound of My Voice! Fear! You cannot move, you feel bugs crawling on you for a minute!*” would mean that anyone who hears this has to immediately act as though your character has undergone the “Fear” tagline and stands in place, frantically acting like bugs are crawling on you for one minute.

Interactive Technology (IT) – In some props and scenery, we use technology to represent magic and otherworldly occurrences. This can vary from placing an item upon a marker (like placing a candle on an altar to light up hidden symbols!) to pressing a specific stone in a wall to open a door or hidden compartment. However, the key component to making IT work is always the player! You can think of the Interactive Technology symbol like an item in a video that has an extra level of interaction.

The symbol to the right (Interactive Symbol) indicates that there is interactive technology in the area; a large symbol means the nearby space is affected while a smaller symbol generally indicates the specific spot to “use” (place on, switch, etc.) an interactive item, or indicates that the prop itself is an interactive item.



Much of the technology that we use requires close range contact; the Interactive Technology symbol indicates exactly where that point of contact is on a surface where required.

NOTE: Never use magnets or other technology where you see this symbol!

Permanent Player Number (PPN) – Your Permanent Player Number is used widely through the game to track various systems and interactions as outlined in this Rulebook. Your PPN is assigned before game (between games or at check-in). At check-in you receive a canvas bag provided by Ops, that has your PPN written on it. This bag itself is out of game and may not be stolen, but you can choose to hold your game items in over the course of the event (which are stealable). At the end of the event, or when leaving, you must turn in this bag with all Story and Plot Items, coin, Item Tokens, and chits in a designated tub on the Ops cabin porch. Please make sure to pull your bag tightly closed before dropping it into the tub. At the next event, you will receive this same bag back with all of its contents.

Roleplaying Mechanics

Lands of Exile is designed to be a place where you can explore intense moments that can be both physically and emotionally challenging and cathartic. For this reason, we have mechanics that help promote a positive roleplay environment to support safe, fun, and emotionally charged experiences, while still allowing for communication.

Standard Expectations

Lands of Exile is an assumed permission to roleplay larp. This means that it is automatically assumed that if you participate in our events, that a certain level of physical contact and emotional escalation is understood to be allowable by default. Physically, it is assumed to be ok that you may make appropriate contact with someone by touching their upper back at the shoulders, their arms, pouches/items attached to their belt, legs from the knee down, and the head with caution. If someone is “dead” or “injured” in a role play scene, it is also assumed that careful contact to pick the person up or carry them, or shoulder them between two people is permitted. The exemption to assumed consent is if you wear an orange headband or use the “Peace Sign” hand symbol, defined below in Off Game Mechanics.

As far as emotional escalation it is assumed that it is ok to yell at a character, confront another character harshly, or become emotionally upset with a character. However, even though this is understood as acceptable game play, it’s generally best to check in with someone if you do not know them even if you are playing within these rules.

For example, *“I’m going to pick you up, ok?”* or *“I’m going to get you out of here.”* If the person is “dead” or does not answer, that’s fine, you can pick them up or move them (carefully), but this gives the person an opportunity to respond to you or tell you they do not wish to be picked up out of game if they wish.

Any emotional or physical contact beyond these boundaries must be negotiated out of game, particularly with romantic or violent roleplay.

Violence - Grappling is against the rules of Lands of Exile. Any time any forceful physical action is taken against someone that does not involve a boffer weapon or spell ball (grabbing them, pushing them, shoving them, tying them up, grabbing their shirt cuff, throwing things at them, etc.), you **MUST** negotiate this with them off game before you do so. Even with these negotiations, rough physical contact should be limited and theatrical in nature.

Romance - If you feel like your characters would like to engage in romantic role play, each person’s physical and emotional boundaries must be negotiated off game. The people involved in this romance should then meet at the lowest common denominator - for example if one person feels ok with holding hands, and the other person is ok with kissing, then the lowest denominator would be holding hands only.

Off Game Mechanics

Off Game mechanics are a great way to quickly and effectively communicate out of game questions and concerns. They can be used to hold a quick out of game discussion or end a scene if extenuating circumstances arise and safety concerns become apparent. If someone says “*Off Game*” then that means whatever comes after those words should be taken in an out of character context. Off Game means whatever comes after is important and should be respected. Some examples include:

“Off Game: How would you feel about...”

If you are exceeding the typical game parameters, this is how you can start a quick negotiation. “Off Game, how would you feel about...me grabbing your collar and yelling violently in your face? ...me tying you up with your hands behind your back? ...romantic roleplay between our characters?”

Respect that no means no and yes means yes. Only say yes if you 100% want to. If you are unsure, it is more than okay to say no. Regardless of their answer, thank them for telling you. A good example of responses includes “I’d prefer if you didn’t yell at me, can we figure out another way to handle the anger between our characters?” “Sure! How about if I scowl at you from a distance and avoid talking to you?” “Yes, that would be perfect.” “Ok cool, thank you!”

“Off Game: Pause!”

You should stop whatever is going on immediately and listen to the person who called the stop. Everyone in the immediate scene must halt what they are doing and address the situation - this can be to adjust a scene or handle a safety concern. Make sure this is said clearly, as it is easy to miss if there is a lot going on.

“Off Game: Hey, I want to check in with you...”

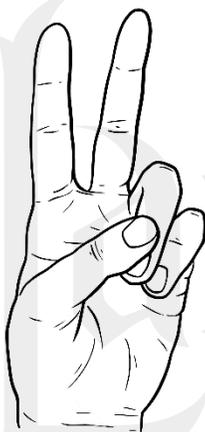
If you engage in a really heavily emotional or violent scene, we encourage you to go up to the person(s) involved and check in with them at some point - either during or after the game. “Bleed,” which is what we refer to as the lingering emotional feelings resulting from character exchange, can happen to anyone and can lead to confusing feelings, particularly after an intense emotional exchange. It’s helpful to talk about these feelings and process them to make sure everyone is alright after the scene takes place.

A great time to check in with someone is at game-end when everyone is packing up. An example would be after a fight takes place between your characters, to go up after the game and say “Hey, just wanted to check in with you. I know that the fight our characters got into got pretty heated and I just wanted to make sure we are cool out of game.” It is assumed that character interactions are all between characters, as it is against game rules

to bring out of game drama into our game world. Regardless, it's a good idea to check in with your fellow players just to maintain a healthy and happy roleplay atmosphere for everyone.

These are just some examples; however Off Game can be used at any time for any reason to explain something that needs to be taken out of character. Are you tied up and being interrogated and someone is holding your wrist too tight? Then you can say “*Off game, you're hurting my wrist.*” Make sure you are loud and clear when you announce off game so that the statement or question following is not confused as an in-character statement. If the person doesn't adjust their behavior, then repeat it to be sure they heard you until it is corrected and to make sure it is not confused for an in-character statement.

Peace Sign



Exceptions to the standard expected contact rules happen if someone is wearing an orange headband or gives the 'peace sign' symbol. Both of these mean that the person cannot be physically touched, nor can any physical contact be made to that person at all. This includes boffer weapons, spell balls, and physical searching or looting. This does not stop emotional engagement or escalation with that person, it simply restricts all physical contact with them. See Looting for more information on looting or being looted with a 'peace sign' displayed. Orange headbands are a constant restriction on physical contact, whereas the 'peace sign' hand symbol can be used at any time for a temporary request to restrict physical contact.

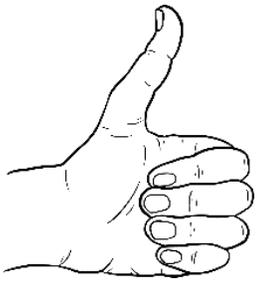
Okay Check-in Mechanic

Sometimes it is difficult to tell if a player is having a difficult time with a scene or if it is just how their character is reacting to the scene. The Okay Check-in mechanic is used to figure out and clarify if a character is distressed or the player themselves is in distress with as little game disruption as possible. This mechanic was made to help everyone check in with everyone - even those you do not know.

The Okay Check begins with a simple okay hand gesture (to the right), presented around or just above the hip. **The okay symbol is a question - not an answer.**



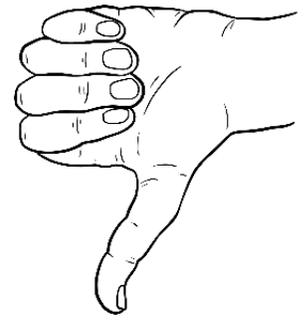
There are three ways to reply to the Okay Check-in symbol:



Thumbs Up - Great, everything is going well and the player feels comfortable in the scene. You may continue with the scene.

Thumbs Down - Check in with the player and see what can be done to help them. Ex. *“Is there anything*

that I can help you with?” / “Can I take you somewhere to talk?” / “Should we go to the Ops cabin?”



“Eh” Iffy Shake - The player is beginning to feel uncomfortable. Once again, offer to help remove the person from the situation if needed, or Off Game talk to them about how to proceed with the scene.

Do not feel that giving a thumbs down is a burden to others. Your emotional health and happiness are more important than a scene.

Opting Out of a Scene

On occasion, a scene may become too intense or players may feel they would like to dismiss themselves from the scene taking place. While staying in character at all times is encouraged at Lands of Exile - you, as the player, are always more important than whatever scene is taking place and there is no shame in dismissing yourself from it at any time. You will not be ruining anyone’s experience or game, and we will all respect your need to step away.

To discreetly leave a scene, look down while shading your eyes with a flat hand. This allows you to leave a scene without feeling as though you are making a big deal and others should feel free to continue the scene. If someone uses this technique to step away from a scene, the others involved in the scene should act as if the person was never there, and should not address the person or ask if they are ok. This is a quiet way for someone to exit a scene for any reason. You may also say “Off game: I need to step away” or whatever other Off Game statement is appropriate to exit a scene.

Lands of Exile is a community of trust, and stepping away from a scene should not be seen as a way to avoid consequences. Instead, if someone uses this technique, you should trust that they did so out of legitimate personal need.

Reporting to Staff

All of these rules are in place to foster a safe and happy environment for everyone involved in our game. This game is a game of trust, and as such, we expect that these rules and mechanics will be used honestly and sincerely for the safety and enhanced enjoyment of the game experience for everyone. No one should ever feel ashamed or be shamed for using any of these rules. They are there for personal use, and the most important thing in this game is to make sure everyone involved is having a good time. Player safety is always more important than maintaining in-character scenes.

However, should you feel that these rules are being ignored or abused, then you should come directly to game staff as soon as you can. You should report this to one of the Rules Marshals or the Community Manager directly, who will escalate it further if necessary. Specific people and specific examples should be used, and this should be reported immediately after the instance happens so that we can address it in a timely fashion.

Examples of abusing these rules would be if a player is using these rules to abuse the spirit of the game, such as avoiding consequences for their in-game actions, or using them as a “get out of trouble free” card for the benefit of their character. Really, this doesn’t benefit anyone, because the point of this game is to experience what your character is experiencing. However, if someone is ignoring these rules, or shaming you for utilizing them, then you should report it right away, as this is strictly in violation of our game rules and will be taken very seriously. Again, we expect that these rules will be respected and honored to contribute to a healthy and safe role play environment, but staff is always available to listen should you feel game rules are being broken.

For more information, see the [Code of Conduct](#).

Safety Rules

Potions – Potions made and placed in bottles must be a drinkable substance (sports drinks like gatorade are recommended). You must actually imbibe a potion to receive its effects, or use it as intended (such as “dumping” it on a shield. An exception is made dietary or medical restrictions, but if you cannot drink it, you must roleplay doing so and pour the liquid out (if inside, pour it out immediately after the encounter). You may use sand or other environmentally friendly things like rice grains (do not use salt) for things not imbibed like a fortify potion.

Orange Headband – Players who are not able to, or don’t want to, engage in physical combat are required to wear an Orange Headband at all times. A player wearing an orange

headband may not engage in physical combat in any way or be touched without verbal consent.

Any character or NPC may kill someone wearing an Orange Headband by standing just outside of arm's reach, pointing at them and saying "Die, I slay thee." Normal Death Rules apply. Any character or NPC, even without a healing skill or ability, can come to the slain person wearing an Orange Headband, point and say "Live, I raise thee" to return the slain to living. The effects of Curse prevent the slain from being healed. While it is the responsibility of every player to safely abstain from engaging in combat with someone wearing an Orange Headband, it is ultimately the responsibility of the individual wearing the Orange Headband to keep themselves safe by avoiding areas of combat. Orange Glow sticks or orange lighting incorporated in the orange headband are highly suggested for nighttime.

Orange Lights and Tape – Stationary orange lights or orange tape indicate out of game unsafe circumstances (safety hazards), or out of game "do not approach". Some examples of this could be pyrotechnics equipment, tripping hazards, a sound speaker or a piece of tech that should not be interacted with. Orange lights or tape are an out of game mechanic and should be ignored in game. Do not use plain orange lights for props.

Safety Calls

"Pause" – If at any time in combat you need to step away due to a safety issue you can call a personal pause. This is done by simply letting those few people around you know that you need to pause for a minute to step out of combat. This is used primarily when you take an accidental hit to your face or privates that hurts and you need a minute to collect yourself. This also goes for an accidental slip or fall that doesn't put you in immediate danger of being trampled. A pause does not stop combat or break immersion for everyone.

"Timeout!" – If at any time during combat a medical emergency, severely unsafe circumstances, or need to stop the game comes up, any staff or player can call a safety timeout. This is done by yelling loudly "TIMEOUT!" This is only to be done when it is a medical emergency or a dire safety issue - a personal "Pause" should be used instead whenever possible. This kind of pause halts all combat so that a trained medic can take action, or so a staff member can address the safety issue. If you hear "TIMEOUT" shouted, echo that shout until all combat has stopped. Do use a Timeout when a personal Pause would suffice. For the duration of the Timeout, all players are expected to hold their position until it has ended or they have been instructed otherwise by a staff member; either taking a knee or sitting on the ground. When the situation is resolved, a staff member, or the person who called the Timeout, will ask everyone "Is there any reason for this Timeout to continue?" If any other issues are raised, they are then addressed. If there

are no issues raised the staff member will announce a countdown from three to “lay on.” This is to ensure everyone is poised and ready to continue.

“**EMT!**” – There are lots of times where the words “medic” or “doctor” might be used in-game. If you or another player requires immediate out of game medical attention, this is the phrase to use that indicates you need a real-world medical response. If you hear “EMT” shouted, echo it back as loudly as you can and treat this as a “Timeout!”

Game Mechanic Rules

Death, Dying, and Beyond

There are three phases to dying: **Bleeding Out**, **Ghost Count**, and **Death**. All characters start off with 3 Life Shards. After losing these 3 Life Shards, the character has a chance of permanently dying via a coin flip. Existing characters with previous Soul Shards are converted via the following numbers: 4-5 Soul Shards are now 3 Life Shards. 2-3 Soul Shards are now 2 Life Shards. 1 Soul Shard is now 1 Life Shard.

The character has a chance to be healed or resurrected before losing a Life Shard: Bleed Out (2 minutes in which they can be Healed) and Ghosting (5 minutes in which they can be Resurrected), for a total of 7 minutes before Life Shard loss. After these seven minutes (after both Bleed Out and Ghost Count), the character becomes a ghost, and the Player must out of game come to Ops to report their death, have an optional Death Scene, and get a Ghost Shroud. If the character Resurrects before their Ghost Count has completed, they do not lose a Life Shard. A character may express their soul's strength or lack thereof (broken Life Shards) in many ways: spiritual fatigue, feeling spread too thin, or not noticing anything at all - but “Life Shard” is an out of character term. Life Shards represent the willpower or connection of the character’s soul to their physical body. Each resurrection after Ghosting breaks one Life Shard, and permanently removes it from the character’s soul.

Bleeding Out - When your character reaches 0 Hit Points, you begin a Bleed Out countdown of 2 Minutes. If you are brought above 0 Hit Points, your character is brought back to consciousness. If your character is stabilized, your bleed out pauses where it is and remains at that point until you are healed to above 0 HP or take damage, which resumes the countdown from where it was paused. You cannot speak, see, crawl, or move during Bleeding Out as your character is unconscious, but can make weak dying noises. If the Diagnose skill is used, you tell the nurse where you are in your Bleeding Out count. If your character has the Determination skill, you can see and hear, and may crawl and weakly

speak in your death throes. You should count in your head during this time to track (“1 mississippi, 2 mississippi, 3 mississippi...”). If your character reaches the end of their 2 Minute Bleeding Out count, they have died and move into the Ghost Count.

Ghost Count - When your character has reached the end of their 2 Minute Bleeding Out, they have died and begin a ‘Ghost’ countdown of 5 Minutes. A Resurrection Ritual will pause the Ghost Count. If the Resurrection Ritual is completed, your character regains consciousness. If the resurrection is interrupted the Ghost Count resumes from where it was paused. If your character is resurrected before the end of your 5-minute countdown, the character does not lose a Life Shard. You may not move or talk while dead, unless Soul Speech or Diagnose skills are used. A character may choose to not be resurrected. At the end of the 5 minutes, your Ghost leaves your body and you must report to Ops. Tear of the Fae must be used before the end of the Ghost Count, and you must report to Ops after the encounter is completed to report its usage.

Death - When your character has reached the end of their 5-minute Ghost Count, the resurrection will cost the character a Life Shard. At the end of the Ghost Count, the Player must report to Ops to have your Death Scene, record the character’s death, and get a Ghost Shroud. Being a ghost is represented by wearing a Ghost Shroud (a veil cloth worn over your head) provided at Ops. After your Death Scene, your character is then able to haunt the areas you wish to wait for resurrection. Ghosts see the physical world as if through a haze and the world is empty of people, but you can see and interact with other ghosts. Ghosts are able to feel the presence and be drawn to familiar people. Ghosts may only interact with the physical world with inanimate objects in minimal poltergeist fashion such as moving or knocking around small items like cups or objects on a table, but cannot lift objects. Only characters with the Soul Speech skill may see or speak with Ghosts.

Death Scene - When you arrive to Ops after your character’s death, you may be presented with the option of having a Death Scene with a Storyteller before going out in a Ghost Shroud. If no Storytellers are available, you will be given a Ghost Shroud and asked to return to have ample time for the Death Scene, or to put it in your Post Event Letter for later follow-up. These scenes vary widely, but can open new plotlines for your character and others, and can have lasting effects on the character, game world, and story as a whole. On the fourth death when a character has no Life Shards and begins doing coin flips for being brought back to life, majorly impactful Death Scene opportunities may be presented to prevent the coin flip.

Permanent Death - After breaking the third Life Shard, the character has a 50%, coin-flip chance of Permanent Death the next time they die on the fourth death. A Tear of the Fae can be used to automatically succeed on the coin flip, but must be used before the coin is flipped and the Death Scene occurs (a Tear of the Fae cannot negate a “death” flip –

only prevent it). If the result of the coin flip is that the character lives, they are able to hold on until the next time they die and repeat the coin flip. This process repeats itself with each additional character death. The coin flip is done with a coin provided by Ops, and the Player selects a side that determines permanent death or returning to life.

When a character permanently dies, they are able to “hold on” until the end of the event they have permanently died at, or until they die again, whichever comes first. It is the player’s choice whether their character is aware that they have permanently died or not. The character returns to play after death as normal with a Ghost Shroud and will Permanently Die at the end of the event. The character “holding on” until the end of the event in-game represents their soul holding the willpower or connection to their physical body, and is intended to allow for meaningful roleplay of goodbyes or revenge. For in-game reasons, only those that live in the vicinity of New Haven (Player Characters) are able to do this.

Essence - The essence of a soul never dies; the memories live on forever and can even be reincarnated. When a character permanently dies, the player can determine how much of their past lives they can remember. Even if playing a different race or mutation, gender, or role, it is always up to the player to determine how much they want to try and forget. When the player makes a new character after death, their new reincarnation can share some of the memories and some mannerisms from their past character. This character will need to be a new character and cannot be exactly the same as the old one, but can be similar. This process happens due to the essence of the soul becoming incorporated in an already living being.

Items, Stealing, and Looting

Items

There are three types of in-game Items: **Resources**, **Story Items/Plot Items**, and **Tokens**. Plot Items always have an accompanying tag attached to a physrep (physical representation), and all Items that a person has or is carrying must have an accompanying Item Token on their person. All Story and Plot Items, coin, Item Tokens, and chits **MUST** be turned in at the end of the event in your game-provided bag at the end of the game. You will receive it back at the beginning of the next event that you attend.

Gathering Resources

Any character may choose to gather resources. You can do so by exploring the site and finding “nodes” of Resources, which are indicated by a red flag on a 6-foot pole. The resource node is within 10 feet and eyesight of this flag - but look for something out of the ordinary! It could be a bucket out in the woods with someone’s “secret stash,” it could be a chicken protecting a nest with some flowers in it, or even a cave you need to crawl into to retrieve some Iron Ore. Sometimes nodes may be a simple 10” pipe containing Resource Tokens - indicating that the character gathered it from the general area. A player may only draw from any node location once per game, and may only take the top Resource Token (you may not pick what it is). By resource nodes there is always a list on waterproof paper with a marker and stickers. If you take a Resource Token from the node, you must write your PPN on the sheet list (in order), and then write your PPN on a sticker and add it to the Resource Token in the designated spot. You may never gather or fill out the sheet or sticker on behalf of someone else, but you can show them where the node is located at.

Note: If a resource node is empty, you can bring the node (the flag and container that Tokens were in) to Ops and get TWO resource draws - and if you put it out into the world per staff direction (the location) you get to pick one of these resource draws! You may not draw from a node that you place.

For disabled or limited mobility players who cannot participate in the above gathering system, we have an alternative system for gathering resources. You can do so by role playing the activity that would yield the specific resource for a half an hour (foraging for herbs, digging for ore, etc.). You receive one draw from the gathering bag of your choice for each half hour of gathering roleplay done. There are two resource bags to draw from: Herb Gathering or Mining. You may draw from gathering bags at Ops.

You may only gather resources via one of the gathering systems, you cannot do both.

Herb nodes or gathering has various plants that can be harvested and used for either planting a garden or for potion making. A picked flower will expire on the third event after gathering or collecting from an Herbalist’s garden.

Mining nodes or gathering has either whole essence stones for enchanting and alchemy, or essence stone fragments which require 3 fragments to equal one essence stone. You can also get iron ore from mining, used to reinforce (resistant to sunder) shields and weapons.

Resources

There are many resources in the game and all have their uses. Below is a list of all consumable resources in the game and their respective uses. There are also consumable

Story Item resources in the game that have discoverable properties that are not listed here. All flowers expire on the third event after they are gathered.

- ❖ Lily (White Flower) - Used in Rituals and Alchemy
- ❖ Poppy (Red Flower) - Used in Rituals and Alchemy
- ❖ Violet (Blue Flower) - Used in Rituals and Alchemy
- ❖ Black Lilac (Black Flower) - Used in Rituals and Alchemy
- ❖ Dandelion (Yellow Flower) - Used in Alchemy
- ❖ Marigold (Orange Flower) - Used in Alchemy
- ❖ Milk Fern (Fern) - Used in Alchemy
- ❖ Essence Stone Fragment - Used in Enchanting and Alchemy
- ❖ Essence Stone - Used in Enchanting and Rituals
- ❖ Essence Gem - Used in Enchanting and Rituals
- ❖ Iron Ore - Used in Rituals and Blacksmithing

Specialty plot - There will be special rare resources for specialty crafting. These will be plot specific.

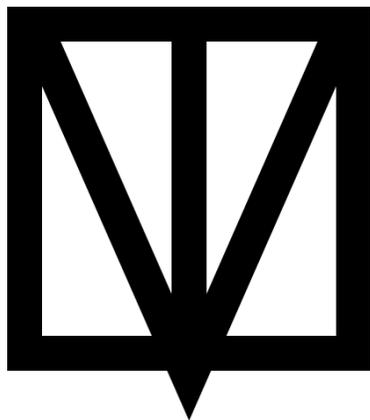
Story and Plot Items

All Story Items must be physrepped. This means that in order for you to use an item in roleplay, it must have a physical representation, or prop, that follows our immersion guidelines (it should look and feel realistic for our high fantasy medieval setting). Plot will supply all Plot Item physreps, but players need to supply physreps for personal items. Items must be kept in an in-game space during game on. They may be kept hidden, buried, or locked in a chest, but all areas must be unquestionably in-play and not obscured by out of play items (like duffel bags or coolers).

Unless explicitly permitted, please do not destroy props. If you wish to attempt to destroy one in-game to prevent it from being used, please notify plot, or the prop's owner, and we will remove the item from gameplay. If a prop seems damaged, please stop by the plot cabin (or the owner of the prop) and we will assess whether we need to fix it or not! Some props are made to be interacted with or destroyed, and typically it will be obvious how to do so. If not, there will be a plot note nearby to help inform you, or you can check in with a plot member.

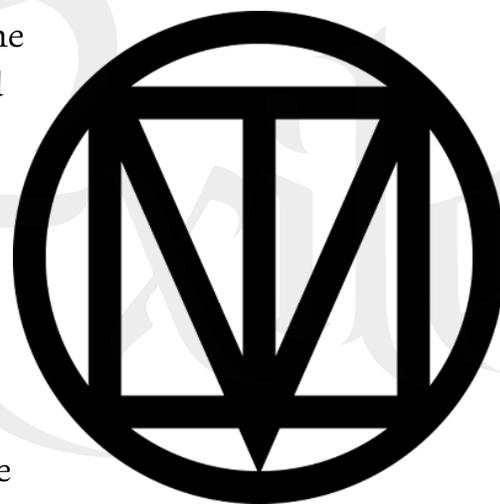
Scrolls, bits of paper, and letters are special items that all players are allowed to do with as they will. Collect them in game to see what secrets you can learn, take them home, rip them up, put them in your larping scrapbook, burn them so no one can learn the blood

magic... Keep in mind, scrolls and papers can sometimes be important in later games. Books are NOT included in this exception, and are treated as regular props.



Story Items - A Story Item is a term that we use to represent an item that affects roleplay in some way, represented by the Story Item Symbol (pictured to the left). Whether it's bread you can eat, a mysterious tablet you can trade, or a strange necklace that makes you feel uneasy. Anything with the Story Item symbol is available to be interacted with by everyone, which includes stealing. Players may create their own Story Items by placing the symbol somewhere obvious on their personal props, and request a Story Effect tag for it by submitting a Scene Request. Bake it into bread, write it inside the cover of a book, or carve it into your spoon! The symbol must be at least semi-permanent, and should be easily noticeable after a light inspection of the item. To draw it, just remember "Square, Triangle, middle Line." If you want the physrep/prop back at the end of the event, Circle around it (below).

Plot Items - Plot Items are props that are provided by the Storyteller team. If the Story Item Symbol (above) is circled (on the right), the item must be returned to plot at the end of each game. However, your character will be noted as "owning" the item, and can pick up the physrep at the next game. If you will not be attending the next game, your character should transfer ownership to another player that will be attending (a plot member should be contacted for this). You can use this symbol on Story Items you create that you want to get back at the end of the game (things like your character's diary, a necklace family heirloom, etc.).



When in doubt, just remember if you see either of the above symbols - it's stealable! If it's circled, make sure you turn that prop back in to Ops at the end of game!

Tags - A Tag is a piece of paper, given out by plot (typically accompanying an item), that describes an item's function, effect, or value in a metagame way. In order to gain the communal roleplaying effects certain items can provide, we suspend disbelief a little bit by providing paper tags that give directions (Plot Effect) or RP suggestions (Story Effect) for an item's use. All tags must be kept with their physrep, either near it or attached to it. If the item has an effect, it will always say "Story Effect: [Effect]" or "Plot Effect: [Effect]" on the tag. Story and Plot Tags are Plot-created only; players may not create their own, but may request them by submitting a Scene Request. You only need a Tag for an item if you

want your item to have effects. You can request the effect, but the final effect is at plot discretion. All Story Item Tag requests will be collected via submitting a scene request, overseen by a plot member, and given out at check in at the next game you attend.

Remember that Story Effect = Suggestion, and Plot Effect = Directions.

Item Tokens

Resource Tokens - Resource Tokens represent all gatherable resources: flowers and other alchemist ingredients, resources, and anything used with the crafting system, as outlined in the rulebook. Resource Tokens are wooden squares that represent the character having the resource, and do not require a physrep when carried around or traded. For roleplay, the Resource Token represents having access to that Resource, it is not the actual resource (physrep) itself. Resource Tokens are always stealable. If a Resource is being actively used (like a Ritualist using a flower for a ritual, or a Blacksmith using ore to repair armor), it must also be accompanied by a physrep as part of the activity. As an example, a Ritualist performing a Cleanse ritual must have the Resource Tokens (a Poppy and a Lily), AND a physrep of a Poppy and Lily used as part of the Cleanse ritual. A Blacksmith repairing armor must have the Resource Token (Iron Ore), AND a physrep of the Iron Ore. You can be creative with your physreps, but do it with full dedication! Perhaps the Ritualist doesn't have a physrep for a Poppy, so they've got a plain plant physrep that just "hasn't bloomed." Maybe the Blacksmith lacks a foam rock prop - but there are plenty of rocks around to use! The biggest part of this is to truly roleplay and represent the usage of the Resource.

Item Tokens - Item Tokens represent items - what the crafting system creates from Resource Tokens. Items are things like potions, Enchanted Weapons, Cyanide, and more. Item Tokens are created by the player who is creating the item at the Item Creation Station - and the player who is crafting the item is the one responsible for turning the Resource Tokens in and creating the Item Token properly. Items must have an Item Token and be physrepped (potion bottles, vinegar or vaseline for cyanide, a weapon for an Enchanted Weapon, etc.). Always carry the Item Tokens on you for the items that you are carrying, as these are what are lootable/stealable.

The **Item Creation Station** is at a predetermined location(s) at opening announcements (usually the taverns or Wartable tent). At the Item Creation Station, you will find a table with multiple record books on it. When creating an item, you will exchange the Resource Tokens required to create the item and in return taking the newly created Item Token. You create an Item by the following steps:

1. Gather the Resource Tokens being used to create the item.

2. Pick a record book (it doesn't matter which). Write the name of the Item that you are creating on one of the record lines, and record your PPN in the "Created By" line.
3. Take the necessary Resource Tokens being used, and put them all in a provided bag (on the table). Write the record line number from step 2 directly onto the bag. This is the item number. Draw the bag tightly closed, and then drop the entire bag into the drop box.
4. Take the new Item Token for the Item you created.
5. Write the item number on a sticker, and stick that on the Item Token in the open spot.
 - If you are crafting a potion, write the same item number on another sticker and put it on the actual potion bottle physrep. The Item Token for it is stealable, your potion bottle physrep is not, so remember to always have the Item Token if you're carrying the potion!
 - If you are making an enchanted focus, weapon, or staff, see the Enchanter section for additional information.

Tada! You've created an item!

Always carry all Item Tokens you are using with you, and remember that you may not use or exchange an item that you are not carrying the Item Token for. All items must have a sticker on them with the Item Number.

A note on transferring from the old paper tag resource system: If you are transferring a paper tag from the old system, follow the above directions but turn in the old tags instead of Resources to get your new Item/Resource Token, and check the "exchange" box on the record book line. If the item it is an Enchanted Weapon, Staff, or Foci, write who originally made it or where you got it from. You must turn in the necessary paper tags being converted; missing tags will not count. Note that Resources are not at the Item Creation Station, they must be gathered, and all paper tag flowers expire in March 2022 (these tags may be converted into potions at the March 2022 event, however). All paper tags must be exchanged for the new Item Tokens the player's first event back.

Turning in Spent Items – When you consume (like drinking a potion, or using Iron Ore to repair armor) an Item Token or Resource Token, it must be turned in to the Token Collection boxes in the taverns correctly. It is always the responsibility of the player doing the crafting to turn in the Tokens (for example: if a Blacksmith repairs your armor for you, they need to take the Iron Ore to turn in). Write your PPN number on the provided bag at the discard station, tie it tightly, stuff the Token(s) inside, and drop it into the collection box. This is only for consumables – anything that is turned into an Item goes by the Item Creation rules above.

Wartable Chit - At the beginning of an event, every Player Character is given one Wartable Chit (previously called Wartable Tokens) that out of game represents that they will be assisting a Wartable Activity between this event and the next. Wartable Activities are actions that are introduced and resolved at game events, but the character actions described by the Wartable Activities happen between games. Wartable Chits are not stealable, but can be given to a Specialist (the title for characters with Wartable skills - Commander, Researcher, Spy Master, or Builder). Specialists may ask for your character's assistance with a Wartable mission at the event. You can read more about this in the Wartable supplement in the Supplemental Rulebook.

Leadership Ability Usage Chits - Leadership Chits are specific to the specialized Leadership class (see Supplemental Rulebook for more information). They are not stealable as they represent the ability to use Leadership skills, but may be given to another character with Leadership. Leadership Chits may be purchased between games or at check-in. Unused Leadership Chits carry over between events.

Stealing

Stealing is performed with real-life skill; there are no in-game abilities that enhance stealing, aside from combat abilities. Stealing may only occur in in-game spaces, during active gameplay. You may only steal items with the Story Item Symbol, Resource Tokens, or official currency (called "coin").

Stealable items/props - You may only steal items with the Story Item Symbol, resource tags, or the official currency (called coin). Stealable Items are a plot OR player object that has a PLOT TAG and/or displays the STORY ITEM SYMBOL (see Resources). Not all stealable items have tags or tokens, but they will ALWAYS have the Story Item Symbol (aside from coins and Resource Tokens).

Unstealable items - Things that do not have a tag or the Story Item Symbol may NOT be stolen or looted without the owner's previous express permission (see Off-game negotiation below). If you wish to steal a non-Story Item, first approach the item's owner in-game, ask quietly if you could have an off-game conversation with them about one of their props, and when agreed, go to an off-game area (such as a cabin). There, explicitly state that you wish to steal their item in order to create a cool story challenge for both of you. Permission to steal can only be granted by the owner of the item. This conversation is an opportunity to discuss how the item should be treated, if it is delicate, if the owner wants it back after or during game, how long the item should be stolen, and where both of you want the story arc to go. Allowing one player to steal a non-Story Item does NOT give permission for a different person to steal it, or for the same player to steal it a second time.

Off-game negotiation - If you wish to steal an item that has no Story Item Symbol, you

must speak with the owner of that item FIRST, whether it is plot or player. An off-game negotiation is an out of character conversation with another player. This is a special case of collaborative storytelling, and must be fully consensual.

Looting

Who can be looted - All characters and NPCs can be looted?

What can be looted - All stealable items (Resources Tokens, Item Tokens, Story Items, and Coin) may be looted. You may never take a person's props (unless it has the Story Item symbol on it) but if an Item Token is attached to an item, you may carefully take the Item Token off the item by cutting the twine connecting it. You may not take weapons or shields away from NPCs after they die as they need to respawn and come back into play. If you loot a Plot Item, you can keep the physrep with your character, and return it to plot staff at the end of the game with your check out bag. Plot Items will be returned to you at the next game to continue to use as you see fit. All game items and tokens must be kept in play at all times and are not allowed to be stored in an out of play area or taken home.

Where can be looted - You may never hide stealable items of any kind in your undergarments, and cannot be searched there. Stealable items should be in pouches, below the knee (a boot is a great place), or somewhere that you are comfortable with having physically searched.

How to loot - As some people are ok with being physically looted and others are not, we offer an opt-out of being physically searched - being physically searched is the default. You can opt out of being physically searched by displaying the 'peace sign' hand symbol. If you approach someone and see them displaying the 'peace sign' symbol, you can say "I loot you," they will reply "where do you search" for a verbal exchange of looting. It is up to the person being searched to do the peace sign symbol to indicate and initiate that they do not want to be physically searched. Physical looting is the default as we are an assumed permission to role play larp.

- ❖ No Peace Sign symbol on approach = physically you check pouches etc.
- ❖ Peace Sign symbol on approach = verbal exchange of looting.

Combat Rules

Weapons, Shields and Bows – Combat is carried out by using LARP-safe weaponry. Weapons must be made of either latex or plasti-dipped foam. All weapons must be checked by game staff before every game at check-in and should look realistic. All

weapons inflict one point of damage. This damage is assumed and does not have to be called. See Weapon and Armor regulations for rules and regulations on sizes, wielding instructions, etc.

Spells – You can cast spells through foam balls, packets, touching your target with your hand or through enchanted weapons. Bardic abilities can be cast by making eye contact within a 10' of a target.

Taglines - Taglines are single words that convey an effect. All spells, warrior actions, and rogue actions use taglines. For example, Maim is the tagline for the warrior action maim. A tagline must be spoken while swinging the weapon or while throwing the spell packet. Once this tagline is spoken the spell or action is used whether it hits the target or not. The Burst tagline includes anyone within reach of the caster's weapon. The "By the Sound of my Voice" tagline includes anyone that can hear the caster's voice. A complete list of these taglines can be found in the [Taglines Table](#) at the end of the Core Rulebook.

Health Points – A character starts off with 2 Health Points (HP), more health points can be bought using Character Points (CP).

Armor – You receive Armor Points (AP) from only one source at a time (by wearing actual physical armor or casting Mage Armor or Blood Ward), with the exception of Ritualist's Bless Ability, which stacks with one other source. By changing sources, all AP currently granted by other non-stacking sources is spent. How much AP you receive from physical armor is determined by how much armor you are wearing and the type of armor you are wearing. There are 13 armor locations: Right bicep, left bicep, right forearm, left forearm, right thigh, left thigh, right shin, left shin, torso front, torso back, right hand, left hand, and head. To count as a location the armor must cover at least half the location. Add up your total armor per location and then round to the nearest whole number to get your total AP. You may layer armor, but have no more than two types per location, and the maximum total AP you can have is capped at 10.

Taking Hits – When being hit you always subtract from armor points first, and then health points. Strikes or spells that hit only clothing do not count as a hit. All weapons deal 1 point of damage. You must react to hits and simulate actually taking damage from the strikes. One way to simulate the damage is to grunt, take a slight step back and recoil slightly when hit. When you reach 0 health points you are rendered unconscious. Unconscious players must lay still on the ground and start their Death Counts (2-minute Bleed Out, 5-minute Ghost; see Death, Dying, and Beyond for more information).

Shields – Shields come in three basic types, the buckler, the medium shield, and the tower shield. Shields must be fully padded on the front and extra padded on the sides. Shields can be used to block incoming weapon hits but not incoming spell ball or

alchemical attacks. Shield contact is allowed within reason but you can never charge or strike with a shield. You can however press forward with a shield taking one single step before making contact. The intent is to press, not to knockdown.

Blocking Attacks – You may only block a weapon attack with a weapon or shield. You may never use any part of your body to touch, grab, deflect, or otherwise hinder the swinging of a weapon. A successful block occurs when you block the damaging part of your opponent's weapon. For swords this is the blade, for axes the axe head, for flails and maces the head of the weapon. You may not block spell balls or packets in this manner. If any spell ball or packet hits you, your weapon, or your shield, you take the effect, unless you can resist it. The only exceptions are the spell taglines: fire, ice, acid and shock. These can be blocked as normal. Spells cast through a weapon or by touch can be blocked normally, as they are considered a melee strike. If a touch or an enchanted weapon strike is not blocked, the effect or damage cannot be resisted, including spell taglines of fire, ice, acid and shock.

Force of Strikes – We are a medium contact LARP. This means you swing with moderate power. Medium contact can be defined the following way: a strike felt by the opponent, but not with the intent to bruise. You may never thrust with any weapon. Always be aware of who you are fighting and check your blows and make sure to not hit someone with too much force. If someone asks you to check or pull your blows, you are obligated to hit softer. It is not ok to hit harder than medium contact even if the person you are fighting is okay with it. We ask all players to be respectful of who you are battling, and to be considerate when exchanging blows. The goal is not to cause injury nor hit as hard as you can, but rather, to swing in a way that looks realistic while still pulling your blows on contact.

Speed of Strikes – Speed for all weapons requires that you pull back the weapon to a full 90-degree angle from the elbow before hitting again. Weapons should be swung in a realistic and theatrical fashion. This means you should swing the weapon as if it had the weight and force of a heavier weapon than you are actually swinging. If someone asks you to slow down, you are obligated to do so within reason.

Illegal Shots – The following locations are prohibited to strike and are not considered valid strikes: Hand, neck, face, head, and groin. Furthermore, you may never strike directly down with an overhand strike. A strike must be at an angle so that it is less likely to hit a target's head. It is recommended, but not required, to wear protective athletic support as combat is a chaotic dance of swinging weapons and the occasional misplaced swing WILL occur. Eye-protection and/or medieval themed helmets are also encouraged.

Grabbing Weapons – Note that a weapon may only be trapped by another weapon. You may never touch or grab someone’s weapon or shield during combat, even if it is on the ground due to getting disarmed. Furthermore, you may not hook a person's shield or limbs with a weapon and attempt to pull it out of the way. You also may not strike at a shield with great force. Your blows must always be pulled even when hitting a shield.

Grappling – At no time can you grapple a player during combat, this will result in immediate extraction from combat and possible banning from the game. Grappling may only be done in a mock fight using the Brawler skill and must be agreed upon by both participants.

Character vs. Character (CvC) – A character can attack any other character at any time. Friendly fire is always counted so if you accidentally shoot your ally, they still take the damage. Characters can also attack any NPCs at any time as well. There are special rules for nighttime CvC:

Nighttime CvC

Beds are an out of play area, which means you cannot touch anyone sleeping under ANY circumstances. However, a character can be killed while sleeping. Anyone with the assassinate skill can do this by taping a note along the lines of “You are dead, report to plot cabin” in a visible area near or on their bed that the recipient will immediately see when they wake up (example: the underside of the top bunk if the victim is on the bottom, the wall, etc.).

If you do not have the assassinate skill, you CANNOT do this. The reason being, that if you do this with regular damage, someone would wake up after being struck (but we are not allowing sleeping people to be touched), so the only skill that works instantly and silently is assassinate. If you are killed during your sleep and wake up to a note, please do not wake plot during sleeping hours (2AM-9AM). Ghost shrouds are always in a box on the porch, and you can RP being ghosted during that time, or can wait until you go into play the next morning.

Opting out and Safety - We offer opt out because it can be very triggering or harmful to some people to have activity near their body while sleeping, or they really need their sleep for medical reasons. If you want to opt-out, attach a glow stick to your bed frame somewhere visible and stable (tie, tape, etc.). Assassins, err on the side of caution here. If there's an obvious glow stick, if you think there's a glow stick but aren't sure, or it looks like it fell off, always use the following rules for CvC against those that opt out: If someone is targeted individually that is opting to sleep out of game, an assassin's note with the target(s) should be left on the inside of the door to the cabin. Put an indication so people easily know which opt out bed was being targeted (PC or real-life name, description,

drawing of the cabin with their bed pointed out, etc.). Those without glow sticks should have a note taped or tied to their own beds, and no one can be touched while they sleep. Make sure to look for wards when entering a cabin, and if you plan on dispelling one, remember that rituals cannot be silent and need to be spoken aloud. You cannot enter cabins any other way than the actual doors, and you cannot lock or physically barricade the doors (fire code). Tent campers can opt out by placing a glow stick next to their bed, or by the doors of their tent. The ultimate rule is to use good judgment, and be good to your fellow players on an out of game level!

Specialty Plot Monsters - There are some creatures in this world that are more powerful than the normal mortal. These are creatures of great power that don't follow the same rules as normal PC's or NPC's. Their rules are outlined below.

Minor monsters can be of any race or mutation, or a special creature. They are considerably tougher than any player character and usually have some sort of special ability, immunities or special mechanics.

Major monsters are not of any normal race or mutation, unless special circumstances allow. They are exceptionally tough and usually have several special abilities, immunities and special mechanics.

Legendary monsters are immortal beings that do not have a health pool at all. These monsters usually cannot be defeated unless certain circumstances are met. These creatures include such beings as the Fae and very few others.

Weapons and Armor

Armor Types

Manufactured polyurethane armor from reputable suppliers are allowed and count as what they look like. Butcher chain, and aluminum chain or plate also count for what they appear. EVA foam, or plastic armor however is not allowed except for NPC monster suits.

Light Armor (.25 AP per location) - This armor category consists of simple leather armor. To qualify as light armor, it must be made of semi-stiff leather material. Supple garment grade leathers, vinyl, and suede can only be used if reinforced with studs, or stiffer leather-like pieces that cover a significant portion of the exposed surface and must look the part of armor.

Medium Armor (.5 AP per location) – This armor category consists of advanced leather armors and maile (chainmail). To qualify as advanced leather, it must either have non overlapping metal bands (brigandine), or metal rings (ringmail) covering a significant portion of the exposed surface, or be made of thick leather that is boiled and hardened to the hardness of wood. Overlapping pieces of thick leather is also considered advanced leather as is the case with leather lamellar.

Heavy Armor (1 AP per location) – This armor category consists of metal lamellar, scale mail, coat of plates (overlapping metal plates sewn into leather), and all plate armors. Plate armor must be made of metal of 22 gauge or thicker and metal thinner than 18 gauge must have rolled edges.

Shield Types

Buckler – Small shields, either strapped to the forearm, so that it doesn't hinder the use of a bow or two-handed weapon, or a single handle in the center. These shields can be no larger than 200 sq”.

Medium Shield – This medium sized shield can either have a single handle in the center, or be strapped to the forearm. It can be no larger than 800 sq”.

Tower Shield – These massive shields can be up to 1500 sq”, and have to be strapped firmly to the forearm.

Weapon Types

All weapons must be inspected and approved for safety at the start of the game. We only allow latex or plasti-dipped weapons that look realistic. The allowed lengths are determined by the weapon type. Measurement lengths are for the entire weapon – from the tip to the end of the pommel.

Light Weapons

- ❖ Sword – 12” to 32”
- ❖ Hafted Weapon (Maces, Flails, Axes, Clubs, and Hammers)- 16” to 24”

Medium weapons

- ❖ Sword – 32” to 45” *
- ❖ Hafted Weapon (Maces, Flails, Axes, Clubs, and Hammers) - 24” to 36”
- ❖ Staff – 48” to 77”
- ❖ Short Spear – 48” to 75”

Bastard Swords

*Any sword that falls between 43" to 45" can be used with either one or two hands.

Great Weapons - Great Weapons must be used with two hands when attacking or blocking.

- ❖ Great Sword - 43" to 60" *
- ❖ Heavy Hafted Weapons (Maces, Flails, Axes, Clubs, and Hammers) - 36" to 60"

Pole Weapons - Pole Weapons must have a distinctive mark 20" from the base. The weapon can only be used if at least one hand is above this mark at all times.

- ❖ Polearm - 70" to 92"
- ❖ Long Spear - 75" to 92"

Projectile Weapons

- ❖ Bows - See Bows & Archery Supplement
- ❖ Thrown Weapons - 3" to 12" and coreless
- ❖ Spell packets - Approved fillers (biodegradable bbs, small birdseed, etc.), Cloth size (4x4 to 6x6)

Building your Character

Characters start with 15 Character Points (CP) to spend and 2 Health Points (HP). You can spend CP on the skills, professions, actions or spells listed below. Keep in mind a few of these may have prerequisites or requirements that you must meet first. Characters earn one CP per game they attend and after 5 games they may use Feather Points to gain another CP (this can be done every 5 games). A character can obtain 55 CP max. Any CP gained afterwards is banked to the player.

Skills

Skills are abilities and attributes the character has learned over time. These can be either passive like fortitude, or active like the Blacksmith profession. A character is able to use a skill as many times as they wish. The cost for each skill is denoted at the end of the description and is underlined. There are Physical Attributes, Professions, and Supplemental Skills (Wartable and Leadership, as found in the Supplements).

Physical Attributes

Fortitude – Gives you one extra health point per rank. 1 cp / 3 cp / 6 cp

Determination – Once brought down to 0 health points, your Determination automatically and immediately kicks in. You do not fall unconscious, instead staying stabilized at 0HP until your Bleeding Out count is over, or if the Killing Blow verbal is used. When you are Bleeding Out, you may crawl at a slow pace and call out with dying roleplay. Your Bleeding Out count is also extended by one minute (making your total Bleed Out count 3 minutes). 3 cp

Second Wind – (Target: Self, Duration: Instant, Tagline: “Second Wind”)

Once brought down to 0 health points your second wind automatically and immediately kicks in. You do not fall unconscious, instead the Second Wind heals you to full health points so you may continue to fight on. However, if you survive the ensuing combat, you feel exhausted. This only happens once, and your body will need one full hour out of combat to recover before you’re able to activate Second Wind again. 6 cp

Professions

(All professions require physrepped tools in order to perform)

Brawler – Proficiency in unarmed physical fighting. This skill can only be used against unarmed targets. Combatants will verbally state "Brawl" and the numerical level of brawler they are. The combatant with the higher rank will be the victor of the brawl. If the scores tie, typically the challenged will win, but this can be negotiated between the brawlers. Multiple Brawlers can combine their ranks and fight together to take down a stronger opponent. Once scores are determined and the fight negotiated, you can then safely act out the brawl or choreographed fight. The fight, and the effect it has on the loser of said fight must be negotiated. If a weapon is drawn after revealing brawl ranks, or during the fight, the brawl is over, and regular combat rules apply. Brawl also applies to feats of strength - such as lifting heavy objects, or breaking doors where indicated by a Story Note. This skill can be taken up to 10 times. 1 cp per rank.

Nurse - Stabilize and Diagnose the injured, 2 cp

❖ **Stabilize** - Duration: 30 Seconds

- Skill halts target’s death or cyanide countdown. This skill does not heal them, but pauses them at their current state. People who are stabilized do not continue these counts unless they take damage again, and can move slowly with assistance.

❖ **Diagnose** - Duration: Instantaneous

- Tagline: Diagnose
- Target must reply with a description of their affliction or how close to death they are.

Surgeon (Requires Nurse) - Required: Tool/bandage Props, 4 cp

❖ **Surgery** - Duration: 1 Minute per Injury

- Surgery will restore one of the following injuries; heal all natural health points, cure cyanide or poison, or repair a maimed limb.

Herbalist - Required: Phys Reps for Potted Plants, 6 cp

- ❖ This skill allows you to grow up to 16 potted plants which are capable of producing resources.
- ❖ You must have the Resource Token (seeds) placed under their physreps at game on.
- ❖ You can change what resources are being grown each game at game on.
- ❖ Phys Reps must be placed at least 10 inches apart
- ❖ Resources can be harvested once per event on Saturday afternoon. Harvested resources can be obtained by coming to Ops.
- ❖ Each herbalist is limited to 1 garden.

Enchanter - Required: Enchanting Tools/Props, 6 cp

Special Note: Staves can be Enchanted as both a Focus AND as a Weapon.

Once an item is Enchanted, it only ever needs to be recharged. The Enchanter is responsible for creating or converting the Item Token at the [Item Creation Station](#). A person may carry only one of each type of Enchanted Item, and they must carry the Item Token with them at all times. 1 Focus and 1 Melee Weapon, or 1 Staff.

❖ **Essence Refinement**

- Refine Resource Tags of Essence Stone Fragments into Essence Stones, and Essence Stones into Essence Gems for use in Enchanting and rituals. Refinement is a 3:1 trade.
- Refine three Essence Stone Fragments into one Essence Stone - Duration: 1 Minutes
- Refine three Essence Stone into one Essence Gem - Duration: 5 minutes

❖ **Enchanting a Focus item** - Duration: 5 Minutes

- Required: 1 Essence Gem
- Imbue a small talisman, orb, wand or item with the ability to store up to two Energy at a time.

❖ **Enchant a Melee Weapon** - Duration: 5 Minutes

- Required: 2 Essence Gems
- Enchanted weapons allow a Mage to cast any of their spells through the weapon and deliver them as a Touch Spell. The five-word incantation and Spell Tagline are still required when delivering spells in this manner. Magic cast this way can be blocked by normal means.

❖ **Enchant a Staff** - Duration: 10 Minutes

- Required: 3 Essence Gems for Focus Enchantment
- Required: 2 Essence Gems for Weapon Enchantment
- Imbue a Staff with the ability to store up to six Energy and allow a Mage to cast any of their spells through the weapon and deliver them as a Touch Spell. The five-word incantation and Spell Tagline are still required when delivering spells in this manner. Magic cast this way can be blocked by normal means.

❖ **Recharge an Enchanted Object**

- At check-in, Enchanters are given special-colored ribbons and stickers that are used to show when they have recharged an Enchanted Item (a Foci, Weapon, or Staff). Once the recharge has been spent, the player who owns the item must remove this ribbon immediately to indicate that the enchantment is spent, but can return to an enchanter to get it recharged again. To recharge an enchantment, the Enchanter needs to see the Item Token for what they are recharging, and place a provided sticker with their PPN on it to show they were the last Enchanter to recharge the item. They do not need to record this at the Item Creation Station, but do need to turn in the Resource Tokens.

❖ Duration: 1 Minute Per Energy transferred

❖ Requires the Enchanter to transfer their own Energy into the item to refill it.

Blacksmith - Required: Blacksmithing tools/props, 6 cp

Special Note: At check-in, Blacksmiths are provided with a ledger that they use to track who they do Blacksmithing for throughout the event. It is the responsibility of the Blacksmith player to discard the required Resource Tokens if they repair or fortify something for another player character; and they are required to use the ledger to record the transaction.

❖ **Repair** - Duration: 1 Minute - Required: 1 Iron Ore

- As an apprentice you can repair any weapon, shield or armor which has been sundered or broken.

❖ **Fortify** - Duration: 2 Minutes - Required: 2 Iron Ore

- Fortified weapons and Shields are able to Resist (Tagline: Fortified) two Sunder effects. Fortify does not stack.

Warrior Actions

Warrior - 3 cp

You must buy the Warrior skill before you can buy any Warrior actions. You may buy Warrior actions up to 4 times each. Warrior actions must connect with a melee strike to the intended target. All used Warrior actions refresh after a 1-hour rest. The bardic ability Inspire can restore 1 Warrior Action per 30 seconds.

- ❖ **Resist** - (Target: Self, Duration: Instant, (Tagline: Resist)
 - Resists one spell packet, gaze, alchemist flask or warrior action other than sunder. This takes a conscious effort and cannot be performed while sapped or slept. This does not resist rogue actions, sunder taglines, or spells delivered by touch or enchanted weapons that connect. 2 cp
- ❖ **Sunder** - (Target: Weapons or Shields, Duration: Instant, Tagline: Sunder)
 - This ability can only be done with a Great Weapon. When the Sunder Attack connects with a targeted weapon or shield that item becomes broken and unusable. A Sundered item provides no protection from any ability or additional attacks delivered, it is counted as damage to the person holding the item or they take the effects of the spells and abilities as normal. 2 cp
- ❖ **Knockdown** - (Delivery: Melee Strike, Tagline: Knockdown)
 - Target must fall completely to the ground laying down before getting back up. You cannot just take a knee unless you have valid medical reasons. If you must take a knee, you must stay down for at least 3 seconds before getting back up. 2 cp
- ❖ **Maim** - (Delivery: Melee Strike, Tagline: Maim)
 - Makes the limb hit unusable. If it's an arm, it hangs limp and cannot be used, anything not strapped on must be dropped to the ground. Items that are strapped on still cause severe pain to the limb. If a leg is maimed, you must go down to your knees or sit in a safe spot to do so. You CANNOT hop for safety reasons; you must go down. 6 cp

Rogue Actions

Rogue - 3 cp

You must buy the Rogue skill before you can buy any Rogue actions. You may buy Rogue actions up to 4 times each. Rogue actions must connect with the body of the target. All used Rogue actions refresh after 1 hour of rest. The Bardic ability Inspire also can restore 1 Rogue action per 30 seconds. You must buy the rogue skill before buying any rogue actions. The tagline for a rogue action is simply the name of the action.

- ❖ **Sap** – (Delivery: Melee Strike to back, Tagline: Sap)
 - Allows you to knock out a target for 1 minute. They stay knocked out so long as they take no damage. This attack must be done from behind the target. The attacker must be completely stopped directly behind the victim then lightly tap the victim on the back around shoulder height with a legal striking surface on their weapon and call “Sap.” Sap must be done with a light weapon. 2 cp
- ❖ **Assassinate** – (Delivery: drawn dagger across the collar of target, Tagline: Assassinate)
 - Assassinate allows a player to drop their victim to 0 health instantly. The attack must either occur from behind or the victim must be asleep, or tied up. The attacker must be completely stopped directly behind the victim, then draw a dagger across the target's upper chest above the pectoral muscles but below the throat and say “Assassinate.” Assassinate must be done with a light weapon. 4 cp
- ❖ **Snipe** - (Delivery: Arrow or Crossbow bolt to target's torso, Tagline: Snipe)
 - This action can only be done with a bow or crossbow. A hit to the torso of a foe instantly drops them to 0 health. The tagline for this action is “Snipe,” called when the shot is made. If the shot hits anywhere besides the torso, the skill use is still spent. 4 cp

Magic

Magic is merely a form of expression. When learned to be expressed properly, certain words and phrases can be used to channel power. One with the skill to do so can distill magical energies into alchemical potions giving them quick access to magical effects and the ability to give their concoctions to others for their use. Others have been known to weave magic into song, performances and music. In order to use magic, you can choose to be an Alchemist, a Bardic Performer, a Mage or a combination of the three. Mages and Bards need to have Energy to cast some of their spells. **All spells cost 2 CP to learn.** If you wish to know how to cast a spell multiple ways, it must be bought multiple times. For example, you would have to buy heal once to learn how to cast as a mage and once again to be able to learn how to do it as an alchemist. Please see the descriptions as to who can learn what spell as not all spells are able to be purchased by all magical classes. Unless otherwise noted all spells cost 1 energy to cast.

Energy Development – Bards and Mages need energy in order to cast spells, for each rank they have in this skill they get one energy. You can buy up to 10 ranks of energy. You regenerate all energy after 1 full hour of out of combat rest just like martial and rogue actions. Cost is 1 cp/rank for the first five ranks. The cost then goes up to 3 cp/rank for the last five ranks.

Mage – 3 cp

Mages cast by channeling energy. To do this they speak a 5-word verbal, followed by the tagline. All spells cost one energy to use unless otherwise noted. Each different spell tagline must have its own unique verbal in English that relates to the spell being cast. The verbal must be fully audible, not whispered, and the spell must be used immediately, you cannot hold a spell. All spells cast this way are either delivered by spell ball or packet at range, by touch, or through an enchanted weapon. Spells cast with spell balls cannot be blocked normally and must be resisted unless otherwise noted. Touch spells and spells cast through an enchanted weapon can be blocked normally. Any spell that can be cast by spell ball can also be cast by touch, however, touch spells cannot be cast through spell balls. It is up to the caster to make sure the target knows what effect they suffer. If hit while saying a verbal the spell is interrupted. Mages have the largest selection of spells to choose from and some spells can have more energy used in order to make the effect more powerful. You must take the Mage skill before you can buy spells. Each spell costs 2 cp.

Mage Spells

- ❖ **Elemental Strike** – Fire, Ice, Acid and Shock (Target: Spell ball, Duration: Instant, Tagline: Fire / Shock / Acid / Ice)
 - A mage can use this spell without using Energy. This hurls a small elemental bolt of the caster's choosing, either fire, shock, acid or ice that deals 1 point of damage if it strikes a target. It can be blocked by normal means such as a shield or weapon. When the caster buys this spell, they must choose what element they want. They must buy each elemental type separately. If you spend one energy you can then cast Elemental Storm. This allows you to throw three elemental strikes within 10 seconds in rapid succession after saying your verbal.
- ❖ **Slow** – (Target: Spell ball, Duration: 1 minute, Tagline: Slow)
 - Slows target. Target can only move and attack very slowly. Must walk at an extremely slow pace.
- ❖ **Mend** (Target: Touch, Duration: Instant, Tagline: Mend)
 - Temporarily repairs 1 sundered weapon or shield. This spell lasts 5 minutes or until the end of combat, at which time the weapon/shield again breaks and must be repaired by a Blacksmith or a Renew potion.
- ❖ **Root** (Target: Spell ball, Duration: 1 minute, Tagline: Root)
 - Roots the person in place for 1 minute, they cannot move their feet, but can defend themselves.
- ❖ **Heal/Burst Heal** (Target: Spell Ball, Duration: Instant, Tagline: Heal, Burst Heal)
 - Heals all health points to one target. If you use 3 Energy you can call a “burst heal” effect healing all in range of your weapon.

- ❖ **Mage Armor** (Target: Self, Duration: Instant, Tagline: None)
 - Gives the caster 2 armor points per Energy used (a maximum of 4 armor points). These armor points do not stack with armor already worn; you simply take the highest value. If armor is worn and your mage armor is lost, your real armor is also broken. You cannot cast this on another person. It can only be cast on yourself.
- ❖ **Energy Surge** (Target: Touch, Duration: Instant, Tagline: Transfer 1, 2, or 3)
 - This spell allows the transfer of up to 3 Energy from one mage to another.
- ❖ **Sunder** (Target: Spell ball, Duration: Instant, Tagline: Sunder)
 - This spell instantly destroys a weapon or shield. You must hit the weapon or shield you wish to destroy. It cannot be resisted. This spell cannot be cast via touch. Acts the same as warrior action.
- ❖ **Freeze** (Target: Spell ball, Duration: 1 minute, Tagline: Freeze)
 - The target becomes encased in a magical barrier, and cannot move. While frozen the target cannot be damaged, assassinated or harmed. Any damage that would be done to them is instead done to the magic barrier. The effect ends when either 10 points of damage is done to the barrier, or 1 minute has elapsed. All timed effects are paused for the duration, and restart their timers where they left off once the target is unfrozen.
- ❖ **Animate Dead** (Target: Touch, Duration: Special, Tagline: Animate)
 - Brings a target that is either dead or has been reduced to 0 health back as an undead with full health. You cannot animate a body whose ghost has left. They attack the nearest living target, other than the caster, and obey the caster's commands. This spell does not allow the victim to speak, this must be done through a separate soul speech ritual. The caster can only have 1 animated dead at a time. Animated dead cannot be healed and are immune to all bardic and rogue abilities. 1 minute after combat is over or if brought to 0 health again, they crumple. If the body was already dead, it's still dead and continues its 5-minute ghost count where it left off when animated until their ghost releases. If the body was just unconscious, they continue their 2-minute Bleed Out count.
 - The victim is aware of what is happening and remembers what occurred under Animate Dead. Victims describe this feeling like sleep paralysis, where the victim is unable to stop what is happening and their body acts on its own.

Note: Necromancy magic is considered vile across almost all Homelands cultures, and has historically been ostracized and forbidden in-game. Exile or execution are common sentences for those that practice this art.

Alchemist – 3cp

Alchemists distill potions with magical properties. Any potion must be in a bottle physrep which must be returned to any alchemist it belongs to and must be drinkable, unless it is something that is applied instead of imbibed. Alchemists don't have to speak verbals to use their potions, they can also give them away for others to use. Alchemical substances come in three different types. Salves you rub onto an item, potions you drink, and flasks you throw. An alchemist caster has to prepare their potions before battle. It takes 5 minutes to create a potion with an effect. You must have the proper reagents in order to make a potion and create the potion at the [Item Creation Station](#) before you actually have the item. Alchemist potions cannot be placed in glass bottles for safety reasons. You must buy the alchemist skill before you buy the recipes below. Each recipe cost 2 cp.

Innate Ability: Batch Brew (Duration: 10 Minutes)

Required: Enough resources to brew 3 potions of the same type. Adept in the measurements and distillations of Alchemy, you are able to brew large batches safely. You are able to create 3 potions of the same type at once.

Alchemist Recipes

- ❖ **Renew** (Target: Salve, Duration: Instant, Tagline: Renew)
 - Magically repairs 1 broken weapon or shield.
 - Alchemical reagents: 2 Milk Ferns (fern)
- ❖ **Root** (Target: Flask, Duration: 1 minute, Tagline: Root)
 - Roots the person in place for 1 minute, they cannot move their feet, but can defend themselves.
 - Alchemical reagents: 2 Marigolds (orange flower)
- ❖ **Heal** (Target: Potion, Duration: Instant, Tagline: none)
 - Heals all Health Points for one target.
 - Alchemical reagents: 1 Poppies (red flowers) 1 Lily (white flower)
- ❖ **Sleep** (Target: Flask, Duration: 1 minute, Tagline: Sleep)
 - Puts victim into a slumber that lasts for 1 minute or until damaged or shaken.
 - Alchemical reagents: 2 Poppies (red flowers)
- ❖ **Energy Surge** (Target: Potion Duration: Instant, Tagline: none)
 - Restores 2 Energy.
 - Alchemical reagents: 1 Violets (blue flowers) and 1 essence stone fragment
- ❖ **Poison** (Target: Salve, Duration: Until cured, Tagline: Poison)
 - This sticky substance is rubbed onto a weapon or arrow. If it hits its target, that target is sickened and can no longer be healed by any means, be they magical or

natural, until the Antidote has been given to them or Surgery has been performed.

- Alchemical reagents: 1 yellow dandelions (yellow flowers) and 1 black lilac (black flower)

❖ **Antidote** (Target: Potion, Duration: Instant, Tagline: none)

- Cures someone who has been poisoned. However, this antidote only works for poison, it will not cure a person who has consumed Cyanide or is affected by a plot effect.
- Alchemical reagents: 2 White lilies (white flowers)

❖ **Cyanide** (Target: Potion or salve, Duration: 10 minutes, Tagline: none)

This allows the alchemist to make a deadly concoction to be used to sicken people. Each batch makes 1 ounce (1/8th of a cup) of the potion form or 1 teaspoon of the salve. After creation, this potion or salve is applied by either putting the cyanide into a person's drink or placing it onto an object. The potion form of cyanide is simulated by using vinegar. If a person consumes a drink and they notice the vinegary flavor, then they are now affected. The salve version of cyanide is simulated by placing vaseline on the object you wish to affect. Vaseline MAY NOT BE PLACED ON A WEAPON, SHIELD, or on anyone's garb. If a person touches vaseline then they know they are affected by cyanide.

The first 2 minutes after being affected the person must act as if they are a bit drunk. The next 2 minutes dizziness sets in and they may find it hard to walk straight. The next 2 minutes they can barely stand up without falling over and will start to feel nauseous. The next 2 minutes are critical as the person must act extremely sick and nauseous; they cannot stand or move. The final 2 minutes the victim goes into convulsions, experiences extreme pain and is ultimately rendered unconscious (0 HP). Cyanide can only be removed by a surgeon or by ghosting and resurrection, cyanide remains until one of these two events occur. Neither Healing or Second Wind removes the cyanide, and the person will immediately go unconscious again.

Alchemical reagents: 3 black lilacs (black flowers)

Bard – 3 cp

A bard must first perform in some way for 5 seconds, they then can cast a spell they have as many times as they like so long as they keep performing, each spell costs 1 energy to cast. In order to switch spells, the bard must restart their performance for 5 seconds and then they can switch. They cannot do this if they are being hit by attacks, and their performance is interrupted if they are attacked. Spells cast this way are delivered by a 10' gaze and can be resisted. A bard can use Inspire without expending any energy. A bard must play an instrument or perform very audibly in order to use their abilities. You must first buy the bard skill before learning bardic performances. Bard Performances cost 2 cp.

Bard Performances

- ❖ **Disarm** (Target: 10' Gaze Duration: Instant, Tagline: Disarm)
 - Target must open both hands fully, dropping any items not strapped on.
- ❖ **Berserk** (Target: 10' Gaze Duration: 1 minute, Tagline: Berserk)
 - Target froths into a rage and attacks everything in sight except the caster with reckless abandon until either everything is dead, they're knocked unconscious, or 1-minute passes. The bard can only have one berserked target at a time. The target is immune to other bard Berserks while in this state.
- ❖ **Sleep** (Target: 10' Gaze, Duration: 1 minute, Tagline: Sleep)
 - Puts victim into a slumber that lasts for 1 minute or until the target is damaged or shaken.
- ❖ **Fear** (Target: 10' Gaze, Duration: 1 minute, Tagline: Fear)
 - Victim flees in terror away from everyone for 1 minute. The effect is broken if the caster attacks or intentionally pursues the affected target. What counts as pursuit is at the discretion of the feared character.
- ❖ **Soothe** (Target: 10' gaze, Duration: 1 minute, Tagline: Soothe)
 - The target of a soothe will not attack the caster and will search out a different target for the duration. The effects of a soothe are broken if the bard makes any threatening actions towards the target and the bard must play for 5 more seconds before soothing again. A soothe will calm anyone berserking, feared, or afflicted by agony.
- ❖ **Enthrall** (Target: 10' gaze, Duration: special, Tagline: Enthrall)
 - The target of an enthrall must listen to the bard's sweet music, or pay attention to their bardic performance. This effect lasts as long as the bard is performing to that one target. Neither the bard nor the target can move while under this effect. The effect is broken only when the bard is interrupted or attacked.
- ❖ **Inspire** (Target: One ally, Duration: Special, Tagline: Inspire)
 - Inspires a single ally at any time, the bard must perform and make physical contact with the ally inspired. While inspired, the ally regenerates either 1 energy, 1 warrior action, or 1 rogue action every 30 seconds, even while in battle and moving. The effect ends either when the bard gets interrupted while performing, stops performing or the ally reaches his/her maximum energy or actions. This ability does not cost energy for the bard.

Ritualist – 3 cp

A ritualist is a powerful caster that uses old rites to tap into the natural magics of the world. All rituals must contain an obvious display of ritualistic activity and/or a clearly audible incantation easily identified as a ritual for the full duration of the ritual's casting time - the spirit of the rule is that someone should be able to tell that you are casting a ritual. While the procedure in which you conduct your attuned rituals remains unique to your style and ritual type, your unique set of incantations or gestures must remain consistent every time they are performed for a system ritual (dispel, geas, ward, etc. - all rituals listed in this Rulebook, not Story or Plot rituals). Rituals are a prescribed set of actions or incantations that your character performs every time they perform the given ritual. The ritual must be conducted within 5ft of the intended target for the duration of the ritual or the ritual fails. Greater rituals take 5 minutes and use specific reagents. A 5-minute sand timer and the specified reagents (and their physreps) must be used as part of the ritual. A lesser ritual takes 1 minute and no reagents, however a 1-minute sand timer must be used. It is up to the ritualist to supply their own timer and physreps for the reagents. If the ritualist is attacked at any time during the ritual, the ritual fails and must be started again. A ritualist can cast a ritual on themselves. You must take the ritualist skill first before you can buy any standard ritual.

Lesser Rituals

- ❖ **Soul Speech** – Allows one to speak to the dead. The dead can choose to speak how they want and have full control over what they want to say, even lie if they wish. 1 cp
- ❖ **Regenerate** – Restores all lost limbs to a victim. 2 cp
- ❖ **Bless** – Bestows one armor point on every member of a group. This AP is not repairable and is spent after the first hit taken. This magical armor point stacks with mage armor or regular armor. 1 cp

Greater Rituals

- ❖ **Dispel** – Dispels a warded or cursed area. This only works on the warded or cursed area and will not remove an effect from a living creature. This ritual must contain a verbal component at a normal speaking level to maintain the spirit of the game when breaking into cabins and give sleeping players the opportunity to disrupt its effects. 2 essence stones. 2 cp
- ❖ **Ward** – You create a barrier in which any creature is unable to pass through it. A Ward is designated by an enclosed area marked with White flowers at 2 ft intervals with a symbol placed next to/attached to each flower. Weapons and projectiles can pass freely over a Ward. At the creation of the Ward the ritualist may make (a) Ward Key Talisman(s) which will permit the bearer free passage across the Ward. You may

Ward a door by attaching a bundle of 3 White Flowers at eye level. Each door must be done separately with its own set of flowers. 1 Lilly per 2' section. 2 cp

- ❖ **Cleanse** - Removes a curse or geas from an affected creature. This will not remove a warded or cursed area- only the affected creature will be cured of the affliction. 1 Poppy and 1 Lilly. 2 cp
- ❖ **Resurrect** - Brings someone back to life with full health and any lost limbs. One of the dead person's Life Shards is spent if resurrected after their 5-minute Ghost Count has expired. Resurrection can be refused by the target. 4 cp
- ❖ **Curse ground** - You create an area in which any creature can pass over freely, but once crossed are then afflicted with a Curse. A cursed person cannot use any actions, any spell or be healed until the curse is removed. Cursed Ground is designated by an enclosed area marked with Black flowers at 2 ft intervals with a symbol placed next to/attached to each flower. At the creation of the Cursed Ground the ritualist may make Curse Key Talismans which will permit any bearer safe passage across the Curse. You may curse a door by attaching a bundle of 3 Black Flowers at eye level. Each door must be done separately with its own set of flowers. 1 Black lilac per 2' section. 4 cp
- ❖ **Geas** - Subject must obey a 10-word command until the command is completed or they are cleansed. Dying or Resurrection does not remove Geas. The command must be a single complete task, thus you cannot Geas someone to obey all commands you give them since that comprises more than one task. The subject must try to complete this task to the best of their ability, this includes planning and keeping it secret as if it is pertinent to do so. The subject cannot inform others that they are Geased, nor can they reveal what command they are under. If interrogated, the subject still cannot mention they are under the influence of a Geas, nor can they reveal what exactly they are tasked to do or why they feel it must be done. The subject consciously knows what the task is and is compelled to achieve it to their absolute best ability. This ritual is to be used in the spirit of good and fun gameplay and to support the evolution of the story, and is never to be used to intentionally exploit or ruin other players' fun. Out of game negotiation is encouraged when performing Geas on other player characters. Geas does not stack and cannot be combined, and any geas placed on someone already geased automatically fail and resources are spent. The caster is not aware that the geas has failed, but the target is. 1 iron ore and 1 essence gem. 8 cp

Blood Mage - Must be Learned In-Game, 3 cp

Blood mages use their own life essence, their HP, to cast forbidden magics with the exception of Drain which is free to cast. These magics are considered, by most civilized races, so depraved that only the vilest of creatures use it. New Players may only select Blood Magic for their character after speaking to a New Player Marshal. Blood magic is

horrifically painful to victims, and can leave lasting scars on the caster or the victims' Essence over time. Blood Magic takes the free will and autonomy of the victim away and is incredibly painful, both physically and spiritually. Suffering is a key component to Blood Magic. The very ritual required to become a blood mage severs your connection to magical healing so that the spell Heal no longer works on you; but Drain, Surgery, and Health Potions still do work. As with a mage they have to speak a 5-word verbal followed by the tagline audibly right before throwing the spell ball or touching the target. A spell may not be precast and held to use later. Each different spell must have its own unique verbal that has something to do with the spell being cast. As with mages, spells cast by spell balls cannot be blocked and must be resisted. Spells cast through touch or weapon can be blocked normally. Spells that can be cast through a spell ball can also be cast by touch or enchanted weapon, however, spells labeled as touch spells can only be cast by touch or enchanted weapon.

Blood Mage Spells

- ❖ **Drain** - (Target: Spell ball, Duration: instant, Tagline: Drain) [Health Cost: None]
 - This does 1 point of damage. This spell drains blood from the target and into the caster. This heals the caster 1 health as well as damages the target. 2 cp
- ❖ **Dominate** - (Target: Spell ball, Duration: 1 minute, Tagline: Dominate) [Health Cost: 3 HP]
 - A blood mage takes over the control of the person's blood, forcing them to do simple physical tasks against their will. (Examples: "Walk that direction," "Fight your friend," "Carry This," "Dance," etc.) The target must do the physical actions the caster wants. This does not take over the targets mind, and thus does not work to force them to tell you things, it only takes over their body control. A blood mage cannot instruct their target to kill themselves or stand still so they can be assassinated because the targets sense of self-preservation will break the spell's hold. Only one victim can be under the control of dominate at any given time - the only exception is if the skill is used as a plot effect. The victim is aware of what is happening and remembers what occurred under Dominate. It is incredibly painful and can give the victim nightmares. 2 cp
- ❖ **Blood Ward** - (Target: Self/Touch, Duration: 1 minute or 3 hits, Taglines: Blood Ward/Retort) [Health Cost: 1 HP]
- ❖ The Blood Mage infuses their blood with kinetic energy, which will be unleashed when the mage is struck. As suffering is key to their magic, this does not just protect the Blood Mage - it punishes their attackers. Anyone who strikes the blood mage while this ward is in place will take 1 point of damage to their armor or health per strike each time the mage uses the tagline Retort, up to 3 strikes total; this damage can be split between attackers. The blood mage feels the pain, but suffers no damage to

their HP aside from the initial casting cost until the blood ward is broken. Only a single blood ward can be in effect at a time. This effect cannot be stacked with mage armor, or with physical armor worn by the character. A Blood Ward is like electricity - it can only travel from the Blood Mage to the Attacker with a weapon (melee or touch) connecting them together. 2 cp

❖ **Blood Bind** - (Target: Spell ball, Duration: 1 minute, Tagline: Shackle) [Health Cost: 1 HP]

- Target must - when it is safe to do so - keep arms pressed against their side, as if wrapped in a tight rope. Target cannot attack or defend during the spell's duration. The victim is in horrific pain for the duration of the spell. 2 cp

❖ **Wither** - (Target: Spell ball, Duration: Instant, Tagline: Blood Maim) [Health Cost: 2 HP]

- This causes the limb hit by a spell ball or packet to be rendered useless. If it's an arm, it hangs limp and cannot be used, anything not strapped on must be dropped to the ground. Items that are strapped on still cause severe pain to the limb. If a leg is maimed, you must go down to your knees or sit in a safe spot to do so. You CANNOT hop for safety reasons; you must go down. This effect removes all blood from that part of the body, and the victim may have phantom pains on the withered limb in the future. 4 cp

❖ **Blood Frenzy** - (Target: Self/Touch, Duration: 15 seconds, Tagline: Frenzy) [Health Cost: All current HP with a minimum cost of 3 HP]

- You whip yourself into a frenzy making you immune to health damage and bardic abilities for 15 seconds. At the end of the time frame your health is reduced to 0. If you have Second Wind it can be used at the end of this. 4 cp

❖ **Hemorrhage** - (Target: Touch/Someone in Bleed out, Duration: 5 second count, Tagline: Hemorrhage) [Spell Cost: Target in Bleed out]

- If the target is bleeding out towards death, you can force a gushing of blood from the victim, causing their bleed out count to go to zero and heals the blood mage to full health. After speaking a five-word verbal, you must make an audible count of "killing blow 1" to "killing blow 5" only then can you use the tagline Hemorrhage. This ability can only be used once per victim. 6 cp

Blood Mage Lesser Blood Rituals

Special Note: Blood Ritual Rules mechanically follow the same as normal Rituals

❖ **Agony** - This causes intense pain to wrack through the target's body. The target can do nothing but scream and writhe in intense pain for 1 minute. Requires 1 HP from the blood mage and roleplay bloodletting. 2 cp

- ❖ **Blood Bomb** - The blood mage utilizes a victim in Bleed out, filling them with tainted blood and bringing them back to their feet with 3 hit points. The target takes an effect similar to berserk, but upon taking three points of damage, they call BURST POISON, thus casting poison on all targets in a 5-foot radius around them who do not resist the effect. This effect is triggered by either 3 points of damage, snipe, assassinate, or one minute of time passage. If slept, or sapped, the victim will still call burst poison after 1-minute passes. If the target is frozen, it halts the countdown, but said countdown is resumed where it left off upon the target being unfrozen. Soothe will end the berserk-like effect, but the target is still very much a bomb on a minute timer. Requires 1 orange marigold (orange flowers), 1 essence stone fragment, and roleplay bloodletting. 2 cp

Blood Mage Greater Blood Rituals

- ❖ **Cursed Blood** - The blood mage infuses a bit of their blood into their victim, afflicting them with magic tainted blood. This is a focused curse that affects a target the same as someone who has crossed over cursed ground. A cursed person cannot use any actions, any spell or be healed until the curse is removed. Requires 2 black lilac (black flowers), 1 essence stone fragment, and roleplay bloodletting. 2 cp
- ❖ **Essence Exchange** - The Blood Mage conducts a ritual in which they grasp into the deepest reaches and transfer a Life Shard. This Shard can be transferred three ways, and must be gifted with consent. The cost is always two to one: to transfer one Life Shard, two must be given. One of these Life Shards is used during the ritual as a component. Two characters each with one Life Shard can participate in the same ritual in order to pay the cost of two. A Tear of the Fae can be used in place of a Life Shard.
 - (1) The Blood Mage can give of themselves to a participant. (2) A willing participant can give to the Blood mage. (3) The Blood Mage can act as a conduit between participants for Essence Exchange.
 - Essence Exchange requires in-game consent (a conscious person or ghost can consent). A player cannot donate a Life Shard to another until after their first event. Requires two Life Shards (known in game as essence), 1 iron ore, 2 violets (blue flowers), 1 marigold (orange flower), 1 essence gem, and roleplay bloodletting. 6 cp
 - [Life Shards that change hands through this blood magic ritual must be reported to the Storyteller Team by the Blood Mage performing the Essence Exchange. They are marked differently than a normal Life Shard and have potential story effects.]

Taglines

These are the taglines you will hear during the game and in combat.

Tagline (verbal)	Explanation and effect
“Second Wind”	Once a user has dropped to 0 HP, they will call "Second Wind" and automatically and immediately be healed to full health points. They do not fall unconscious. If they survive the ensuing combat, they feel exhausted.
“Story Effect [Statement of the effect]”	The target may decide how an effect works on their character, or for how long. Story Effects are suggested guidelines for roleplay.
“Plot Effect [Statement of the effect]”	Plot effects are specific directions, and must be carried out as they are stated. If you hear “Plot Effect,” assume that it applies to you.
“By the Sound of my Voice”	All targets that can hear the caster’s voice take the effect it precedes.
“Taunt”	All enemies must turn towards the caster and attack them.
“Acid”	Does one point of acid damage.
“Animate”	Brings a target that is either dead, or at 0 health points back as a zombie. That zombie has the character's max health points and any armor that has not been destroyed. They attack the nearest living person not the caster, or if the caster has them controlled, they do as the caster bids. After 1 minute of not fighting, they crumple and start their death count again from where they left off.
“Assassinate”	When done from behind you, or while you are helpless, this indicates that your throat has been slit. You are instantly taken to 0 health. This does not take away any of your armor.
“Berserk”	Target wildly attacks the nearest target not the caster for 1 minute, until knocked to 0 health, or targeted with a soothe spell.
“Burst Heal”	All targets within weapon range of caster get back full health points.

“Disarm”	Target must open both hands fully, dropping any items in their hands not strapped on.
“Dominate”	Target must obey the caster's commands for 1 minute. Target cannot be made to kill themselves or stand still to be assassinated. Target also maintains control of their mind, so they can scream for help or warn friends if ordered to attack their friends or steal an item.
“Drain”	Does one point of blood damage. Heals the caster for 1 HP.
“Enthrall”	Must do nothing but pay attention to the bard’s performance.
“Fear”	Target must run away from everyone for 1 minute. If caster pursues in any way the effect is broken.
“Fire”	Does one point of fire damage.
“Fortified”	Indicates the shield or weapon resisted a sunder
“Freeze”	Target is held in a block of ice. The effect ends when either 10 points of damage is done to the ice or 1 minute has elapsed.
“Frenzy”	Caster will target themselves and call "frenzy", rendering them immune to any damage for 15 seconds (including assassinate or snipe). At the end of the 15 seconds, the caster drops to zero hp, and enters the bleeding out status. If the caster has Second Wind, it is immediately triggered at the end of the 15 seconds.
“Heal”	Target gets back full health points.
“Hemorrhage”	Only usable on a bleeding out target. Caster must incant their five-word verbal before beginning an audible count of "killing blow 1" through "killing blow 5." Upon completion of the count, caster will use tagline "hemorrhage" which drops the target to ghost count, and heals the caster to full.
“Ice”	Does one point of ice damage.
“Inspire”	Allows you to regenerate energy, rogue actions or martial actions at a rate of 1 per 30 seconds as long as the caster has you inspired.
“Knockdown”	You must fall fully prone to the ground before getting back up.
“Maim” “Blood Maim”	Makes the limb hit unusable. If it’s an arm, it hangs limp and cannot be used, anything not strapped on must be dropped. If it’s a leg, drop down to knees.
“Mend”	Repairs one shield or weapon. After 5 minutes or combat ends, the shield or weapon breaks again

“Poison”	Target cannot be healed by the heal spell, potion, or by natural means until they receive the antidote.
“Renew”	Alchemically repairs one shield or weapon.
“Resist”	Indicates that the last spell or warrior action was resisted and that it had no effect.
“Retort”	Reflects damage from the caster back at an attacker. When the caster is struck with a melee attack, they will call "retort", and the person attacking will take the damage instead.
“Root”	Target cannot move feet for 1 minute.
“Sap”	When this is heard from behind, you have been sapped. You're knocked unconscious for 1 full minute. You can be moved and looted, but being hit with a weapon will break the effect.
“Shackle”	Target must lock both arms straight down at their sides, and are unable to use their arms for 1 minute.
“Shock”	Does one point of shock damage.
“Sleep”	Target is put to sleep; they drop to the ground and fall asleep. If shaken or damaged in any way they are awakened. lasts 1 minute.
“Slow”	Target moves and attacks at half speed for 1 minute.
“Snipe”	Takes you to 0 health points instantly, this does not destroy your armor.
“Soothe”	Target cannot attack the caster for 1 minute. If the caster makes any threatening acts or gestures at the target, it breaks the effect. This also will stop any berserked, fear, or agony effect.
“Sunder”	The weapon or shield hit by this is destroyed and is useless for attacking or defending with. Attack must hit the item you wish to sunder.
“Transfer #”	The target receives the amount of energy the caster proclaims, for instance “Transfer 2”