

Alliance

Rulebook



Michael A. Ventrella

Alliance

Live Action Role-Playing

Rule Book

version 1.3

Dedication

John Finnegan's first encounter with LARPing was eventful: he gathered his supplies, walked out into the night and saw some other players walking towards him.

"Good eve, fellow travelers! How are you?"

The other players were from the court of Capulus in Ravenholt, and they immediately struck this new player down for his twelve coppers, showing no remorse.

John soon afterwards struck a friendship with Baroness Aurora Blakeney, from the "good guy" barony of Westmarch, who took him in and saw his potential. Aurora Blakeney was played by my wife, Heidi Hooper, who introduced me to her new court member. I'm sure his experience with both baronies influenced his attitude toward what the game should and could be like.

This was in the very early days of the game NERO, of which Heidi and I were founders. NERO later split into NERO International and the NERO Alliance (which has now become merely "The Alliance." Long story.)

Around this time, I was running weekend modules at a site in Cambridge, Massachusetts, and John submitted a module to run which was full of great puzzles and encounters. I immediately saw his skills and imagination, and we sat down and worked on the module together. "Why are all these puzzles here?" I asked. "Who made them, and why? You have to explain those things." Together, we rewrote it so that the crazy dragon mage known as the Chessmaster was behind them. It proved to be one of the most popular modules we ran at that site.

In 1992, Heidi and I decided that we had been too discouraged by the direction in which the Ravenholt game was progressing and moved to New York to start the Ashbury chapter. John helped us move and helped form the Ashbury game. He wrote much of the background of the lands, joined the Plot Committee, and created memorable plotlines and characters that kept the players entertained.

John had one of the greatest senses of humor of anyone I knew and a massive knowledge of show music which he would sing at a moment's notice.

One time at the module site we ran in Brooklyn, a local reporter came by to interview us for an article. I had the reporter speak to John, one of the nicest and most eloquent members we had, who laughed and told her that he hoped to meet a nice girl through the game. That very same day, he met Colleen, and their subsequent marriage ceremony was filled with joyous players wishing them both well.



John's Baron later became the Duke, and we both learned something important at that time: you need to have your most powerful noble in-game be an NPC. As a PC, it just wasn't fair for me to give him extra money or armies that other PCs didn't get, but it also didn't make sense in-game either. He was constantly frustrated that the bad guys could get away with stuff because he didn't have the in-game power to challenge them like he should.

So John decided that the best thing for the game would be for him to step down and run Plot exclusively. We named an NPC Duke, which proved to be the right decision. This is something we have followed since and which I encourage all my chapters to follow as well.

When problems started arising between us and the NERO establishment which tried to kick me out even though I was one of the founders, it was John who arranged meetings and tried to work out the problem, which he did quite excellently.

When it became clear that we were not going to be able to resolve our differences, I had long discussions with John about what we should do. John, along with Scott Kondrk, became my closest advisors, and we all decided to become the NERO Alliance at that point, separate from the other NERO.

John then helped create much of the new world of Fortannis (along with his brother-in-law Patrick Capuano, Jesse Grabowski, Scott, and others). John became the Head of the Plot Committee and helped to train and encourage others in a way no other could.

He also later became my General Manager, and that unfortunately caused some problems down the line when we argued over the direction we wanted the game to go. John, for all his great talents, still liked to play while wearing

shorts and tennis shoes. He also tended to be a lot more "forgiving" to players who mess up or played bad guys. I wanted to raise the bar for costuming and role-playing, and wanted there to be real consequences for players who made mistakes. After some debate, I asked him to step down as General Manager (but not Head of Plot) and John instead resigned from both.

This hurt me a lot, but I am happy to report that we did settle our differences soon thereafter. I told him that if he ever wanted to come back to the Plot Committee, the invitation was always open. I asked John to serve as General Manager of the Alliance, which he accepted.

As General Manager of the Alliance, he helped me soothe many angry chapter owners and work out problems, and had a way of talking to them

that I just don't have to get things done. As a member of the Alliance Rule Committee, he brought his years of experience to bear and helped to bring about exciting changes and improvements to the game.

I cannot overstate the importance John brought to the Alliance game. He was indeed there from before the start, had more influence over it than anyone else (even me sometimes), and made his mark on the world in that way.

On St. Patrick's Day 2008, John was found dead in his bed from a heart attack. He was only 37 years old.

Friends he had not seen for years heard the news and expressed their sorrows on the Alliance Bulletin Board. His funeral was so well attended that there was no room to sit, and people were forced to listen from the hallways. He had touched so many who remembered him fondly and who wanted everyone to know what he meant to them.

I still find myself thinking, "I need to talk to John about this problem," or "John would know the best plot solution for this," and then catching myself a second later. John had been my friend for so long. When I moved to New York, he did too. When I moved to Stroudsburg, Pennsylvania, he did too. We talked by phone about once a week and often through e-mail.

The game would not be where it is today were it not for John Finnegan. Everyone who has said that is correct. No one is exaggerating.

Perhaps the best way to remember him is through the quote from St. Augustine he used on his profile on the Alliance Bulletin Board which proved so appropriate:

"The key to immortality is not having a life worth living, but living a life worth remembering."

John Finnegan is immortal.

Acknowledgments & Introduction

by Michael A. Ventrella

Although most of the words in this book are mine, I cannot take credit for writing all of the rules that over the last twenty years or so have evolved into the current game. This is definitely a group effort, and the years I have lost in Rules Committee meetings is a good testament to that. That's why I always list myself as editor rather than writer.

Rather than thank every single person who has contributed to the game's development over the years, many of whom have fallen by the wayside or been eaten by trolls, I will instead concentrate on thanking those individuals who have contributed to this edition of the Rule Book.

The late great *John Finnegan* was the General Manager of the Alliance through much of the development of this version of the rules, and his ideas and vision helped to shape the Alliance since its early years. He will never truly be replaced.

Along with John Finnegan, *Scott Kondrk* has been the driving force behind the founding of the Alliance and the overall feel of the game. Scott's emphasis on raising the bar on our standards has greatly improved the game, from increasing costuming and props to never accepting the same old cliched plotlines. He and I have a lot in common—we don't suffer fools and incompetents well, we demand perfection, and when we say we will get something done, we get something done. (Scott gets the vast majority of the credit for the Alliance Monster Database, for instance.) Scott has been my second-in-command and primary counsel for the recent past, and his contributions should not be overlooked.

Previous members of the Rule Committee who added so much to the game include Scott, *Mike Hynes*, *Dan Lineaweaver*, *Mike Luther*, and *James Pocklington*.

The most recent members of the Alliance Rules Committee (ARC) have worked their collective butts off helping to get this latest edition ready, and everyone reading this should thank *Bryan Gregory*, *Sean Metzler*, and *JMike Chagnon* for all their hard work.

Along with the ARC, there were many who helped proofread this edition, especially *Luke Goldsmith*, *Barbara Martin*, and *John Pariury*.

However, the Rules Committee can do nothing without the support, votes, and contributions of the various owners of the Alliance chapters, some of whom went far beyond their requirements to contribute to this process.

Michelle Stagnitta is the current Alliance General Manager, and has done a terrific job coordinating between the chapters.

I want to especially thank *Matt Watkins* (Logistics Committee chair).

Mark Monack developed the tabletop rules



that have been added to the back of this book, and deserves full credit for his tireless work in taking a rules system meant for LARPing to make it also acceptable for a more standard form of gaming. I hope that those of you who decide to continue playing your characters around a table post some of your modules and send us your comments about these rules so we can continue to improve upon them.

More thanks go to the many Alliance members who posted their ideas and comments on the Alliance internet Bulletin Board. We do read all players' comments and appreciate them. Keep up the good work.

Thanks also go to those players who contributed pictures for this book from many Alliance chapters. Unfortunately, I don't know who most of them are, as they were copied from various Alliance web pages and sources. Please know that we appreciate them. (A few people I can name who contributed are *Kristie Bianchi*, *Holly Pariury*, *Mandy Sevetsky* and me!)

And of course, there are the many players who served on various Alliance National committees. This is an incomplete list, so please don't be upset if you're not on it; I can't list all the wonderful players who have helped!: *Tom Andary*, *Brian Bender*, *Seth Bird*, *Jessica Brown*, *Matthew Byers*, *Mike Chagon*, *Rich Ditzler*, *Scott Edwards*, *Cory Fliegel*, *Paul Foisy*, *David Glaeser*, *Jesse Grabowski*, *Robb Graves*, *Jesse Hennessey*, *John Leino*, *Gary Marvel*, *Tab Merkel*, *Mike Meeker*, *J. Cymryc*

Moon, *John Pariury*, *Rob Sachs*, *Chris Thetford*, *James Trotta*, *Christine Velderman*, *Matt Watkins*, *Rebecca Watson*, and *John Wrobel*.

There are so many other players who have contributed to previous editions of this book and to all chapters over the years that I am afraid to specifically name a few for fear of missing many many others. You all know who you are, so please accept the thanks of me and all the players who benefit from your contributions. It's the behind-the-scenes people who make it happen.

Finally, as always, I want to thank my wife, *Heidi Hooper*, who did a lot of the grunt work that no one else wanted to do, some of which while fighting cancer. She has been an inspiration to many, and her enthusiasm, love, and support has made everything in my life worthwhile.

Some people look at this book and think "Too many rules!" However, you should realize that much of the book contains advice and examples. After all, there is no way we can write a rule to cover every single instance that may occur; something will always happen to make someone think "Well, now what? This isn't clear."

So our Alliance Rules Committee has to make rulings. And we've tried to include as many of these clarifications in this edition as possible.

In real life, I'm a lawyer so I see this every day. That's what happens. No matter how well the law is written, something will happen that needs a referee or a judge to determine what the rule means in that circumstance.

But this isn't easy. Sometimes I have to fight with my own players over the rules.

Many gamers are so enamored with writing rules systems that they forget that the rules are only there to enable the plot to proceed. It doesn't matter if you have the world's most-thought-out and well-researched rules system if no one cares about or is bored by your plot.

When I played tabletop games, I sometimes found myself with gamemasters who were more interested in the statistics of the game than what the game was actually about. They would have charts, graphs, miniatures, and representations for every movement of the characters under their control, and the simple act of hitting something with a sword would require fifteen minutes' worth of die rolling and chart consultation. By the time the battle was over, we had forgotten what we were fighting about.

These Rules Gnomes are the minority, but often they present themselves as "experts" on the rules. They try to convince me that their complicated system is necessary for the game to run smoothly and to "close loopholes." They

mean well, but I take their advice only as suggestions (After all, sometimes they are right).

A good rules system should be as absolutely simple as possible. If you make the rules too complicated, players tend to spend their time playing the rules instead of playing the plot. Marking each part of the body and deciding how many hit points each part has may be more accurate and realistic, but players are so busy concentrating on what they have hit—or arguing over whether the hit was in exactly the right spot or not—that they might as well be sitting around a table rolling dice.

A rules system should be easy to learn. A new player shouldn't have to study as if preparing for an exam, but should be able to dive right in and start playing.

If you have a hundred people playing a game, you will have a hundred different concepts on which rules are sacrosanct, which ones should be changed, and in which direction the game should progress. The Rules Gnomes, if given their way, will tinker with the mechanics of the game until it becomes unrecognizable—and every time they create something new, it will affect the other sections so that patches have to be applied and new connections have to be made, and you will eventually find yourself shimmying down the jeffries tube trying to prevent a core breach.

Another main point with the rules is that they should be written to prevent game holds unless absolutely necessary. Teleportation, polymorphing, and scrying, for instance, all require players to “hold” and get a marshal. The game should be self-regulating and make the

referees as unnecessary as possible.

Information should always be obtained through role-playing means and not magical ones. Trials become very boring if you can use magical or mental skills to determine who is telling the truth, and valuable information needed to solve a plotline becomes fairly worthless if it is easy to obtain with a crystal ball.

At the same time, whenever possible a game should avoid rules that require players to play stupid. It leads to arguments about what a character knows as opposed to what the player knows, and more importantly is just not that much fun.

Then, no matter how airtight you may think the rules are, there will always be Rules Lawyers who will find loopholes in it and will attempt to use them to their advantage. (Rules Lawyers are different from Rules Gnomes. Gnomes want to create and build more rules, and Lawyers want to take what the Gnomes have built and find weaknesses in the structure.)

Standing up to the Rules Lawyers is one of the most important lessons—and one of the hardest—I have had to learn. And it is a difficult balance to meet. On one hand, if the players do something unexpected (like solve a problem in a way that wasn't planned for), then they should be allowed to do so. On the other hand, if the unexpected thing they are doing is interpreting a rule in a new way to their benefit, then they probably should *not* be allowed to do so.

The Rules Lawyers will play the rules and not the plot. They will attempt to solve problems that should be solved through plot means (role-playing, fighting, puzzle solving) by in-

stead finding loopholes in the rules that will give them what they want.

It is important that we don't let these Rules Lawyers control the game. They will be having a grand old time, but the rest of the players will be unhappy. Remember that “the spirit of the rule is more important than the letter of the rule.”

Let me clarify here before someone reads into this more than what I am intending: I am discussing rules, not plot. Players doing things I don't like plotwise is something I have learned to deal with. If the players all decide they don't like the king and they kill him, then they should be able to do so. If they destroy the big bad guy before the Plot Committee had planned, nothing should stand in their way. The Plot Committee should always let the players do what they want (although there may be consequences for doing so). It is imperative to never reverse action, say “that never happened” or try to rewrite what has already occurred to make it more to the Plot Committee's liking. Players have to know that their actions can affect the game.

It's been over twenty years since I first starting running an earlier version of this game and we have gone through a lot of rules changes, especially in the first few years when we were just figuring out how to this! I am very happy with this new edition of the book, and hope that you will be too.

Post your comments and questions on the Alliance Bulletin Board, accessible from our main web page: www.AllianceLARP.com. (Hey, did you know that “Michael A. Ventrella” is an anagram for “The Alliance Marvel”?)

Version 1.3

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Introduction	7
Role-playing	
A Guide to Role-playing	13
How to be an NPC	25
The Game World	29
The Alliance Code of Conduct	34
Character Building	
Races	38
Classes	48
The Skill System	49
Production Skills	55
Skills	57
Special Abilities	70
Mental Abilities	74
Items	
Possessions	78
Armor	79
Weapons	81
Game Mechanics	
Logistics	86
In-Game Limitations	87
Matters of Life and Death	90
Combat	93
Effects and Deliveries	96
Magic	99
Alchemy	107
Effects	110
Formal Magic	127
High Magic	134
Rituals	140
Traps	145
Stealing and Searching	147
Helping the Alliance	
Goblin Points	149
Writing Adventures	150
Table Top Gaming Rules	156
Glossary	161
Index	163

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Welcome to the Alliance!



“Stop, thief!”

The thick fog rolling off the lake made the dirty and uneven cobblestones slippery and treacherous that evening as I dashed past the Manor Hall. All the years of training with the Thieves’ Guild were being tested at this point, and as I slipped from shadow to shadow, my feet made little sound.

I darted past the Mages’ Guild hall and tried to ignore the misty and mysterious scents calling me in. Next door, the weaponsmith peered through his window, so I flashed my cloak his way, covering my face in the process.

Behind me, I could hear the sounds of pursuit as the Town Guard gathered in force. It seemed that a crowd of the local townsfolk, eager for excitement and the possibility of reward, had also joined in the chase much to the annoyance of the Captain of the Guard.

“He went that way!”

“Is there a reward for his capture?”

“What happened?”

“He’s stolen the Dagger of Morganna!”

“It was one of the Circle!”

So far, all was going to plan. The Circle of AIn would be implicated, and we of the Thieves’ Guild would finally have the Dagger of Morganna—the magic item rivaled in power

only by the Amulet of Xylar. I was to meet The Black Fox behind the Alchemist’s Shop where he would take the Circle’s tabard from me and provide me with a new disguise and an alibi.

Behind me, I could hear the assembled mob becoming most unruly and arguing with the guards about which path I had chosen for my escape. I recognized the voices of many of my fellow guild members causing a majority of the distractions.

I smiled as I turned the corner. This was going to be easy!

“Ah, here he is now!”

A trio of nasty-looking longswords surrounded me as I wisely skidded to a halt. Before I could react, I heard a spell being cast and I felt the impact as my arms and legs refused to move. *A Web!*

The red tabards of my captors told me that they were some of the local knights. Were they going to arrest me? Their smiles held no clue.

The Baroness raised an eyebrow slyly as she advanced. I knew I had no chance to fight. I felt someone dig through my cloak and pull out the dagger. “Here it is, my liege.”

I knew that voice. It was the Black Fox! That double-crosser!

“Thank you,” the Baroness said to me as she took the weapon. “Now let’s see if it works.”

I screamed in pain as I felt the dagger enter my side. My life was being sucked out of me! There was no escape!

Unless...

“Hold!” I yelled. “I need a rules marshal.”

My captors blinked and looked around. Sometimes it takes a second or two to reorient yourself after being your character for so long. “I know where Bob is,” said Dame Perisa—or rather Barbara now. She ran off as we smiled at each other and waited.

Bob arrived and came to me. He’s one of the marshals who can make interpretations of rules and can resolve disputes.

“Bob,” I softly whispered, “Does the Dagger of Morganna actually drain my life if I have a *Shield* spell?”

Bob smiled. “No, the dagger will only drain you if it gets to your Body Points. A *Shield* spell counts as armor, not body.”

I turned back to my captors, and as the marshal said “Lay on!” I laughed at their ineffectiveness and taunted them with some information I knew could grab their attention to try to bargain my way out of this mess...

Be All That You Can't Be!

In Alliance games, you create a character concept for a fantasy story and actually play the character. It is much like improvisational theater in that you have a framework created by the props and supporting characters and must develop your part as you progress through the story line. Your character's attitudes, ambitions, and history are yours to define.

If the adventurous life is your calling, you may play the part of a wanderer, meeting with some friends in the tavern. Perhaps your party will get hired by a farmer in desperate straits, and spend the afternoon slaying a foul necromancer and his undead abominations.

If the epic life is not your style, then you can play the part of a town merchant. You can make your money selling your wares—and information—for the right price.

Or perhaps you wish to be one who investigates the magical arts, selling your scrolls and potions to earn the money you need to continue your studies.

Or would you rather try and become leader of the Mages' Guild? Maybe you want to become a ritual caster and control the elements? The choice is yours.

We are dedicated to the legendary days of high fantasy, while running a fun and safe game.

We have fierce warriors, crafty scouts, powerful mages, loyal knights, and benevolent healers. There are smelly goblins, blood-chilling spectres, evil necromancers, villainous spies to fight ... and your very own legends to create.

The Four Most Important Rules

This book has many rules and requirements and for new players it can sometimes be overwhelming. However, some rules are much more important than the others.

The rules listed below are required for us to continue to be a safe game, and there are no exceptions to these rules—they apply to all players and NPCs. Breaking these rules may require your removal from the game.

The Body Contact Rule: Alliance games prohibit all body contact during combat. All combat must take place with approved safe weapons, and certain parts of the body (head, groin, hands) are not allowed to be hit. (page 93)

The Alcohol Rule: Alcohol, illegal drugs, and prescription drugs that affect your abilities are absolutely forbidden, and you cannot use these off site and then come to the game drunk or high. (page 35)



The Hold Rule: If you hear someone yell "Hold!" stop everything you are doing and drop to one knee. Holds should only be called if there is a real need, and are usually only for safety reasons. (page 36)

The Sneaking Rule: If you wish to sneak into a building or tent, you must have a marshal present. (page 148)

There are other important rules, but to include too many here would de-emphasize these top four. These particular rules are important for safety and legal reasons.

Please follow these rules and report anyone who does not.

How It Works

In Alliance games, a cast of non-player characters (NPCs) are used to set the tone and provide background for the player characters (PCs). They often serve important town functions (such as guild leaders or nobility) and otherwise help to propel the plot and action. Much of what happens at an event, however, is completely decided by the PCs and the actions they take.

We use padded weapons to simulate actual combat, and a magic system that uses "packets" made of fabric and bird seed to represent the hurling of spells. Medieval costuming and armor enhance the atmosphere.

There is nothing to compare with the feeling of playing for an entire weekend, twenty-four hours a day, along with possibly hundreds of other players, each with their own desires, fears, and aspirations.

As your character continues to adventure, you gain abilities and influence, and may one day gain a noble title or great fame and wealth. Tales of your adventures may some day be sung by bards, or retold time and again by storytellers sitting by the fire with a cup of spiced cider.

What your character does is entirely up to you. You decide what you want and where you want to be. The future is yours to define and create.

An Overview

A lot of what you will read in the upcoming pages may be confusing; there seems to be a lot of rules, and they all rely on each other to a degree that understanding one makes no sense until you understand the other—but how can you do both at the same time?

Don't be discouraged. It's really a lot easier than it seems. Here is a very basic overview to get you started:

You, the *player*, will be portraying a *character* for the duration of the event. Your character has certain skills. Some of these are usable constantly (such as your skill in a specific weapon) and some are usable only once a day (like the ability to cast a spell). In order to learn more skills, you will have to gain experience.

You will receive *Experience Points* (XP) for attending each event. These XP are then transferred into *Build Points* (BP). Build Points are what you use to "build" your character and buy new skills. The number of XP needed to equal one BP changes as you get more powerful and gain *levels*.

Your character also has a specific *class* (such as fighter, rogue, or scholar) which determines how much BP has to be spent for each skill. This way, you can choose to be a specialist or a jack-of-all-trades.

Your character also is of a specific race, such as human, elf, or dwarf. Each race has its advantages and disadvantages.

Your character will start off with 6 *Body Points*. These are the amount of points of damage you can take before your character is dead or unconscious. As you earn more experience, you will gain more Body Points (based upon your class and race). You will also get *Armor Points* based on what type of armor you are wearing.

Sometimes you will get into battles. When swinging a weapon, you will call out the amount of damage your weapon will do. A standard long sword does 2 points of damage. When you get hit, you will subtract your Armor Points and your Body Points until you are at zero or below. Your opponent will do the same.

Spells may be cast during battles, and they can affect the battle in many ways. You need to

know the spells in order to get the most out of your gaming experience.

Spells are represented by small beanbags filled with birdseed. You must say the special words associated with the spell (such as “I call forth a Flame Bolt!”) and hit your target with the beanbag for the spell to work.

You have a sheet which lists all your skills and spells and you are required to keep track of what you have used up for the day. There are tags for potions, scrolls, and magic items. Everything is documented, and we rely strongly on an honor system to make it all work.

Your First Event

Once you have established your character, you check in for a weekend at the Logistics Desk.

A character card which lists your current skills and other pertinent information is provided. You will get a new card for every event in order to keep this information accurate and up to date. This allows you, other characters, and the game marshals to keep track of your abilities should any disputes arise.

You should have a pen with you to keep track of what skills and spells you have used.

A marshal will evaluate the costume you are wearing and will assign Armor Points. The more armor you wear (and the better made it is) the more points of protection you will have. You will then be given a tag to represent the amount of points the armor is worth. (All of your possessions—armor, weapons, potions, scrolls—will be represented by tags you must keep.)

This is the only time you will ever be given Armor Point tags from Logistics. After that, you will have to purchase more armor tags in-game from other players or make the armor yourself using the *Blacksmith* skill.

You have only a basic medieval shirt and pants which are not worth any Armor Points, but you do have on a nice medieval hat and boots, so the marshal assigns you two Armor Points for being “in genre.”

You then get your weapon checked. Even players who go to every event have to get their weapons checked; weapons do break down and become unsafe.

The marshal then gives you a weapon tag for your dagger and twelve coppers, the only measly possessions your character has to start the game with. You don’t feel too bad, because every other character starting the game gets the same thing.

The game begins. You make sure you’re carrying all your tags, and then you step out into the night.

It’s Friday night and the town is buzzing. Guilds are having meetings, adventuring groups are planning strategy, the elves are having a ceremony, and the tavern is packed.

Rumors of a zombie attack are floating about and the political situation doesn’t look



too secure either. Life could be easier—but it could also be boring.

You adjust your boots, make sure your dagger is handy, and start walking at a leisurely pace over to the tavern, but only get a few steps before something jumps out at you. It’s a goblin! You can tell by the ugly green face.

Goblins and other monsters are some of the non-player characters (NPCs) you may meet. Members who want to play monsters get special benefits for that event but must do what the “Monster Marshal” tells them to do. The makeup or masks are sometimes uncomfortable, but not having to worry about your character dying is a relief.

The goblin advances and swings his sword. You pull out your trusty dagger.

Weapons are soft “boffer” weapons. They are soft representations of weapons made from soft foam or latex. No one has ever been seriously injured using these—a game of touch football is more dangerous than our combat.

A dagger only does one point of damage while a long sword (which the goblin has) does two. The goblin knows this and smiles (or at least you think he does behind his mask). What

the goblin doesn’t know is that one of the skills you bought with your Build Points is a *Critical Attack* which allows you to do an extra point of damage against one opponent.

The battle begins. Each of you calls out what damage you are doing so the other player can keep track. “Two Normal!” yells the goblin. “Two Normal!” you reply, using your *Critical Attack* in the hopes of finishing off the goblin before he finishes you!

The goblin lunges at your chest, but you jump aside just at the last moment! As he passes by, you jab at his back with your dagger.

“Ow!” screams the goblin. “Dat hurt! Me no like you!”

You grin and swing out again, just to tease and torment the creature. He advances. “Me now teach you lesson!”

With a lightning quick thrust, he swings at your chest. You try to block with your dagger, but it’s just too short. Your now ruined shirt tells you that it might be a good idea to be a bit more careful with this foe. You make a mental

note to find someone to teach you how to fight with a long sword as soon as possible.

You now have both taken two points of damage. Since you've never fought a goblin before, you don't know how many total points he has. Will the next hit bring him down?

"Give up, smelly human?"

"Never!" you reply, jumping in and taking the foul creature by surprise. His yelp of pain as your dagger slices his chest is very satisfying. . .but he's still up!

Perhaps running away might be a good option.

The goblin senses your apprehension and follows with a flurry of attacks. You are able to block most of them, but one lands its target, cutting through your torn shirt and releasing a spray of blood. The goblin laughs triumphantly.

That does it! This really sparks your anger and you lunge in like a mad man, hacking away at the green-skinned creature. This is more than he can take, and he falls to the ground.

You stand there breathing heavily for a minute, and then you lean over him and search him.

"I search you," you say. He hands you three copper pieces and a strange locked box.

You then have to adjust your card. You show the NPC that you are crossing off your *Critical Attack* skill since you have used that skill for the day. You took four points of damage, so your armor needs to be refit. You will need to find someone with the skill *Blacksmith* to do that for you. You also lost two of your Body Points.

You only have four Body Points left! Better find a healer and get a *Cure Light Wounds* spell.

If you die either in battle or by execution, your character can then be resurrected by the Healers' Guild. If you have died more than twice, then you will have to pick from the Bag of Chance. The more deaths you have suffered, the more likely your next one will be your last.

You walk into the tavern which is busy as usual. Some local bards are playing quietly in a corner and look over there! It's the local Baron himself, sitting with the Magistrate and the Sheriff! They seem to be arguing over something and it must be important given how many other people are sitting nearby trying to pretend they're not listening.

You find a spot and sit. The *selunari* tavernkeeper dances over to you and brings you an ale for two coppers. (It's actually a soft drink, of course; alcohol is not allowed.)

A woman sits nearby and pulls out a book and begins reading. By the glow of her hands, you can tell that she is a spellcaster. You walk over.

"Good evening," you say. "Might you be a healer?"

"Yes I am," she replies. "I am Darlissa. Are you in need of help?"

"I am Terin," you reply. You tell her about your encounter with the goblin and ask if she can spare a *Cure Light Wounds* spell. She states that such a spell would cost five copper pieces.

Coins come in four denominations. A platinum piece is worth ten gold pieces; a gold piece is worth ten silver pieces; and a silver piece is worth ten copper pieces. Thus a copper piece is 1/100 of a gold piece and 1/1000 of a platinum piece. The coins are metal tokens, properly colored, and with their value embossed on one side. They jingle nicely in your pouch.

"I can't afford that much," you reply sadly.

She glances at you and sighs. "Very well," she says. "I have to make a living, but I took



an oath to help those in need. I will cure you, but you will owe me a favor in the future."

"Agreed," you reply. She calls up her power and touches your shoulder.

"I call upon the earth to cure light wounds," she says. A burst of warmth fills your body and you can feel the wound healing itself.

She marks her card to show that she has used that spell for the day, and you mark yours to show that you are now back to your maximum Body Points.

A venerable mage then comes up to both of you. With him is a barbarian warrior in chain mail and a rather shifty-looking hobling.

"Pardon me," says the mage. "My name is Belthivis, and this is Ena and Finther. We were just wondering if you've heard anything about a goblin treasure map. We'd be willing to—Finther! Put that back!—We'd be willing to pay for information that proves to be true."

You try not to show any reaction as he speaks about a rumor he had heard involving a map kept in a small box. Better find out more about these people before making any commitments.

After spending some time discussing your pasts and talking about other rumors and bits

of information you have heard, you finally decide that they can be trusted.

"I have some information that may be useful," you admit. "Is there somewhere private around where no one can overhear?"

You travel to Belthivis' cabin where you show the box to Finther, who happens to be a "locksmith." He smiles at the challenge and pulls out his tools.

In the world of Alliance games, real locks are used. Buying the required *Legerdemain* skill does not guarantee success—it only allows you to make the attempt. Likewise, boxes are really trapped with electronic buzzers or other noise-makers. To "check for traps" you must actually do just that by opening it slightly, seeing where any wires or devices may be inside, and somehow "defusing" the trap before opening the box.

Finther picks the lock. He knows the box is not trapped because you told him the goblin had been carrying it, and traps cannot be moved more than five feet without being set off. Inside the box, he finds an unusual amulet, some coins, and a map written in a strange language. He looks at the amulet for a few minutes and declares that he thinks it is worth at least five silver pieces. That's fifty coppers! Half a gold!

Later, you will go to the Mages' Guild and have the amulet checked to see if it's magic. However, you and your new companions decide that a current priority is to decode the map, and you begin that arduous task. While this is going on, Ena, who has the skill *Blacksmith*, adjusts your armor so that it is back up to its maximum level.

Suddenly outside, the sounds of battle echo through the hills. Peeking out the window, you cower as you discover that an evil liche has called forth his undead to destroy as much of the town as possible. You consider the situation for a while and then decide that perhaps you had better help—after all, if the liche takes over town, everything else is rather meaningless.

Later, after the town is saved (thanks to your assistance), you finish decoding the map. At the bottom is a small note which says, "See a marshal when you're ready to go on this adventure."

You decide to rest for the night to start out at morning's light. You head to bed with visions of treasure and adventure in your dreams!

This is one way that a group may get into a weekend "module." Some modules are repeating in that more than one group can go through it at different times, and others are one-time-only. The one-time-only events are usually major affairs, and can affect the whole story line.

So welcome to the Alliance role-playing game, where you can be all that you can't be!



Camping Advice

Keep in mind that Alliance games are not played in a fancy hotel; you will be at a campsite, and should prepare accordingly.

The Alliance's Headquarters chapter runs its game at the Faire Play site in the Endless Mountains of northeastern Pennsylvania. Faire Play is owned by Alliance players (including this book's editor) and as such, the site is designed specifically for LARPing events. Their web page is www.FairePlay.org. Other LARP groups also run events there.

A few of the other Alliance chapters have also purchased their own land for their games as well. However, most chapters rent camps for their events, and may be limited in what they can provide because of it.

In any event, no matter which chapter you attend, you should first check to find out what you will need to bring. Some sites have mattresses and some don't; some require you to bring a tent and others provide cabins; some provide a food service and some ask you to bring your own. Some have electricity available for electric blankets, and some do not even have lighting so you have to bring flashlights. Some have limited space, and you may have to preregister in a timely fashion in order to get a bed.

Food: Some games provide meals, either as part of the admission fee or for an extra fee.

Even if your site provides meals, you may want to bring snack food on your own. If so, bring energy food (trail mix and fruit are good). Junk food like twinkies and potato chips will only weigh you down.

Much of the game is physically intensive, like a sport. Eat and drink accordingly, like an athlete would.

A bit of advice is to not imbibe soft drinks, despite the caffeine rush. Believe it or not, these drinks can dehydrate you and will not aid you in any way. The best things to drink are water, juices and sports drinks like Gatorade.

Packing: Always pack as if it is going to be colder than it is. Bring extra blankets and long johns, because even in the summer, it can get chilly at night. It's always better to have more than enough clothing and blankets for those occasions. Remember: "Players Need Layers." Lots of layers of clothing (and blankets at night) will keep you warmer. When making your bed, put half of your blankets under you as well as on top of you, because heat escapes in both directions. Change your underclothes before going to bed, because otherwise the sweat in your clothing may freeze and make you uncomfortable.

Sample Packing Checklist:

- Sleeping bag / bedding / pillows / air mattress
- Lantern / light sticks / flashlight
- Toiletries
 - Toothbrush / toothpaste
 - Soap / shampoo
 - Face cloth / towels
 - Toilet paper (just in case we run out)
 - Prescription medicine / tampons
- Bug spray
- Garbage bags (also to keep things dry)
- Emergency and repair items
 - Duct tape / weapon making supplies
 - Batteries
 - Matches / lighter
 - Spare shoelaces
 - First aid kit / band aids
- Game items
 - Tags / spell books / alchemy books
 - Game money / Game items / jewelry
 - Packets (spell, alchemy, arrows)
 - Weapons
- Costume
 - Armor / Shield / Helmet
 - Jewelry
 - Make up



- Spare Clothes
- Socks / shoes / boots
- Pants / Shirts
- Underwear / long johns
- Jacket / cloak
- Gloves / raincoat
- Paper / pen / pencil
- Scotch tape (for taping tags to weapons)
- Deck of cards / dice
- Garlic / wolfsbane (you never know ...)

Keeping clean: Running around and playing our game can get you all sweaty and smelly, even in the winter.

You may not think that you need to shower during an event, but you will very likely be completely wrong.

The problem is that you can't tell when you smell most of the time because you get accustomed to your body odor. However, everyone else can tell.

Please, if you're one of those people who says "I never need deodorant!" or "I just spray myself with lysol and I'm good as new!" then you are probably fooling yourself. Even if you are not sure if this section is referring to you, isn't it better to be safe than sorry?

After a long day, shower before you go to bed so that you don't just transfer your smell into your sleeping bag to linger all day.

For the consideration of your fellow players, please help clean up at the events ... and we mean *you!*

Remember that we're trying to create the days of yore as we like to imagine they were as opposed to the way they really were. Re-creating the smell of the dark ages is something we'd rather avoid.

About The Alliance

The Alliance is a group of LARP (Live Action Role Playing) chapters that have joined together to provide the service of the best LARP games possible. These chapters are located in the United States and Canada.

Within these chapters there may be individual campaigns. For instance, the "Fortannis" campaign is the main campaign for the Alliance, named for the in-game world in which the game takes place.

If you play in a chapter's Fortannis campaign, then your character can transfer to any other chapter's Fortannis campaign, meeting new people and having new adventures, without having to worry about learning any new rules. You can even take your treasure with you and earn experience in this new chapter and bring that back with you to your original chapter.

This book contains the rules for the Alliance Fortannis campaign. Any chapter that runs a game in the Fortannis campaign will follow these rules, without any variances.

Chapters may also run other campaigns, taking place in other worlds, which will use the basic rules in this book but may have some variances (for instance, different magic systems or provisions for guns, or a range of new skills and spells). You will *not* be able to transfer characters, experience, or items from one campaign into a different campaign.

While each Fortannis game abides by the rules listed in this book, this does not necessarily mean that every single spell or elixir or magic item is available in every chapter. For instance, you may discover upon entering a specific Fortannis chapter that your *Vertigo* elixirs are useless there. This allows each game to provide variations that can affect their local plotlines.

When you start a new character, you must list that character's home chapter. This is the only place where you can have certain things done for your character such as buying back deaths with your Goblin Points. (We're getting to that, just be patient!)

Each Fortannis campaign is also limited in the amount and type of treasure they are allowed to put into game at each event. This is to provide a consistent economy from game to game.

Each game also has the right to create "Local Chapter Only" items (or "LCO" items). These items are intended for use only in the chapter which is named on the tag of the item, and are usually plot-related items. Coins and Production Point items can never be LCO.

Traveling Between Chapters: If you plan on playing your character in another chapter running the same campaign, you must first contact that other chapter. Each chapter reserves the right to set limits on character levels and in-game items, and you must abide by that chapter's rules and policies when visiting.

In-game, Fortannis is a huge planet and each chapter in the Fortannis campaign is situated on its own continent, far from the other chapters. Players can travel between chapters through magical mists which teleport them to their destination (sometimes against their characters' wills). These mists prevent large groups from traveling through, thus preventing one chapter from declaring war on another or sending in large amounts of "off camera" NPCs to influence another chapter's plotlines.

This also explains why some items do not transfer from chapter to chapter, because the magical mists do not allow them to.

For a list of chapters, visit our web page at www.AllianceLARP.com.

A Guide to Role-Playing

Alliance games are all about role-playing, and we're going to be reemphasizing this all throughout this book. Role-playing requires you to create a new persona, acting and reacting as your character would.

It is up to you to decide how your character would react to certain situations that he or she will encounter during the game. You should imagine yourself in a fantasy medieval world full of magic, monsters, and adventure and act accordingly.

When hit with a magical spell, react properly. When hacked at with a weapon, act hurt. This is a live action game, and the more you put into it to make it more believable, the more you will get out of it.

If you take enough damage that your character is dying or unconscious, then fall down and look it! Kneeling down and saying, "Well, I guess I'm dead now" adds nothing to the game and is not what Alliance games are all about.

Remember, the purpose of our game is to tell a story. You are a character in that story and the more real you make that character, the better the story will be.

Consider NPCing

No amount of advice can guarantee that your first try as a PC will end up with exactly what you want. Try being an NPC first.

If you NPC, you might end up as a zombie, a sorcerer's apprentice, a bodyguard, a death rogue, a winemaker, a veterinarian, an ogre, a mercenary spy, a spider, a walnut farmer, or even a statue. Every part you play will give you experience in spellcasting, fighting, disarming and setting traps, or solid generic role-playing.

We encourage players to NPC their first event as a way to experience the rules and styles quicker. You'll have seasoned players at your side to help you learn the rules, you'll get to try different fighting and casting styles, and you'll discover how the game is organized. You'll be doing a lot more as an NPC than as a first level PC, so it's a great way to get that experience you need to help you when you start playing your character.

Also, you will be rewarded with Goblin Points, which you can then use to buy experience for your character so your first game as a PC won't be as a lowly first level adventurer!

Creating a Character

My name is Deathbringer Bloodblade Darkshadow. My father was a Count and my mother was the heir to the throne of the Elven Kingdom.

When I was but a baby, my parents were killed by a marauding band of bandits who left

me and my twin brother to die. They captured my beautiful sister and sold her to Eastern barbarians where she now serves in the harem of their evil leader Konad.

My brother was later kidnapped by pirates and I had to fend for myself. I proved my worth and strength at an early age when I killed an armed troll with my bare hands.

I taught myself to be the best swordsman in the kingdom. However, I keep my abilities secret as I do not wish for my enemies to find me.

I now travel mysteriously from town to town, dressed all in black. I appear without a sound and disappear as a mere shadow flicking through the night. When I enter the tavern, the crowd grows silent as I sit alone in the corner with my back to the wall.

I do not have many friends but I do have the respect of all. Although I do not seek permanent female companionship, I secretly enjoy the lavish attention that the women give me.

I search for my long-lost brother who I know can help me regain my birthright, rescue my sister and wreak my vengeance against all barbarians. I will be able to recognize him and my sister by our distinctive family birthmark—a scarlet rose on our left elbow.

Oh yeah, I am also searching for my father's sword Doomblade which will only work for members of my family. This sword was created by the finest dwarven craftsmen specifically for my father after he single-handedly saved the dwarven kingdom from the attacking hordes of mountain trolls and death elementals who once plagued the peaceful people. This sword allows me to double any proficiencies I may already have (Plot Committee: Can I have this?).

Although I have often been asked to join with other adventuring groups, I keep to myself and to mine own self I am true. I do adventure from time to time when the cause is worthy.

Thus reads a character history that is lacking in creativity and originality. Who would name their kid "Deathbringer Bloodblade Darkshadow," anyway? And more importantly, if this person has done all these great heroic things, then why in the world is he entering the game at first level?

Creating a believable and fun character history is a significant key to enjoying an Alliance event. Knowing your character's persona can give you wide ranging role-playing possibilities and can provide the Plot Committee with many ideas.

Understand that the Plot Committee has the right to overrule your character history if it would violate game rules or give your character too much of an advantage in the game. Af-

ter all, you can't just say you're the son of a god with superhuman abilities with a million gold pieces and expect us to allow it. Every new character starts out the same, with basic provisions and a few copper pieces. You cannot have any ritual effects upon you (such as race changes, spirit forges, or marks) nor can you have a noble title or a claim to a noble title. You can't belong to an elite organization or guild, and you can't be the leader of a clan or an army. All of these things you can eventually do as your character, but they must be done in-game once you are playing.

Start with a creative name. It doesn't have to sound all mystical and fantastic. There is nothing wrong with being "Eric the Wanderer." Pulling out a map of the world is a good way to find interesting names, or just play with some letters and try to make a name from an anagram. Don't use names from popular books and films. Remember, you'll be playing in a game where many of the other players like the same literature you do, so if you go naming yourself Rand al'Thor or Frodo Baggins, you're going to see a lot of rolling eyes.

Note that a well fleshed-out and detailed character history need not be filled with adventure and excitement. Its primary purpose should be to establish your character's personality—why does your character act and feel the way he or she does?

Think about your own life as a guideline. What is it in your past that has made you what you are today? What is your family like? Your schooling? Your friends? The type of places you have lived? Your jobs? After all, every experience you have shapes your personality.

Know your limitations. Many of the things you will do in our game require real life skills that, to be honest, some players just do not have. You don't roll dice in our game to see if you have the charisma necessary to pull a great con, the dexterity to hide in shadows, or the intelligence to figure out the secret code. You have to actually do it.

Don't create a character who is the world's greatest bard if you can't carry a tune. Don't decide to be the duchy's sneakiest thief if you constantly trip over your own two feet. Don't write about how you outran a powerful troll if you get winded after a 50 yard dash. Don't tell how you gave a great speech and roused the town to battle if in real life you freeze and clam up with nerves whenever you have to speak in public.

Sometimes you have to be humble and realize your own personal limitations when

writing your character history, especially since you may be called upon during the game to do the very same things you mentioned in your history.

Know the rules. You couldn't have escaped from the dragon by using your magic invisibility ring because there is no invisibility in our game. You can't be a half-elf/half-goblin because there are no such things. You can't be an apprentice cleric to a long-forgotten god because there are no clerics or gods. Know the rules and save yourself and the Plot Committee some time, because otherwise the history is sure to be rejected.

Keep in mind the skills with which your character will start. Don't have your character history mention how you studied the Ancient Texts of Noonah if you didn't buy the skill *Read and Write*.

If your character is older, you may have to think of a reason why your character is only first level. Perhaps you have been a farmer or a trapper for many years and now you have been kicked out of the family / mistreated by an evil bad guy / stirred into action by some injustice and have decided to become an adventurer. Or maybe you just never liked to study.

Don't forget that this is a fantasy world in which we are living—one in which people can resurrect after death. A common mistake people have in their character histories is to have their entire family killed off or a loved one murdered; however, in our game, they would most likely have resurrected and remembered how they died.

Along these same lines, remember that our fantasy world contains many races, and unless you were raised in a racial enclave, your history should contain people from many different races and backgrounds. We also have a game where women hold power the same as men in most of the in-game cultures, so don't make all the important people in your history men.

Find out about the world. The lands can help determine your character history and concept. Read the campaign's newsletters, in-game history, and their Player's Guide and new ideas may spring from there.

You may not have your character be a person already established in the in-game history. All names you may read in your chapter's Player's Guides or newsletters are either NPCs controlled by the Plot Committee or other actual players who did something on past events and got themselves mentioned.

The in-game history will contain countries and lands for your character to be from. Don't create your own country. The reason for this is to prevent a multitude of countries all out there somewhere and to prevent conflicts among character histories. If you have a great idea for

a new country, you may submit your idea to the Plot Committee, and after they approve it, you may submit a character history from there. All such countries become intellectual property of the Alliance, and may be used as the Plot Committee sees fit. You have to capture the Plot Committee's imagination for them to place you on the map—because these places will be forever.



How to Get Your History Rejected: The Plot Committee reserves the right to reject character histories that violate their conception of any personae of an NPC that you may include in your personal history. Don't write a character history that has the NPC Duke killing your father, because that may go completely against what the Plot Committee has established for the Duke's personality, and may even contradict other facts that you may not be aware of. In other words, if you write that the Duke killed your father in the year 597 but we have already established that the Duke was stuck in the realm of the fey that entire year, then obviously something's wrong.

This is not to say that you can't write a character history where you *believe* that the Duke killed your father, even when he didn't.

A common theme in fantasy literature involves mom getting taken advantage of by barbarians in one of their summer raids and the character is the result. We reject *all* character histories involving rape. It's a fantasy game, but frankly this is beyond the realm of good

taste and it's not something we want to write plot about. This includes "My mother was a slave dancer and concubine against her will" and anything of that nature. We don't want to see it, and if it falls under the heading of "rape" even vaguely it will get rejected. Avoid this topic as if it didn't exist. It happens to people in real life and there is no need for them to be reminded of it when they play our game. It's one thing to read about it in a fantasy novel and another to have it confront you personally in a live action game.

One of the quickest ways to get your character history rejected is to draw too heavily on religion or religious themes. Many people decide to name their characters after obscure pagan gods or lightly gild a myth for their character histories. This is not appreciated, and sometimes it can be offensive.

The Alliance attempts to remain religion free as much as possible, and we do not wish to add elements that would offend anyone. This is especially problematic, for many people consider much of folklore to be fair game, but unknowingly and ignorantly trod over religions that are actively practiced (in particular paganism) because they mirror fantasy gaming. While it's less likely to cause a problem in a tabletop game, with more people playing in a LARP you have to keep in mind there are more things that can be offensive to a larger number of players.

Getting Plot

So given all of this, what is the best way to write a character history that will get the best plot follow-ups?

First of all, when writing a character history, simple is better than elaborate. If you fill in *all* the details about the people in your life, the Plot Committee will have very little open space to work with. When writing about your past, leave some mysteries and some unexplored areas that the Plot Committee can make use of to give you more entertainment.

Write about how as a child you encountered something strange in the woods that you could never explain and give us some details. Or describe a dream you had that was vivid yet obtuse. We can take these loose ends in your history and tie them into our plots.

For example, take this excerpt from a character history:

One day while traveling with my father, we happened to encounter a man standing on a forest trail, holding a blood-covered axe. My father screamed for me to run as the man charged towards us. I escaped but my father resurrected and refused to speak about it for years. On his death bed, he finally told me to beware of the man with the red axe, for he will come for me someday.

This loose end allows us to include you in another plot (which just happens to have an axe wielding lunatic in it) or write a new plot for you.

Note that a loose end could be just about any simple little mystery—a strange arrow with iridescent feathers shooting through your window; seeing a unicorn crying over the corpse of a horrid monster; encountering a ghost ship that appeared mysteriously in your village; having a blind beggar speaking ominously of your part in a prophecy.

Do *not* explain these things in your character history! You should be as clueless about what this means as your character. It will make it all the more fun for you if you have no idea what it means, because then you can find out at the same time your character does.

Here is what we do *not* want: *My father and I were attacked on a road when I was younger by a man with a bloody axe. The man's name was Lukas Buck and he was a servant of the Black Mastiffs, a group of mercenaries that hired out to necromancers and other nasty guys. My dad fell on hard times in his youth and served three years as a cook for the Black Mastiffs, where he saw many bad things including the killing of a nobleman and his family. He fled and hid, working in a tavern. Lukas tracked him down and killed him and he resurrected successfully. . . (etc.)*

You have just solved the mystery yourself and left the Plot Committee little to work with. Don't be surprised if there is no follow-up to this character history.

Include a dozen or so little unexplained events or major family mysteries and you are likely in for a lot of fun stuff in your future.

But even then, the next thing you have to do is preregister for events and let us know you are coming! The Plot Committee will not waste a lot of time preparing a great encounter for you if they have no idea whether you will be attending the event.

A Sample History

Here is an example of a good character history:

My name is Trin Hallison. I am the eldest son of Lorin and Frinda Hallison. I have two younger brothers and two older sisters. The boys are named Wellis and Horik and the girls are named Elysa and Shon.

I was born in the mining city of Descante in the barony of Trelheim in the duchy of Ashbury. My father was a gemcutter in one of the mines in the area and my mother worked for the exchequer. They held different shifts so that at different times I was raised by both my father and my mother.

My father had served in the army under Powell Songbringer as a short-swordsman. I

have many fine memories of afternoons spent with my father practicing sparring—I never could beat him! (I could, however, beat my brothers and sisters, and I gained even more experience playing with them).

My mother knew a few healing spells which came in useful when we kids hurt ourselves in our games. She tried to teach us to read and write, but only I took an interest.

At the young age of ten, while on a picnic with my family, I found a cave and began exploring. I soon was lost in the darkness and I



was certain that every sound was a goblin or a troll out to get me. I spent a few hours crying in the darkness before a strange light appeared before me and a large glowing woman led me to the exit, saying, "This is not yet meant to be." I asked her what she meant but she only replied, "We shall meet again." When the sunlight hit her as we left the cave, she simply faded away.

Ever since, I have had a great fear of caves and extreme darkness even though I know my fears are unfounded. I still wonder what the glowing woman meant, and I haven't seen anything similar since.

When Stewart Medicia became Baron, things changed a bit in Descante—the town guards became more surly and some of the nobles he appointed cared more for fattening their pockets than for the commoners they were supposed to be helping. I believe that all nobles in their hearts are the same even if they pretend to be caring. I would never work for nobility.

When I was old enough, I became apprenticed to a local cooper, making barrels for the

town. It was boring work but it brought in the money my family needed. It was during this time that I became fascinated with magic, for next door to the cooper's was the local Healers' Guild. The healers there noticed my interest in their activities, and one—a nice old biata lady named Hindy—often delighted me with her tales of adventures in Ashbury where she had fought many monsters in her younger days.

It was she who finally taught me how to perform first aid, and it was she who taught me my first spell.

One day when I was with her, she received a missive which caused her to drop everything and suddenly leave. Even her husband did not know what had happened or why she had left, but I did happen to see that the note had in large letters the word "Viktaria." Whether this is a person or a place I do not know, but I often worry about her and wonder what happened to her.

My father died permanently when I was 14. It was a very traumatic experience for all of my family. He had died previously—a few times while in the army and once when a large boulder fell on him, but he had been successfully resurrected each time. This time he had a terrible disease, and the Healer's Guild could do nothing for him. I cried myself to sleep every night as he lay in bed in pain as the disease took over his body. Finally, I could take no more, and I placed a pillow over his head and held it down until he stopped breathing. I finally put him out of

his misery. I have never told anyone of this and I feel very guilty about it. I made a vow to myself that I would never kill again, and that any enemy I would ever encounter would be captured if at all possible, and if dying would be first-aided.

When I turned 16, I felt that it was time to strike out on my own. I have begun traveling, and who knows where that may take me? I hope soon to obtain a job and maybe—just maybe—find some adventure!

Notice how this history establishes a few character traits with which the player can have lots of fun—a dislike and mistrust of nobility, a fear of enclosed spaces and darkness, and a desire never to kill. Imagine the complications in-game when his views and desires run up against situations which require him to confront his fears. It also contains a few mysteries which he is trying very hard to solve. A good Plot Committee will take these things and use them in



the future. Perhaps the answer to his questions can only be obtained by venturing into a dark cave with a knight who has vowed to kill anything that stands in her way...

This history also explains how he got the skills with which he will be entering the game: *One Handed Edged, Healing Arts, First Aid, Read and Write*, and a spell.

It is also obvious that the writer has consulted the in-game campaign history and has written his character history based on what was happening in the lands as he was growing up, thus providing for more realism and allowing him to comment upon these things knowingly when they arise during in-game conversations. It could also unwittingly allow him to be tied to other characters' histories.

In fact, if you have not read all about your campaign's in-game history, it's probably not a good idea to have your character come from there. Otherwise, you might end up looking foolish when you don't know the name of the King or are not aware of recent activities.

So go to it!

Attitude

Having the proper attitude and understanding about the game will increase your enjoyment of the game tremendously.

The Alliance is a game where you get as much out of it as you put into it. You are as much of a part of the direction and feel of the game as any NPC. If your attitude towards the

game is "I am here to be entertained by the NPCs," then you're not going to be having as much fun as the other players who know that *they* are as much of the show as the monsters.

Don't go into the game with the goal of winning, because really there are no "winners" in the traditional sense of the word. You should go in with the goal of creating a believable character and reacting as that character would to the other players and the NPCs. The goal of the game is experiencing adventures, and not "killing all the monsters and taking their loot."

This is not a computer game where you, the hero, go through dungeon after dungeon, gathering treasure and just working your way up in power, never having your character's experiences affect his or her personality. Our game is all about *telling a story*. It's about creating characters that affect the story and who are affected by the story. The fun is in not knowing where that story will lead.

Some players tend to get bored when there are no monsters to hunt and kill. Don't let that happen to you. The game doesn't stop when the NPCs are resting or preparing for the next encounter; there is never a reason for your character to say "there's nothing to do!" As you play, you will meet other players who will have the exact opposite claim: "There is not enough time for me to do everything I want to do!" These are the players who understand what the game is all about—they have followed up on every piece of information out there, are talking to other players, are staying in character and interacting with PCs and NPCs, have written to Plot Committee with their character histories, and realize that you get out of the game what

you put into it.

Above all, remember that this is acting where the audience is also the cast; the more everyone puts into it, the more fun there is. For some people, this means finding a group of staunch allies to hang out with in the hope of becoming rich and famous; for others, it means becoming the best individual in town at something so others will seek you out.

Imagination is the magic behind it all, and it's one thing that gets stronger with use.

Remember teamwork. It is practically impossible for you to be the hero all by yourself. In order to accomplish any great goals, you have to make allies and work with others. They will have skills and information you don't have. The game is designed to promote complementing characters working together to solve problems.

Look at it from a practical matter if nothing else: The Plot Committee is trying to entertain *all* of the players at the event, not just you. Therefore, plots are almost always written to involve as many people as possible. Information and clues are spread out and if there are tasks that need to be performed in order to achieve the final goal of the weekend, they are set up in such a way to make sure that one group doesn't monopolize them and go on them all at the expense of the other players. Further, these tasks (called "modules") almost always require a certain number of players to go on them because it would be impractical and a waste of resources to have an adventure for one player that uses up a number of NPCs and marshals.

Realize that if you decide to play a character who does not work well with others, you

will limit your possibilities in the game. If you want to be a lonely and mysterious dark elf who distrusts all other races and stays to himself, then you won't have the same opportunities as someone who is outgoing and speaks to everyone.

This is a choice you have to make based on your character concept—just don't get upset when people or plotlines are passing you by. Think about these things before you create your character and you will have a much better time.

Preparation

Role-playing: Bashing something with plumbing supplies may be good exercise but it may not always be the best way to get ahead in the world. Not every problem can be solved by beating it into the ground. Remember at all times that we are a role-playing game.

Here's a true example: A family of vampires had captured some babies that they planned on using in their grand feast. The players knew this but had no idea where the feast was to be held. During the weekend, some undead were killed, and six invitations to the party were discovered. The Plot Committee wrote the module in such a way that a group of six PCs would bring the invitations, pose as vampires themselves, and be able to figure out a way to snatch the babies and run back to town. Instead, the entire town gathered its forces and stormed the building. Many died fighting the vampire's minions who guarded the place, and the vampires inside simply killed the babies, turned gaseous, and got away.

To reiterate: some problems can't be solved with weapons or spells. They require subtlety, guile, intelligence and *role-playing*!

This emphasis on role-playing is important not only in a module or other quest, but also when you're just hanging around town. If you are the world's best fighter but you don't care a bit about making a believable character, acting appropriately to situations, or even wearing a decent costume, you will never get very far in status in any in-game group.

Staying in character is the key. Don't make references to out-of-game situations. Don't say "I just bought my second proficiency," say "I have been training and can now do twice as much damage as I once was able." If someone asks your level (an out-of-game question since levels are not in-game), respond by saying something like "Well, I can now cast 5th level spells, is that what you are asking?"

Become your character during an event. This point can't be overemphasized. New players who put some time and effort into their costumes, try to constantly stay in character, and put a serious concern into role-playing will find that it won't be long until the old-timers will notice, perhaps hire them for a quest, take them on as bodyguards, or otherwise get them involved. Then before they know it, they are in

the thick of things.

This is not an exaggeration; ask any experienced player. Role-play and get involved and you will soon be having so many adventures you won't know what to do next!



Set reasonable goals for your character.

Some new players come into the game imagining themselves as Conan the Invincible, beating down all the evil monsters, becoming the toast of the town, and winning the affections of commoner and noble alike. Others think they will be the world's greatest assassin, sneaking through the woods, stealing from everyone, and becoming rich and powerful. When due to their lack of experience they fail to accomplish these things in their first weekend, these players then get upset. "This isn't any fun!" they think.

In order to get power in our game, you have to be patient. No one starts off the game as a nobody and ends up three days later being appointed a knight or becoming the head of the thieves' guild. It doesn't work that way.

The Alliance game gives every character the *potential* to make a name for themselves. It is not a guarantee. You have to start off small and earn your rewards. All those powerful characters you see in the game started off the same way you did.

You can get a lot of gratification from playing as long as you set reasonable expectations from the start. Vow to pass all tests to become a member of a guild. Aim to impress someone

important and be hired as part of his or her entourage. Start an adventuring group and make a name for yourself through your costumes and role-playing skills. Strive to put together all of the pieces of the weekend plot and impress the nobles with the information you have gathered.

Most importantly, have the right attitude when doing these things. Introducing yourself as "the greatest fighter on the planet" or otherwise pumping up your ego will only alienate others, make enemies, and hurt you badly in the long run. Be humble and prove yourself through your actions ... and then when you *are* powerful and mighty later, you can honestly brag about your skills.

Now don't take this section's advice to mean that as a first level adventurer, you can never be involved in the major plotlines of that event. Quite often, it's not the most powerful characters who get to be the heroes.

Another true example: An evil villain and his legion of undead entered said that unless the town surrendered to them by midnight Saturday, they would destroy everyone. The high level players immediately began preparations for a great war, but some low level players remembered rumors they had heard, spoke to some NPC farmers who had come into town, and learned the location of the bad guy's encampment. They snuck in and discovered that the head bad guy was being controlled as a puppet from that location to protect himself from the high level battle to come. So that night, when all the undead left the encampment with only a few guards behind, the spies entered the encampment, took out the few guards, and destroyed the puppet, thus ending the battle in town and saving everyone.

Realize too that the game is scaled, meaning the Plot Committee will often take into account who is doing what when deciding what kind of NPCs to place in an encounter. It's the Plot Committee's job to make the game challenging and fun, but not impossible. In that last example, for instance, the Plot Committee was aware that low level players were doing the spying and adjusted the monsters in the spy camp accordingly. Had the higher level players found the spy camp instead, you can rest assured they would have been facing a lot more than just zombies. (Now, don't read this and get overly cocky, either—you should never ever feel confident that every battle is winnable. Perhaps you weren't meant to destroy that puppet yet ...)

The bottom line is this: don't just assume that as a new player you can't have a major effect on the game.

Learn the local food chain. Probably the most embarrassing way to get into deep trouble is to insult, attack, or trust the wrong person. If you're new in town, act like a tourist. Stay at the fringes of things until you have a feel for

who the important people are and who you want to collect as friends and allies.

Make sure that your character knows the consequences of all of your actions first. Find out what you can and cannot get away with, or you're liable to run afoul of the local laws or step on the wrong toes. If you just walk on in and start your own thieves' guild, it's certainly not going to make the current guild very happy with you. Don't go insulting the nasty undead you see coming towards you only to learn that it is the most powerful liche in the kingdom.

Find a mentor. There are many veteran players who are willing to advise new players, from telling them how to avoid being poisoned to telling them where to go for training in various skills. You can often tell who these people are by the large number of people they greet and are greeted by as they wander through town. Anybody who does not look foul tempered or Terribly Important is usually willing to answer questions about the latest gossip, grudges and adventures. A good place to start would be to check out the local guilds.

Don't be afraid to ask questions; Most people are willing to answer. There is a common misconception among new players that the nobility want nothing to do with the new folk in town, but you may be surprised at how well you are received. Everyone is always looking for new allies and sources of information, and if they are too busy to help, they just might recommend someone who can.

Don't assume everyone is your enemy.

Be suspicious and careful, yes, but realize that sometimes more can be accomplished through cooperation. Often groups have failed because they distrusted everyone.

Here's an example: A group of adventurers found a deaf girl tied up and being held hostage by goblins. They killed the goblins, and then took the girl along but refused to untie her. As it turned out, she was the only one who could get through a magical barrier that caused great damage due to sound. Because the group treated her so badly, she refused to help and the group could not complete its quest.

Remember, if you screw up, no one is going to come along and make things all better. You lost, and later, another group that won't fail will take the treasure and the credit.

Sometimes in modules, key encounters are placed at a crossroads. If you treat the NPC at the encounter unfairly, then the NPC may tell you the wrong path to take or may not tell you the information you need.

Use common sense here! Not every evil thing should (or can) be killed outright. Sometimes a powerful being is sent into town merely to frighten you. Maybe it is there to provide you with information, or maybe it's just there for your role-playing fun. And not every plot

can be solved by hitting it with a sword.

Always remember your quest. Perhaps you may have to treat an evil person nicely so that you may get the information you need. Sometimes you just have to grit your teeth and put up with the obnoxious shoe salesman because he knows which path to take. And remember that the person you kill may just resurrect and come back for revenge.

Getting Involved

The best way to get involved is to be active. Don't wait for things to happen to you—make them happen yourself!



Look for adventure. Adventures rarely just come up and bite you on the nose (although goblins may do so). There are no neon signs saying "Adventure Here!" You have to look for them.

Some are easier to find than others. If you hang around the tavern a lot, sooner or later someone might come in looking for mercenaries to help on a quest or an NPC will come in with valuable information. Joining a guild, the royal army, the town guard, or a noble court is a good way to immediately get involved in lots of interesting plots.

Another way to find adventures is to walk through the woods. Monsters are known to camp out in the woods, and often you can even find hidden caves worth exploring or other strange goings-on. Don't just hang around waiting for adventure to come to you.

It is a good idea to never go out in the woods with more than six people or so, for large groups scare away monsters. Our "wandering monsters" are usually scaled for groups of six or less, and our NPCs are generally instructed to run away from large groups if they think they'll be slaughtered. (Who wants dumb NPCs?) Further, many weekend modules are written for groups of six or so, and if you go

out with too many people, you may miss the module hook (because the NPCs are avoiding you). This is of course a generality and does not apply in all cases, but for the majority of the time, if just wandering around, go in small groups.

Start a Group. Get a good mixture of character classes. Don't wait until the middle of an adventure to suddenly discover that you need a thief in order to get into a certain room. An unbalanced party has been the downfall of many a group.

Once you've established a group, don't fight among yourselves. Pick a leader. The leader should not be a dictator, but instead listen to all suggestions and pick the wisest action. Having a leader is most important in stressful situations. There is no time to call a committee meeting to decide whether to retreat from a battle. The group should delegate the authority for snap decision making to one person, and then follow that person's orders. If it turned out that person was wrong or made a mistake, that can be dealt with later.

Most parties that fail do so because of poor leadership. If the group wishes to be successful, it must have someone to give them direction. Nobody likes to be bossed around, but some carefully worded instructions in a friendly tone of voice can carry a lot of weight.

This only works if everyone is willing to follow the leader. A character who insists on doing things their own way and who runs off on their own will usually die because of it. You need to put aside differences in order to accomplish your goals. If you're constantly running off or arguing with your group, it won't be long before no one will invite you to join them and no one will help you out.

This is not to say that you should sacrifice your individuality or your personal role-playing quirks. It simply means that you've got to remember that you are not the only one involved. If you go wandering off in the middle of a module, you not only risk serious harm to yourself but also to the success of your group as a whole.

Have a battle strategy for your group. Any plan for fighting should include protecting your healers and mages. The plan that seems to work best for most groups is a sort of fighting wedge, where two fighters protect the mage behind them who can then cast spells over them. Healers should stay in the rear and throw healing spells at the party's backs. Necromancers should be up front throwing damage causing spells with the mage (unless there are witnesses around). Most importantly, stay together and cover each other's arses. Running off after monsters and splitting up the group is the quickest way to die.

If you don't have your own group with which to adventure, align yourself with an already existing group—or have your small group align itself with another group. The nobles

sometimes need adventurers to act as spies or messengers so that they won't get caught doing the dirty work. The Mages' Guild is always looking for apprentices. The Royal Army may be looking for recruits. The tavern almost always needs guards, entertainers, and servers. All of these ways will lead to adventure and if not, maybe at least you'll get paid!

Write your own plots. Some things you will encounter on a weekend are completely invented by the Plot Committee, but quite a few actions are started by players. Players are always surprised when they discover that an interesting plot twist was created by another player in-game. So make your own plots—use your imagination! For example:

Sell in-game items such as potions, scrolls, alchemical solutions, and armor repair.

Sell a service. Start a bodyguard's guild. Open a massage parlor and sell backrubs. Become a sage. Open a funeral parlor. Tell fortunes. Bring cookies and open a bakery.

Start a competitive guild. There is no reason why you can't start a second armorsmith shop or alchemy guild or thieves' guild.

Start a school. Every player needs other players to teach them skills they need. Maybe you can train people in real skills as well as game skills. It is one thing to teach someone the in-game skill *Legerdemain* but it is another thing entirely to teach them out-of-game how to pick locks and disarm traps.

Be an entertainer. Tell stories in the tavern. Juggle. Play guitar. Start an acting troupe.

Blackmail somebody. We'll leave this idea to your own devices.

Become a "Robin Hood" stealing from the rich (Hey, compared to peasants, all adventurers are rich.). You can decide later whether to give it to the poor.

These minor little things may not seem like an exciting way to spend an entire event, but that won't happen. Instead, because you are making yourself known for something in the game, PCs and NPCs will soon be coming to you as an "expert" in your field, and you will be meeting a lot more people than you would have done just sitting around waiting for something to happen. This pretty much guarantees that you will be gathering important information, making new contacts, forming new alliances, and getting new adventures.

The plot can go racing off in all sorts of unpredictable ways, so the key is to remember that if something more interesting comes along, don't be tied to your idea of what you had planned for that event. Go with the flow and grab the opportunities when they arise.

Have your own adventures. Get your group together on off weekends and run your own adventures for practice. If you want to write an adventure module for your own group to have, that's fine—but it cannot affect regular plot. In other words, your character can go on



an adventure where he gets fifteen magic swords, becomes 33rd level in one weekend, and rules the world, but when he shows up on the next Alliance adventure, none of it has happened. ("Gee, it was all a dream!") Go ahead, use our rules, we don't mind (as long as you don't charge admission, advertise, or present yourself as an official Alliance LARP game).

Your own in-game "modules" (for informational purposes only) can be performed without our approval and can be allowed in-game as affecting plot. For example, if your group arranges a meeting with another group to discuss an alliance or to plan some strategy, then that is perfectly allowable and encouraged. Obviously, no NPCs are allowed to be present without the Plot Committee's approval, and once more, no treasure or Experience Points can be obtained.

On-line conversations and meetings are very limited in the ways they can affect the overall plot. (We are a *live* role-playing game, after all). See page 36 for more information.

Send in a Plot Submission. Most chapters will allow you to submit a proposal to the Plot Committee about what your character is doing between events. Your local chapter will have their own specific guidelines for this. However, keep these restrictions in mind:

- Your character cannot travel all over the place in a short period of time. Do not send a submission saying how you plan on traveling the entire kingdom in the three weeks between events.

- You should not offer more than one submission per month.

- You may have to spend in-game money to accomplish your goals.

- Your failure or success will depend on a number of things. For instance, if you are doing research and have a Craftsman skill in that area, your chances of getting a good result are much better than if you cannot even read and write.

- Remember that we are a live role-playing organization, with the emphasis on *live*. Whenever possible, we attempt not to write out personal encounters but to have them happen in-game instead. If you make a submission to the Plot Committee saying "I am going to go and speak to Kelanor (the NPC)" you will probably receive the response "Kelanor is aware you are looking for him and promises to meet you in a few weeks" (i.e: live, during an event).

So then what is a Plot Submission good for? Primarily for studying, researching, and gathering basic knowledge. Traveling to other places to gather information is acceptable; traveling to other places to have adventures or find treasure is not.

Getting Information

The person who first said "Knowledge is power" wasn't kidding. Consider information as a type of treasure to be obtained, for in our game it is as valuable as gold.

It could make the difference between life and death. Characters have died in the past because they didn't prepare well enough by ask-

ing the right people the right questions.

Be smart about it. Too often, new players walk up to the tavernkeeper or a guild leader and say “Know of any adventure hereabouts?”—which if you think about it is a pretty silly question. “There’s adventure everywhere around here!” is the usual answer. Instead, ask if they have any work they need done or if they know anyone who does. Ask if anything unusual has been happening lately. Take a news item you have heard about or a piece of gossip and start a conversation. Most importantly, offer something in return. Nothing is free! Be prepared to pay for important information, either with money or with information of your own.

There are lots of people in-game who can give you all sorts of help. It is surprising how infrequently people take advantage of information easily available. Often NPCs will be given important plot clues but told not to give them out unless the players specifically ask. Other times information will be “sold” by other NPCs. Even more importantly, other players may have information that you need but you don’t realize it because you never talked to them about it.

Along these same lines, don’t hog the information you have. Unlike regular treasure, you can give away information and still possess it.

Not sharing information has hurt many players. Often major plot events for the weekend require the putting together of clues obtained in various modules, each obtained by different groups. Sometimes the groups think that sharing the information means that they will not get to go on the ultimate module they theorize will end the weekend event and so they don’t talk to anyone about what they discovered. Whenever that happens, the weekend plot goes unsolved, and everybody loses. (And in case it hasn’t been clear all along, yes, you can *lose*. Our plotlines are written in such a way that if you do not resolve the plotline, it could cause bad consequences or go unresolved until next time. We will *not* have the NPCs come in and fix things for you if you aren’t able to solve the weekend plot. What’s the fun in that?)

To reiterate: The best way to get lots of important information is to talk to everyone you meet, especially if it is someone new. “Hail, fellow! What brings you to our fine town?” is a good way to get the ball rolling. If it seems that certain players always seem to be at the center of many plots, it is mostly because they actively greet every new person they see (PC and NPC) and they find out everything that is going on around town. (This also explains why *selunari* are usually almost always involved in the major plots around town, being the outgoing folk they are.)

Keep in mind that players can also start their own rumors. Some of these will drive you nuts and others will save your life. There have



been characters who were left alone when they first came to town because they were rumored to be an agent of a very powerful Lord who would take revenge if they were harmed. Other players let rumors spread that they had no need to go about heavily armed or armored for unspecified reasons. In both cases, the players started their own rumors and stayed alive because of them.

The more you know about the people and the world in which the game takes place, the better you will be able to quickly understand what information is important and what isn’t. Read your in-game history and pay attention to any updates you may learn through newsletters, Rumor Sheets, and in-game by talking to others.

Once again, remember that everything you read or hear isn’t necessarily true. There is no such thing as an unbiased history. Like histories in the real world, our in-game histories have been written by people with viewpoints which may skew perceptions of various events. Further, there may be facts of which the writer is not aware. There are bound to be biases and mistakes. Don’t believe everything you read.

Further, don’t believe everything every NPC tells you either. Just because the nice man tells you what you need to do in order to complete a quest doesn’t mean he has your best interests at heart. Perhaps he’s really not so nice, and he is telling you what to do so he can double-cross you later, or perhaps he thinks he’s doing the right thing when from an objective point of view he’s a complete loon.

Wise advice is to always be cautious and cynical when getting information while at the same time getting as much as you possibly can. You can later try to determine which information is true.

Keep notes of your adventures and the information you obtain in them; you never know, they may be important some day. Players who keep notes are already step ahead each time a new game begins. When Barinor the dwarf comes to town, the smart player can check his or her notes and know that he appeared in town a year and a half ago, was looking for his long lost brother, had the key to the Mystic Orb, was the cause of the ogre riots, and had the first line of a riddle that would lead to great wealth.

Remember that in our game, plots do not always start and end at an event but run constantly, and the player who has the information can take advantage of it. Usually, the Plot Committee will introduce information about a plotline long before the actual plotline will run so that the players who follow up on the information they receive have a head start and usually get to be the weekend “heroes” when the big plot finally arrives.

Get as much information as you can as often as possible. The largest cause of boredom among new players is not assuming that everything they see and hear is potentially important.

Curiosity may have killed the cat, but it also got her involved in lots of adventures along the way—and you have the potential of having even more lives than the cat!

Pay attention to rumors. Some games will even give you a sheet at check-in filled with rumors. You’ll also be sure to meet a few NPCs in town whispering other rumors and tidbits.

The rumors may say things about other players (gathered from their character histories), about political intrigue, about monster abilities, or the local history. There may also be rumors about things happening at that event which

could lead to an adventure or perhaps even give you a clue as to how to get past a certain encounter in a module.

For example, once a Rumor Sheet had the statement: “Wizard Glick has been seen walking around town carrying a large sponge very protectively.” A module that weekend took place in Wizard Glick’s home. In the module, a note was found that told the players that in order to get through a certain door, they needed a “skeleton key.” The sponge found in a washroom in the module was the “key” needed (since a sponge is essentially a skeleton). Players who remembered the rumor about how important the sponge was to Wizard Glick had a head start in figuring out this puzzle, and realized that the sponge was more than a mere atmospheric prop. (Yes, that was an extremely hard puzzle. No, they’re not usually that hard, but on the other hand, don’t expect to be spoon-fed.)

Information on Rumor Sheets are also “split up” onto more than one sheet so that no one person gets all the information. This requires you to role-play with other players to find out what you need. For example, if the Plot Committee wants you to learn that Cerik the vampire lives in a cave on the edge of town and that a strange old hermit vampire hunter named Phil has information about the cave’s whereabouts, this information is going to be placed in many different rumors spread out on many different Rumor Sheets. You will see “There is a vampire living in a cave near town,” “A crazed hermit lives in the woods,” “The hermit knows all about vampires,” “The hermit’s name is Phil,” “Cerik the Vampire hates Phil,” and so on, each on a separate Rumor Sheet. In order to find all the information you need to go on this particular adventure, you will have to talk to as many people as you can to see what rumors they have heard.

Other clues and rumors will be dropped into game in in-game ways, and will often be aimed at new adventurers who are not as experienced at “finding the plot.” Remember, don’t think that just because you are new, you shouldn’t be getting involved in the plotlines. *Grab* that plot! You deserve it just as much as the more experienced player.

Take the initiative; do it yourself! Only one person can make you a hero and that’s *you*. The more you know, the more you can get out of the game.

Scaling

“Scaling” refers to the Plot Committee adjusting the power levels of the NPCs to take into account the PC’s levels. You should understand that the Plot Committee will scale encounters so that it’s the most fun. They’re not out to kill you with every battle—what’s the fun in that?

If it’s a low level event, and you see a troll or an undead, chances are it is not a bone troll or a liche. If the entire town is going into a field

battle, the battle will be scaled according to who shows up to the battle.

Sometimes, in games with larger attendances, large scale battles will even be split up accordingly. “I see that the liche’s henchmen are coming from the north trail, so Baroness Darlissa, take your troops that way. The liche has sent his skeleton army down the south trail, so those of you in the Adventurer’s Guild, take that trail!”

However, it must also be pointed out that there are such things as unscaled encounters. Sometimes the NPCs are “unreasonable” or practically impossible to kill. This is usually done for one of two reasons: (1) The NPC has valuable information that you need, and killing the NPC would prevent that information from



getting to you, so the NPC is scaled at an “unreasonable” level; or (2) The NPC is there for role-playing reasons only—perhaps just to scare the pants off of you—and it’s not there as a fighting encounter. These NPCs have specific functions and are not your standard ordinary “wandering monster” or “field battle” monster.

Sometimes you will encounter monsters that seem unkillable, but perhaps you are just not trying enough. If you discover a form of attack doesn’t work against a monster, try something new. There are often rewards for being creative! Perhaps this is a strange monster who takes 20 points of damage from *Dominates* or can only be affected by “ice” damage. If nothing seems to work, experiment!

Hesitation is often the biggest problem for players newer to combat. Always make sure you have the initiative. No matter how weak the monster, if you don’t stand to fight, you may end up taking a “dirt bath.” Even goblins can kill you if you aren’t ready and let them get the advantage over you.

The Plot Committees of the various games are always reviewing monster statistics to give you the most fun and excitement and sharing ideas. Realize that there may be variances in the local breeds: a goblin from one game may not have exactly the same statistics as a goblin from another game.

So take that chance against that monster that looks tough, and you may be surprised to find that it wasn’t as hard as you thought it would be.

Playing Fair

Don’t whine! If you have an active character, some other character will eventually want to kill/capture/arrest you. The “good guys” and the “bad guys” are always at odds, and both sides have had their share of successes and failures.

If you decide to play the world’s sneakiest assassin, understand that there will be other players out to stop you. If you are the most honorable knight, there will be dishonorable people out to put you in your place. Don’t take it personally and don’t get upset if they get you. You’ll just have to try harder next time.

A problem some players seem to have is that they want instant gratification from a plot, and if the plotline requires hardships or sacrifices, they will complain and want nothing to do with it. Understand that sometimes you have to go through hell to get to heaven in order to earn your reward.

For example, if your character finds a powerful magical sword that has the unwanted side effect of attracting death knights who all want to kill you, don’t go whining about it. Look at the bright side—when the death knights aren’t around, you’ve got a magical sword! Most importantly, the chances are this sword will eventually lead to some long-term plot that you would not have received any other way. You may get to go on a personal module in order to get rid of the curse, or this may be a special sword attuned to one person and you will end up being the only one in town who can kill the big bad guy in next year’s plot.

Remember that plot doesn’t arise from peaceful situations. Plot comes from conflict. Some conflicts may be physical, some may be emotional, and some may last a long time before being resolved. Certainly let the Plot Committee know if you are not enjoying a plot, but be a good sport about it. We can’t make you happy if you don’t keep us informed—just keep in mind that a plot that one person hates could be loved by another.

Don’t cheat! We have kicked out cheaters in the past. Don’t think it won’t happen to you.

If you find a rules loophole that seems too good to be true, then it is. Don't bend the rules to your liking, and don't make us have to kick you out.

“Reverse Metagame” to help the game.

If you “metagame” you are using your out-of-game knowledge for in-game benefit. This is cheating.

At the same time, for the good of the game, sometimes we need you to “reverse metagame” when it will help everyone have more fun.

For instance, if a poor farmer comes into town and says “I need to hire a small group of adventurers to help me get rid of the giant rats infesting my barn,” it's pretty clear that this is a hook for a module. “I can only afford to pay about six people,” he may say, “and even then, only a few coppers apiece.” Obviously, this then is a module meant for low-level players.

If you are a more powerful player, don't ruin the fun of the lower level players with your attempts to go on this module. If you are a low-level player, don't insist on bringing twenty of your friends when obviously this was designed for a small group.

Of course it doesn't make in-game sense that the farmer would turn down more help. *Of course* there is no real in-game reason why the entire town couldn't volunteer to help the guy for free. But will that provide the most fun for the players?

Reverse metagame. Use your OOG knowledge about how the game works to allow all players to have fun and have a shot at the adventures. It's all a part of being a good sport, and you don't even have to be playing a good guy to do this.

Playing a Bad Guy

Believe it or not, it's harder to play a “good guy” than a “bad guy.” Good guys just don't have as many tools at their disposal to solve the problem as bad guys do. No necromancy, no lying, no stealing—well, you can see the limitations.

On the other hand, playing the bad guy also means you take more risks when you do these things, especially if you get caught by those good guys just mentioned. If you get caught, you must play fairly and take your penalty without (OOG) complaint. That's the cost of doing business when you are a bad guy, and you need to understand that before you go down that path. You need to remember that this is just a game and you, the *player*, should be a good guy even when your *character* is evil.

So how do you create a successful bad guy? Sometimes it's easier to discuss what *not* to do.

One problem is that many of the players out there who want to play evil characters are



playing *chaotic* evil characters who rob anyone whenever they get the chance, kill randomly with little or no reason, commit necromancy just for the fun of it, and are basically nothing more than thugs. Sooner or later, thugs get caught, tried, and convicted.

This is just like real life. The *successful* evil guys end up as politicians, Wall Street bankers, and tobacco company executives. They have a long term plan, and they don't necessarily *act* like evil guys.

Don't think of your character as evil. Most evil people in the real world don't think of themselves as such.

Have a reason for your actions. Having a character history that involves you being a master thief is incomplete if it doesn't say *why* you are a master thief. What was it in your past that made you this way? Are you so self absorbed that you care nothing about the property of others? Are you addicted to the adrenaline of doing bad acts that you can't help yourself? Are you actually a citizen of a foreign land here as a spy? Were you mistreated as a child and have decided to declare revenge on the rest of the world in some way? Are you a member of a race who feels that all other races are mere animals and so anything you do to them is justified? Think of the reasons *why* you are acting this way and it will help you decide *when* and *how* to do your evil acts.

In other words, have a plan. Set a goal for yourself which is more than “I will go from

event to event and do evil acts.” Only do those acts which further your goal and no others. Just because an opportunity to do something evil presents itself doesn't mean it's a wise idea to do it.

Second, to all outward appearances, act like the good guy. Wearing a dark cloak over your face at all times, lurking behind cabins, giving yourself a name like “Doombringer Blackheart” or otherwise calling attention to your evilness just puts everyone on guard, watching your every move until they can finally catch you. Instead, do the exact opposite and portray yourself as a valiant hero, righting the wrongs in the world, and above reproach.

This includes avoiding in-game complaining when you get caught. Angry letters to the editor of the in-game newspaper protesting your innocence, public notices attacking your enemies, and constant complaints about being persecuted or treated unfairly only opens the can of worms again and reminds everyone why you were found guilty in the first place. Move past it, admit you made a mistake, and do everything in your power to dispel that image. Most characters are willing to forgive if you are willing to swear that you have changed. If you want to be a successful bad guy, this point is a must.

To get involved in the “evil” plots out there, you have to be clever. Don't go looking for the thieves' guild because you won't find it. Although “thieves' guilds” are a mainstay in fantasy fiction, we are trying to make a game where people act a bit more realistic.

This is not to say there aren't groups out there serving the functions of thieves' guilds, with evil tasks and quests to perform while providing training for young thieves. They just usually aren't stupid enough to call themselves “The Thieves' Guild” and bring unwanted attention to themselves.

In fact, there will probably be more than one of these organizations, just like in the real world. These groups may fight among themselves for territory and control of the “underworld” and you may wish to do a bit of investigation before you decide which one(s) to join.

So how do you find them? There is an old saying: “If you can't find the thieves' guild, you're not good enough to join.”

It is disturbing to see new players publicly asking others where the thieves' guild is. This will definitely backfire on you: First, it lets the good guys know to keep an eye on you, and secondly, it tells the bad guys that you are not subtle enough to be invited into their little group yet.

Think logically about these groups, how they would be organized, who would lead them, who would know about them, and where they would hang out, and go from there. (And those are all the hints we're going to give you.)

Realize as well that when these people give you tasks, they will not come right out and tell you so. “Baron Finther has many enemies,” they will say. “I hope nothing serious were to hap-

pen to him.” (Meaningful glance). Or “I am very concerned about Terin the Adventurer and have heard that someone is out to kill him. If this happens, I want to be the first to know about it and I will pay handsomely for this ... *information*.” (Wink, wink.)

If you cannot complete their tasks, or if you get caught while doing them, you will probably not be given another chance. And you may even have them deciding to teach you a lesson for your failure. Remember that when dealing with the underworld, you are playing with fire and taking great risks.

The bottom line here is that nothing is handed to you by the Plot Committee, just as nothing is handed to the “good guys.” You need to earn all of your rewards and this takes real talent and an understanding of the game.

Do your best, be smart, and you can rise far in the underworld and get lots of rewards; however, go it on your own, take chances, and go beyond your limitations, and you will eventually get caught.

Playing a Thief

Anyone can be a thief in our game—All you have to do is steal something. You don’t even have to buy a skill.

However, some players want to play a real professional cat-burglar-like thief. The thought of sneaking into a heavily guarded place, finding and disarming every trap, picking every lock, and running off with all the treasure before anyone even knows you’ve been there is an exciting challenge.

Many players think that thieving skills are not useful for “good” characters, but you don’t have to be evil to use those skills. We have run modules that require someone who can pick locks and disarm traps to search the room of a suspected spy looking for incriminating evidence. Or maybe you’ll need to get past the traps to rescue someone who has been kidnapped. Not every “thief” skill will be used for an evil end.

So here are some golden rules for would-be thieves:

Be prepared. Being unprepared is a killer to many would-be thieves. Stepping into a dark room without a light source or trying to undo a complicated trap without the proper tools is a waste of time. It’s also very embarrassing when you fail. Your adventuring group will be looking to you when these sorts of things come up and you are expected to be ready.

Be patient. Another problem many thieves have is being too anxious. Often in a module there is a time limit or guards checking the area every few minutes or so or some other reason to hurry—but there is such a thing as going too fast. When you enter a strange room, check thoroughly for traps. It’s worth the minute or so you should spend looking for trip wires. Too

often players have walked right into a trapped room, stepped on pressure plates hidden under rugs, walked right into trip wires, and otherwise doing exactly what they are not supposed to do. Or they see the trap, step over it, forget it’s there, and hit it on the way out. (You’re the thinking thief! Let the *fighters* act stupid!)

Think in three dimensions. Don’t forget that the traps (and the treasure) may be located on the ceiling, under chairs, or in any location. Don’t simply look at the floor and search for boxes. In one thieves’ module, the box that players were searching for was hidden behind a secret door, in a closet, and up in the rafters of the closet.

Practice when you can. Buy a few cheap locks, get your tools, and work at picking the damn things as you watch TV. Get to the point where it comes completely naturally. Make your own trap boxes which will give you practice on disarming. Trade these boxes with friends and each of you practice on each other’s. You can’t get good at something unless you practice. Legerdemain is an art where your sense of touch is just as important as a keen eye. Practice makes all the difference in the world.

Don’t panic. Keep an open mind. If something goes wrong, think of other possibilities and be creative. Always have some believable lies prepared in case you get caught and make sure anyone with you knows the lies too in case you’re separated (you don’t want to contradict each other!).

Don’t feel trapped by the module. For instance, in one thief module, one group that forgot its *Light* spell groped around in the dark for half the module, setting off trap after trap, until they realized they could leave the module, get a candle, and then come back. This option isn’t always available, but unless you think logically, you won’t even consider it. (And don’t expect any hints from the marshal!)

Know the trap rules. It is fine to cut strings and fishing wires to disarm a trap, but you may never cut electrical wires. All electrical devices are out-of-game and are merely there to represent gears or other items that may set off the trap. You cannot pretend to cut these wires.

You must disarm the trap by cutting something it is legal to cut (ask the marshal if you are unsure), unhooking any battery clip (representing a proper “disarming”) or moving wires or other things that will keep the trap from buzzing or otherwise going off.

With these rules in mind, let’s look at what the well-dressed thief will be bringing on this adventure (and why).

Candles (or a *Light* spell or a *Liquid Light* elixir): Don’t be stupid. Just because an adven-

ture takes place in the daytime doesn’t mean that you won’t enter a darkened room or need to look into a dark box. And don’t forget matches to go along with that! (Make sure you know your game’s fire rules beforehand.)

Gloves: Be sure to check every surface for contact poison (represented usually by petroleum jelly). It is always a safe idea to wear gloves at all times in a dangerous situation.

Rope: Rope can be used not only for climbing out windows (and tying up waylaid enemies) but also for opening drawers or chests from a distance. Remember that we do not mime props. You must actually possess any gear you wish to use. If you have no rope, you can’t tie someone up with it.

Pole: A retractable pole (like a tent pole perhaps) can be used in much the same way as rope in opening doors from a distance.

Light-colored string: A bright string or ribbon is not heavy enough to set off trip wires but will bend when it hits one. Dangle it in front of you as your check hallways.

Scrolls and Potions: Assuming that you as a thief will not constantly travel with a spellcaster, you should learn to read magic as soon as possible and should invest in the following scrolls and potions which are especially useful:

Light: And don’t forget your light phys rep or else the spell is useless.

Poison Shield: To protect yourself against poison traps.

Purify: To cure yourself from poison traps. Keep this easy to get to so that if a poison begins to take effect, you may be able to negate it before you are completely under its control.

Antidote: A good way to protect yourself as well. Some alchemical effects can be quickly countered with an all-purpose antidote.

Shatter: To destroy unpickable locks.

Wall of Force: In case you are discovered, you can block the door for at least 10 minutes.

Trap Disarming Tools: There are a number of useful tools you should have:

Scissors: A very small pair of scissors (especially if they have a long reach) can be very useful in cutting trap strings.

Dentists’ Tools: Believe it or not, these things are very useful! Sometimes a long thin metal stick with a small hook on the end is exactly what you need. And that little round mirror (especially if it has a telescoping handle) is always handy. They can also sometimes be used as lockpicks.

A small flat piece of metal: This is used primarily to slip in between the top lip and bot-

tom of the box without opening the box. You can sometimes use it to hold down triggering devices or just to “sweep” for protrusions.

Lockpicks: Obviously, right? It is always surprising how many thieves bring nothing and somehow expect the locks to open themselves. The best thing is to have a key ring with a series of lockpicks. A good basic one can be made by yourself, and you may also be able to find some from certain disreputable people in-game.

Here’s some extra advice for those who want to increase their intake in the most efficient way:

If you notice a weapon being disarmed and then that person is killed or runs away to find a new weapon, pick up the weapon, toss it into the woods, and come back a few minutes later. Chances are it will still be there.

When people fall in battle, search them quickly for anything you can get, give them a healing potion, and then run off to “help” others.

If you have a cloak, drop it on a chair in the tavern on top of someone’s pouch. (This works well if someone has fallen asleep with their items next to them.) Later, pick up your cloak while grabbing everything under it, and simply walk out.

Look for people who have left things unattended. Many people will leave a pouch, knapsack, weapon, or even coins just laying around on the ground or on a table.

Don’t forget to search common places when no one is around. While the battle is raging, you should be checking the ground for any treasure that may have been dropped. Be the first person up in the morning and check the area, because people drop things during the night but don’t see them. And keep an eye on the weapons and possessions people leave in the tavern.

Playing a Spy

Some players want to be spies. Thieving skills come in very useful to those who go this route, but are not absolutely necessary. Being a spy has more to do with your role-playing skills than your lockpicking or trap disarming skills.

If you would prefer the profitable profession of spy, consider these pieces of advice.

Don’t look like a spy. This is the most important aspect of being a spy: Not looking like one. Wearing that hood over your face, sneaking around town, refusing to talk to people and otherwise acting as suspicious a possible will not encourage people to hire you to get information for them.

The best spies don’t look like spies. See that loud inane selunari who never shuts up? The drunk who sits in the corner of the tavern



and just plays cards all day? The typical adventurer who just happens to travel with lots of different groups at different times? Guess how they earn extra income.

Dress appropriately. You should always have a good set of all black clothing for when you need to sneak around. You don’t want to wear this all the time (see above) but when the occasion does rise when you will need to sneak, you don’t want to be wearing jingling chain mail or a brightly colored cloak.

Know how to eavesdrop. Obviously, the trick is to look like you’re busy doing something else. An accomplice is useful here, as you can pretend to be deep in conversation while actually listening intently.

Knowing where to hide is also important—sometimes you can crawl under cabins and hear everything that is going on inside.

Always have an alibi ready. You will need help here, preferably someone who will always say you were with them no matter what and who won’t ask you questions about where you actually were. Along these same lines, always have a story prepared in case you’re caught in the act.

Keep your trap shut! No one will hire a spy who is known to tell the wrong people the information, and no one will hire a spy who talks about information, either in-game or out-of-game. You may feel tempted to brag about your spy jobs, but you will have to fight the urge if you want to stay employed.

Take good notes. You don’t want to go to report your information and not know exactly who was there, and what they said, and what names were mentioned. No one will pay for “a bunch of guys were talking about killing someone sometime!” The important thing here is to have a good memory and write down everything as soon as you can get out of range. (You certainly don’t want to be caught writing down notes as you spy!)

Organize your contacts. Let those who you trust know that you are looking for information about certain things. Check with them often and pay them for information they gather for you. Keep them loyal and quiet. In the same vein, if you discover some information that you know one of your contacts would be interested in, offer it to them to keep their loyalty. Sometimes spies need to work together.

Find reliable clients. You can’t just spy for yourself now can you? Usually the people who want spies the most are the nobles. They want to know what’s going on in other nobles’ courts, in some of those seedy adventuring groups wandering around town, and want to know what the commoners really think of them. However, nobles aren’t the only people looking for information; as you play, you are certain to come into contact with visiting emissaries and racial elders who may be looking for information. Most importantly, these clients must pledge to you that they will not reveal the source of their information.

It is imperative that you find clients who can be as secretive as you can be, both in-game and out-of-game, or else all your spying is for naught.

Protect your anonymity. If your information is such that it could be used to convict someone of a crime, you may be asked to testify before a magistrate or a noble. Demand that the person accused not be present and insist that those present keep their mouths shut about the source of the information. If these provisions are met, cooperate fully. You do want them to hire you again, don’t you?

Never lie about your information. If you want to keep the assignments and money coming in, your information must be accurate and truthful. The first time your information is found to be faulty or you are caught lying will be the last time anyone hires you. Your reputation is the product you are selling, and if your guarantee of truthfulness and accuracy is not upheld, your clients will be demanding more than their money back.

Demand Payment. You are taking risks here and you deserve compensation. Make sure you get the payment up front, but give a guarantee that your information will be worth it—and then make sure it is.

How to Be an NPC

The risks of playing your PC and getting killed off from ignorance don't appeal to you any more? You feel like you need to get out of a rut?

Welcome to the wild world of NPCing—part wild freedom, part volunteerism, part slave labor, and as much fun as you care to make it.

The following rules, guidelines, and suggestions will help you be the best at what you are, whether it is an apprentice zombie or a Death Lord, a farmer or a foreign spy.

Not all of these suggestions will apply in all situations; if you are an NPC on a module, you will not have as much freedom as a wandering NPC on a weekend. Still, these are basic guidelines that will enable both you and the players to have the best time possible.

This is the primary NPC rule: *You are there for the PCs to have fun.* Your job is not to kill all the PCs. You are not the opposing team against the team of PCs. Your purpose is to *entertain* the PCs. This means making every part you play exciting, unique, and memorable. Following the guidelines below will assist you in meeting this goal.

Make sure you know the rules. The fact that you are reading this book gives you the heads up on some players who show up having only the vaguest idea of what to expect.

You are not expected to be a rules expert at your first event even with this book, so when in doubt, be careful and don't do anything if you are not sure whether it is allowed.

If it is your first event, be sure to tell the Monster Marshal so he or she can provide you with some training and then make sure you travel with more experienced players at first. Follow their examples and you won't make a fool of yourself!

Behave as your character should. Act logically and always have a reason for your actions. Think about what you are and what you want to accomplish. Simply wandering around waiting for someone to kill you *makes no sense*, and we want all of our NPCs to make sense.

Not all monsters (or people) act alike. Know how your particular monster acts and thinks. Goblins are stupid and easily tricked. Zombies move slowly and don't hit anything that falls to the ground or remains motionless. Lizardmen speak with a lisp and hiss and hate the cold. Mindless undead creatures can't talk. Know what your character is and how it acts before you go out and it will not only make your NPC more real to the player but will also let you have more fun as well.

This rule also applies to where your character travels. Have a reason for being where you are. If you are a monster, you probably have absolutely no reason to go into town. If noth-

ing else, you are probably aware that when your fellow monsters go into town they rarely return—it must be a pretty dangerous place for monsters! (Alternatively, one wag suggested that these same monsters may deduce that the town is a wonderful place and the non-returning monsters have decided to stay—and as such we will soon be seeing swarms of vacationing monsters coming to town with picnic baskets, blankets and beach balls in tow. Hmph.)



Remember that even stupid animals know enough to hide in the bushes and surprise their prey, and will run away if the battle is going against them. As a monster with an intelligence that is probably greater than a fox or wolf, shouldn't your NPC do the same? Don't stand in the middle of the road and say "Come and get me!" and then fight until everyone in your NPC party is completely dead. Yes, you're supposed to be there for the players to kill, but if you treat your NPCs as something other than fish-in-a-barrel, the players will have a lot more fun and you will too. If outnumbered or about to die, surrender or run away. Be logical. Monsters who run into town screaming and attacking for no apparent reason until they are cut down by surprised players are no fun.

Ham it up! Give every part you play a unique personality so that the PCs remember you. And then keep that personality consistent. You'll have more fun and so will the players you encounter. In NPCing, there is rarely such a thing as an overactor.

Get Everyone Involved. When "performing" as your NPC, try your best to get as many players involved as possible. If you are a messenger coming into town, yell out your message so lots of people can hear it. If you are the major Bad Guy for the event entering with your minions, don't ask to speak privately to the nobles in town—yell out your demands so that everyone there can be a part of the plot and know what is going on. Don't be shy, just walk up to PCs and start talking to them in order to get them involved.

Remember that the goal is to entertain as many PCs as possible. Whenever it is logical and possible, do everything in your power to involve many players.

Know your character. When someone deals with you as an NPC, they are looking at part of your character's life. It helps to give your character a life for them to see, and it makes role-playing more fun and more natural.

If you are playing something with an intelligence enough to talk, you need to have some background information prepared in case the players question you. It is very important that you are ready to answer the questions without hesitation or looking to the marshal for help. If you pause before every question, the players will easily figure out that what you are telling them is not important.

Have a name for your character. Whether it's supplied to you or not, every character has a name. It is awkward to greet "Who goes there?" with "Uh, can I get back to you on that?" If you don't have a name assigned, try to come up with one that sounds distinctive and shows a little imagination; if you use "Fred the Bold" you may find some PC yelling "You can't be Fred the Bold because I am!"

Think of your character's history. A module script or weekend write-up may explain the purpose of the encounter you're in, but will often tell you nothing of the character you're playing beyond "mage's bodyguard." If you intend to role-play at all as an NPC, you need more. Where are you from? What do you love and hate? What kind of training do you have? What are your non-game skills? Why are you where you are?

Know the script. As an NPC you always have some sort of guide to your role. It may be

a quick briefing from the Monster Marshal, but it may sometimes be a more detailed script to the weekend or a module. Read the whole write-up to understand how you and your encounter fit in, and read your own encounter until you know that you can do your part. The success of the adventure often depends on everything fitting together completely, and knowing what you're building is the start.

Be creative with every character. Too often NPCs will go to the Monster Marshal and say "I have an idea! How about if I go out as a practically unkillable high level mage with Dragon Magic and seven permanent magic items...(etc.)" This causes a red flag to pop up in the Monster Marshal's mind and will probably do the exact opposite of what you want—that is, it will get you demoted to less powerful positions with a more experienced NPC baby-sitting you. You don't want that.

The way to get to play more powerful characters is to first prove that you can handle the lower level characters. If you can't make a goblin interesting, why should the Monster Marshal trust you with a more important character? If you want to play the bigger, more powerful parts, you have to convince us that you can role-play and that you can be trusted with this power.

Remember that there is no such thing as a dull NPC unless you play it that way. Even a boring farmer selling his apples in town can be a memorable character.

Look good and feel good. The more you look the part, the easier it will be for you to get into the part and easier it will be for the players to treat you as the part.

Wear your masks and makeup. Look at it from the players' viewpoint: How do they know you're a troll when all they see are three quick lines of makeup on your cheeks? The makeup doesn't hurt, and the fun you will give players who will then talk about who great the battle was (instead of how cheesy the monsters looked) is worth the time it takes.

This is especially important if you are playing different NPCs during the weekend. If you haven't changed your look between the time you went out as the evil assassin and the time you went back to town as the innocent waif, you are certain to be mistakenly identified and ruin the fun for lots of players.

Wear your costume. Your costume is as important as your face. It's the thing people will notice first. Bring a few things of your own to augment the costumes you can use in NPC camp. Jewelry, hats, sashes, belts, and armor all make distinctive changes in your appearance, and thus in your character.

Use accents and mannerisms. Your characters can also be distinctive in other ways. Use a different voice each time you play a new char-

acter; change the way you walk, act and move. Do everything you can to make each part you play unique.

Answer "What do I see?" questions properly. Because it is hard to tell certain monsters apart simply because of the make-up, players are allowed to ask, "What do I see?"

If you have to respond, give the basic description as written on the Monster Card: "Skeletal figure" and not "Liche with 145 Body Points and seven rituals." Remember to just give a description; don't identify what you are.



Sometimes though, players metagame by asking, "What do I see?" when they really can't see anything. If asked "What do I see?" and you think they can't see you well (because it's dark, or you are wearing a hood), you can respond "Describe to me what you see." If they can prove that they can see you by saying something like "You have white face makeup on" then you can give a better description such as "skeletal figure" but if they say "a hooded figure" then you respond "then that is all you see at this point."

This all assumes that you are playing a bipedal creature. If you are playing a monster with a much different than human shape (bear, snake, unicorn, etc.), then you should read the "what do I see" description even if they don't ask first. This includes things like insects, animals, giant worms, and oozes.

Die when you're dead. Your role-playing should continue through your death. If your NPC died, lie there until the party goes away. The only time you should even talk is if someone is doing a described search on you. Never walk around, congratulate the party on their good fighting skills, read over the marshal's shoulder, or otherwise get in the way. You're dead!

Return the props. In many encounters, there will be some sort of prop used. Unless you or the other NPCs bring your own, these are Alliance property, and you may be asked to sign out for them. Afterwards, try to make certain that all props get back where they belong and all private gimmicks are returned to their owners. Disappearing props are an expense that drains money we could be putting into improving events.

Wear your headband when not in-game. A white headband is how we tell players that you are not there in-game. If you are out-of-game, be sure to have a white headband on.

However, try not to make that happen too often. If you are NPCing on a weekend and you wish to travel from the NPC camp to the town to get a bite to eat, rather than show up in the tavern with a white headband on, play a farmer or traveler who is heading into town for a meal. Ask the Monster Marshal and maybe there will even be some information you can give out while you are there.

Never improvise skills or creatures. While creativity in performance is welcome, taking major liberties with your NPC is not. There have been cases where a bored NPC has decided to become Supertroll with double the normal hit points and an enchanted blade that slays on every blow. In these cases the same thing always happens: an adjudicator is informed, the massacre is declared to have never happened somehow, everyone gets mad, and the NPC gets a lecture and demoted to menial monster parts ("Barney the one-armed goblin for you this event!").

It is fine to use your imagination within the confines of your NPC character, such as finding new ambush sites, playing new tricks on the players, or otherwise role-playing as your character would. It is quite another thing to give yourself new skills, powers or treasure.

It also includes not adding new plots. If your assignment was to go to the tavern and sell some potions, don't create a backstory where you're actually enslaved to do so and your evil master is just outside of town.

Doing these sorts of things is the quickest way to never be allowed to NPC again.

Never target players. Your NPC probably does not know anyone in-game and therefore should treat all players the same.

Walking around town looking for your

friends to interact with (or for your enemies to attack) is a certain way to get demoted and removed. Keep your NPC neutral (unless the Monster Marshal specifically tells you to target someone).

Don't see the players as the enemy. Too often, NPCs forget that their primary purpose is to provide the players with a fun and challenging encounter. An unwinnable battle that can't be run away from is no fun. NPCing is not your excuse to be the powerful being your PC character is not.

As an NPC you should never give a *Killing Blow* unless you have been instructed to do so by the Monster Marshal. In any event, every time a *Killing Blow* is given it should make sense. Players generally do not object to taking a death if they have done something wrong or if they lost a winnable battle through their own incompetence but they do object if there was nothing they could do about it—and that usually happens when the *Killing Blow* doesn't make in-game sense.

Don't overkill. Imagine this scenario: the Monster Marshal has sent you out roaming the town as an immensely powerful vampire. A poor inexperienced first level fighter runs up to you, and attacks without realizing what he's getting into. Don't immediately destroy him with one blow or spell—that's no fun for the player. You should instead parry him a bit while yelling out the huge amount of damage you will inflict upon him if he doesn't wise up and run away. Taunt him. Role-play with him. If he insists on fighting you even after this warning, *then* teach him a lesson. "Stupid should hurt" as the saying goes.

Here's a true example: An evil liche and his minions were traveling through the town late one moonless night when they came upon a lone adventurer on a bridge. "Be careful!" said the player, "I hear there's a liche out tonight!" The NPC walked towards the player until the death-face make up identified him as the liche in question, and as the player shivered in his boots, the NPC smiled and whispered, "Yes, I know." Giving an evil laugh, he and his minions then continued across the bridge. The player in this example had a terrific encounter that he can tell everyone about over and over again.

And *that* is what the game is all about—having fun encounters! Imagine how little fun that player would have had if the NPC had merely attacked and killed the poor fellow.

Let the players do cool things. Along the same lines as the last point, if the players do something really interesting that would make a great story, you should probably let them do it. We're all in this together to make the best story we can, and sometimes it helps the game to let the players get away with something even if the NPC could have stopped them.

Here's another true example: The evil

baddie captured a baron and held up his magic sword in front of the entire town. "I will punish this baron for attacking me with this sword by using my Dragon Magic power to destroy it!" he said, and he began to start the incant. Just then, from the back of the crowd, someone threw a lowly *Disarm* spell which sailed over everyone's head and hit the NPC square in the



chest. The Dragon Mage, of course, had all sorts of spell protectives on, but the NPC playing the part saw how cool this would be for the storyline, and he dropped the sword. The crowd cheered and lunged into battle, and it became a great tale players would recall for years to come.

So basically, while it's wrong to give yourself extra powers to make a cool story, there is no problem with ignoring some of your powers for the same reason.

Don't let the players bully you. Some players on a weekend will try to follow you around when you are out-of-game, waiting for you to put on your mask so they can rush in and attack you. Or they may merely "hang out" near the NPC camp waiting for you to come out. Do not play with them. They are cheating. If they attack you, yell "Hold" and then tell them that you refuse to acknowledge them. If they continue to do such things, be sure to report them to the Monster Marshal.

To a lesser extent, this also applies to high level players who hang around town waiting for low level NPCs to wander by. These players jump in before any low level players can arrive, knock these NPCs down with one or two quick blows, and then collect the loot. They should be picking on someone their own size outside of town where the higher level mon-

sters hang out. Try your best to avoid these wimps.

Some players treat non-monster NPCs differently from PCs. These players will kill a human NPC quicker than they would a human PC. This is metagaming and should be discouraged. If a player asks you the out-of-game question "Are you an NPC?" you should lie and say "no." They shouldn't be asking that question in the first place. If they kill you, you should check with the Monster Marshal to see if your NPC would resurrect in the local Healer's Guild. If the Monster Marshal approves it, then do what your NPC would logically do—either try to exact revenge or bring charges up to the local law authority.

Report bad players to a Marshal. If you encounter a cheater or a metagamer, do not attempt to argue the point with the player. Your recourse is to ask for the player's name, not to lecture. Let the marshals straighten out conflicts. That's what they're there for.

Similarly, if that player is upset with you and wants to know your name or player number, you must give it. Don't argue. Remember that everyone in our game—both players and NPCs—always has the right to ask the out-of-game names of other players. You should not feel insulted if someone asks you.

Also: report good players! Players who are excellent role-players, never cheat, and help make a fun game for everyone should be acknowledged and thanked. Tell a marshal (and when you're a player, be sure to report good NPCs too).

Remember, your job as an NPC is to be the actor the players meet to make the game more enjoyable for them. You are not merely battle opponents. Think of every character you play as being unique and interesting and make them so. Be proud of your work!

You are here for the PC's enjoyment. But don't think it's all work—If you abide by these guidelines, you too will have great adventures and fun.

NPC Documentation

Every NPC is required to have documentation (usually in the form of a "monster card") to prove that he or she has the powers, spells, and items they are using in an encounter. If a group of NPCs are out together and all have the same abilities, then only one is required to have the documentation.

The documentation may also be held by a marshal who is overseeing the encounter.

The documentation can only be adjusted, changed, or approved by an authorized marshal and never by the NPC.

A player can challenge an NPC and request to see the documentation. If a marshal is

Name: Ancient Mariner		Monster Type: Undead Zombie		Monster Rank: Servant(Lesser)		ACE: 6	What do I see?: Bloated corpse with discolored skin.	Appearance Notes: Ancient mariners tend towards a bloated and slightly green look (not unlike a ghoul) in addition to undead makeup.	
Total Body: 25	Armor: Must Wear Rep	Threshold: 0	Intelligence: Normal	Spell Pyramid: None					
STR: 1		Rips From: None		Rips when weakened: None					
Weapon or Claws: Weapon (Any)		1 Handed Damage: 3	2 Handed Damage: 4	Carrier Attack: Normal		Spells memorized should be written on back of Monster Card.			
Offensive Abilities: 25 Elemental Ice x2		Defensive Abilities: No metabolism. Headed double by necromancy. Immune to alteration, command, death, flame, ice, paralysis, poison, waylay.		Vulnerabilities: Immune to life. Double damage from healing. Turns to dust at 0 body.		Skills: May possess PC skills, add character body.			
May Killing Blow?:	Times:	May Search and Steal?:	May perform actions to assure resurrection?:	Signature:					

nearby, the NPC can refuse to show the card and show it to the marshal instead. Any problems should be brought to the attention of a marshal so that it can be verified that the NPC is playing the correct part and using the correct skills.

NPCs are only allowed to give Killing Blows if the documentation gives them that ability. This includes taking actions that are equivalent to “forcing a resurrection” such as pulling a dead or unconscious character behind enemy lines, placing that character in a *Circle of Power* or behind a *Ward* or *Wizard Lock*, or otherwise hiding that character in such a way as to prevent other players from finding the body. This does *not* include standing over the body to prevent the person from being saved, which is perfectly allowable.

NPCs are also only allowed to search and/or steal from players if the documentation clearly states so. Moreover, they may only search and/or steal to the degree to which the documentation allows them.

For example, an NPC may only have the right to steal anything obvious (such as weapons or other hand held possessions) but not necessarily to search through pockets or pouches; an NPC may have the right to break into cabins and search through possessions (with a marshal nearby of course); an NPC may have the right to search only for specific items (such as healing potions it can use on itself). The extent to which the NPC can steal or search should be documented.

Note that occasionally a monster’s abilities may change from event to event or even during an event. This can be the result of many things, from mutation to strange magics to a new tribe moving into the area. Just because a monster had an ability or skill one time you met it does not guarantee it will be exactly the same every other time.

A monster may also have different skills and abilities depending on which chapter and campaign you play. So never get too confident that you know every monster out there.

Remember: The information on the NPC documentation and in this section is out-of-game. Even though you saw a monster card that said a monster was immune to sleep, your character would only know that your *Sleep* spell had no effect when you tried it or when you were told in-game that it would not work. To do otherwise would be metagaming, which is considered cheating.

Monster Cards

Every NPC you play should have a monster card. A sample card is above. The card contains the following information:

Monster Name: This is the name commonly used to refer to the monster.

Monster Type: This tells you what category the monster falls into and is a good way to sort monsters.

Monster Rank: There are six ranks of monsters and this quickly lets you know how these monsters rate in regards to toughness, especially concerning monsters of the same type. This rank is especially important for undead, where the lesser undead can be controlled by the effect “Control Undead.” The rank designations may also correspond to various rituals.

- The ranks in order are:
- Fodder (Lesser)
 - Lackey (Lesser)
 - Servant (Lesser)
 - Minion (Greater)
 - Overlord (Greater)
 - Master (Greater)

ACE: ACE stands for “Average Character Equivalent.” This number provides a *rough*

estimate as to the power of the monster in PC level terms. This number *does not* include any PC skills that may be added to the monster, as certain monster skills are not easily equitable into Build Point costs.

What do I See?: This is what the NPC should answer if a PC asks, “What do I see?”

Appearance Notes: This is the minimum makeup requirements for an NPC playing that monster.

Total Points: This is the total amount of points the monster can take before it is reduced to zero. This will include the monster’s Body Points and natural armor.

If the monster is wearing armor or has a *Shield*, *Bless*, or has additional Body Points added due to having PC levels, then these should be added to total points.

Armor: This field is the type and/or number of Armor Points the monster is entitled to. If the field says “Must Wear Rep,” the monster must wear actual armor and have an armor tag (which can be obtained as treasure) to get Armor Points.

If the field says “Natural Armor #”, then the monster automatically has natural armor of that number.

Natural armor can be refitted if the NPC kneels down for an uninterrupted 60 seconds. This does not require the PC skill “blacksmith.”

If this field says “None,” the NPC may not benefit from any armor.

Threshold: A monster with a threshold is immune to any weapon attacks that are equal to or less than its threshold number.

If the monster is hit for body damage, it will call “No effect” to all weapon attacks that do damage equal to its threshold or less.

Magic Armor spells, armor (including natural armor), and *Shield* spells are all affected before a monster can call “No effect.”

The Game World

The Alliance is trying to create and represent a fantasy world based primarily on medieval Europe. However, this is merely the starting point: the game encompasses much more, and you will find as you play that there are societies in the game that are a mixture of real world cultures and purely fantastic ones.

Remember that we are creating a world here as we want it to be and not how it really was, so don't be picky about historical inaccuracies. We have people wearing costumes that would have been worn from 600 to 1600; we have weapons that did not exist during certain periods; we have laws and systems of government that are modern in concept.

And that's how we want it. Let's face it, once you bring magic into it, you have already moved away from historical accuracy anyway. Always keep in mind that the Alliance LARP is not a re-creation game, but a fantasy game.

Discrimination

There is no discrimination allowed against players in our game. You cannot be denied a position as a noble, a member of the army or any other plot-sponsored group on the basis of your out-of-game race, religion, gender, age (as long as you're old enough to play), handicap, sexual orientation, or country of origin.

However, this does not mean that the in-game world is a egalitarian paradise. There are countries and people who will discriminate against your in-game race, for instance.

For example, Untok the high orc hates all dwarves. He thinks they are the lowest form of life and he kills them whenever he gets the chance. Players who have dwarven characters that are killed by him cannot claim that they are being discriminated against, because this is an in-game discrimination only.

All players should try to distinguish between in-game prejudices and out-of-game prejudices. Steer clear of the issue altogether if possible.

Further, you should try to avoid making a character history that may rely on real world racial or cultural stereotypes. For example, if you want to play a wild elf based on an American Indian culture, please make sure that you know something about that culture. If you walk around saying "ugh" and "how" and calling people "keemosabe" then you may be asked to stop. Even if no insult was intended, the result could be taken that way, so if you are not sure, avoid it.

The most important thing is to prevent your character from being insulting to other players who, in real life, are from that culture. At the risk of saying we want PCPCs (Politically Correct Player Characters), please be careful. Just think first.



Science

How advanced is science? Well, scholars are aware that our planet is not the center of the solar system and that the world is not flat. They are also aware of the existence of real elements (as opposed to the 'traditional' magical elements of Earth, Air, Water and Fire) and of basic nonmagical healing techniques. Lenses for eyeglasses and telescopes are in existence but are generally of poor quality. There are compasses and navigational materials for traveling.

In general, scientific evolution in the world has been stunted by the prevalence of magic. Astrology and magic are considered scientific facts.

In most campaigns, you will find that the science will be right at the verge of the renaissance, on the tail end of the Dark Ages.

Government

Our present-day concept of democracy is a foreign idea to the people of Fortannis. There may be some places that have a very limited version of democracy—for example, the nobles are allowed to vote on certain issues—but that is the extent of it. Even peasants who revolt against unfair nobles never think to replace their government with a democracy, but only to replace it with a fairer monarch.

Most Alliance games will take place in a form of a medieval feudal society. This means that there is a strongly observed hierarchy. This is not a system of equality, but a system of duty to one's superior in exchange for support.

The highest noble in the land (usually a king or queen) owns all of the land in the kingdom but may grant land to others in exchange for fealty and promises to support the crown, provide troops in times of war, pay taxes, and otherwise obey their liege. These people are the vassals who in turn have vassals of their own.

These vassals, all of whom have titles appropriate to their station (duke, baroness, knight, etc.) are nobles. All others are commoners. Commoners are the backbone of the society. They are the farmers, craftsmen, healers, soldiers, and workers.

Somewhere between the nobles and the commoners are the adventurers. Adventurers get their respect from the deeds they accomplish and usually because they have a fair amount of money (compared to the lowly commoner at least).

Being an epic fantasy game, most of our players are nobles and adventurers, not commoners. Although a real medieval town would have many commoners walking the streets selling their goods, tending the fields, and doing the other day-to-day tasks that a society needs, no player wants to spend their time doing these roles. For game purposes, assume that all of these support people are out there doing their jobs. You will meet NPCs playing these parts.

Each noble owes responsibilities to the commoners as much as the commoners owe responsibilities to the noble. In return for taxes and other services, the nobles are expected to

protect the commoners from monsters, criminals, and invaders, to provide for their well-being, health, and education, to promote justice, and to use their skills and income for the betterment and protection of the people.

In exchange, the commoners are required to pay their taxes, serve in the militia in times of need, report criminal activity, and address and treat all nobles with the respect they are due.

Societal Conventions

The following four “laws” form the basic customs of the society and are obeyed by all, from the highest noble to the lowest peasant. These laws are so ingrained that they are rarely challenged. Any person found to have disobeyed these laws would be shunned by all as an untrustworthy villain.

Hospitality: Any person who is invited into your home or holdings accepts your hospitality and will be treated as a guest with the respect due their class and station. This person, even if an enemy, will be given protection while in your home from you and your household. If any harm were to befall your guest, you would be responsible. By accepting your hospitality, your guest also agrees to give you respect where it is due, to not take any aggressive action, and to not take advantage of your goodwill.

Loyalty: A person who swears fealty to you as their liege will obey you and be loyal to you, and you must in turn be loyal to them.

Kinship: A member of your family must be loyal to you and you must be loyal to them. Because they are family, they are worthy of your trust.

Honor: Each individual is considered to be able to defend their honor by the use of arms or magic. This type of activity is governed by local laws that may differ between nobility and commoner. This law does *not* mean, however, that every slight must be met on the “Battlefield of Honor.”

Titles and Inheritance

All noble titles that are obtainable by characters must be earned. Simply because your character history has your father as the duke does not automatically mean that you will become duke. You must first work your way up the chain of command by becoming a squire and then passing the rigorous tests of knighthood.

Then, even after you do all of that, you may still be denied being named as heir. There is nothing preventing a nobleperson from nam-



ing someone not related to them as their successor.

This is not historically accurate of course, but in our game, you must earn everything, including noble titles.

Titles and Rankings

The following lists the most common titles you are likely to encounter.

King/Queen: This monarch is the final word on all matters and that word is literally the law. They would be addressed as *Your Majesty*.

Prince/Princess: These are the children of the King and Queen. They are addressed as *Your Highness*.

Duke/Duchess: This title is granted by the crown and carries with it a duchy, which can then be divided into counties, baronies, and estates. They are addressed as *Your Grace*.

Count/Countess: This title grants sovereignty over a portion of the lands, usually encompassing a number of baronies. They are addressed as *My Lord Count* or *My Lady Countess*.

Baron/Baroness: This title is inherited or granted and has sovereignty over a number of estates grouped together into a barony. They are addressed as *My Lord Baron* or *My Lady Baroness*.

Knight: A knight is a person who is granted sovereignty over at least one estate.

Knights are addressed as *Good Sir Knight* or *Good Dame Knight*.

Lord/Lady: A Lord or Lady is usually the spouse or child of a noble. They deserve respect as a noble but cannot perform any noble duties or own an estate. They are addressed as *Your Lordship* or *Your Ladyship*.

Magistrate: Magistrates are granted the right to try commoners and dispense justice in the lands of their liege. Their decisions can be overturned by any noble of their liege. Although not usually noble, they are treated with respect due a noble and are addressed as *My Lord Magistrate* or *My Lady Magistrate*.

Guildmaster/Guildmistress: Though not a noble title, the head of a chartered Mages’ Guild or Healers’ Guild is often accorded the same respect as a knight, though obviously without the knight’s duties or powers. They are addressed as *Guildmaster* or *Guildmistress*.

Sheriff: The Sheriff is appointed by the Magistrate and is responsible for appointing and maintaining the Town Guard. They are commoners but with special duties. They are addressed as *M’Lord*, *M’Lady*, or *Sheriff*.

Guard: A guard is a person granted the right to uphold the laws and settle minor disputes within the lands of their immediate liege only. They are addressed as *M’Lord*, *M’Lady*, or *Guard*.

Squire: A squire is a knight in training. They hold no power and are not considered nobility. They are addressed as *Squire*.

Adventurer: Adventurers are not nobles but get respect from merchants and common townfolk, if for no other reason than they fight against the monsters that plague the land. Obviously, the more powerful you are as an adventurer the more respect you get. They are addressed as *M'Lord* or *M'Lady*.

Merchant: A merchant is an upper class or wealthy commoner who may even own some land if granted to them by their liege. They are addressed as *Good Merchant*, *M'Lord*, or *M'Lady*.

Common Townfolk: These are the regular citizens who do the daily work a society needs, from farming to bookkeeping. They do not own land. They are addressed as *Goodman* or *Goodwoman*.

Noble Powers

Nobility carries with it power and responsibility. If you are able to work your way up the chain of command to obtain a noble title, take this seriously. Your actions will affect the game greatly, and if you abuse your power (or fail to show up for many events) you may find your title removed.

Power is hierarchal. Everyone on the list must obey the lawful orders of all nobles above them on the list. For instance, a knight must obey a baron, countess, prince, or king; however, an adventurer is not required to obey the orders of a squire, because a squire is not a noble.

However, there is more to this than mere obedience of orders: This is a list of status and respect, and all those lower on the list are expected to show respect to those above it. By that standard, an adventurer should always show respect to a squire and should obey the squire's orders (but is still not required to).

Commoners owe respect to the nobles because nobles protect them against marauding monsters, ensure that there is a flowing economy, strengthen the land's ties to the throne, and generally maintain a status quo to keep the citizens one step away from anarchy. Because of all this hard work, if a noble gives a commoner an order, that person is obligated to obey it. Although there is no Oath of Fealty between the commoner and the noble, the relation is implied because of the services the noble provides to the commoner.

Does this mean that the nobles have free reign over the commoners? Of course not. A noble who orders commoners to take suicidal actions or who pushes them around for no reason places himself or herself at risk of losing their noble title. The noble's lieges are obligated to investigate any charges of wrongdoing by the nobility.

Note that all Oaths of Fealty (even implied ones) extend up the chain of command. Thus a squire who swore an Oath of Fealty to a knight



would also owe fealty to all those to whom that knight swore.

If someone higher than you gives an order, you are required to obey it unless that order contradicts an order already given to you by your liege.

For example, Sir Terin has sworn fealty to Baron Finther. Baroness Darlissa walks by and orders Sir Terin to accompany her as a bodyguard. Sir Terin is required to obey because she is higher in the hierarchy that he is. This is true even though he has not sworn fealty to her.

If, however, Baron Finther had earlier given him a command to wait there for a visiting dignitary, then Sir Terin could refuse Baroness Darlissa's command, explaining his reason in the process.

A good example of this chain of command can be found in the modern day army of nearly every country. A private who is a member of Company A must still obey orders given by a sergeant of Company B. It is assumed that this power will not be abused or misused.

To summarize then, all commoners (including adventurers) must obey all nobles of any rank, and must obey magistrates, sheriffs, and guards when they are acting in their capacity to make arrests and prosecute crimes. All nobles must obey any nobles of a higher rank provided those orders are not contradictory to orders already given by their lieges. Serious consequences could befall those who do not do so.

Becoming a Noble

Becoming a noble is a goal for many players. Nobility offers many benefits, not the least of which is being in the midst of a number of interesting plots. Nobility also provides in-game power and, in some games, an automatic income.

Because this position provides such benefits, it is not easy to obtain. To become a knight, you will have to prove your worth through a series of tests and challenges.

Being a noble has little to do with your fighting or spellcasting skills and everything to do with your role-playing skills. Stay in character, wear a great costume, and most importantly, act like a noble.

Earning your knighthood is a reward. It's a quest. It's not a right. Take it seriously. All players should respect *you* for all the hard work you did to achieve knighthood even if their character doesn't respect your character.

The Laws of the Land

There is a gray area in dealing with the in-game laws. Because of our modern ideas of justice, we can't use the traditional medieval ways of determining guilt or innocence, nor do we want to. In those days, trial-by-combat was seen as just because the "hand of god" guided the

righteous and made sure the good guy won. Obviously, in a religion-free game as ours this would not be acceptable.

In some fantasy worlds, “truth” spells or other magical means can be used for determining guilt. However, these things cut role playing out of the equation. What need is there of a trial if a simple spell can solve the problem? No matter how smart the criminal, he or she would always be caught, and that’s not much fun.

If you take truth spells and real medieval “justice” options such as trial-by-combat out of the equation, we are left only with role-playing as a way to determine guilt or innocence. We do not have at our disposal fingerprinting, DNA sampling, lie detector tests, or any modern ways of gathering evidence. We can’t even alchemize blood to tell what race the blood came from!

Therefore, absent crimes committed in front of witnesses, our chances of proving a criminal guilty “beyond a reasonable doubt” (the modern standard) are practically nil.

This doesn’t make sense from a gaming perspective. The chance of getting caught and being found guilty must be present in the game for two reasons:

First, the characters who commit crimes need to face a risk for them to have fun. The adrenaline rush and the plot associated with committing the “perfect crime” and getting away with it are exciting, but greatly lessened if the chance of “getting away with it” is too easy. Bungee jumping is exciting too but not so much if you’re only jumping a few feet and know that you have no chance of getting hurt. It would be like only fighting goblins all the time no matter how high level you are.

Without a challenge and a risk, there is no excitement.

Second, and related to the first, the players whose characters try to capture and expose the criminals need to know that they have some chance of success as well. No one wants to feel like they have wasted their time or that they are fighting an unwinnable battle.

Therefore, the legal system in most Alliance games system has to be fair to the players while at the same time (a) making sense in-game given our medieval fantasy world and (b) allowing there to be a chance that characters who commit crimes might actually get caught.

The obvious solution is, especially since we do not have modern investigative tools at our disposal, not to use modern standards.

We instead turn the burden of proof around in dealing with in-game justice.

Instead of the sheriff having to prove a suspect guilty, if there is a “preponderance of the evidence” against the suspect, then the burden is on the suspect to prove his or her innocence. (This is also a lot more historically accurate.)

Here is where the role-playing can come in. The suspect must produce witnesses and evidence to convince the magistrate that maybe the wrong person was arrested or that they didn’t do it.

Think of it as the balancing scales of justice. We can’t put exact numbers on this, but imagine that the sheriff is giving the magistrate all of the evidence he or she has collected. Each piece of evidence pushes the scales farther and farther to the right, indicating guilt. It is practically impossible to amass enough evidence to make the scales tip completely to the right, but once it has tipped more than 50%, it is certainly worth the questioning of the main suspect.

If the suspect has a criminal record or a seedy reputation, the scale tips a little more to the right. (This of course happens in our modern system as well.)

Now the suspect is brought in. If the suspect is a good liar, perhaps the scales can be tilted back to the left a bit. If the suspect has some reliable witnesses with good reputations who will testify on his or her behalf, perhaps the scales tip back a bit more. If the suspect is able to tip the scales back enough so that there is sufficient doubt (not “beyond a reasonable doubt”) then it is likely that the charges will not be pressed.

This is all assuming the suspect is actually guilty. If the suspect is innocent, it should not be too difficult to really produce reliable evidence and witnesses to prove it—unless of course the suspect is being framed.

The bottom line is that your game will include a legal system that provides the greatest amount of role-playing without being unfair to either the accused or the lawgivers.

Transportation

Moving through the fantasy world of Forannis is slow, as it was in the medieval days. Your character may decide to travel between events and see the country, and a good horse or cart can greatly affect your travel time.

Generally speaking, a caravan or single rider with provisions can travel about 30 miles a day cross country. This assumes good weather on good roads. Bad weather and bad or no roads can cut that in half easily.

A single rider dressed light without many provisions can travel maybe ten to twenty more. A messenger pushing a horse can do about 80 miles a day, but the horse will not be good for much use for quite some time afterwards.

A hiker with provisions can travel up to 25 miles without a horse, but there will be plenty of resting the next day.

Traveling by water is similar, depending on the type of ship, the water being traversed, and whether one is traveling upstream or downstream or against the currents or with the current.

Keep these times in mind when deciding what your character does between events.

Economics

You will be earning game money in various ways. You can sell the items you make with your Production Points; you can earn money from your *Craftsman* skill; you can beg, borrow or steal; and of course, you can find treasure on monsters and in modules.

For anything to be valuable it has to be scarce. Diamonds would be worth little if they were as common as quartz. Monetary treasure is limited for that reason. All chapters abide by a strict treasure policy that limits what they can provide per event, based on the number of attendees and their average level.

So what can you do with your money once you earn it? There are a number of things.

First of all, you will always need to pay for spells, potions, armor and other items you can buy from your fellow players. You may also be paying fellow players for Formal Magic rituals to be performed, or for bodyguarding, or for other services.

Some players prefer to save their money for late night gambling sessions in the tavern, or for hiring bards to perform for them or write stories about them.

And then there will almost always be merchants coming through town from time to time selling their wares or holding an auction of magical items.

The Guilds usually have items for sale as well, from ritual components and magic items to spells, potions, and scrolls. And of course, you will have to pay for your resurrections and identifications (usually a gold or so for each).

You may also have to pay bribes to get information you receive, and you may wish to contribute your wealth to a worthy cause such as an orphanage or healing center.

You can also buy items that will help you round out your character history concepts as well as help you with plot submissions, such as horses, homes, ships, and other out-of-play items. These items are meant to be for role-playing purposes only, such as for plot submissions. You will receive a tag for each of these items. You can lend or sell the item to your friends by giving them the tag.

Note that you will not be given a tag for every bloody item you have! We don’t want to have to make tags for every lamp in your house and every stray cat you take in. The tags are for items that could affect your character in meaningful ways.

Following are some of the things you can buy. Your campaign may have other items as well and prices may vary in your game based on local economics.

These items can be purchased at Logistics or through in-game merchants, or may be given as rewards or found as treasure.

All costs are in coppers and are the basic costs for these items. By spending more than the base cost, you can make your item larger, better, fancier, or more to your liking.



Item Costs

Animals

Animals such as horses will help with your travel time. This list is only for trained animals, which of course are expensive.

Riding Horse	300
Draft Horse	400
War Horse	1,000
Dog (Guard/war)	200
Dog (Hunting)	100
Hawk/Falcon	100

Ground Transport

Wagon prices do not include horses or fancy decorations/additions, such as spikes on the wheels or ballista out of the back door or a roof.

Open wagon:	
1 horse	10
2 horses	20
4 horses	40
Covered wagon (cloth):	
1 horse	30
2 horses	60
4 horses	120
Covered wagon (wood):	
1 horse	100
2 horses	200
4 horses	400

Water Transport

Before giving the prices, let us define our terms.

A *Barge or Raft* holds one to two people

and is not seaworthy, but meant for calm rivers only.

A *Small Boat* holds one to three people and can only hug coasts or travel in small lakes. This is basically a small rowboat or a canoe.

A *Long Boat* holds six to thirty people and can travel in harsher waters. A small Viking rowing boat is a good example of a Long Boat.

A *Small Merchant Ship* holds twelve to eighteen people plus cargo. It will usually have sails.

A *Large Merchant Ship* holds 24 to 36 people plus cargo. It will definitely be a sailing ship.

Remember, the pricing does not include additions like ballistas and harpoons, nor does it include a crew.

Barge/Raft	10
Boat, Small	200
Boat, Long	600 - 3,000
Merchant, Small	6,000
Merchant, Large	12,000

Housing

These prices and the descriptions are the absolute minimum. They can be augmented to include extra rooms, more towers, artwork, secret passages, etc. These prices do not include any furnishings other than the bare minimum.

A "keep" is defined as a small castle with 10 rooms, 4 guard towers, a small moat and a drawbridge. You can build from there.

Players who buy houses might wish to submit floor plans and other descriptions to the Plot Committee.

Wooden

3 room cottage	1,500
Additional room	500

Stone

3 rooms	3,000
Additional room	1,000

Keep

25,000

Hirelings

NPC hirelings can sometimes be obtained at the rate of their *Craftsman* level of proficiency.

For example, if you wish to hire someone with the skill *Craftsman: Artisan 1* to paint your portrait, it will cost you one silver per day—the same as a player character would make per day for their craftsman skill. If you want to hire Michelangelo with *Craftsman: Artisan 30*, then it will cost you 30 silver pieces per day. The more talent, the more you have to pay. Materials are not included.

Hirelings will *never* have Production Point skills or spellcasting ability. Such items and spells must be acquired in-game.

Note that availability of these hirelings is determined entirely by the Plot Committee. If you want to hire 100 miners to search for gold, but only 23 are looking for work right now, then you will just get what is available. And there is no guarantee that they won't keep some of the gold for themselves, either...but then, without conflict, there is no plot!

The Alliance Code of Conduct

The “Good Sport” Rule

There is an underlying principle behind all of the many rules in this book. This “prime directive” is actually very simple: We expect you to be a good sport.

Some PCs have taken advantage of the rules, bullied other players, and made the game not fun for others and then claim in their defense “Hey, I haven’t violated any rules and besides, it’s all in-game.” This is *not* good sportsmanship.

The idea here is that you should play your character concept, whether good or evil, while at the same time keep the good of the game and the interests of your fellow players in mind. Don’t be a bully. Allow everyone to have fun.

No Cheating: The Alliance LARP system is set up to allow players to have as much freedom as possible, able to do things without supervision. We rely on the honesty of all players in order to make it work.

Therefore, we take cheating very seriously and take action against players who are not taking their damage, using spells and items they don’t have, or otherwise are ignoring our rules.

The way to make the system work best is through peer pressure. You, the player, need to watch other players to make sure they are obeying the rules and you need to check up on it and report it if you think they are not.

The Alliance LARP is basically a club, with membership fees and member requirements. You don’t have a “right” to play our game. If you are violating the rules or the Code of Conduct and are ruining the fun of other players, then we can prohibit you from playing.

Spirit of the Rules

Remember that in all cases where there seems to be a conflict, it is the spirit of the rule and not the literal meaning of the rule that should guide you.

If you find a loophole in a rule that obviously goes against the rule’s intention, then you should bring this to your local Rules Committee. Knowingly trying to take advantage of this unintended loophole is cheesy at best and could be considered cheating at worse if your interpretation is gravely in contrast.

If there is a dispute over a rules interpretation between players, a marshal should be called to act as an arbitrator. When dealing with a marshal or other game representative, you can help by presenting your case calmly and by answering all of the marshal’s questions as directly as possible. Once a decision is made, play along



with it and don’t question the marshal’s ruling—the marshal may have been aware of facts unavailable to you or may be making a decision based on what was intended by the rule.

If you feel the marshal’s decision was incorrect or unfair, you may bring this to the attention of an adjudicator after the event. You must announce your intention of adjudicating before either the end of the event or before resurrectoring in the case of a death. All adjudications should be submitted in writing within a month of the incident.

Do not nitpick on the details of the situation—understand and follow the intent of the rules. If you play fair and be considerate of everyone else’s enjoyment of the game, your comments will be taken more seriously and will be better respected.

Checking Tags

If someone seems to have extraordinary powers, you have the right to challenge them for proof of what they claim. No one should have an item or a power that is not documented somewhere. If the person you challenged cannot produce a tag, monster card, character card, or other official proof of the powers, then the abilities do not exist. You are not required to accept anything that is not documented.

Checking tags and skill cards is a necessary part of the game and should be done even if you trust the other player. Even our most experienced players have been known to make mistakes about which skills they have, how they are used, and whether they have used up that skill that day. By always checking, these mistakes can be limited.

You should not accept skills or effects that are not in this book without proper authorization. For instance, if a monster hits you with

the call, “Two Disintegrate!” you have the right to refuse to accept that call since there is no “disintegrate” in this book.

With all that said, let us point out that there may be exceptions to all of this. If a marshal is present and overseeing the encounter and explains to all what the powers are, then you should accept the word of the marshal.

For instance, there are no specific rules here for magical portals that can transport you through space and time, but you may still run across them in your game, controlled completely by the local Plot Committee.

There may also be special powers that are unique to your particular event. However, even these special powers must always be documented.

Example one: Terin is walking along the road when suddenly a monster jumps out and throws a packet at him, saying “Arcane True Sight!” The monster then disappears. The NPC then hands Terin an official document from the Plot Committee which explains that he now has the ability to tell whether any monster in town is actually a doppelganger. The documentation is signed by the proper person in charge and explains exactly how the skill works. Whenever Terin uses this skill, he must show the card to whoever asks.

Example two: At the start of the event, the Plot Committee announced out-of-game that the players may meet some monsters which call out “ennui” as damage. They then explain exactly how players are to react when hit with this call and what can defend against it. They then provide a write up so that anyone who encounters such a monster when there are no marshals present can check the documentation to make sure there are no disputes.

Note that any such attack, skill, or power which does not exist in this book does not transfer from one chapter to another without express permission from both chapters.

Regulated Behavior

Arguing with marshals over rules calls. PCs who constantly argue with marshals over every rule call or who constantly try to worm information out of a marshal are not playing as good sports. This is not to say that every marshal is always right, nor that you don’t have the right to disagree with a marshal’s ruling; only that excessive arguments will seem like poor sportsmanship. Keep your disagreements reasonable and keep your voice down, and if you disagree with a ruling, file an adjudication later.

Breaking Character. This includes PCs who don’t even make an attempt at a costume, continually talk out-of-game, walk through the game out-of-game and talk to other players who

are in-game (even if they have a white headband on), smoke in non-smoking areas, and otherwise show no respect for the PCs who are trying to stay in-game.

Threatening, taunting or teasing other PCs out of game. Once the game is over, your character's feelings should be over too. Saying things OOG to other players like "When we're in game, my PC is going to murder your PC over and over until you don't resurrect any more" falls under this category. This works both ways and also includes the victims. Whining and complaining about what happened to your character and bothering the players who did it to you is just as bad. *It's just a game.*

PC Bashing. This is a tough call. Generally speaking, PC bashing is when a character kills a much lower level character for no real in-game reason other than "I felt like it." This really doesn't happen that often in this game, fortunately. Most PC to PC deaths do have a reason, even if the reason was minimal ("I don't like him; we've been arguing for months and I wanted to teach him a lesson"). PC bashing refers mostly to cases where a powerful PC kills a low level PC just because they can.

There is no challenge in it, no sport, no reason, and, like the bully who beats up the little kids on the playground, is a sign of immaturity. We don't need that kind of attitude in this game.

Plot Bashing. Generally speaking, there is nothing wrong with your character trying to "destroy" the plot. For instance, if you and your friends decide to help the evil bad guy open the rift and destroy the entire city, more power to you. The game is designed to be open-ended enough so that it is not always clear whether the good guys or the bad guys will win.

"Plot Bashing" refers to PCs who bash plots for no in-game reason, much like the bullies who PC Bash.

For example, a group of PCs are about to go on a module that is specifically for them (a follow up to a plot submission or a character history) and a Plot Basher who doesn't even know the PCs comes along and kills the hook or otherwise prevents the PCs from going on the adventure and having fun. It's another form of bullying that we don't need.

Props Bashing. OK, maybe "bashing" isn't the right word. Generally, this refers to PCs who hog the props we give out, preventing us from recycling them and costing us real money to replace them.

For instance, some players have decided that they hate getting copper pieces as treasure, so they hoard them, thus preventing the money from circulating, thinking that this will prevent monsters from giving them out. Unfortunately, we need coppers in-game to pay for Production Point items and for other minor things, so what happens instead is that we have to order



more coins, thus using up real money that could have been spent elsewhere.

Gossiping. Gossip can ruin our game. Hearsay and innuendo are not wanted.

If you think someone is cheating or meta-gaming, don't whine and complain to your friends about it—report it to a marshal! And if a marshal comes to you and asks about a possible cheating situation, please cooperate and don't take it personally.

If someone makes an accusation against someone else in your presence, ask "How do you know that?" If they have firsthand information, ask "Why haven't you reported this to a marshal?" If they don't have firsthand information, refuse to listen to them.

Only by working together and trusting each other enough to give each other the benefit of the doubt can we keep this game running fairly for everyone.

Not reporting violations. If you know of someone who is cheating, you should immediately report this to a Marshal. Failure to do so only allows it to continue, impugns your own honor and integrity, and is considered a violation of the "Good Sport" rule.

Sexual Harassment or other forms of Discrimination. This is pretty obvious, and is a direct violation of the Code of Conduct. No one in our game is to be harassed or discriminated against based on race, sex, sexual orientation, country of origin, or religion.

The bottom line is that we are trying to run a fair, fun game for as many players as possible and this requires PCs to respect other PCs.

Regulated Items

Alcohol and drugs. Neither alcohol nor any drugs that affect your ability to participate are allowed at any Alliance event. This includes

alcohol in the parking lot or anywhere on the premises, even before the game begins; nor can you go offsite to drink and then return to play.

Note that this also includes prescription drugs which may limit your ability to react or think clearly. You need to be of a clear mind to play or else you may be placing the safety of others in jeopardy.

We will remove any member who we suspect is intoxicated or high.

Real Weapons. If you bring a real weapon into a game, you will be told to put it away. Real weapons can never be carried on your person. (Swiss army knives, small thieves' tool knives and other such devices are acceptable.) Daggers may be carried for eating/utility purposes, but they must be "peace bonded" (tied in a sheath) when not at the table.

Smoking. Smoking is only permitted in designated smoking areas. This is for the consideration for the other players, for fire safety, and because it takes away from the medieval feel of the games. Carrying an unlit pipe and pretending to be smoking it is allowed.

Torches and Flames. The rules on candles, torches and flames vary based on each site's rules. They are generally not allowed, but there may be exceptions, so check with the game before lighting any flames. Even if allowed, flames are never to be left unattended.

In order to use a flashlight for in-game purposes, you must have someone cast a *Light* spell. The flashlight must be diffused by either taping a cloth over the end or using a red filter and must be pointed towards the ground or up in the air. A flashlight can never be pointed near or at a person's face.

If you want to use your flashlight to represent a candle or a small torch, you must have in your possession somewhere a real candle or torch that the flashlight represents.

It should be noted that flashlights are highly discouraged, as they distract from the medieval feel of the game. Camping lights that look like lanterns are a much better choice.

Liquid Light elixirs are encouraged and are usually represented by chemical light sticks.

Matches exist in the world of Fortannis so that you do not have to bring flint and tinder with you everywhere. Lighters are discouraged but can be used to represent flint and steel.

Anachronisms: Some anachronisms cannot be avoided (glasses, modern shoes, etc.). However, please make every attempt to avoid modern trappings whenever possible. Don't talk on your cell phone during the game, and keep your soda cans and candy wrappers hidden away in your cabin.

You are not allowed to use modern electronic gadgetry such as infrared seeing devices, electronic listening devices, or any other technological anachronistic mechanism. In effect, by using these things, it's as if you have a powerful magical item and it would hardly be fair to the rest of the players.

Players should if at all possible refrain from wearing modern wristwatches or should at least cover the watches with wristbands or bracers. In addition, if you do wear a watch, remember that you are not allowed to look at it when on a timed module unless you have purchased a timepiece in-game and have the tag.

The Hold Rule

This is the single most important rule in this entire book. Read it and take it to heart.

Anyone who sees an unsafe situation happening or about to happen can call a Hold in a fight. "Hold!" should be yelled so that everyone in battle can hear it—otherwise, it may be followed by another flurry of swings. When a Hold is called, stay exactly where you are and drop to one knee. Do not look around you or talk to people about anything not connected with the Hold. This is not a time to study someone and see if they are an NPC or a PC, nor is it a chance to look behind you and see if anyone is sneaking up on you. Please play fair and try not to gather information while the Hold is being sorted out.

You can use this time to update your battleboard or check your item tags. You can also pick up spell packets from the ground or from your pouch as long as you return to your original spot before the game is resumed.

When the reason the Hold was called is resolved, then the person calling the hold should call a Lay-on. First, ensure that everyone is ready to resume play, then call, "Three . . . two . . . one . . . Lay-on!"

A Hold can also be called for excessive zeal on the part of an opponent. The infraction should be reported to a marshal. Repeated complaints will get a player removed from combat.

A Hold can also be called if you are unsure about a rule that has an *immediate* effect on the battle. *Do not* call a Hold for minor rules clarifications; usually you can just ask someone while the battle rages on around you. "How much damage does that do?" and questions of that sort are encouraged. Holds should be rare.

Understand that the game rules have been written in such a way to try to prevent Holds from being necessary except in rare out-of-game situations. Do not abuse this rule.

Collecting treasure or adjusting your battleboard are not legitimate reasons for calling a Hold. Bookkeeping should be done after the battle is over, not during it. If someone is claiming to have an outrageous amount of



power that you cannot believe, please wait until after the battle is completed to question it. If the person was wrong or was cheating, a marshal can be called and, if necessary, an adjudication can be requested.

If you see a crowd of people kneeling down, then they are probably in a Hold. Do not approach the group until the Hold is over.

Out-of-Game

When someone takes themselves out of the action for their own convenience, they are out-of-game. In order to go out-of-game, you should wear a white headband. This signifies to others that your character is not there. Please do not abuse this!

Bathhouses or similar facilities are out-of-game. You may not, however, run into one if monsters are chasing you. Anyone traveling to and from the showers may be out-of-game if they so choose. If they are out-of-game, though, they should have no game items on them and should be wearing a white headband.

Out-of-Game Items

If you go out-of-game during an event, then any items you were carrying also go out-of-game (because in-game, your character has traveled beyond the borders of the gaming area). You may store these items in the approved out-of-game area in your cabin (such as under the bed) but once you return in-game, these items must be carried or placed in an in-game area.

You cannot store in-game items in out-of-game areas when you are in-game and then retrieve them during the event. All items which you wish to use during the event must remain in-game whenever *you* are in-game. You cannot lock them in your car, then go out-of-game to retrieve them, claiming that you were traveling to another area in-game where you had the items hidden.

It is possible to hide items in areas that

are beyond the borders of the gaming area, but you must have Plot approval to do so beforehand.

For example, Terin finds the Legendary Wand of Noonah and wants to hide it to make sure it is not stolen before he can use it next month in the war against the hobgoblins. He goes to the Plot Committee and says "I want to go out-of-game to hide this in my house out in the country until the next event." The Plot Committee may say yes, but then decide that the house is broken into and the item stolen. (Why should your house out in the country be safe from thieves while your lodging in-game during an event not be?) The Plot Committee might also say no for other reasons, including logistical ones. ("Let's see the tag showing that you have a house in the country. No tag? So sorry.")

The point is that when you decide to lock your items in your car or to hide them in out-of-game areas, you are preventing the plot from progressing logically. You have taken a piece of the game out-of-game, unable to be obtained by any other player, and your decision could affect the game in many ways.

In essence, you are cheating because you are using out-of-game means to accomplish something in-game.

On-Line Role-Playing

The Alliance web page is located at www.AllianceLARP.com. You should check there often for the latest news. There is a Bulletin Board where you can ask questions you might have or just talk about your favorite events.

There are also in-game sections of the Bulletin Board where you can discuss IG issues and post notices.

When leaving messages or discussing things in-game on line, understand that these discussions can affect the plot that can later occur during a game.

Here are some rules for participating in these on-line conversations:

1. In-game, when your character sleeps, he or she can enter this “dream world” and communicate with others who may be many miles away. Whatever your character says or hears in this world can affect the live action game world. Players are allowed to use whatever information is obtained within these conversations later when they meet live. This also allows players from all campaigns to discuss their plotlines, no matter how far away they may be.

2. Characters may not act anonymously or with a false identity without prior permission from their home chapter’s Plot Committee. Characters must always sign their name to posts made to these lists. This is very important because many players have more than one character. If the Plot Committee can’t tell what character posted the message, then it didn’t get posted in-game. Any intentional misuse of anonymity or a character’s identity may result in your immediate removal from the Bulletin Board and consequences for your Alliance membership. Doing this may be considered cheating.

3. We want to encourage online communication in general but disallow communication that would allow a character an unfair advantage; for example, if your character has been kidnapped and is being held prisoner somewhere, you can’t go online and post a message saying, “Here I am in Greystone, come get me!”

4. Remember that this is *not* an online game. It is an in-game Bulletin Board where messages can be posted. You cannot see anyone there, so don’t ask “What do I see?” or type something like “An elf in chain mail walks in the door.” There are no battles that can take place in this dream world, and if you have never met a character who has posted something, you will have no idea what that character looks like.

Basically, the bottom line is that this is for information exchanging only.

Finally, please understand that we do not wish to police any of the boards or mailing lists. Just keep in mind that this is a *live action* game which takes place at the events. The on-line chats are there to enhance your role-playing fun and not replace them.

Email can also be used as a way for you and your friends to submit plot write-ups and decide what your characters are doing between events. You can decide to travel to some other place or meet with other characters and even have adventures (of course, no XP or treasure can be rewarded). Contact your local Plot Committee for details.

What you *can’t* do is expect the Plot Committee to follow up on such things if they are not privy to the information. If it’s not copied to them for approval, they reserve the right to ignore it and say, “That didn’t happen.” Please understand the Plot Committee never wants to have to say that, but will in certain circumstances.

Infractions

Infraction warnings may be given by a marshal when a dangerous situation is observed.

Warnings are given to inform players of their actions in an effort to improve a player’s attention to becoming a safer and better player. They are not given to humiliate or embarrass a player but merely to make everyone more aware of the requirements of the game.

Infractions are classified into Combat Infractions and Role-playing Infractions. There are two specific types of Combat Infractions: Dangerous Combat Infractions and Illegal Combat Infractions. These may also be seen as forms of cheating, especially if they reoccur. Even individually, they may be considered as grounds for disciplinary action.

Dangerous Combat Infractions

A Dangerous Combat Infraction is anything that results or could result in an injury to a player.

Dangerous Combat Infractions include:

Throwing packets too hard in such a way as to result in personal injury

Charging

Shield bashing

Use of a weapon that has not been safety checked

Use of packets that are too large or filled with illegal packet materials

Dangerous acrobatics which may harm others (sliding, rolling towards players, not paying attention to others around you)

Hitting too hard with a weapon

Striking opponents at full combat speed and strength while they are known to be incapacitated (webbed, paralyzed, etc.)

Repeated or deliberate striking of illegal areas (head, hands, groin)

Throwing items in anger

Screaming at other players, intimidating or dangerous behavior

Illegal Combat Infractions

Illegal Combat Infractions are behaviors and habits that are explicitly indicated as incorrect in the Rule Book, but typically are not performed intentionally. They do not cause a risk of injury, but are mistakes that can affect the game significantly. Examples include:

Failure to finish an incant before releasing a packet

Failure to call damage clearly

Failure to use a 45 degree arc when swinging, or swinging too quickly (machine gunning)

Failure to call off defenses within the designated time

Not taking attacks, or failing to properly take effects

Casting scrolls, using potions, or otherwise using items for which you have no tag and/or no physical representation

Using scrolls incorrectly, with or without proper light

Role-playing Infractions

Role-playing Infractions are not as common as Combat Infractions, and only apply when there are blatant violations which harm the atmosphere of the game to such a degree that you are ruining the fun of other players.

Examples include:

Talking loudly about OOG things in an IG area

Smoking in a prohibited area

Not wearing the appropriate costume (for example, wearing jeans and tennis shoes)

Refusing to role-play effects upon you (for example, walking away yawning while under the effect of a Fear)

Role-playing your race incorrectly or not wearing the required racial makeup and/or costume

We’re not here to be your drama coaches and you will not be punished for “bad acting.” The purpose of this is to ensure that you show respect to your fellow players and not destroy their game enjoyment.

Adjudications

In any game, especially one as complex as a live-action role-playing game, rules mistakes and misinterpretations are always an issue. Because of this, the Alliance has the policy that any player may ask for an adjudication of IG results of such problems.

Such adjudications must be written up and turned in to the Rules Committee of the game where the incident occurred within 30 days of the incident. Occasional exceptions to the 30-day rule are allowed, such as when the player was not aware of the rules question until a later date. Adjudication requests should include a complete description of the incident, the people involved, and the contested result.

Once submitted, the Rules Committee then either makes a decision or chooses other staff members to decide if a possible bias is present (for example, if a Rules Committee member was involved in the incident). The player is then informed of the ruling, and the situation rectified.

Because of the nature of the game, the original event is never “deleted”—Plot events are often used to explain the change in the final outcome. For example, if your character died her permanent death and then had it adjudicated, the Plot Committee will write some way for your character to return to the living without having to make everyone else in-game pretend that the death “never happened.”

Note that adjudications are for *rules* violations and misinterpretations, not plot decisions. You cannot adjudicate because you think that the Plot Committee didn’t scale the encounter properly or because you thought the puzzle they wanted you to figure out was too hard.

Races

The human race is not the only race in the world of Fortannis. There are many mythical and unusual races, such as elves, dwarves, hobblings, sarr, and other more exotic races. Within each race, there are various cultures that define the race even further. This provides for the widest possible amount of character development.

Playing your race means knowing and understanding your race's culture and society in your particular campaign. (Not all elves are alike any more than all humans are alike.) Some races have their culture based on certain societies in our own world and other races are purely fantastic like sarr or hobblings. Others are based on popular mythology or folklore. Other races such as the biata have been created from scratch, providing a unique aspect to our game.

Descriptions of each race follow. There are more detailed "race packets" available to download from the Alliance Bulletin Board, and your local campaign will have information on the local culture(s) of that race.

Make up Requirements: If you wish to play one of these races, you must wear the appropriate makeup to distinguish yourself. All exposed skin must be covered with the appropriate makeup. If you don't want to paint your hands, gloves are a good substitute.

Any props (such as elf ears) must be worn at all times, even under a hood or when hidden by hair. You cannot use makeup to represent biata eyebrows, high ogre and high orc teeth, or hobbling sideburns. If you have a real beard and wish to play a dwarf, the beard must be braided so that it is clear you are a dwarf and not just a bearded human. (If your beard isn't long enough to braid, then you will have to wear a fake beard over your real one.)

The rules were specifically designed to take into consideration the relative discomfort and bother these things will give you and to compensate you accordingly with beneficial skills and plot for your race.

Thus, if you want the benefits of your racial skills, you must take the disadvantages (which include the make-up) as well. You cannot be a biata without feathers or a high orc without protruding teeth. You must not only *act* the race, you must also *look* the race. If you do not, you will not be allowed to continue playing the race and will be forcibly changed into a boring human.

You cannot wear makeup to disguise yourself to appear as a race you are not, nor can you act in such a way as to mislead others as to your race. If you are not playing a barbarian, for instance, you cannot dress, talk and act like one.

Role-playing requirements: We expect you to play your character's race properly. High orcs should be slow witted, barbarians should act uncouth, and dark elves should shun the sunlight whenever possible.

You must abide by your racial characteristics. You cannot write your history to be the "outsider" of your race and be the one barbarian who is a elocution professor, the one selunari who is quiet and shy, or the one biata who hangs out in the Mages' Guild.

There is no such thing as a true "half" race. If your character history has your father as an elf and your mother as a biata, that is fine, but you can only take the attributes of one of those races. You can tell everyone you're "half elf/half biata" if you want, but in our game, you are one race or the other. You must then take *all* the advantages, disadvantages and physical characteristics of that single race and *none* of the unique characteristics of the other. It should always be very clear to everyone exactly what race you are.

Nor can you be raised by another race and thus take on the characteristics of that race. A hobbling raised by barbarians will still act, look, and dress like a hobbling. After all, a dog raised in a house full of cats may become more tolerant to felines, but he will never meow or ask for a saucer of milk.

Remember, the Alliance uses the word "race" differently from the real world meaning. Races in the game are unique species, evolving (or being created) in vastly disparate ways. They are not merely minor variants of the same creature. A biata is not a human with feathers.

These role-playing rules are put in place to allow players to make assumptions about the races. When you see someone wearing pointed ears, you know that they may have certain abilities such as *Resist Command* and that may change your strategy with dealing with them. You can conclude that every biata you see will dislike celestial magic and every dwarf will appreciate and study well-made weapons. Every race must act like and be identifiable as that race by all other players. By adhering to racial characteristics, this fantasy world of ours becomes much more real.

This adds up to more fun for you as well. By playing your race properly, other members of that race (and the NPCs of that race) will be more willing to role-play with you, get you involved in their plots, and otherwise include you in the goings-on of that race.

The chart on the next page gives a brief overview of the advantages and disadvantages of each race. It does not list makeup and prosthetic requirements as disadvantages because they are not "skills"; however, they are definite requirements.

Humans are not listed here because, in essence, they are the default race. Humans have no advantages over the other races, but then again they have no disadvantages either. If you are playing a human, you never have to worry about whether you are playing your race correctly. Since you've been a human in real life for so many years, you're pretty good at it by now!

Monster Characters

Many players have the dream of playing monster characters as their PCs. The thought of playing a goblin PC or werewolf PC or vampire PC can be lots of fun for the player, but is not allowed by the Alliance rules.

The Alliance game system is designed to be fairly balanced between all of the classes. Monster abilities were never meant to be given to players, because it would certainly throw that balance off.

PC "monsters" only foster unwanted conflicts between players. PCs playing these monsters are bound to be attacked or hunted down by other players, and the hard feelings that erupt from players who are trying to play true to their monster form often turn into out-of-game arguments.

PC verses PC conflicts are important to the game, but when one PC is seen as having an unfair advantage due to powers that cannot be achieved by other PCs, then the OOG arguments ensue.

Most importantly, it should be noted that monsters are all controlled by the Plot Committee. This allows us to monitor and properly scale events to make sure that the challenges out there are proper for the level of the player base. It also allows us to decide when NPCs are to enter the game and how they will act, and when to pull them if things are getting out of control or if the direction of the game needs tweaking.

PC monsters throw all that out the window, because unlike NPCs, PCs have free will. With PC monsters out there, the Plot Committee spends all its time trying to deal with these wild cards instead of running its own plots. (Believe us, this is not just a worry; it's based on experience. We've learned from our mistakes in the past.)

If you become cursed to turn into a vampire or werewolf in-game, you will be completely under the control of the Plot Committee for the time when you are cursed. You will only be allowed to change into your new form when the Plot Committee tells you. Once changed, you are a temporary NPC under the control of the Committee and must act as the Plot Committee instructs you, even if it is harmful to your character.

RACE	ADVANTAGES	DISADVANTAGES
Barbarian	+2 Body Points to start Resist Element: 3 BP Resist Fear: 2 BP	Double cost for Read and Write Double cost for Read Magic
Biata	Break Command: 2 BP Resist Command: 4 BP Mental Abilities	Cannot use Read Magic
Dark Elf	Resist Command: 4 BP Resist Magic: 5 BP Half cost for Archery	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword
Dryad	Resist Binding: 4 BP Half cost for Herbal Lore	Maximum Armor: 2 per location Can only use Blunt weapons, Staff, Thrown Weapon and/or Bow
Dwarf	+1 Body Points to start Resist Element: 3 BP Resist Poison: 4 BP -1 cost for Blacksmith	Double cost for Read Magic Cannot use Two Handed Blunt Cannot use Two Handed Sword Cannot use Polearm or Staff
Elf	Resist Command: 4 BP Half cost for Archery	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword
High Ogre	+2 Body Points to start Racial Proficiency: 10 BP Resist Necromancy: 4 BP +2 Body Points to start	Double cost for Read and Write Double cost for Read Magic
High Orc	Racial Proficiency: 10 BP Racial Slay: 6 BP Resist Fear: 2 BP	Double cost for Read and Write Double cost for Read Magic
Hobling	Racial Dodge: 10 BP Resist Poison: 4 BP Half cost for Legerdermain	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword Cannot use Polearm Cannot use Staff Cannot be a Fighter
Mystic Wood Elf	Break Command: 2 BP Resist Command: 4 BP -1 cost for Craftsman	-1 Body Points to start Must buy one Craftsman skill per level (up to 5th level)
Sarr	Claws: 8 BP Racial Assassinate: 4 BP Resist Poison: 4 BP Scenting Ability	Cannot use Archery Cannot use One Handed Blunt Cannot use Two Handed Blunt Cannot use Staff Cannot use Thrown Weapon Cannot use Waylay
Selunari	Selunari Curse: 2 BP	
Stone Elf	Break Command: 2 BP Resist Command: 4 BP Half cost for Archery	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword
Wylderkin	Mental Abilities Any two racial abilities Scenting Ability	Double cost for Read and Write Double cost for Read Magic

Barbarian

Barbarians come from nomadic tribes and are unused to “civilized” society. They are a very superstitious lot and may often perform unusual small ceremonies to rid themselves of a “curse.” (“Oh-oh! Seven hobblings just crossed path! Bad luck! Now I must walk backwards for an hour!”)

This is not to imply that barbarians are stupid—they are merely uncultured and somewhat primitive.

Barbarians do not refer to themselves as such, and usually take being called a “barbarian” as an insult.

Barbarian society is one of living harmoniously with the earth. They tend to be nomadic in nature, following the great migrating herds of wild beasts that are the sources of food, clothing, materials and shelter for their people, or, during harvest season and the first melt of snow,



in their famous longships, raiding the coastline. They erect longhouses in their permanent winter camp and live in large tents or temporary huts during the warmer nomadic seasons. Hunting, fishing, and surviving in the wilderness are the way of life for barbarians.

Some barbarians are “berserkers” who, in the heat of a fight, go a bit mad with battlelust. This is a role-playing aspect of being a barbarian and provides no in-game benefits or skills. Once the battle is over, the barbarian will spend some time calming down and may be unable to do much more than sit still for a while.

Barbarian tribes are often very competitive and not too friendly with each other. Leaders are usually chosen by their battle skills. These tribes are very earth friendly and usually do not like celestial magic because it is “not natural.”

Barbarians generally fear and distrust celestial magic and will dislike having celestial protective spells cast upon them.

Honor plays an intrinsic role in everyday barbarian life. Every member of the tribe, from the aristocracy to the common folk, has what is called an Honor Price. An Honor Price is the value in cattle or gold of a person according to status within the tribe. Crimes against a person are dealt with by the offender paying the Honor Price of the victim to the victim or the victim’s family. Otherwise, criminals are dealt with as the tribal leaders see fit.

The ancient system of justice known as the Honor Price is used only for serious crimes, such as murder against an individual.

Oaths are very sacred and important things in Barbarian society. They are never made lightly. Once given, an Oath is kept or the barbarian faces shame and is marked as honorless by the tribe. Each village, tribe or traveling group of barbarians possesses an iron ring that is considered sacred and is known as The Oath Ring. Oaths are sworn on it and must never be broken, for it is the highest form of oath making. The Oathmaker takes hold of the ring and swears her or his oath.

Hospitality is also highly valued among Barbarians and part of one’s honor is determined by their hospitality. Barbarians consider it bad form to refuse a traveler shelter and food, even an enemy, and will not bring any harm to that person while under their roof. Though the next day, after breakfast, it is quite acceptable to ask that person to leave.

Barbarians have the same life expectancy as a human. In order to be identifiable as a barbarian, you should talk poorly, dress in furs, and otherwise look primitive. Decorative face paint may also be applied based on the barbarian’s local customs.

Barbarians are very strong and thus start off with two extra Body Points. Their hardy constitution allows them to buy the skill *Resist Element* and their fierce heritage allows them to learn the skill *Resist Fear*. They have to pay double for *Read and Write* and *Read Magic*.

Biata

Legend says that biata were created by gryphons from stone elves, and biata certainly have characteristics of each.

Remember that gryphons are half eagle and half lion, so don’t go thinking that biata are simply cute little budgie-people. Whatever birdlike qualities they may have come from birds of prey, which are imposing indeed.

All biata have feathery eyebrows and often grow feathers in their hair as well. Sometimes, older biata may also grow one “claw.” This claw is decorative in nature and cannot be used as a weapon; it is merely a feathery glove with long claw-like fingernails.

Biata tend to be very orderly in their philosophy of life—they always act with a purpose.

They will not do things “on a whim” and are always working towards some goal. Biata never see themselves as performing “bad” or “evil” acts; they feel that the things they do are necessary for a greater good. That greater good may be the ascension of that biata to a position of power so that some deed or deeds may be performed, but it is never for the sake of chaos or power itself. There *always* is a reason.



Biata have a strong sense of secrecy with regard to all things that relate to their racial heritage. Their traditions are held highly sacred, the details of which are never shared with other races. To do so would be an extreme disgrace, with dire repercussions for those with loose lips. This is somewhat perpetuated by a biata sense of superiority and personal honor. While not having to be snobs, all biata view their race as a higher life form than others. Close behind would be other long lived races, like the elves, but their celestial nature tends to lead to obvious problems.

Another role-playing perk is that biata don’t get drunk off of alcohol. They do have a weakness though—sarr may have mint, but biata have (believe it or not) fudge. It acts as both an intoxicant and/or an aphrodisiac depending on how you want to play it. Remember that *Intoxicant* elixirs will work on everyone, no matter what their race.

Each biata carries with them at all time a small hematite stone which “records” their memories. When they die, the stone is taken to a large “homestone” watched over by the biata elders of an area, and the memories can then be viewed by others visiting the homestone.

Biata feel that certain colors represent emotions, and this is based on the fact that the colors of a biata’s feathers relate to the biata’s individual personalities. The colors can change over the years as the biata’s personality changes, and a biata may have more than one color feather at a time, but no more than three.

Black: stubbornness / lawful
Blue: tranquility / passive
Brown: isolationism
Gray: neutrality / shy / passive / kind
Green: hatred / jealousy / cruel
Orange: rigidity / firm emotions
Purple: calculating / serious
Red: anger / fierce emotions / mood swings
Tan: mercenary
White: mischief / lust / impulsive
Yellow: love / honesty / trust

Having celestial protective spells cast upon biata causes great discomfort. Many will refuse to sleep behind *Wards* and will not use celestial magic items. Biata who accept celestial magics or sleep behind celestial protectives find that other biata will shun them, and may find that their ability to use their mental skills will stop working temporarily until they cleanse themselves from the celestial taint.

Biata live a very long time, like the stone elves from which they are descended. Biata, like stone elves, have spent years honing mental skills and as such can perform certain mental mind abilities. These abilities are all completely role-playing in nature. For more information about these skills, see “Mental Abilities” on page 74.

Biata can buy the skills *Resist Command* and *Break Command*. Biata are attuned to earth magics and as such, cannot learn *Read Magic*.

Dark Elf

Dark elves are a mysterious race that mostly live underground, shunning sunlight. When role-playing a dark elf, you should feel uncomfortable in the bright daylight and should prefer traveling at night.

Dark elves have jet black skin, white or silver hair, and pointed ears. They rarely socialize with other races and keep to themselves, generally considering themselves to be superior to all other races.

The primary requirement for the dark elf is a dedication to honor. Their laws and culture are based around this concept in very rigid and labyrinthine ways, and are largely incomprehensible to the other races. Once their word is given, or a promise made, a dark elf will stick to it to the letter. Because of this, they do not give their word lightly. Swearing upon their honor, or particularly by the honor of their family, is the most solemn of dark elf oaths.

This does not mean that dark elves cannot lie. What is important in the consideration of honor is the intent and the result that the dark elf is trying to achieve. In their opinion, there are times when lying is the honorable thing to do, considering the result that will come.

Dark elves are absolutely certain that their race is superior to all others, and they display absolute dedication to the protection and furthering of their race. This does not mean that dark elves treat other races unfairly—just never as equals. Dark elves often ally with other races

and so treat them with honor appropriate to that relation. Regardless, dark elves will never betray their race or prefer another race to their own if there is ever a choice.



Photo courtesy of Creative Crossroads

When dark elves are outside of their own lands, they do their best to follow the local laws rather than to bring dishonor upon themselves and their family.

Dark elves do not fear death. To them, an honorable and sometimes “beautiful” death is as important as a well-lived life. Many people misinterpret this attitude as meaning that dark elves throw their lives away, or love death more than they love life. This is not the case; they simply put as much care into the manner of their death as they do in every other aspect of their lives, and they do not understand why other races seem to fear such a natural and inevitable event.

There are occasions where death is preferable to life. One of them is when a dark elf has disgraced himself or herself in some way. True remorse followed by a brave and formal suicide can do much to revoke some of the grievances caused by the individual’s life, or at least make the best of a bad situation. Also, if a very heroic act will result in death, particularly if it benefits the dark elf race as a whole, a true dark elf will embrace the opportunity as they will find no better or more glorious end to their lives. Again, this is not the same as wandering through life hoping to die and dwelling upon the idea of death.

Although dark elves appear to be serious and dour much of the time, they are not without a sense of humor. They are not flighty and jovial, but they are passionate and when something does amuse them greatly (usually things other races might consider sick or weird), they will laugh. Some races say the laughter is even worse than their usual dour demeanor. In the same token, they are quite capable of sorrow,

although it is considered excessive to weep too much. It is a sign of weakness if a dark elf allows him or herself to be completely overcome by emotion.

Dark elves as a whole admire beauty, but the things they consider beautiful do not always appeal to the tastes of other races. Silence, the dark, jagged or sinuous lines and unsettling colors appeal to their aesthetic senses. Things that seem particularly ‘appropriate’ to their culture, whether actions or music or clothing, are considered beautiful even if they might otherwise seem strange or violent to others.

The sun is uncomfortably bright to this race, although it does not damage them. Given a choice if they are above ground, they would rather sleep during the day and come out at night when “It’s nice out.” If someone casts a *Light* spell nearby, a dark elf will often find it momentarily painful to the eyes and be rather annoyed.

Dark elves are capable of living for great lengths of time. They are not sure themselves how long they might live if left to it; however, due to the often deadly nature of their existence, and their lack of fear toward death, actual numbers aren’t likely to be acquired anytime soon.

Dark elves start off with one less Body Point. They pay half price for *Archery* but cannot purchase the skills *Two Handed Blunt* or *Two Handed Sword*. They can purchase the skills *Resist Command* and *Resist Magic*.

Dryad

The dryad are the newest race on the world of Fortannis, though they claim to be the oldest.

According to their stories, they were once the caretakers of a great forest. When First Forest told them to sleep, they gave stewardship over to the elves under the condition that they would wake once again if the Forest called to them. Having recently woken from what they now call the Great Sleep, these plantlike people are remembering more of their culture each day.

Although they all share the same racial skills, dryads are classified into four different subtypes. There are the **Thorns**, the most common of the four, resembling flowers or leafy plants; the **Barkskins**, most akin to the trees of the forest; the **Reeds**, who dwell in swamps, ocean shores, and rivers; and the **Spores**, fungal types who prefer the damp darkness of caves. Spores are the youngest, living only a few mere decades. Thorns’ and Reeds’ average life-spans tend to be about a century, while Barkskins’ lifetimes are closer to those of the elves.

It is possible to find dryads asleep in nearly any environment. Because the presence of one helps to wake others, they wake their brethren

simply by wandering. Once woken, they gravitate towards forested areas. Dryads (who often refer to themselves as the “Children of Autumn”) consider all forests to be descendants of First Forest and will defend them to the last.



They are an egalitarian people who tend to group together in small unnamed tribes. All consider one another brothers and sisters and live in remarkable harmony with each other. They tend to avoid confrontation with those of their own race and often “agree to disagree” in strained situations.

Dryads are unaware of their own oddity and will take no offense to staring, often thinking it some sort of game. They are childlike in their happy demeanor, with a tendency to be mischievous. They love playing innocent pranks and tricks on those around them so long as no one is harmed.

Dryads will often claim an area to be the “First Forest” and they protect it as if this is fact. It is their belief that one of their kind will find it, and since none of them can be sure, they all treat “their” forest as the true “First Forest.”

All dryads hate the wanton destruction of their lands, but do not see a problem with the judicious use of plants for housing and food. They believe it is their duty and calling to protect their land against the forces of chaos, which would destroy it.

All dryads hate necromancy and the harm it can cause to the Forest. While some dryads take a more fanatical view, the majority find those who cast it worthy of great pity and disdain. They would first seek to reeducate someone charged with necromancy, but failing that would have little regret punishing or executing them.

Processed metal of any type generates discord within dryads and they therefore tend to

shy away from metal weapons or metal armor. A few gold coins in a pouch may not be much of a bother, nor would metal rivets in leather, but a metal bracer wrapped around the forearm would feel extremely, distractingly uncomfortable. It is not just the iron content of any particular metal that bothers the dryads. It’s the manipulation of the mineral through heating, melting and forging that throws off its “energy,” generating discord to any dryad who is near it. The level of discord becomes unmanageable when the quantity of metal is large enough to serve as armor.

It must be noted that dryads are *not* plant wylderkin. You may not play a “pine tree dryad” or a “sunflower dryad.” Think more in terms of the natural environment the dryad comes from or the general type of plant to which the dryad has an affinity.

To play a dryad, you must use makeup and costuming appropriate for the type. All must have some sort of leafy prosthetic, such as flowers in the hair or vines around the body. Makeup can be as simple or as creative as you wish, as long as it is nature-inspired. The makeup and costuming can change with the seasons; thus a barkskin dryad could be primarily gray in the winter, green in the spring and summer, and orange in the fall.

Due to their connection with the lands, dryads can purchase *Herbal Lore* at half price (rounded up) and *Resist Binding*. Because of their aversion to metal, they cannot have more than two points of armor in any one location.

Dwarf

Dwarves are sturdy individuals who usually live in mountainous regions, and are not necessarily short. Remember that all players and monsters are the same size as the person playing them.

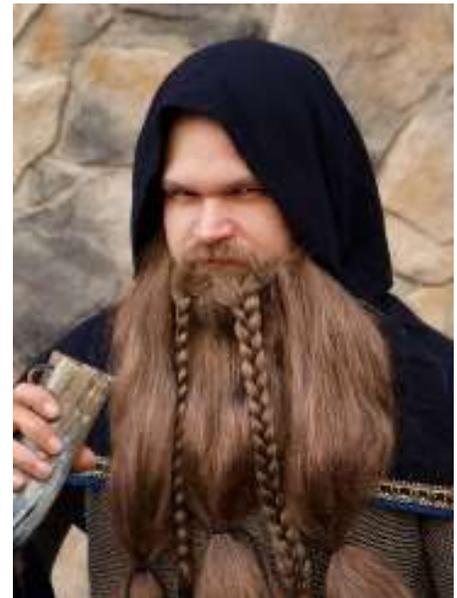
Dwarves all have beards of which they are fiercely proud, although female dwarves sometimes prefer a long “goatee.”

Dwarves are a very proud race of fierce warriors that absolutely refuse to take any guff from anyone. Since their life span is much longer than that of humans and other races (up to five hundred years or so), they often approach and take on tasks at a somewhat slower pace than others. They are meticulous about detail almost to the point of obsession, a fact that sometimes infuriates the other races.

Despite this, they are quick and decisive when it comes to any type of warfare, for to them battle is the very stuff of which glory is made—especially when it is in defense of their race, their friends, or their ideals.

Dwarves greatly pride themselves in their craftsmanship, be it smithing or anything else. Their creations rank among the best in all of Fortannis and they are not amused by any unwarranted criticism done of their handiwork.

The generally peaceful dwarves have no problem with other races—although they think



elves are pompous, humans are impatient, hobblings are troublemakers, and barbarians are incapable of understanding the finer things in life (like a well made weapon and a fine dwarven ale).

When it comes to trolls, ogres and orcs, dwarves have a notoriously legendary intense hatred for all them and will seek them out and destroy them whenever they can. All of these monsters often savagely compete with dwarves for basic resources, and attack dwarven cave systems in order to take them over for themselves. Trolls are considered to be the worst of the lot and are often shown the most malice. No respectable dwarf would ever trust a troll, and if at all possible, would never allow one to walk away alive.

In short, dwarves make for noble steadfast allies and dreadful unrelenting enemies.

Dwarves go out of their way to take care of their own. This kind of clan loyalty will even find itself expressed by certain individuals who join up with adventuring parties that prove themselves to be exceptionally trustworthy and honorable. To have a dwarf as a friend is a hard task to accomplish, but to have one as a friend is to have a true steadfastly loyal friend for life.

Their history is very lengthy and mostly comprised of stories and legends of great dwarven heroes. Some of these stories can take hours or even days to tell completely, and no self-respecting dwarf would consider telling an abridged version.

Dwarves can purchase the skill *Resist Poison*. This is primarily due to their lengthy exposure to certain harmful trace mineral poisons and gasses that commonly waft about the shafts of their beloved mines. This has caused their biological make-up to evolve to the point where they can readily resist nearly all poisons in single doses.

The downside to this natural form of protection is that it has interfered with their ability to cast celestial magic—hence their double cost

penalty to learn the scholar skill *Read Magic*. It's not that they have trouble reading the words; they have trouble manipulating the meaning of the words.

Due to their rigorous physical regimens, dwarves are also harder than other races, giving them an innate extra Body Point bonus. Their continual exposure to varying degrees of stone, heat, cold, and other elemental-based phenomenon makes them able to purchase *Resist Element* as well. Unfortunately, they are unable to wield two-handed weapons with any marked success, and are thus banned from purchasing *Polearm, Staff, Two Handed Blunt* or *Two Handed Sword*.

They can also purchase *Blacksmith* for one Build Point less than any other race.

Elf

Elves are the second most common race after humans. They are long-lived people with pointed ears.

There is almost as much variety in elven culture as there is in human culture. There are mountain elves and desert elves and sea elves and wild elves and just about every variety one could conceive, each with their own views and beliefs on life.

In general, no matter where they come from, elves consider themselves to be the most civilized race; all others are barbaric in comparison. To some degree this is true—elves usually have the oldest culture, the greatest cities, and the most learned scholars. Indeed, it is rare to encounter an elf who does not know how to read and write and probably even be able to cast a few spells.

Elves vary in their cultures and traditions, but not in how their bodies and minds work nor in their abilities.

All elves are very interested in the natural patterns of life. Whether they live on mountains, in swamps, sail the seas, or wander the deserts, they are very aware of natural events and pattern their celebrations and lives around



them. Solstices, equinoxes, phases of the moon, harvests, seasons, and the like are carefully noted by elves and given special attention in their culture.

Related to this is the seemingly unflagging need of elves to celebrate. The form their celebrations take vary a great deal, but often are related to the natural patterns they have observed, as well as the social patterns of the elves themselves. If there is some excuse to have a cultural ritual or a celebration, elves will rarely pass it by.

An elven tribe or group's 'atmosphere' will depend heavily on the natural features surrounding it. They are less likely to force nature to do their bidding as they are to bend and conform to nature.

Elves also have very long life-spans. They mature at the same rate as humans until they reach their late teens, and then they age much more slowly and remain in maturity for many years. An elf that appears old is very old indeed.

Due to their long life-spans, elves live at a different pace than humans. They are less likely to hurry, unless it is necessary, taking the time to savor and enjoy everything that happens. The human drive to achieve greatness quickly and pass it on to their family is much less common among elves, who feel (rightfully so) that they have all the time in the world to achieve their goals. Those elves who harbor a desire for power or other machinations will create very long term plans, often beyond the comprehension of the shorter-lived races. This leads to a subtlety that is difficult for the other races to counteract or foresee.

However, elves can often appear lazy or frivolous due to their relaxed concept of time and achievement.

Due to these long life-spans, elves typically have two ways of bonding in marriage. These include some form of temporary partnership, and a permanent bonding. The latter is obviously invoked more rarely due to the fact that elves know they will live a very long time, and circumstances (and people) change. They are typically more likely to accept an arrangement that allows for this change.

Elves will mingle fairly often with the other races, but generally feel that these people cannot really understand elves. This often leads other races to perceive that elves keep a benign distance at best, and cold disinterest at worst. Most elven groups discourage marriage with non-elves due to the heartbreak of losing a much shorter-lived spouse.

When fighting, they tend to prefer bow and short swords, but even then, fighting is seen as a last resort when peaceful negotiations are unsuccessful.

Elves start off with one less Body Point. They pay half price for *Archery* but cannot purchase the skills *Two Handed Blunt* or *Two Handed Sword*. They can purchase the skill *Resist Command*.

High Ogre

High ogres are a race apart from the monstrous ogres, although like ogres they have yellow skin and protruding lower fangs.

High ogres are perhaps one of the bravest of all sentient species. They live for good combat, and seek any opportunity to prove their prowess in the battlefield. They are very proud of their deeds and often brag endlessly on past victorious battles in which they've participated. At the same time, they often willfully try to forget their defeats as well and when these embarrassing defeats are brought up in conversation, the high ogre will feel uncomfortable and agitated and try to change the subject.



High ogres see feebleness as the ultimate curse of life. Better to die in the glory of battle than to waste away in some obscure way. If an elderly high ogre feels he's become too much a burden on his household and tribe, he or she will travel deep in the woods to find a troll or goblin in order to die fighting until they no longer resurrect.

High ogres eat all kinds of food. Fructose, the natural sugar in all fruits, makes their blood sugar rise in their body to astronomical heights. If they don't fight soon after eating an apple or orange, they'll be crawling up the walls in agitation. Often whole tribes eat lots of fruit before going out into big battles.

There is a common misconception that high ogres are dumb. This is due to the fact that their racial intelligence makes it very difficult to comprehend scholarly skills. They find it difficult to grasp abstract concepts like the Code of Chivalry, nobility, and political intrigue.

High ogres make up for this with a strange form of lateral thinking and an innate understanding for the ecology of the land. They can

often tell when something is going to shift the balance of nature—things such as natural disasters, man-made disturbances, magical rifts, plagues, and animal, plant and creature imbalance (when the delicate balance of predator/prey is way off due to migrating creatures, plants or animals). This means they can also sense when there is “too much necromancy” around, and will react accordingly.

Necromancy and undead are more than just taboo to a high ogre. These things just feel wrong and the presence of such abominations makes the high ogre itch and squirm in discomfort. This sort of thing has no place corrupting the lands.

Consequently, high ogres hate any type of undead or necromancy and will do everything in their power to destroy such beings as well as those who would use necromancy. This means that a high ogre may do some pretty suicidal things in order to attack that undead creature or necromancer.

Because of their hatred and feelings about undead, high ogres often become experts in the types of undead that exist and what are the best ways to destroy them.

High ogres are constantly trying to prove to other high ogres their abilities in strength and combat. When approached by a high ogre they had never seen before, they are compelled to prove themselves to be the dominant high ogre. The duel must then take place, regardless of whether or not one high ogre obviously outclasses another. The fight is never to the death but only until one of the high ogres acknowledges the other’s superiority. There is never any cheating nor are there sneak attacks in this sort of battle; there is great honor at stake in the high ogre community. The defeated high ogre must treat the victor as a superior until one day, they can fight as well or better than their superior and perhaps take his or her place. Rematches do not happen that often, and usually a whole season passes by before one is decreed.

High ogres have a very short life expectancy compared to other races, and they mature faster, so that your starting player may only be four years old!

They start with two extra Body Points and must pay double for *Read and Write* and *Read Magic*. High ogres can purchase the skills *Racial Proficiency* and *Resist Necromancy*.

High Orc

High orcs have green skin and protruding lower fangs or teeth. They are tougher than average and are almost always fighters. They are related to the monstrous orcs but are not in any way compatible. There is no interbreeding between the monster orcs and any PC race. There are no “half orcs.”

High orcs enjoy being bossy, loud, out-



spoken, and picking fights. It is their nature to express their great strength and show all of those around them just how powerful they are. They tend to be rather blunt, and rarely is a member of this race shy or soft-spoken. Tactfulness is not a quality known among high orcs. Although they may not mean to be disrespectful, their society and culture often make etiquette a foreign concept.

All high orcs love battle. A high orc will prefer battle to surrender and an honest fight to an underhanded trick.

A high orc is not much of a forward-thinker or a schemer. Once they develop a not-too-involved plan, they usually stick to it. Also, high orcs use physical means to accomplish their goal whenever possible. In high orcish culture “Might Makes Right” is not a philosophy; it is a fact.

Many high orcs are very superstitious. If there is a soothsayer or an astrologer around who believes themselves to have the power to read the future, the high orc will listen carefully and give respect to the individual. The future holds everything, and they live by these superstitions.

Curiosity is also a large part of the high orc’s nature. A high orc may interrupt a conversation, no matter how important, just for the sake of understanding what a word means.

The high orc society is clan-based, where families and blood relations are regarded as most important. Individual high orcs may leave the family to adventure with other races in order to establish glory and a name for themselves.

When one high orc meets another, generally they greet each other warmly. High orcs realize that they are a minority and feel that they must make good with all their kind. It is not unusual, after only ten minutes, for two high orcs that have just met to behave as if they are old friends.

Depending on a character’s personality, a clanned high orc would either show an unclanned high orc pity (they were raised with-

out the advantages and knowledge of clan life) or with indifference (they have no clan and, therefore, are nothing). Unclanned high orcs, on the other hand, would either regard their brethren with suspicion (those monsters from the hills) or curiosity (they are my people). Most likely they would seek out friendship with their kindred.

They start with two extra Body Points and must pay double for *Read and Write* and *Read Magic*. High orcs can purchase the skill *Racial Proficiency*. This skill is *not* a role-playing ability; it only grants the player +1 damage with a one handed weapon or +1.5 with a two handed weapon (rounded down). It confers no other skills, and does not confer greater strength, even for role-playing. They can also purchase *Racial Slay* and *Resist Fear*.

The extra cost for scholarly skills represents the extra time a high orc must spend in order to comprehend scholarly subjects such as reading and skills that rely on reading. Remember though, once the skill is bought you can use it as well as anyone else from any other race.

Hobling

Hobblings are peaceful people and generally are smaller than average. Both male and female have bushy sideburns.

Primary among all other considerations, hobblings love comfort. They enjoy a pleasant home, a warm fireplace, good food, fancy clothing, fine wine, and excellent distractions. Hobblings love a good story, play, book, or bard, and will actively seek out entertainment when it is available.

Their love of living well means that most hobblings are businesspeople first. Living well costs money! The thought of doing something for free is appalling to them, and hobblings consider this common sense. Hobblings, with their “doctrine of mutual self-interest,” believe that is just how the world works. This does not mean



they are all unkind or selfish; they just think everyone always acts in their own self-interest and it's foolish to deny that.

In many hobling societies, there is an expression that explains their culture a bit better: "You can judge worth by wealth." Hoblings believe that you rise in society due to your hard work, business dealings, and wise investments. If you are poor, it is your own fault. In real world terms, this is "Social Darwinism" taken to the extreme. The opportunities are out there for everyone, hoblings believe, so if you are poor it is because you are not taking advantage of the situation.

Of course, for every society to exist, someone has to be at the bottom of the ladder, washing the dishes and working the fields. Hoblings who take these jobs see them as investments towards their future, and always have some get-rich-quick scheme at the ready.

For many hoblings (and most of the hobling player characters), the get-rich-quick scheme is adventuring. Hoblings basically hate adventuring and the risks it involves, but the possibility of earning rewards or finding treasure in some long-forgotten dungeon is often just too tempting to resist. However, it will be rare for any hobling to desire to be an adventurer for too long, and the plan will be to do so "just until I'm rich." (Then again, you can never be too rich...)

Since the business of hoblings is business, fair dealing is important. Hoblings who cheat or steal are shunned by their society. They always keep to their promises once made—however, you'd better read any contract with a hobling very carefully, as they know all the loopholes.

But, when it all boils down, hoblings are generally simple folks. They don't want others disturbing their comfort and relaxation so their code is written to encourage noninterference with everyone. They tend to stay neutral in political affairs and "mind their own business" (in more ways than one).

Hoblings begin with one less Body Point. Hoblings cannot be fighters and cannot use two handed weapons. They can buy *Legerdemain* at half price (round up) and can buy the skills *Resist Poison* and *Racial Dodge*.

Mystic Wood Elf

Mystic Wood elves are a strange race. It is not clear if they are related to elves; they have elven ears but also small horns on their foreheads, pointing more to a satyr parentage.

Mystic Wood elves are very strong believers in freedom, and as such are opposed to slavery and anything that removes free will. This does not mean that they object to the effect in and of itself. For instance, a Mystic Wood elf may not object to someone taking a *Sleep* effect if they requested it, or the use of a *Dominate* effect to free someone from a *Charm*. Players may choose to play this aversion to greater

degrees if they so desire. Similarly, a Mystic Wood Elf may suffer under the same racial prejudices of any other character and define some creatures as "inhuman" and therefore have no problem with the use of these effects on them.



It is inconceivable that any Mystic Wood elf would ever knowingly take advantage of another person against their will, although there are many spirited debates among them as to whether it is fine to do so against obvious enemies and monsters.

Mystic Wood elves are innately curious beings, and they enjoy learning a great deal. Insofar as they are somewhat preoccupied with learning and trying new things, they enjoy craft making off all sorts. Those who are masters of their craft are highly regarded in Mystic Wood elf society.

In general, the gaining of knowledge of all types is a habit and preoccupation of all Mystic Wood elves. Some enjoy specializing and mastering one art first before moving on to the next thing, but dabbling in many different skills is also generally acceptable in their culture.

Mystic Wood elves also tend to have a somewhat hedonistic view of life, indulging actively in wine, women/men, and song. They possess no cultural taboos in regard to sex and gender preference, as long as everything is completely consensual. Individual Mystic Wood elves may vary from prim to promiscuous, based upon their character concept.

Mystic Wood elves have no official documented life span. For all intents and purposes, they seem to be immortal. They never seem to die of old age, but instead of accidents, battles and other causes. However, remember when starting a new Mystic Wood elf character that you should probably be quite young, for otherwise you would have gained many skills.

Mystic Wood elves tend to share their possessions with others who may need them, and do not understand the preoccupation with money that other races have. As long as they have enough to get by on and lots of friends, they are happy.

Mystic Wood elves must purchase a *Craftsman* skill at every level until five craftsman skills at a minimum have been obtained. They only pay one Build Point per craftsman skill. They can buy *Resist Command* and *Break Command*. They start off with one less Body Point.

Sarr

Sarr are a race of felinoids, but should not be played as an ordinary domesticated house cat; to do so would debase oneself. Sarr will rarely purr and they do not meow. Growling before a kill, or letting out a blood curdling roar to terrorize the enemy is looked upon as the spirit of the hunter.

The sarr are a bloodthirsty people who prefer claws, swords and other edged weapons to all others. This may be tied to the sarr's acute sense of smell—the release of their prey's blood fills the air and confirms the valiant kill of the warrior. They are primarily carnivorous and will often eat what they have killed in battle, but many sarr also supplement their diets with fruits, vegetables, and bread.

Though the sarr have excellent vision, they are handicapped by the fact that they are colorblind. They see the world in a myriad of grey shades. The entire concept of color is lost on them, since they rely more strongly on their sense of smell.

Sarr also have "Scenting Ability." After examining a substance for a minimum of three seconds, a sarr can detect whether the substance is alchemical in nature. This skill will not determine the identity of the substance.

This ability also plays upon the olfactory senses when the natural ingredients of the mint family (such as catnip and peppermint) are smelled. Catnip causes the senses of a sarr to intensify. Everything looks more vivid and small topics seem to be groundbreaking. The effects of catnip last for about fifteen minutes before wearing off completely. Peppermint is a completely different substance. It will make the sarr intensely hyperactive and physical. They will forcibly attempt to take the peppermint from any who carry it, demanding it at first before attacking outright.

Sarr are angered when other races attempt to get them to smell peppermint, because it lowers their self esteem. It takes away much of the self-control they possess, filling them with battle lust. Some sarr have become addicted to the leaf, as it gives them a rush of adrenaline and supposedly increases their fighting prowess.



Once again, the sarr society tends to frown greatly upon this as a whole. The effects of peppermint wear off after several minutes.

Sarr believe only the strong will survive. Races which do not hunt are looked upon as inferior. In combat, to surrender is considered very dishonorable. On the flip side, offering a worthy opponent a chance to surrender is looked upon as dishonoring the opponent. The most insulting thing a Sarr can do in combat is offer a chance to surrender. To allow someone to surrender and walk away from them is to say they are not even worthy to be taken as a slave.

If victorious in combat, a sarr will often eat choice parts of his or her opponent (the heart being the most favored). In this way, the sarr pays honor to the recently departed. Should a sarr choose to eat such a lowly creature as a goblin, they would seldom partake of its heart, instead eating other choice organs. A sarr would be more likely to offer such a creature a chance to surrender.

The sarr, as a race, can live for as long as eighty years. Due to their society, however, very few live past the age of forty. For this reason the elderly are revered, as they have mastered the arts of survival to outlive their children and sometimes grandchildren. They reach physical maturity however at the tender age of six—meaning at this point, a sarr is “completely grown” and can reproduce. The sarr are considered by their own kind to be mentally mature by the age of sixteen.

Gnolls are the racial enemies of the sarr. No self-respecting sarr would ever trust a gnoll or even allow it to continue to live if the sarr could do something about that.

Sarr must wear makeup and/or prosthetics to appear as one of the large hunting cats. The bottom of the nose should be dark. Whiskers, stripes or spots may be added if appropriate. If you play a black panther sarr, you must wear a prosthetic cat nose, cat ears, or other

additions to make it clear to all that you are not a dark elf.

Sarr cannot buy the skills *Archery*, *One Handed Blunt*, *Staff*, *Thrown Weapon*, *Two Handed Blunt*, or *Waylay*. The only small weapon allowable is a dagger or hatchet. All weapons must be edged.

Sarr can purchase the skills *Racial Assassinate*, *Resist Poison* and *Claw*.

Selunari

To be a Selunari is to be a member of the largest extended family in the world. This is not merely a colorful boast: every Selunari, regardless of blood relation, is connected to one another by a deep empathic bond called *sela*. Even a Selunari who has never encountered one of their kin feels the pull of this bond, sometimes causing strife when a Selunari is raised by other races (known as *eshdir*). Likewise, an Elf or High Ogre raised by Selunari might love the race and their adopted family, but they will never feel the true bond of *sela*.

The *sela* manifests as an intense wanderlust that some describe more as a genuine physical need than simply a personality trait. Because of this, it is nearly impossible for Selunari to stay in one place for very long. Selunari are also known to place family concerns over all others, making any bonds the Selunari form with *eshdir* societies highly conditional. However, Selunari harbor no animosity toward the *eshdir* as a whole; there is simply a fundamental gap between Selunari and *eshdir* that cannot truly be bridged.

Selunari hold tradition in very high regard. Every caravan has its own Code of Honor by which all the families within it abide. These Codes are not as mandatory as a Code of Chivalry might be for *eshdir*; rather they are descriptions of the customs and expectations that each caravan places on all its members. Thus, the Codes may vary widely across the lands of Fortannis. A Selunari travelling without their familia always seeks to learn the specifics of the Code of Honor in any new land or area so as to avoid inadvertently embarrassing their familia name.

Every family has its fair share of conflict and the Selunari are no exception. Sibling and generational rivalries are common, and with no ruling body making decisions for the Selunari as a whole, caravans often find themselves at odds over preferred traditions. Nevertheless, Selunari try to keep these disputes “within the familia”. When these clashes become too intense, Selunari may leave their caravan and travel with *eshdir* for a time, hoping the change in environment will give them a new perspective and allow them to return with solutions.

Selunari personalities are as varied as the stars in the sky. However, the *sela* does bring certain traits to the forefront; Selunari have a tendency to be rakish, outgoing, friendly and irrepressibly free-spirited. Their lust for life is

legendary, and some might even be considered wild or unruly by *eshdir*. The one absolute truth is that Selunari are loyal to each other to a fault. Familia needs and familia business come before all else, and those who choose to contradict this may face extreme social consequences.

The wandering nature of the Selunari brings them into contact with myriad peoples and cultures, and everything from their dress to their superstitions are influenced by the world around them. Selunari possess a wide variety of accents in their speech, which may differ even within one familia, depending on where each member spent their formative years. In fact, these differences are a point of pride: while their accents set them apart from *eshdir*, Selunari appreciate the variety each person brings to their own familia.



The Selunari are consummate travellers and their dress reflects their endless wandering. Selunari clothing is a vast and varying mixture of styles, colors, fabrics and adornments from all corners of Fortannis. Most families have a signifying color or palette present in their clothing, though the meanings of colors vary from one familia to another.

The one physical marker that ties all Selunari together is the large gems that grow from their foreheads (must be at least the size of a US penny), representing their connection to the distant constellation from which they got their name. Some Selunari possess only one gem, while others may have two, three or even more.

Stone Elf

Stone elves have white skin, pointed ears, and black lips. Their legends claim that they were once carefree and selfish elves who were magically cursed, but they now accept their lives as an improvement over the emotion that had previously led to their ruin.

Stone elves show no emotion, and have the appearance of being eternally calm. Their discipline and their mental strength have made it possible to suppress or rid a stone elf of such a burden.

On average, stone elves live to be approximately 1200 years old, and as such they have a different view on matters than humans and other short-lived races. Patience is easier to learn for them, and it is a common belief that most conflicts resolve themselves with time.

Few stone elves experience the desire to leave their home community, but often the quest for knowledge takes one all over the lands. These quests can take several hundred years.

Most stone elves follow the career path of one parent, with the goal of contributing to the community as a whole.

The specifics of a stone elf society will differ, however it is always based upon a logical format. Typically, the culture will arrange itself into houses and elders, which can manage parts of the community rather than every issue requiring the attention of every adult; this particularly happens in any stone elf community that reaches any real size.

Marriages are carefully considered, and require compatible traits and logical reasons for the pairing that can work to the couple's advantage their entire lives. This is essential, because during the marriage, the two bond mentally in a way that can never be broken.



Role-playing a stone elf is no easy task; in fact, it is probably the hardest race to play. It can be mentally draining to watch yourself for any sign of emotion and repress it.

Stone elves have a natural affinity for celestial magic and make excellent celestial casters. Although there are of course healers in their society, most stone elf casters are celestial.

Stone elves, like biata, have spent years honing mental skills and as such can perform

certain mental mind abilities. These abilities are all completely role-playing in nature. For more information about these skills, see "Mental Abilities" on page 74.

Stone elves start off with one less Body Point. They pay half price for *Archery* but cannot purchase the skills *Two Handed Blunt* or *Two Handed Sword*. They can purchase the skills *Resist Command* and *Break Command*.

Wylderkin

"Wylderkin" is a generic term used for any character creature not covered by the other races. They are humanoids with animal-like characteristics (rat, badger, skunk, snake, etc.). A wylderkin cannot be based on a fictional creature (no dragon, centaur, or goblin wylderkin).

Players are free to use their imagination in creating a wylderkin as long as makeup is worn and it is obvious that the player is not playing another player race. (For example, you cannot be a "cat" wylderkin because there would be no way out-of-game to differentiate you from a sarr.)

Wylderkin do not refer to themselves as such; instead they tend to use the suffix "kin" to whatever animal to which they are related: raccoon-kin, bear-kin, fox-kin, and so on.

The most important part of role-playing a wylderkin is in understanding the animal type you are emulating. Do research; look up the qualities of the creature, and find ways to incorporate that into your role-play. Some animals are cunning, some are slow-witted, some are solitary, some live in groups, some are nocturnal, some are playful.

Although survival is a core element of wylderkin role-play, different animals survive using different tactics. A wolf-kin is very likely to enjoy cooperating with others to bring down prey, for example. A rabbit-kin runs and hides when in danger, while an armadillo-kin hunkers down and relies upon his or her armor.

Due to their lack of a social structure, wylderkin tend to look for security within themselves or perhaps within a small group of companions. They are likely to make little patterns of behavior concerning themselves or their group in order to gain a sense of belonging and stability. The patterns and habits often make no sense to other people, but are comforting to the wylderkin.

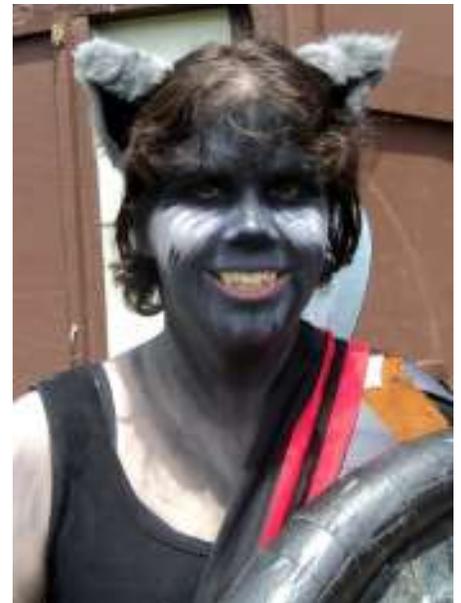
There are certain aspects of wylderkin that are consistent, however. Due to their solitary outcast natures, they are very uncivilized. This does not mean they are rude and obnoxious; simply that civilization is unfamiliar to them. Money seems highly artificial and social structures more complex than "I can beat you up, so do what I say" seem nonsensical.

Wylderkin are survivalists. Their bottom line is living from day to day, not gathering immense wealth or political power, or other things that people whose basic needs are looked after can contemplate. To the typical wylderkin,

people from organized cultures are out of touch with what is really important; if such civilized folk fell into bad circumstances, and were not supported by their artificial network, they would starve and die. A wylderkin can always survive.

Wylderkin possess a special advantage over the other races. A wylderkin can purchase two racial abilities accessible to any other race (as long as these skills require a Build Cost; in other words, they can't buy "mental abilities" or "half cost for archery"). This means no two wylderkin, even of the same kin, are necessarily alike.

There are limitations: The racial skills must be announced and placed in the character database at the time the character is created, and the skills must make sense based on the type of wylderkin being played. For example, a monkey wylderkin may wish to purchase a *Racial Dodge*; a snake wylderkin a *Resist Poison*; an



owl wylderkin a *Resist Command*; a polar bear wylderkin a *Resist Element*.

All racial skills chosen by the wylderkin have the same limitations as their associated race. If a racial skill can only be bought once by any race, then it can only be bought once by a wylderkin as well. For instance, *Racial Dodge* can only be purchased once by a hobling; therefore, it can only be purchased once by a wylderkin.

As they do not have the upbringing and education of other races, wylderkin must pay double cost for *Read and Write* and *Read Magic*.

Wylderkin also have "Scenting Ability." After examining a substance for a minimum of three seconds, a wylderkin can detect whether the substance is alchemical in nature. This skill will not determine the identity of the substance.

Classes



Classes are used to describe your character's natural talents. This may or may not have anything to do with your character's profession—for example, not all rogues are thieves and not all scholars are spellcasters.

Your own physical characteristics and abilities need not match those of your chosen character but it can help you in your adventuring career if your actual physical skills are congruent with your character's fantasy skills. Still, you are encouraged to “be all that you can't be” in the Alliance.

The three main classes are Fighter, Rogue, and Scholar. Then there are the three hybrid classes: Scout is a cross between Fighter and Rogue, Adept is a cross between Rogue and Scholar, and Templar is a cross between Scholar and Fighter. Finally, there is Artisan which is a class all by itself.

Choosing which class you wish to play should be based upon what skills you wish to purchase, as your class is out-of-game.

Classes

Fighter: Fighters take naturally to the physical combat arts and rely mainly on strength and stamina to accomplish their goals. They can wear any type of armor and can learn a number of interesting battle skills to aid them with their chosen weapons. If being on the frontline and bashing in the enemy is what you want, this class will give you the most power to accomplish that goal.

Scout: The swashbuckling Scout can learn both fighting and rogue skills easily and so tends

to become an expert at damage from any direction. They may not be able to do as much as Fighters and Rogues at their level but versatility can make up for that. Scouts can avail themselves of skills available to rogues at a reasonable price and at the same time learn basic fighting skills which can be useful, making them a threat from front and back.

Rogue: Rogues have a natural bent towards dexterity based skills. The lower Body Points, lighter armor and relatively high costs for combat skills does not make them well suited for front line combat roles, but Rogues always find a way to make up for this injustice. If you wish to play a sneaky, backstabbing, and cunning character, this is the class for you.

Adept: When it comes to skills required to get a task done, the Adept is most likely to use the fastest and most expedient means available. Their ability to cast spells, use alchemy, backstab, and use many other skills makes them very, well, *adept* in adventuring. They are most successful when using a combination of spellcasting and backstabbing.

Scholar: Scholars are good at many mental skills and the magical arts. You will find Scholars in the midst of battle throwing their spells, on the outskirts healing those in need, and deep in study in the guilds researching arcane texts and documents. Scholars cannot wear heavy armor, and weapon skills are difficult for them, but for sheer spell power, none can compare.

Templar: Templars are spellcasting fighters who can use a weapon as easily as they can throw a spell. Their combat training leaves them better able to fight but takes away from their

studies. Spells are a bit harder for them than Scholars and weapons a bit harder for them than Fighters, but at higher levels, Templars are a good match for either of those two classes.

Artisan: The Artisan class is exceptionally tuned to the manufacturing and sale of trade items. The Artisan has power not through spells or weapons but through wealth. Artisans do not excel in weapon use or spellcasting, but can be excellent merchants, craftsmen, and pure alchemists.

Changing Your Class

These classes are out-of-game categories to determine the amount your character will have to pay for their skills. As such, they can change so long as the skills themselves stay the same. At any time prior to the start of an event, you can choose to change your character's class by speaking to the appropriate staff member of your character's Home Chapter. Your actual skills will not change; only the amount you have spent to obtain them.

Additionally, a character may swap their choice of Primary and Secondary schools if they reach a point where doing so would work to their advantage in terms of build point allocation.

You must have enough Build Points available to make the change, and cannot go into negative Build Points. Therefore, if you wish to change your class, you may have to wait until you have enough free Build to make the change.

It is easier to change to and from related classes (fighter to templar or scout) than it is to go from one of the “primary” classes to another (fighter to scholar or rogue).

Individual chapters may have additional out-of-game requirements not listed here.

The Skill System

Gaining Skills

This is literally a fantasy game. It is a compilation of rules and policies by which we allow people to simulate doing things that they cannot really do.

You should not be fooled into thinking that your personal skill equates to the character skill it represents. Your character's skill may be far greater or far less than your own real life skills.

For instance, you must have the *One Handed Edge* weapon skill before you are allowed to use a sword. If you do not have this skill, then you cannot even use the sword to block blows. This skill represents an ability that your character has spent hours of practice a day for months to gain. When such an individual is faced with a person totally unskilled in weapon use, they would easily strike the person down.

Similarly, the proficiency system represents a level of skill that the player might never obtain. We use it as a way to artificially give a *character* an advantage over another character not as skilled, regardless of the *player's* skill with the weapon.

If this were not the case, a talented and experienced player with a 1st level character could easily defeat a player with a 20th level character, and that's not what the game is about. It is the skill of your *character* that you will be role-playing after all—not your own personal skills.

Personal skills still come into play, of course—if you just stand there holding your weapon, you are going to lose every battle. Even if you buy the skill allowing you attempt to disarm a trap, you still have to disarm the trap. And having powerful spells does you no good if you can't hit your target with your throws.

Still, the purpose of our game is to be all that you *can't* be by buying skills for your character.

You can purchase these skills with Build Points to help enhance your character. As you gain Build Points, you can then buy more skills.

The learned skill allows you to perform a particular task or group of tasks. Many can only be used a limited number of times per day. Some skills allow you to improve your abilities when the skill is bought multiple times.

In any case where a skill can be used only a certain number of times per day (such as a *Slay* or *spells*), you must keep track of your skill use per day.

On a full weekend event, the “day” runs 24 hours from when the game starts (approximately) and so the time you may pick up new card with your new skills is usually at 6 p.m. This is known as the start of the game-day.

On an adventure day module, the game-day starts before the module in which you participate. An adventure day module that runs for more than one real day is considered the same game-day.

Game Abilities

As you read this book, you will see references to “Game Abilities.” This refers generally to the skills you buy for your character with Build Points.

This is important because some effects can prevent you from using your “Game Abilities.” If you are under the effect of *Nausea*, for instance, you cannot cast any spells, fight, or throw any gas globes since all of these are “Game Abilities.” However, you can still talk, drink a potion, activate a magic item, or perform other actions that are not specific skills.

The only exception to this is *Read and Write*. Although this is a skill purchased by Build Points, once you know this skill, you can always read things like potion vials even when under an effect which removes your Game Abilities.

Game Abilities (for items not otherwise defined under PC-obtainable abilities and skills) also covers anything that is usable a certain number of “times per day.”

NPC Game Abilities

This rule also applies to NPCs even though most do not buy skills with Build Points.

For NPCs, Game Abilities would include:

- Duplicates of PC Game Abilities (such as *Dodge* or *One-Handed Edge*)
- “Times per day” abilities which they may choose whether or not to activate, such as *Phase* or *Entangle*.
- The ability to strike or block with *Claws*.
- The ability to rip from various binding effects.

It does not cover any abilities an NPC might have which are not activated a certain number of times per day, or which they have no choice when to use or not to use.

For example, NPC Game Abilities do *not* include:

- “Times per day” abilities which automatically activate, such as *Magic Guard* or *Vengeance*
- Monster strength
- Threshold
- Natural Armor
- Immunities
- Vulnerabilities

Effects delivered via the Magic and Arcane qualifiers and the mechanism of activating a Magic Item are both exempt from negative effects which restrict Game Abilities. For both, you must be able to at least move your mouth to vocalize (though the Magic and Arcane qualifiers may be used while under the effect of a *Silence*).



Experience Points

Experience Points (XP) are used for the advancement of a player's character.

Whenever you attend an event, you will receive Experience Points. The XP you receive is determined by your current total Build Points (see below), including the initial 15.

If you currently have 40 Build Points, then you will receive 40 XP for each game-day. On a typical weekend, which consists of two game-days, you will receive 80 XP. On long weekends (three game-days), you will receive 120 XP, and for an Adventure Day module, you will receive half of a game-day reward (or 20 XP in the example).

Build Points

Experience Points are automatically converted to Build Points (BP), which you then use to buy skills for your character. Each skill you buy costs a certain number of Build Points.

The amount of Experience Points needed to buy a Build Point is based on your level. Your level is determined by how many Build Points your character has. It takes 10 Build Points to gain a level. All characters start with 15 Build Points that are used for initial skill purchase. Therefore, 1st level is from 15 to 24 BP.

You do not have to spend all of your Build Points at any one time, and you do not lose your BP if you do not spend them. After all, some skills require "saving up" BP to be able to purchase them.

All classes start off at 1st level with 6 Body Points. Your total Build Points determine your Body Points thusly:

Fighter: 1 Body Point every 5 BP
Scout: 1 Body Point every 7 BP
Rogue: 1 Body Point every 8 BP
Templar: 1 Body Point every 9 BP
Adept: 1 Body Point every 10 BP
Artisan: 1 Body Point every 12 BP
Scholar: 1 Body point every 15 BP

Thus, a fighter would receive an extra Body Point at 20 Build, a Templar at 24 Build, and an Artisan at 27 Build.

Levels

Your level determines how many Experience Points you need to get a Build Point. The table to the right shows the character's level based on the total BP. It also shows the number of XP needed for the next BP.

For example, at first level, for every three Experience Points you earn, that will translate into one Build Point. At second level, it will take seven Experience Points to equal one Build

Point. As you can see, the higher level you get, the more XP you will earn per event but at the same time the more XP it will take for you to earn one BP.

These BP are calculated individually based on the XP and not as a group. *For example: Fred Player has a character named Terin who has 24 BP. He goes to an event and earns 48 XP (24 per game-day). Since he is at 1st level, the first 3 XP equals 1 BP. That extra BP now puts him at 25 BP total, meaning he is now 2nd level. Now it takes 7 XP to equal 1 BP. He has 45 XP left, so that gives him 6 more BP plus 3 XP left over, which will be saved. Terin thus started the event with 24 BP and ended with 31, with 3 XP remaining.*

Note that "levels" are out-of-game descrip-

Total BP	Level	XP / BP
15 - 24	1	3
25 - 34	2	7
35 - 44	3	12
45 - 54	4	18
55 - 64	5	25
65 - 74	6	33
75 - 84	7	42
85 - 94	8	52
95 - 104	9	63
105 - 114	10	75
115 - 124	11	88
125 - 134	12	102
135 - 144	13	117
145 - 154	14	133
155 - 164	15	150
165 - 174	16	168
175 - 184	17	187
185 - 194	18	207
195 - 204	19	228
205 - 214	20	250
215 - 224	21	273
225 - 234	22	297
235 - 244	23	322
245 - 254	24	348
255 - 264	25	375
265 - 274	26	403
275 - 284	27	432
285 - 294	28	462
295 - 304	29	493
305 - 314	30	525
315 - 324	31	558
325 - 334	32	592
335 - 344	33	627
345 - 354	34	663
355 - 364	35	700
365 - 374	36	738
375 - 384	37	777
385 - 394	38	817
395 - 404	39	858
405 - 414	40	900

tions used for scaling encounters and figuring out how many XP equal a BP. In-game, your character should never refer to his or her "level."

Learning Skills

Your character will start with 15 Build Points, which you can use to buy whatever skills you want. In order to learn a new skill after that, you will have to find another character with the skill *Teacher* and the skill you want to learn. The teacher will get one Teaching Card per game-day for each time the skill is purchased. When teaching a skill, the teacher will fill out the card and give it to the student who can then turn in the card at the end of the event.

Skills that can be purchased multiple times do not have to be taught separately. These skills are listed with an asterisk in the "Skills" chapter.

Example One: Darlissa has a 2nd level Spell Slot. She wants to buy another 2nd level Spell Slot. She does not need to find anyone to teach it to her.

Example Two: Rendal has the skill Critical Attack. He does not need a teacher to learn more Critical Attacks, but when he is ready to learn a Weapon Proficiency, he must find a teacher.

Example Three: Finther has Alchemy 1. He can keep buying levels of Alchemy for as long as he wants without having to procure another teacher.

Fighting skills are not weapon sensitive for teaching purposes. A fighter with a *Weapon Proficiency in One Handed Edge* can teach the skill *Weapon Proficiency* to a student who wants to use it in *Archery*. Weapon skills, however, are weapon sensitive. You cannot teach the skill *One Handed Edge* if you do not have it. If you have *Weapon Master*, you may teach any weapon included within.

Racial skills are separate skills that cannot be taught as regular skills. A hobling with the skill *Racial Dodge*, for example, cannot teach the skill *Dodge*.

You cannot combine *Backstabs* and *Proficiencies* in order to meet a prerequisite. To learn *Riposte* for instance you must have four *Backstabs* or four *Weapon Proficiencies*, not a combination of the two. Further, for skills that require a certain number of prerequisites (*Assassinate*, *Disarm*, *Dodge*, *Evade*, *Eviscerate*, *Parry*, *Riposte*, *Shatter*, *Slay*, *Stun Limb*, and *Terminate*), the prerequisites are required for each purchase of the skill.

For instance, Rendal purchased his first Parry after he got Weapon Proficiency +2. He cannot purchase his second Parry until he has Weapon Proficiency +4.

It is very unusual to not be able to find someone in-game able to teach you any skill you want. There are always at least a few NPCs who have the skills needed. Sometimes they are one-time only NPCs traveling through town for that specific purpose.



If completely lost as to where to go to learn a skill, your character should always start with the appropriate guilds. Keep in mind that these people may require in-game compensation or favors for teaching you the skill.

There are two exceptions to all of these rules: The skill *Craftsmen* does not have to have a teacher because it is primarily a role-playing skill and there are so many possible crafts to learn. Similarly, racial skills (such as *Resist Command*) do not have to be taught. However, in-game, your character should still try to learn these skills from someone else—we *are* a role-playing game, after all.

Note that even though a skill is “taught” in-game, the character will not be allowed to use the skill or teach it to others until the character has been updated in the database and you are given a character card showing that skill. In essence, this means that you should choose your skills and find a teacher even before you earn the Build Points.

If you have a skill taught to you before you have enough Build Points, it will be on your character card but have a value of “0” where it will remain until there are enough Build Points for it to be purchased. You may not use any skill with a value of “0”.

These teaching rules do not apply to spells and alchemical recipes. To use a spell or alchemical recipe, you must have the proper spell book or recipe book. You can actually have spells and recipes in your book that you do not

yet have the capacity to use.

For example: Belthivis heads to the Mages’ Guild and pays them to copy the spell Prison into his spell book. Even though it is in his book, Belthivis will not be able to cast that spell until he learns a 9th level Spell Slot—and a Spell Slot is a skill that must be taught to him using the system described next.

Spell Slots

There are special rules for spell acquisition that are unlike most other skills in the game. What you actually do is learn the *ability* to cast a spell of a particular level, and not the specific individual spell.

This is known as a “Spell Slot.” You can then fill that Spell Slot with any spell you can memorize of that level.

For example: Belthivis purchases a 1st level Spell Slot. He has a spell book with three 1st level spells in it. He picks one spell at that level and memorizes it for that day. The Logistics staff checks his spell book to make sure he has the spell in front of him to memorize and then gives him a tag for that particular spell.

Belthivis later learns another 1st level Spell Slot. He can now cast two 1st level spells from his spell book or can memorize that same spell twice.

Spell Slots are purchased in a proportional pyramid as described in the examples below. If you wish to buy a particular Spell Slot, you must

first have two more Spell Slots on the level below in order to support it. Imagine the pyramid as needing the proper support to keep it from collapsing from being top heavy.

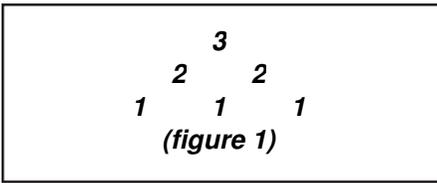
Basically, you have very little choice in the manner in which spells may be purchased when you are starting out; if you have three 1st level Spell Slots and two 2nd level Spell Slots, the next Spell Slot you will have to buy is 3rd level. Your ability to vary won’t occur at low levels.

Once you have purchased four Spell Slots of any particular level, you need not buy any more Spell Slots of that level. Imagine now the pyramid being an obelisk like the Washington Monument.

You may buy more than four Spell Slots per level but there must always be at least as many Spell Slots below that level in order to support the new amount. Further, the pyramid must be constantly building, which means that the level above must have only one less than the amount you are buying.

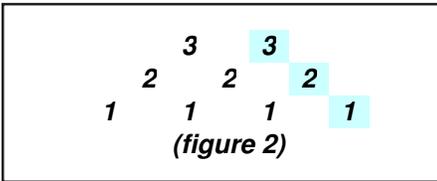
So in order to buy a fifth 2nd level Spell Slot, you must have a fifth 1st level Spell Slot and a fourth 3rd level Spell Slot.

For example: Belthivis has a 3rd level Spell Slot, two 2nd Spell Slots, and three 1st level Spell Slots. His pyramid is fine (see figure one).

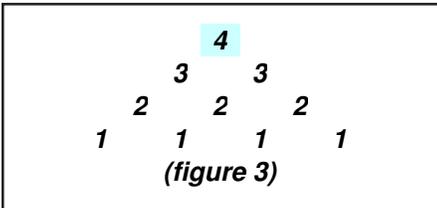


He wants to learn a 4th level Spell Slot eventually. He must build the foundation of the pyramid so it can support a 4th level Spell Slot.

First he buys another 1st level Spell Slot and another 2nd level Spell Slot. He must next purchase another 3rd level Spell Slot (see figure two).

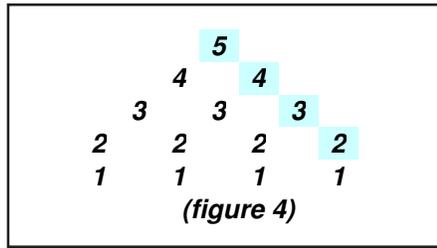


Now his pyramid is ready for the new Spell Slot. The foundation of support for the 4th level Spell Slot has been made by making sure there are two 3rd level Spell Slots below. He can now buy his first 4th level Spell Slot (see figure three).



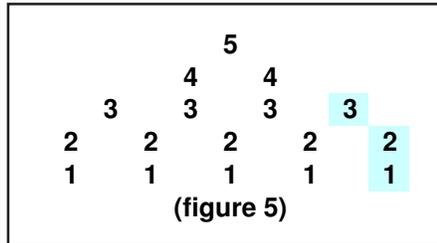
If Belthivis wants to buy a 5th level Spell Slot, he can do so without buying any more 1st level Spell Slots because four is the maximum required. He must support the 5th level Spell Slot by buying a 2nd, 3rd and 4th in that order to make the pyramid (see figure four).

Belthivis now has a perfect pyramid and is the envy of all his friends. If he wants, he can stop buying 2nd level Spell Slots, as four is the minimum required. His pyramid will then progress with the purchase of a 3rd level Spell Slot, then a 4th, 5th and finally his first 6th



level Spell Slot, in that order.

If Belthivis has all of the Spell Slots listed in figure four and then decides that he wants a fifth 2nd level Spell Slot, he must first buy another 1st level Spell Slot to support the 2nd level Spell Slot. After that, he must buy the 3rd level Spell Slot (see figure five).



Note that the pattern is very set as to which Spell Slots have to be purchased unless you wish to buy more than four Spell Slots of any one level.

There is potentially no limit as to the number of Spell Slots per level that can be purchased as long as this pattern is maintained.

You can have a pyramid with nine 1st level Spell Slots, eight 2nd level Spell Slots, seven 3rd level Spell Slots, and so on up to one 9th level Spell Slot.

Skill Costs

Below and on the following pages are the charts listing the Build Point costs for each skill based on each class. Note that any class can buy any skill; they just might have to pay more BP for it.

When buying skills, be sure to check the prerequisites. For instance, to buy *Weapon Proficiency*, you must first have a weapon skill to

be proficient in and four *Critical Attack* skills. To learn *Alchemy*, you must first know how to *Read and Write* and must know *Herbal Lore*.

These charts are organized based on the three main classes (Fighter, Rogue, Scholar) and the classes that come between them. Since a Scout is a cross between a Fighter and a Rogue, it is listed between those two classes, and since an Adept is a cross between a Rogue and a Scholar, it is placed accordingly. A templar is between a Scholar and a Fighter, and Artisan stands alone.

Each class is the best at something. Fighters specialize in *Weapon Proficiency*. Rogues specialize in *Backstabs* and *Waylays*. If you want both *Proficiencies* and *Backstabs*, the Scout is the best. Scholars are the best at spells, and Adepts are best at a combination of spells and *Backstabs*. Templars are best at a combination of spells and *Weapon Proficiencies*, and Artisans are the best at *Alchemy*.

Your character will probably be more well rounded and take more than one basic skill, so the best thing to do is to pick the skills you would really like to eventually have for your character and then figure out which class is best for you.

Remember: This is not a computer game or a battle game; it's a *role-playing* game. Don't create your character based on what statistics will give you the most power. Decide what kind of character you would enjoy playing first and then decide which skills to buy. Choose a race and a personality and it will help you decide the skills that would go along with that character.

If you are choosing many types of skills, you may end up with numbers which show that there is not much difference between the classes. For instance, if you are making a character that is a good fighter, can throw spells, is good at backstabs, and can throw alchemy, you may not be able to tell which class is best for you until you decide how you will eventually start specializing in one of these things. Just keep picking skills until it is obvious that one class is better than the others, and then when you create your character at 1st level, you will know which class is best for your long term goal.

TRADES & CRAFTS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Alchemy	6	5	3	4	4	6	3	Herbal Lore
Blacksmith	3	3	4	4	4	3	3	none
Craftsman (Type)	2	2	2	2	2	2	2	none
Create Potion	6	6	6	4	3	4	3	Earth spell slot
Create Scroll	6	6	6	4	3	4	3	Celestial spell slot
Create Trap	6	4	3	4	6	6	3	Legerdemain
Herbal Lore	6	5	3	4	4	6	3	Read and Write
Legerdemain	10	8	4	8	10	10	8	none
Merchant	3	2	1	2	3	3	1	none
Teacher	1	1	1	1	1	1	1	none
Wear Extra Armor	1	1	1	1	1	1	1	none

RACIAL SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Break Command	2	2	2	2	2	2	2	Biata, MWE, Stone Elf
Claws	8	8	8	8	8	8	8	Sarr
Racial Assassinate	4	4	4	4	4	4	4	Sarr
Racial Dodge	10	10	10	10	10	10	10	Hobling
Racial Proficiency	10	10	10	10	10	10	10	High Ogre, High Orc
Racial Slay	6	6	6	6	6	6	6	High Orc
Resist Binding	4	4	4	4	4	4	4	Dryad
Resist Command	4	4	4	4	4	4	4	Biata, Dark Elf, Elf MWE, Stone Elf
Resist Element	3	3	3	3	3	3	3	Barbarian, Dwarf
Resist Fear	2	2	2	2	2	2	2	Barbarian, High Orc
Resist Magic	5	5	5	5	5	5	5	Dark Elf
Resist Necromancy	4	4	4	4	4	4	4	High Ogre
Resist Poison	4	4	4	4	4	4	4	Dwarf, Hobling, Sarr
Selunari Curse	2	2	2	2	2	2	2	Selunari

WEAPONS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Archery	6	6	6	8	12	8	8	none
One Handed Blunt	3	4	4	5	6	5	5	none
One Handed Edged	5	5	5	7	10	7	7	none
One Handed Master	7	8	8	10	14	10	10	none
Polearm	8	12	12	12	16	12	12	none
Small Weapon	2	2	2	2	2	2	2	none
Staff	4	4	4	4	4	4	4	none
Thrown Weapon	2	4	4	4	4	4	4	none
Two Handed Blunt	6	8	8	8	12	8	8	none
Two Handed Sword	8	12	12	12	16	12	12	none
Two Handed Master	10	16	16	16	20	16	16	none
Two Weapons	2	4	4	4	4	4	4	Florentine

FIGHTING SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Assassinate	8	3	3	4	8	8	8	Backstab x2
Back Attack	6	3	3	3	8	6	6	weapon skill
Backstab	6	6	3	6	8	6	6	Back Attack x4
Critical Attack	3	3	5	6	8	3	6	weapon skill
Disarm	2	2	2	3	8	3	8	Backstab <i>or</i> Weapon Proficiency
Dodge	8	6	5	6	8	8	8	Backstab x2
Evade	8	3	3	4	8	8	8	Backstab
Eviscerate	5	7	14	14	14	7	14	Weapon Proficiency x4
Florentine	4	6	6	6	8	6	6	none
Parry	4	4	8	8	8	5	8	Weapon Proficiency x2
Riposte	5	5	5	6	8	6	8	Backstab x4 <i>or</i> Weapon Proficiency x4
Shatter	3	3	3	4	8	4	8	Backstab x3 <i>or</i> Weapon Proficiency x3
Shield	6	10	10	10	12	10	10	none
Slay	4	4	8	8	8	5	8	Weapon Proficiency x2
Stun Limb	3	3	3	4	8	4	8	Backstab x3 <i>or</i> Weapon Proficiency x3
Style Master	10	15	15	15	20	15	15	weapon skill
Terminate	12	6	4	6	12	12	12	Backstab x 4
Waylay	12	8	6	8	12	12	12	none
Weapon Master	15	20	20	20	25	20	20	none
Weapon Proficiency	3	6	6	6	8	6	6	Critical Attack x4

SCHOLARLY SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Read and Write	6	6	6	3	3	3	3	none
Read Magic	8	8	6	4	4	4	6	Read and Write

HEALING SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
First Aid	2	2	2	2	2	2	2	none
Healing Arts	6	6	4	2	2	2	4	Read and Write, First Aid

CELESTIAL (Primary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Celestial Level 1	3	3	2	1	1	1	1	Read Magic
Celestial Level 2	3	3	2	1	1	1	2	Celestial Level 1
Celestial Level 3	6	6	4	2	2	2	2	Celestial Level 2
Celestial Level 4	6	6	4	3	2	3	3	Celestial Level 3
Celestial Level 5	9	9	6	3	3	3	4	Celestial Level 4
Celestial Level 6	9	9	6	4	3	4	4	Celestial Level 5
Celestial Level 7	12	12	8	5	4	5	5	Celestial Level 6
Celestial Level 8	12	12	8	5	4	5	6	Celestial Level 7
Celestial Level 9	15	15	10	6	5	6	6	Celestial Level 8
Formal Celestial	12	12	8	4	3	4	4	Celestial Level 9

CELESTIAL (Second.)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Celestial Level 1	6	6	4	2	2	2	2	Read Magic
Celestial Level 2	6	6	4	2	2	2	4	Celestial Level 1
Celestial Level 3	12	12	8	4	4	4	4	Celestial Level 2
Celestial Level 4	12	12	8	6	4	6	6	Celestial Level 3
Celestial Level 5	18	18	12	6	6	6	8	Celestial Level 4
Celestial Level 6	18	18	12	8	6	8	8	Celestial Level 5
Celestial Level 7	24	24	16	10	8	10	10	Celestial Level 6
Celestial Level 8	24	24	16	10	8	10	12	Celestial Level 7
Celestial Level 9	30	30	20	12	10	12	12	Celestial Level 8
Formal Celestial	24	24	16	8	6	8	8	Celestial Level 9

EARTH (Primary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Earth Level 1	3	3	2	1	1	1	1	Healing Arts
Earth Level 2	3	3	2	1	1	1	2	Earth Level 1
Earth Level 3	6	6	4	2	2	2	2	Earth Level 2
Earth Level 4	6	6	4	3	2	3	3	Earth Level 3
Earth Level 5	9	9	6	3	3	3	4	Earth Level 4
Earth Level 6	9	9	6	4	3	4	4	Earth Level 5
Earth Level 7	12	12	8	5	4	5	5	Earth Level 6
Earth Level 8	12	12	8	5	4	5	6	Earth Level 7
Earth Level 9	15	15	10	6	5	6	6	Earth Level 8
Formal Earth	12	12	8	4	3	4	4	Earth Level 9

EARTH (Secondary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Earth Level 1	6	6	4	2	2	2	2	Healing Arts
Earth Level 2	6	6	4	2	2	2	4	Earth Level 1
Earth Level 3	12	12	8	4	4	4	4	Earth Level 2
Earth Level 4	12	12	8	6	4	6	6	Earth Level 3
Earth Level 5	18	18	12	6	6	6	8	Earth Level 4
Earth Level 6	18	18	12	8	6	8	8	Earth Level 5
Earth Level 7	24	24	16	10	8	10	10	Earth Level 6
Earth Level 8	24	24	16	10	8	10	12	Earth Level 7
Earth Level 9	30	30	20	12	10	12	12	Earth Level 8
Formal Earth	24	24	16	8	6	8	8	Earth Level 9

Production Skills

To create game items such as potions, scrolls, elixirs, weapons, traps, and armor, you must first buy the appropriate skill with your Build Points. Each time you buy the skill, you get five "Production Points" to spend each game-day.

Production Points do not carry over from day to day or event to event. You cannot transfer or combine your Production Points with another player.

To make an item, go to Logistics with your character card showing your skill level. You must also pay a copper piece per Production Point. This game money represents the raw materials and other costs associated with making the item.

After you have purchased ten levels of any skill, you are considered a Journeyman, and after twenty levels, you are a Master. These levels will provide extra bonuses, such as being able to make items at a reduced cost or being able to identify them quicker. The skills are cumulative; at Master level, you gain the abili-



ties of a Journeyman plus the abilities of a Master.

The charts here and on the next page show what can be made with Production Points in specific skills. To actually make an item on these lists, you will have to determine the item you wish to make and then make sure that you have the Production Points and coins necessary to do so.

Workshops: It is possible to become more productive in making Production Point items if you have access to a workshop that specializes in making them. A workshop will double your base Production Points, thus making it possible to produce more of an item than normally possible.

There are specialized workshops for (a) making alchemical items, (b) making and re-

ALCHEMY	Contact	Elixir	Gas	Weapon
Alchemical Solvent	5			
Cause Light Damage		5	10	
Cure Light Damage		5		
Intoxicate		5		
Liquid Light	5			
Paranoia		5	10	15
Vorpal Coating (Light)				5
Cause Damage		10	15	
Hallucinate		10		
Quicksilver				10
Love		15		
Oil of Slipperiness	15			
Paste of Stickiness	15			
Vorpal Coating				15
Weakness		15	20	25
Antidote		20		
Cause Serious Damage		20	25	
Laugh		20	25	30
Poison Shield		20		
Vorpal Coating (Serious)				20
Nausea		25	30	35
Feeblemind		30	35	40
Sleep		30	35	40
Vertigo		30	35	40
Dominate		35	40	
Paralysis		40	45	
Amnesia		45		
Berserk		45		
Death		45		
Enslavement Antidote		45		
Euphoria Antidote		45		
Love Potion #9		45		

SCROLLS	
Disarm	5
Light	5
Stone Bolt	5
Lightning Bolt	10
Magic Armor	10
Pin	10
Repel	10
Shield	10
Bind	15
Ice Bolt	15
Lesser Investment	15
Shatter	15
Wall of Force	15
Awaken	20
Flame Bolt	20
Shun	20
Release	25
Spell Shield	25
Stone Storm	25
Web	25
Elemental Shield	30
Lightning Storm	30
Sleep	30
Destroy	35
Ice Storm	35
Dispel	40
Dragon's Breath	40
Reflect Magic	40
Wizard Lock	40

pairing armor and weapons, (c) creating potions, (d) creating scrolls, and (e) making traps. You can purchase these specialized workshops for ten gold each.

For example: Belthivis the Mage has Create Scroll four times. Each level of the skill gives him 5 Production Points, so he has a total of 20 Production Points in which to make scrolls. Belthivis decides to buy a scroll workshop. After doing so, he now can double his capacity and create 40 Production Points of scrolls, meaning that instead of merely making a Shun scroll, he can now make a Wizard Lock scroll.

You must still pay the proper amount in copper in order to get your Production Point items even with a workshop. 40 Production Points of anything made will cost 40 coppers whether done in a workshop or not.

These workshops are personal in nature and cannot be used by anyone else. Your workshop tag will list your character's name and the location of the workshop. The workshop can only be used when the game takes place in that location. For instance, if you buy a workshop in in-game location A, you will not be able to use it in in-game location B. You can, of course, buy a new workshop.

Further, there may be plot reasons why you

cannot use your workshop at a particular event. *For example: Belthivis uses his workshop on Friday night at Logistics, but on Saturday morning the plot has everyone teleported to a battlefield 50 miles away from the town in which the workshop is located. Belthivis will not be able to use his workshop at Saturday's Logistics session.*

You can buy a number of workshops located in all of the towns in which the game may possibly take place. This is indeed a limitation of workshops, but on the other hand, unlike all your other treasure, your workshops cannot be stolen.

The workshop can be sold to another character but can never be used more than once per Logistics period. In other words, you cannot use the workshop, sell it to someone else, and then have the buyer use that same workshop. The new owner must wait until the next Logistics session.

The selling of a workshop must be done at Logistics with both the seller and the buyer present to confirm the sale. A new tag with the new owner's name on it will then be issued while the old tag will be destroyed.

Batches: Another way to increase the amount of items you can create in any one game-day is by making large "batches." Batching gives a character a new set of production points (at double cost) to be used as they see fit. It does not need to be spent identically to earlier batches. After you use your normal Production Points for the day (whether with or without a workshop), you can then create a second "batch" at double the cost. The same limitations apply as per the first batch. You can use your workshop for each of these batches.

For example: Belthivis uses his workshop and creates 40 Production Points worth of scrolls. He pays Logistics 40 coppers. He then

counts his change and decides to create another 40 Production Points worth of scrolls (using his workshop again), but this time he pays Logistics 80 coppers.

A third batch may be made at triple cost, a fourth batch at quadruple cost, and so on. There is no limit to how many batches can be made—except available funds, of course.

Production Points from different batches may never be combined. In other words, you cannot combine your two 40 Production Point batches to make one item worth 80 Production Points. You are always limited by your skill and your workshop.

WEAPONS	
Arrow	0.5
Bolt	0.5
Silvering an Arrow	1
Silvering a Bolt	1
Bludgeon	5
Dagger	5
Hatchet	5
Staff	5
Throwing Dagger	5
Javelin	10
Light Crossbow	10
Shield	10
Short Bow	10
Heavy Crossbow	15
Long Bow	15
Short Hammer	15
Short Mace	15
Silvering a Weapon	15
Spear	15
Long Hammer	20
Long Mace	20
Short Axe	20
Long Axe	25
Short Sword	25
Long Sword	30
Polearm	40
Two Handed Blunt	40
Two Handed Sword	45
Strengthening	50

ARMOR	
1 - 5 Armor Points	10
6 - 10 Armor Points	20
11 - 15 Armor Points	40
16 - 20 Armor Points	60
21 - 25 Armor Points	80
26 - 30 Armor Points	100
31 - 35 Armor Points	120
36 - 40 Armor Points	140

POTIONS	
Cause Light Wounds	5
Cure Disease	5
Cure Light Wounds	5
Disease	5
Endow	5
Bless	10
Cause Wounds	10
Cure Wounds	10
Magic Armor	10
Remove Weakness	15
Weakness	15
Awaken	20
Cause Serious Wounds	20
Cure Serious Wounds	20
Release	25
Remove Silence	25
Silence	25
Spell Shield	25
Cause Critical Wounds	30
Cure Critical Wounds	30
Elemental Shield	30
Restore	30
Sleep	30
Wither	30
Destruction	35
Remove Destruction	35
Cause Mortal Wounds	40
Cure Mortal Wounds	40
Drain	40
Purify	40
Remove Paralysis	40
Reflect Magic	40

TRAPS	Noise-		Flame/		Mechan-		
	Damage	Gas	maker	Weapon		Acid	Explosive
		25	2				
2				2			
5				5			
10				10			
15				20	20		
20				30	30	40	20
30				50	40	60	30
50					50	100	50
100							80

Skills

Skills listed with a * can be bought multiple times to improve or increase the skill. Read the description carefully.

Alchemy*

Alchemy allows the character to create non-magical elixirs, poisons, oils, and solvents. For each time *Alchemy* is bought, the character gets five Production Points as detailed on page 54.

In order to mix a substance to be ingested into a food or drink, or to apply a contact gel or weapon coating, you must have *Alchemy 1*.

Anyone can use an ingested substance if not mixed into food or drink. In other words, anyone can drink an *Intoxicant* elixir straight from the bottle, but you must have *Alchemy 1* in order to mix that elixir into a drink or food.

To employ a gas requires at least *Alchemy 3*. All gas packets must be orange to differentiate them from spell packets (which cannot be orange).

Alchemy cannot be used to determine the presence of an alchemical substance or magical potion in a creature's bloodstream.

The list of substances that can be made with the skill *Alchemy* and their Production Point cost is on page 55. The *Alchemy* chapter starts on page 107.

Advanced Use: A character with 10 or more levels of *Alchemy* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Alchemy*. A character with 20 or more levels of *Alchemy* is considered a Master and gains the ability to identify alchemical substances (with the *Herbal Lore* skill) in 30 seconds as opposed to the usual 60 seconds.

Archery

This skill allows the character to use a simple bow and a crossbow.

For safety reasons, real bows and crossbows are not used in our game. Instead, archers use padded physical representations for the bows and crossbows, and blue packets to represent arrows and bolts.

Assassinate*

This skill enables the character to inflict one powerful attack of damage in one blow once a day for each time the skill is bought. *Assassinate* may be used with any weapon in which the character has the skill. It can be purchased once after every two *Backstabs* a player has. When used with a bow, crossbow or thrown weapon, the attack does not have to be from the rear.



An *Assassinate* can only be inflicted from behind but can be blocked by a *Parry*, a *Dodge*, or a *Riposte*. A *Magic Armor* spell also protects the wearer from an *Assassinate*.

Using an *Assassinate* with a hand that has a Prepare to Die skill active will immediately extend the Prepare to Die skill.

The “back” includes the buttocks, rear of the arm (triceps area from shoulder to elbow) and rear half of the calves and thighs from heel to buttocks. You must be behind the victim to inflict an *Assassinate*; you cannot reach around from the front. By its nature, an *Assassinate* cannot be held active nor may it switch targets; it can only be used for one strike. It does not have to be by surprise.

An *Assassinate* inflicts base damage of 10 plus 20 times the number of *Assassinates* the character has. *For example: Finther has bought 3 Assassinates. When he uses his Assassinate skill, he will call “70 Assassinate.” This amount is figured by first taking the number of Assassinates he has (3) and multiplying it by 20, giving him 60. Then he adds the base damage of 10.*

When calculating the amount of damage, you do not add weapon damage, Endows, Vorpall Coatings, or any other modifiers. An *Assassinate* will always be a round number like 30 or 50.

You may announce special qualifiers that your weapon may possess, such as Silver, Magic, or Flame.

Back Attack*

This skill allows the character to inflict two extra points of damage against any one opponent from behind for the duration of the battle (which is defined as “Line of Sight” as explained on page 98) once per day for each time the skill is taken.

This bonus applies to any weapon in which the character has the skill. When used with a thrown weapon, bow or crossbow, the attack only does one extra point of damage but does not have to be from the rear.

The “back” includes the buttocks, rear of the arm (triceps area from shoulder to elbow) and rear half of the calves and thighs from heel to buttocks. You must be behind the victim and be able to see the victim's shoulder blades to inflict a *Backs Attack*; you cannot reach around from the front.

After a character has earned the fourth *Back Attack*, the character can trade them in and buy a *Backstab* (see below). The character

may then begin learning *Back Attacks* again.

For example: Finther the Rogue has worked his way up to the point where he has learned Backstab. He now inflicts two extra points of damage for every hit from behind with any weapon he can use. He then begins to learn Back Attacks again. For each Back Attack he learns now, he can inflict another two points of damage to one opponent, so when he uses these skills, he adds four points of damage.

Backstab*

This skill allows a character to do an extra two points of damage to any foe they can hit in the back while standing behind the person. The “back” includes the buttocks, rear of the arm (triceps area from shoulder to elbow) and rear half of the calves and thighs from heel to buttocks. You must be behind the victim and be able to see the victim’s shoulder blades to inflict a *Backstab*; you cannot reach around from the front.

It applies to any weapon in which the character has the skill. When used with a thrown weapon, bow or crossbow, the attack only does one extra point of damage but does not have to be from the rear.

You can purchase a *Backstab* for every four *Back Attacks* you possess. When you purchase a *Backstab*, you must trade in your *Back Attacks*.

The skill can be bought multiple times and the effects are cumulative.

Blacksmith*

This skill allows the character to create weapons and shields as well as forge and refit suits of armor. (Technically, this skill can also be used to create regular clothing and leather armor since those are also covered under the Armor Point tag rules.)

For each time this skill is bought, the character gets five Production Points as described on page 55. The person with this skill can then either make weapons or armor or any combination of both up to their maximum Production Points.

Example one: Finther has Blacksmith 4, giving him 20 Production Points per game-day. He checks the chart in the “Production Points” section on page 56 and sees that he can make a 9 point suit with his 20 Production Points. He goes to Logistics and pays 20 copper pieces and is given a 9 point armor tag.

Example two: Finther has Blacksmith 5, giving him 25 Production Points per game-day. He tells Logistics that he wants a 5 point suit of armor, a staff, and a shield. A 5 point suit will cost him 10 Production Points, the staff will cost him 5 Production Points, and the shield will cost him 10 Production Points. He pays



Logistics 25 copper pieces and Logistics gives him the tags.

Refitting: “Refitting” a suit of armor takes a complete uninterrupted minute during which you can perform no Game Abilities and cannot walk around. The player must kneel or crouch and adjust their armor to represent the act of refitting. If you are refitting someone else’s armor, both players will have to kneel. This should be role-played out, perhaps by pulling out a small bag of tools and accessories, or at least by pounding at your chest or otherwise taking actions to make it clear that you are repairing armor and not just kneeling down.

For example: Rendal and Ena each have suits worth 15 Armor Points. They are attacked by an evil ogre and each take 20 points of damage before the ogre is defeated, thus reducing their armor values to 0. Rendal, who has the skill of Blacksmith, kneels over, gets out his repair kit, and spends a minute refitting his armor while Ena stands guard. When he is done, he spends another minute refitting her armor. When the two minutes are done, both have suits that are good as new and worth 15 Armor Points again.

Silvering a weapon: Silvering a weapon allows the weapon to harm monsters than can only be hurt by silver, such as certain undead. To silver an existing weapon, the blacksmith must pay 15 Production Points and 15 silver pieces. Silvering an existing arrow or bolt costs 1 silver per arrow or bolt and 1 Production Point. (Note that these costs are separate from the costs of the actual creation of the weapon itself.) Once applied, the silver can never be removed to be reused.

Strengthening a weapon, shield, or wand: Strengthening a weapon, shield, or wand allows it to withstand *Shatter*, *Destroy*, and *Acidic Skin* effects as well as explosive traps. Once strengthened, the item will withstand two such attacks. When hit with one of these effects, the person with a strengthened item must say “Resist.”

A weapon, wand or shield can only be strengthened once, giving it two resists to these effects. After those resists are used, it can be strengthened again but can never have more than two resists at any one time.

To strengthen an existing weapon, wand or shield, the smith must pay an extra 50 Production Points and 50 silvers.

Advanced use: A character with 10 or more levels of Blacksmith is considered a *Journeyman*, and only spends 4 copper for every 5 production points of Blacksmithing. Silvering and strengthening do not benefit from this reduction in cost.

A character with 20 or more levels of Blacksmith is considered a *Master* and gains the ability to refit armor in 30 seconds as opposed to the usual 60 seconds.

Break Command*

With this skill, a character can break all active Command effects on another creature once per day for each time the skill is taken.

The Command effects are *Berserk*, *Dominate*, *Fear*, *Love*, *Shun*, *Sleep*, and *Vampire Charm*.

It does not include Greater Command effects such as *Enslavement*, *Euphoria*, or *Love Potion #9*; however, it does include *Terror*.

You must be close enough to touch the affected person (actual physical contact is not necessary and may very well be unsafe), and must spend ten seconds of role-playing conversation with the victim to remove the effect.

If you perform any other Game Abilities during this time, if the victim is attacked, or if the conversation is halted, then the *Break Command* is unsuccessful.

Attempting this action on a character that had not been under the effects of a Command will still result in the ability being used for the day.

You cannot use this skill upon yourself.

Celestial Magic*

This skill allows the character to cast a celestial magic spell of whatever level has been bought. This skill is a Spell Slot as described on page 51.

Claws

This skill allows a character to use a one-handed “claw.” The base damage for a claw is two points. This skill only allows the use of one claw unless the character also has *Two Weapons* or *Style Master*, at which point the character can use either two claws or a claw and a weapon.

You may use any fighting skill with the claw (such as *Weapon Proficiency*, *Evade*, *Eviscerate*, etc.). However, the claw cannot be used to perform a *Waylay*.

All claws must be short sword length and must abide by all weapon construction rules. They must be covered with red colored tape.

Claws cannot be silvered or strengthened by the *Blacksmith* skill. The claws may not be disarmed, shattered, stolen, confiscated, or destroyed.

Characters who are hit in their claws with weapons, bows, or arrows do not take damage from the attack. In this sense, claws are treated as weapons and can receive weapon coatings and be used with *Blade* spells.

The claws are retractable and can be retracted and activated without a count. The time it takes a player to acquire the phys reps out-of-game is the time it takes the character to activate the claws in-game.

You are not allowed to call a Hold to retrieve your claws or to pick up a claw that you have dropped from your hand during combat. The time it takes you to obtain them is the time it takes you to be able to use them, just as if they had been “retracted.” If there is no replacement available, then you cannot use the skill until a replacement is obtained.

Carrying a claw phys rep and a weapon phys rep in the same hand is not allowed.

For example: Aslahe the sarr is in a battle and his sword is destroyed. He can then reach into his backpack and pull out his red phys reps to continue fighting, using them as claws, which



cannot be destroyed. During the time he was getting the phys reps, he was completely in-game and could not call a Hold or refuse to take any damage that may have hit him. He will be calling “two normal” with his claws unless he has a Proficiency, in which case he will call the appropriate damage. If hit with a Disarm spell, he will say “no effect” (unless, of course, he has a Spell Shield active, which would then be used up).

This skill is not the same thing as the monster ability *Base Claw/Body Weaponry*.

Craftsman (type)*

This skill is used to add flavor to your character. It cannot be used to give a character any extra power in-game nor does it guarantee any information from the Plot Committee, although the Plot Committee may take it into consideration when distributing information or plotlines. For instance, if you have *Craftsman: Sailor* and a module involves capturing a boat from pirates, your skill could come in handy.

For every *Craftsman* skill bought, a character will receive one silver piece at check-in for each game-day. This represents income you receive from your skill. Therefore, *Craftsman* skills must be skills that would provide an income. *Craftsman: Good Looking* or *Craftsman: Lazybones* would not be acceptable.

You can buy multiple levels in any *Craftsman* skill. If you have *Craftsman: Astrologer*, you can earn a living at it, but if you have purchased that particular *Craftsman* skill ten times, then you’re one of the top astrologers around; after all, you earn a gold a day just from that skill!

When choosing a *Craftsman* skill, you cannot duplicate or imply other in-game skills. *Craftsman: Herbalist* is pretty much the same

thing as *Herbal Lore*, and *Craftsman: Leather-smith* is covered under *Blacksmith*.

Be logical in your choice. Don’t take *Craftsman: Calligrapher* if you haven’t purchased the skill *Read and Write*, and don’t take *Craftsman: Formal Magical Research* if you can’t even cast a *Pin* spell.

Craftsman skills include (but are not limited to) *actor, architect, artist, astrologer, baker, bard, barrister, bookbinder, bookkeeper, brewer, builder, butcher, calligrapher, candle-maker, carpenter, cartographer, cartwright, cobbler, farmer, farrier, fisher, fletcher, forester, gambler, glassblower, gravedigger, hatter, hunter, innkeeper, jeweler, lenscrafter, lumber-jack, mapmaker, mason, masseuse, money-lender, musician, miller, miner, navigator, painter, potter, rat catcher, sage* (specify field of study), *sailor, scout, scribe, sculptor, silversmith, singer, tailor, tavernkeeper, tracker, trapper, undertaker, veterinarian, and weaver*.

Create Potion*

This skill allows the character to create an earth magic based potion. The character must have access to the spell in a spell book but does not have to be able to actually cast the spell.

Making a potion costs Production Points and in-game money and falls under the rules set forth in the section on Production Skills on page 55.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Potion* is considered a

Journeyman, and only spends 4 copper for every 5 production points of *Create Potion*.

A character with 20 or more levels of *Create Potion* is considered a Master and gains the ability to identify a potion (using the *Healing Arts* skill) in 30 seconds as opposed to the usual 60 seconds.

Create Scroll*

This skill allows the character to create a celestial magic based scroll. The character must have access to the spell in a spell book but does not have to be able to actually cast the spell.

Making a scroll costs Production Points and in-game money and falls under the rules set forth in the section on Production Skills on page 55.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Scroll* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Create Scroll*.

A character with 20 or more levels of *Create Scroll* is considered a Master and gains the ability to cast from any level Celestial battle magic scroll (regardless of the highest level celestial spell he or she has).

A Master can also cast from any Celestial battle magic scroll without sufficient light to read the scroll (but the scroll still must be held before you and in a location from which it could be read were there sufficient light, following all normal scroll reading rules).

Create Trap*

This skill allows the character to make a trap as per the trap rules on page 145.

Making a trap costs Production Points and in-game money and falls under the rules set forth in the section on Production Skills on page 55.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Trap* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Create Trap*. A character with 20 or more levels of *Create Trap* is considered a Master and gains the ability to set a trap (with the *Legerdemain* skill) in 30 seconds as opposed to the usual 60 seconds.

Critical Attack*

This skill allows the character to inflict one extra point of damage against any one opponent for the duration of the battle once per day



for each time the skill is taken. Battle duration is defined as “Line of Sight” as per spells.

It can then be used with any weapon with which you have the skill.

After a character has earned the fourth *Critical Attack*, the character can trade them in and buy a *Weapon Proficiency*. The character may then begin learning *Critical Attacks* again.

Example: Terin has worked his way up to the point where he has learned Weapon Proficiency. He now inflicts +1 damage for every hit. He then begins to learn Critical Attacks again (but does not need a teacher). For each Critical Attack he learns now, he can do another point of damage once per day per opponent, so when he uses these skills, he inflicts +2. When he has enough Build Points, he can buy Weapon Proficiency again and he will inflict +2 constantly. And the pattern continues indefinitely.

Disarm*

This skill allows the player to disarm a possession of the target after a valid weapon blow. This skill has the same effect as the *Disarm* effect and follows all rules for that effect. A landed blow does no damage.

This skill can be purchased every time a character has purchased a *Weapon Proficiency* or *Backstab*.

The *Disarm* applies to only one landed blow, and will remain active until the blow is landed or ten minutes pass. When first activating the skill, the character must say “Prepare to die, Disarm <item>!” Once declared, this skill must be called with every swing (or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons) or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) do not interrupt this skill.

Example: Terin runs into battle and strikes at a gnoll, saying “Prepare to die, Disarm sword!” The gnoll manages to prevent Terin from landing a blow by blocking with its shield and otherwise jumping out of the way. Terin continues to shout “Disarm” for each swing. Suddenly, the gnoll dies from a spell thrown by Belthivis the Mage. Terin has not yet used his Disarm, so he turns and begins fighting another gnoll, however, this gnoll is using a polearm, so he says “Active Disarm polearm” as he approaches his foe. (Note that he does not say “Prepare to die” again as those words are only used at the very beginning to indicate that the skill is being attempted.) Terin hits the second gnoll and this gnoll drops her polearm and runs off looking for another weapon she can pick up. Terin has now used up his Disarm, so when he turns to face the next gnoll in line, he will be calling his regular damage.

If ten minutes had passed from the time Terin called out “Prepare to die,” and he did not have a chance to use his Disarm, then the Disarm would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Disarm has become inactive, and he must mark it as being used.

A Magic Armor, Parry, Riposte, or Dodge protects against a Disarm and expends the Disarm.

Once declared, this skill must be called with every swing, or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons, or it is considered expended.

Using other skills that do not involve swinging your weapon (such as casting a spell) does not interrupt an active Prepare-To-Die skill.

Using a *Disarm* with another Prepare-to-Die skill active will immediately override and expend the previous Prepare-to-Die skill.

Dodge*

The use of this skill allows the character to once a day dodge and thus avoid any single weapon attack or any packet delivered attack for each time the skill is purchased.

It does not protect against traps (except weapon traps), *Waylay*, or Killing Blows. *Dodge* cannot be used if a character is completely immobilized, such as when under the effect of a *Confine* or even simply being tied up.

Using a *Dodge* when having a Prepare to Die skill active will not void the Prepare to Die skill, which will remain active.

Dodge may be bought once for every two *Backstabs* a character has purchased.

Earth Magic*

This skill allows the character to, once per day, cast an Earth Magic spell of a specified level. This skill is a spell slot as described on page 51.

Evade*

Evade can be used to evade any weapon attack that has scored a valid hit, including arrows, bolts and thrown weapons.

Evade cannot be used to nullify a *Waylay*, *Assassinate*, *Terminate*, or any "Prepare to Die" effect. It is only used to block weapon damage such as "10 Normal," "15 Drain," "3 Weakness Poison," etc.

When one is the recipient of a valid hit they must state "Evade" loudly and clearly.

Using an *Evade* when having a Prepare to Die skill active will not void the Prepare to Die skill, which will remain active.

Evade may be bought once for every *Backstab* a player has purchased and can be used once per day for each time purchased.

Eviscerate*

This skill allows the character to knock a target to -1 Body Points after a valid weapon blow. This damage may be healed and/or first aided as normal. This blow reduces the victim's armor to 0 and removes any *Bless* or *Shield* spells.

The *Eviscerate* applies to only one landed blow, and will remain active until the blow is landed or ten minutes pass. When first activating the skill, the character must say "Prepare to die, Eviscerate!" Once declared, this skill must be called with every swing (or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons) or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) do not interrupt this skill.

Example: Terin runs into battle and strikes at an ogre, saying "Prepare to die, Eviscerate!" The ogre manages to prevent Terin from landing a blow by jumping out of the way and

otherwise preventing Terin from hitting him. Terin continues to shout "Eviscerate" for each swing. Suddenly, the ogre dies from a spell thrown by Belthivis the Mage. Terin has not yet used his Eviscerate, so he turns and begins fighting another ogre, saying "Active Eviscerate" as he approaches his foe.

Terin hits the second ogre who immediately falls and is at -1 Body Point. Terin has now used up his Eviscerate, so when he turns to face the next ogre in line, he will be calling his regular damage.

If ten minutes had passed from the time Terin called out "Prepare to die," and he did not have a chance to use his Eviscerate, then the Eviscerate would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Eviscerate has become inactive, and he mark is as being used.

A *Magic Armor*, *Parry*, *Riposte*, or *Dodge* protects against an *Eviscerate* and expends it in the process.

Once declared, this skill must be called with every swing, or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons, or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) does not interrupt an active Prepare-to-Die skill. Using an *Eviscerate* with another Prepare-to-Die skill active will immediately override and expend the previous Prepare-to-Die skill.

First Aid

First Aid allows the user to stabilize a dying creature (at -1 Body Points), bringing the recipient to zero Body Points. The person will then regain consciousness in ten minutes with one Body Point (the one on the Life Tag).

This skill only works with humanlike physiologies (which includes all PC races and most other bipedal creatures such as goblins, gnolls, orcs, ogres, trolls, etc.). It will not work on creatures with no metabolism (such as undead or golems), on certain monsters which are completely alien, or on animals or other non-humanoid creatures (although, at a Plot team's discretion, an appropriate Craftsman skill might assist in this type of situation).

This skill cannot save a creature hit with a *Killing Blow* or a *Death* spell. Note that the skill *Healing Arts* is needed to determine if the creature is dead (unless it is painfully obvious to everyone, like the creature's head has been removed).

The skill requires a full uninterrupted minute. If interrupted while giving *First Aid*, then the one-minute "Death Countdown" continues where it left off when the *First Aid* was started.

You cannot apply *First Aid* to more than one person at a time, nor can you perform any other Game Ability while applying *First Aid* other than *Healing Arts*. The recipient can make no response as to whether the *First Aid* is hav-

ing an effect or whether it is successful. *Healing Arts* must be used to determine the success of failure of *First Aid*.

The player with this skill should role-play the *First Aid* by pulling out some bandages and otherwise concentrating on helping the patient.

The user must role-play this skill for the full minute and it must be obvious to anyone looking that *First Aid* is being performed. In other words, you cannot lie on the ground next to your victim with your hand on your victim's torso and be performing this skill.

A player who is being given *First Aid* and does not wish to have body contact must tell the player with the *First Aid* skill. This does not mean the *First Aid* is being refused in-game.

Florentine

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons can be no longer than a dagger.

If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

Formal Magic (School)*

This skill allows you to read and use formal magic scrolls and High Magic of your particular school (Earth or Celestial).

The scrolls are individual and unique magics in and of themselves and a list can be found on page 140. This skill does not require the building of a second spell pyramid, but is bought in a linear fashion like *Create Scroll*.

A person with *Formal Magic 1* can read and cast any formal magic scroll of his or her school but the chance of success in casting the ritual improves with each purchase of the skill.

See the section on Formal Magic on page 127 for more details.

Healing Arts

This skill, which represents basic medical knowledge, is required to learn any Earth spells.

A character with *Healing Arts* can determine if someone is diseased, sleeping, paralyzed, dead, dying, unconscious, or merely faking injury upon examining them. The exact extent of injuries can be determined as well.

A person with *Healing Arts* examining a hurt body can tell exactly how many points of healing are necessary for complete recovery. (Asking "How many Body Points are you down?" is an out-of-game question; you should ask it quietly and then in-game you can say "Ah, I see that a *Cure Light Wounds* is all you need.")

This skill will not allow you to tell if a creature is under the effects of an alchemical

substance or if the creature has any in their system. It will not allow you to determine death by poison, necromancy, or the use of spells or similar inobvious means. It will, however, allow you to determine if the damage was caused by an edged or blunt weapon, or by claws.

Since this skill represents checking pulse and otherwise examining the body, it cannot be done instantly.

In order to use this skill, the person must touch the subject and role-play an examination. The amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds.

Before asking any questions, you must say "Healing Arts" so that the recipient is aware that the questions being asked are not actually being said in-game and thus must be answered. Since these are out-of-game questions, they can be asked and answered while under the effects of a *Silence*.

These out-of-game questions can only include the following: *How many Body Points are you down? Were you damaged by edged weapons or claws? Were you damaged by blunt weapons? Were you waylaid? Are you diseased? Are you sleeping? Are you terrorized? Are you paralyzed? Are you drained? Are you regenerating? Are you unconscious (at zero body)? Are you dying (at -1 body)? Are you dead (need a Life spell)? How much time until you <wake up, become conscious, stop being terrorized, become unparalyzed, die, resurrect>?*

A player representing a permanently dead body should respond to "Are you Dead?" with "yes," and "How long until you resurrect?" with either "Never" or "Not applicable."

You may not ask questions like the following: *What is your maximum amount of Body Points? Were you killed by necromancy? Were you killed by celestial spells? Were you poisoned? Was that guy running away the one who killed you?*

If this skill is used to ask an inexplicable answer (such as asking a living person "How long until you resurrect?"), the recipient should answer "no effect."

You cannot use *Healing Arts* on a conscious person without their knowledge. It is always obvious that you are using your skill. Shaking hands or touching someone's shoulder will not give the results that a real check-up would. A conscious person thus can prevent *Healing Arts* from being performed unless bound or similarly restrained.

Healing Arts can be performed through *Binding* effects such as *Confine* and *Pin* but not through *Eldritch Force* effects such as *Prison*.

Certain creatures are not affected by *Healing Arts*. Creatures that have "No Metabolism"



or "Alien Metabolism" or "Animal Metabolism" on their monster card should state "no effect" when someone attempts to use *Healing Arts* upon them.

If a creature has an alien metabolism and the skill *Healing Arts*, it may use *Healing Arts* and may also use *Healing Arts* upon creatures of the same type. For example, a naga with *Healing Arts* may use *Healing Arts* on another naga effectively, but may not use *Healing Arts* on a giant spider.

Creatures with no metabolism may never have *Healing Arts* used on them effectively, even by other similar creatures with the skill *Healing Arts*. For example, an undead death knight with the skill *Healing Arts* cannot use that skill on another death knight.

Creatures with "Animal Metabolism" should never have the skill *Healing Arts*, as this refers only to "true" real world animals.

Identifying Potions: This skill also allows the user to detect and identify magical potions. This process must be role-played accordingly, by scrutinizing the bottle, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

After three seconds (which out-of-game is usually spent reading the tag on the item), a character with this skill can tell whether a liquid is a magical potion, and after an uninterrupted minute of this role-playing, can determine which magical potion it is.

This skill will not allow a character to determine whether a liquid is alchemical in nature.

For example, Darlissa the healer has three unidentified vials of liquid before her. One is a Cure Wounds potion, one is an alchemical Berserk elixir, and one is orc blood. She spends three seconds examining each one. After nine seconds (three for each), she can tell that one is a magical potion (the Cure Wounds vial).

She also knows that the other two are not magical potions, but has no idea whether the other two are alchemical or something else. She then spends a minute examining the magical potion, at the conclusion of which she is able to determine that it is a Cure Wounds potion.

Some potions you find will already be labeled. Others will be unidentified. These are usually marked as such but will say out-of-game whether the unidentified item is magical or alchemical. Once a character with this skill spends the minute to identify the potion, the "unidentified" tag may then be removed, revealing the real tag below.

Herbal Lore

This skill is a prerequisite to creating any alchemical substances.

This skill also allows the user to detect and identify alchemical substances present in a bottle or otherwise used accordingly (such as mixed in food or affixed as a contact gel). This process must be role-played accordingly, by scrutinizing the bottle or substance, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

After three seconds, a character with this skill can tell whether it is alchemical in nature, and after an uninterrupted minute of this role-playing, can determine which alchemical substance it is.

This skill will not allow a character to determine whether a liquid is magical in nature.

This skill cannot be used to identify blood types, detect the presence of poison in the bloodstream, identify a type of monster or a race from a blood sample, or otherwise do modern chemical observations.

You cannot use the skill *Herbal Lore* on a character to determine if that character is under the effects of an alchemical substance.

Unidentified liquids are usually marked as such but will say out-of-game whether the unidentified item is magical or alchemical. Once a character with this skill spends the minute to identify the item, the "unidentified" tag may be removed, showing the real tag below.

Legerdemain

This skill allows the character to attempt to arm a trap, disarm a trap, or pick a lock. It does not guarantee success.

You must have this skill to even attempt to set a trap, disarm a trap, or pick a lock. You may not even cut an obvious trip wire without this skill.

A person without this skill can detect whether a trap is present but will have no idea how to disarm that trap. *For example: Rendal, a big strong fighter, does not have the skill Legerdemain. He sees a trip wire crossing the path which is attached to a mouse trap. Out-of-game, it is plainly obvious how to disarm this trap but in-game, Rendal is stumped.*

Merchant

This skill allows the character to place an accurate value on certain in-game items. It will not identify whether those items are magical, but only how much they might fetch on the open market.

This is usually accomplished by consulting an out-of-game list that your chapter will keep. The list will contain the in-game items that have a game number, along with their monetary value. Obviously, items that are not from that chapter will not be on the list, and so a character finding such an item will be perplexed by the material or technique and thus unable to identify its worth.

This skill also allows the character to sell game items (potions, scrolls, alchemical substances, armor, weapons, and traps) to Logistics during normal Logistics periods for their Production Point value in game money. Items that are not produced through the Production Point system (components, ritual scrolls, magic items, etc.) cannot be traded in, and must be sold in-game. Merchanting only recovers the production point value of an item, not its entire crafting cost.

One Handed Blunt

This skill allows the character to wield a one handed blunt weapon. This includes any blunt Small, Short, or Long close combat weapon. A blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage.

One Handed Edged

This skill allows the character to wield a one handed edged weapon. This includes any edged Small, Short, or Long close combat weapon. It also allows the use of a one-handed spear which may only be used as a thrusting weapon.

One Handed Weapon Master

This skill allows the character to use all one handed edged and one handed blunt weapons. When buying this skill, you must “sell back” any skills that are included within it.

Parry*

A Parry allows the character to defend against any one physical weapon delivered at attack, including arrows, bolts and thrown weapons, but not a Waylay. Using a Parry against a swing for Massive will not stop the character from taking damage. It cannot be used against traps (except for weapon traps) nor can it be used against a packet delivered attack except arrows and bolts.



A Parry may be purchased for every two Weapon Proficiencies.

Parry may be used with any weapon in which the user has the appropriate skill. It cannot be used with a crossbow, thrown weapon or shield. You may not use a Parry if you do not have a weapon in your hand or if your weapon is not free. A two handed weapon must be held in both hands to be able to use a Parry. A bow is considered a one handed weapon when using this skill.

You may only Parry a blow you could logically parry at the point where the strike is given. Your weapon must be able to reach the attacker's weapon, otherwise the strike is too far away to parry. If you actually interpose yourself between your mage and a fighter trying to slay him or her, you may call a Parry and nullify the attacker's blow. However, you cannot call a Parry while standing at the other end of the battle, nor can you parry a blow meant for someone else if you were at that time engaged in a fight with a third person. You also may not use a bow to Parry a blow intended for someone else at a distance.

Using a Parry when having a Prepare to Die skill active will not void the Prepare to Die skill, which will remain active. You must say “Parry” when using this skill.

For example: Terin is walking through town when suddenly he is attacked by Vorin the Assassin who says “70 Assassinate!” Since Terin did not have a Magic Armor spell on him, this amount would kill him, so he decides that this would be a good time to use that Parry. “Parry!” he announces, thus letting the assassin know the attack was unsuccessful.

Polearm

This skill allows the character to wield any hafted two handed weapon with a blade on the far end (a meat cleaver on a stick). This includes

weapons like two handed axes and halberds.

Racial Assassinate

This skill functions in the same way as the skill *Assassinate*, except that it may only be purchased once ever. It is considered cumulative with any other *Assassinates* for purposes of calculating damage, although it is not factored when determining how many *Assassinates* may be purchased.

Racial Dodge

This skill functions in the same way as the skill *Dodge*, except that it may only be purchased once ever. It is not factored when determining how many *Dodges* may be purchased.

Racial Proficiency

This skill functions exactly like the skill *Weapon Proficiency* and is considered a *Proficiency* when determining prerequisites for *Slays* and other such skills. It can only be purchased once.

Racial Slay

This skill functions exactly like the skill *Slay*, except that it may only be purchased once. It is considered cumulative with any other *Slays* for purposes of calculating damage, although it is not factored when determining how many *Slays* may be purchased.

Using a *Racial Slay* with a Prepare-to-Die skill active will immediately override and expend the Prepare-to-Die skill.

Read and Write

A character without this skill will not be able to read even the simplest written signs, scrolls, or numbers. A character may be able to interpret a map based on drawn landmarks but not read any writing on the map.

With this skill, a character can read anything except magical writing on Formal scrolls, which requires the skill Formal Magic (school).

It does not allow a character to comprehend foreign languages they do not know, nor does it decode coded messages. It does however allow the character to try to decode or translate the message.

Note that if you have this skill, you can still read even if you are prohibited from using "Game Abilities." For instance, you can read potion labels even if you are under the effects of a *Nausea*.

Read Magic

This skill is required for anyone wishing to learn celestial magic spells, use a wand, or cast magic scrolls.

It does not allow you to read Ritual Magic scrolls.

With this skill, a character can use magic scrolls up to the character's highest level of celestial spell ability plus four.

Thus, if you have the skill *Read Magic* and have no celestial spells, you can use up to and including 4th level magic scrolls. If you know one celestial spell level, you can now use scrolls up to and including 5th level, and so on.

To use a magical scroll, you must actually hold the scroll before you, have enough light to be able to read it, actually read the scroll, say the verbal incant out loud, touch the spell packet to the scroll, and then throw the spell packet.

Resist Binding*

With this skill, a character may resist one Binding effect no matter how delivered for each time the skill is purchased.

The Binding effects are *Bind*, *Confine*, *Entangle*, *Pin*, *Release*, *Repel*, and *Web*.

If the Binding effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the Binding effect.

For example, Dina the dryad has a Spell Shield active but it is her last one and she is hoping not to have need of it any time soon. She is hit by a Pin spell. Even though she would prefer to use her Resist Binding ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.



In order to use this ability, the player must call "Resist" when struck by the attack.

The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say "Resist" (an out-of-game statement) and then have your character pretend to be affected in order to fool your attackers.

Resist Command*

With this skill, a character may resist one Command effect no matter how delivered for each time the skill is purchased.

The Command effects are *Awaken*, *Berserk*, *Charm*, *Dominate*, *Fear*, *Love*, *Shun*, *Sleep*, and *Vampire Charm*.

It does not include Greater Command effects such as *Enslavement*.

If the Command effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the Command.

For example, Darlissa the biata has a Spell Shield active but it is her last one and she is hoping not to have need of it any time soon. She is hit by a Sleep spell. Even though she would prefer to use her Resist Command ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call "Resist" when struck by the attack.

The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say "Resist" (an out-of-game statement) and then have your character pretend to fall affected in order to fool your attackers.

Resist Element*

With this skill, a character may resist one elemental effect no matter how delivered for each time the skill is purchased.

This includes anything with the words "flame," "stone," "ice," "lightning" or "elemental" in the verbal as well as flame-based traps. It also includes the spell *Dragon's Breath*.

If the elemental effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*.

For example, Barinor the dwarf has a Spell Shield active but it is his last one and he is hoping not to have need of it any time soon. He is hit by a Flame Bolt spell. Even though he would prefer to use his Resist Element ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call "Resist" when struck by the attack.

The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say "Resist" (an out-of-game statement) and then have your character pretend to be affected in order to fool your attackers.

Resist Fear*

With this skill, a character may resist one Fear or Terror effect no matter how delivered for each time the skill is purchased. This includes anything with the word "fear" or "terror" in the verbal.

If the Fear effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*.

For example, Ena the barbarian has a Spell Shield active but it is her last one and she is hoping not to have need of it any time soon. She is hit by a monster calling "Magic Fear." Even though she would prefer to use her Resist Fear ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call "Resist" when struck by the attack. The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say "Resist" (an out-of-game statement) and then have your character pretend to be afraid in order to fool your attackers.

Resist Magic

This skill allows a character to resist one effect delivered by incanted spell, "Magic <effect>," "Spell Strike <effect>," "Activate <effect>" or "Magic" weapon damage calls. This skill does not allow you to resist arcane delivered effects, potions, formal ritual magic or any other effect not delivered by one of the five qualifiers listed above.

If the magic effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the spell.

For example, Nala the dark elf has a Spell Shield active but it is her last one and she is hoping not to have need of it any time soon. She is hit by a Prison spell. Even though she would prefer to use her Resist Magic ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call “Resist” loudly and clearly when struck by the attack.

The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say “Resist” (an out-of-game statement) and then have your character pretend to be affected in order to fool your attackers. This skill can only be purchased once.

Resist Necromancy*

With this skill, a character may resist one necromantic effect no matter how delivered for each time the skill is purchased.

If the necromantic effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*.

For example, Lido the high ogre has a Spell Shield active but it is his last one and he is hoping not to have need of it any time soon. A necromancer throws a Drain spell at him. Even though he would prefer to use his Resist Necromancy ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call “Resist” when struck by the attack. The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say “Resist” (an out-of-game statement) and then have your character pretend to be affected in order to fool your attackers.

Resist Poison*

With this skill, a character can resist one poison effect for each time the skill is bought. This includes all alchemical substances (including ingested elixirs) as well as all monster attacks that use the word “poison.” It does not include *Oil of Slipperiness* or *Paste of Stickiness*.

If the poison effect is one that would normally trigger a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the poison.

For example, Aslahe the sarr has a Poison Shield active but it is his last one and he is hoping not to have need of it any time soon. He is hit by an alchemical gas globe. Even though

he would prefer to use his Resist Poison ability, the Poison Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

In order to use this ability, the player must call “Resist” when struck by the attack to let the attacker know.

The character must be conscious to use this skill and it is obvious to all that the skill was used. You may not say “Resist” and then have your character pretend to be affected in order to fool your attackers.

Riposte*

A *Riposte* allows the character to defend against any one physical weapon delivered attack, including arrows, bolts and thrown weapons, but not a *Waylay*. Using a *Riposte* against a swing for *Massive* will not stop the character from taking damage.

It cannot be used against traps (except for weapon traps) nor can it be used against a packet delivered attack except arrows and bolts.

A *Riposte* will reflect all damage and/or effects from the blow back onto the one who swung the blow, in a similar fashion to a *Reflect Magic* spell. A *Riposted Disarm*, *Shatter*, or *Stun Limb* retains the originally called target. If that target is not valid on the new victim, the victim should call “No Effect.”

A *Riposte* may be purchased once for every four *Weapon Proficiencies* or *Backstabs*. *Riposte* may be used with any weapon in which the user has the skill. It cannot be used with a crossbow, thrown weapon or shield.

You may not use a *Riposte* if you do not have a weapon in your hand or if your weapon is not free. A two handed weapon must be held in both hands to be able to use a *Riposte*. A bow is considered a one handed weapon when using this skill.

You may only *Riposte* a blow you could logically parry at the point where the strike is given. Your weapon must be able to reach the attacker’s weapon, otherwise the strike is too far away to *riposte*. If you actually interpose yourself between your mage and a fighter trying to Slay him or her, you may call a *Riposte* and reflect the attacker’s blow. However, you cannot call a *Riposte* while standing at the other end of the battle, nor can you *riposte* a blow meant for someone else if you were at that time engaged in a fight with another person.

You also may not use a bow to *Riposte* a blow intended for someone else at a distance.

The *riposted* attack can be blocked by a *Parry*, *Dodge*, or *Magic Armor*, or be *Riposted* back to the original target of the swing. However, you cannot use this skill twice on the same weapon attack. Using a *Riposte* when having a *Prepare to Die* skill active will not void the *Prepare to Die* skill, which will remain active.

You must say “*Riposte*” when using this skill.

For example: Terin is walking through

town when suddenly he is attacked by Vorin the Assassin who says “70 Assassinate!” Since Terin did not have a Magic Armor spell on him, this amount would kill him, so he wisely decides that this would be a good time to use that Riposte. “Riposte” he announces, reflecting the blow back upon Vorin. Vorin says “Magic Armor” and is unharmed by the Riposted blow.

Selunari Curse*

For each time this skill is bought, a selunari may bestow or remove one *Selunari Curse* per day. (Be warned, however, that there is a strong cultural bias among the selunari tribes about removing these curses without express permission from the curser or the tribe’s leader.)

A selunari should not bestow a curse on another unless he or she feels that the offending being has somehow insulted them or threatened their well-being.

This curse is intended to entertain through humor or drama. If it becomes overly burdensome or embarrassing out-of-game, it is not entertaining. At the time the *Curse* is cast, a player who would suffer out-of-game embarrassment or difficulty with role-playing the *Curse* may negotiate out-of-game for a different curse. However, he or she must eventually accept one of the listed curses.

In order to bestow a *Curse*, the selunari must be able to see the victim and must be able to speak. Note that this skill is not packet-delivered.

You may not bestow a *Curse* if *Silenced*, unconscious, or blindfolded. The selunari can even be bound or magically held and still be able to cast a *Curse* as long as they can still talk and see the victim. The *Curse* will pass through a *Ward*, *Wall of Force*, *Wizard Lock*, *Circle of Power*, or any other magical barrier since the curse is not magical.

The *Curse* takes effect immediately upon the completion of the *Curse* verbal. The victim has to hear the *Curse* being given by the selunari. (Unconscious victims cannot be Cursed.) The effects aren’t noticeable until the victim is given all applicable props, instructions, etc. A *Hold* should not be called unless absolutely necessary.

The *Curse* will remain in affect until removed by a *Remove Selunari Curse* or by the resurrection of the victim.

In order to remove a *Curse*, a selunari must simply touch the Cursed character and state “Your *Curse* is Removed.” The Cursed character must be willing and conscious. Note that this uses one of the character’s *Selunari Curses* for the day. One *Remove Selunari Curse* will rid the victim of all active *Selunari Curses*.

Ideally, removal of the *Curse* should be role-played out with the kind of great theatrical spectacle that selunari love. Lots of bell ring-

ing, incense burning and requiring the person who is having the Curse removed walk backwards or do other silly things fits right in with the selunari character even if these things do not actually remove the Curse. (After all, making non-selunari look foolish is a favorite selunari pastime.) The character who needs the Curse removed should probably not be aware that all of these things are unnecessary, for what selunari would reveal a secret like that?

Spell defenses do not block *Selunari Curses*, nor can they be *Dodged* or *Resisted*. *Selunari Curses* are not magical, and so cannot be removed by a *Dispel Magic*, or even the *Destroy Magic* effects of Formal Magic.

Selunari verbals are unlike spell verbals, although like spell verbals they must be stated in a voice that is heard and understood by everyone. They all begin with a little personalized prefix of the selunari's choice, such as "May a thousand ills befall me if. . .", "May my favorite horse break all his legs if. . .", "May I suffer a long and painful death if. . ." and so on. Selunari are encouraged to come up with their own colorful prefixes.

Selunari Curses are all role-playing Curses only. The Cursed player should not allow the Curse to hinder or prevent the use of any Game Ability in any way. You can still fight, cast, use alchemy, perform ritual magics, and use any skill while Cursed. The Curse is not intended as a combat effect and should never affect safety in combat.

The Cursed player should try to act out the effects of the Curse as often and completely as possible. The Curse is intended as an in-game nuisance, embarrassment, and hindrance.

Following is a list of Curses that are allowed. You are not allowed to create your own curses.

Uncontrollable Action: "(Individual prefix) if you do not _____ with every thing you do and say!" Fill in the blank with some inconsequential but annoying action like the following: Rhyme, bark, laugh, jump, sing, sneeze, skip, cough, whistle, limp, trip, spin, cry, etc.

Effects: The Cursed character must attempt to make all sentences rhyme, will constantly trip, giggle or sneeze uncontrollably, or will otherwise abide by the requirement of the curse.



Deformities: "(Individual Prefix) if you do not _____!" Fill in the blank with something along the following lines: Grow a pig's tail, grow warts upon your face, sprout the mane of a lion, etc.

Effects: The player must wear the appropriate makeup or mask to simulate the change of appearance. These items must be supplied by the selunari bestowing the Curse.

A player may refuse to wear a mask or appendage if he or she feels it may be a hindrance in combat or a safety hazard, and can refuse to wear makeup in the case of allergies or similar reasons. In these cases, the selunari may replace the Curse with another from the Curse list, such as an Uncontrollable Action or Personality Change.

A Deformity curse may not be used to simulate the appearance of another race or monster (no vampire fangs, no elf ears, no ghouls' claws, etc.). It may only be used to simulate the features of real life animals or deformities. No such deformities can ever be used offensively as weapons.

This Curse cannot be used to disguise someone. Anyone affected by the Curse should

still be recognizable as their character.

Personality Changes: The following two Curses can affect how your character thinks or acts in-game. It is entirely up to the affected player to decide how to properly role-play a given Curse, not the selunari who bestowed it.

1. "(Individual Prefix) if you do not help those less fortunate than yourself!"

Effects: The affected character will attempt to aid any non-hostile player they see in trouble or that requests help.

2. "(Individual Prefix) if you do not become the opposite of yourself!"

Effects: The affected character should take some significant facet of their personality and reverse it. A greedy character may become a philanthropist, a cowardly character might charge bravely into conflict, and a normally peaceful and reasonable character might become aggressive and short-tempered. Note that this should be an *important* aspect of your character that changes. Saying "before I was cursed, my favorite color was blue, but now that I have been cursed, it's green" is certainly not in the spirit of this rule.

This Curse does not act as a *Dominate* effect; it does not necessarily turn the antagonistic Cursed victim into the selunari's

best friend. Remember, it is the affected player's choice as to how his or her character's personality is affected.

Shatter*

This skill allows the player to shatter a possession of the target after a valid weapon blow. This skill has the same rules as the *Shatter* effect. A landed blow does no damage.

This skill can be purchased once a character has purchased three *Weapon Proficiencies* or *Backstabs*.

The *Shatter* applies to only one landed blow, and will remain active until the blow is landed or ten minutes pass. When first activating the skill, the character must say "Prepare to die, Shatter <item>!" Once declared, this skill must be called with every swing (or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons) or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) do not interrupt this skill.

For example: Terin runs into battle and strikes at an orc, saying "Prepare to die, Shat-

ter sword!” The orc manages to prevent Terin from landing a blow by blocking with its shield and otherwise jumping out of the way. Terin continues to shout “Shatter” for each swing. Suddenly, the orc dies from a spell thrown by Belthivis the Mage. Terin has not yet used his Shatter, so he turns and begins fighting another orc, however, this orc is using a polearm, so he says “Active Shatter polearm” as he approaches his foe. (Note that he does not say “Prepare to die” again as those words are only used at the very beginning to indicate that the skill is being attempted.) Terin hits the second orc and this orc drops its shattered polearm and runs off looking for another weapon to replace the unusable polearm. Terin has now used up his Shatter, so when he turns to face the next orc in line, he will be calling his regular damage.

If ten minutes had passed from the time Terin called out “Prepare to die,” and he did not have a chance to use his Shatter, then the Shatter would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Shatter has become inactive, and he must give up the tag from his skill ring.

A Magic Armor, Parry, Riposte, or Dodge protects against a Shatter.

Once declared, this skill must be called with every swing, or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons, or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) does not interrupt an active Prepare-To-Die skill. Using a Shatter with another Prepare-to-Die skill active will immediately override and expend the previous Prepare-to-Die skill.

Shield

This skill allows a character to use a shield.

Shield use in our game is unrealistic, as shields are practically indestructible. To compensate for this, shield use is somewhat restricted.

Note that a shield is not considered a weapon. You cannot use a shield to perform weapon-based skills such as Parry or Riposte. If hit with a Summoned Force effect that references a “weapon” (such as Shatter, Destroy, etc.) the shield will not be affected. However, “I summon a force to shatter your shield” will work.

Slay*

This skill enables the character to do one powerful attack of damage to one opponent once per day for each time the skill is bought. This skill may be used with any weapon in which the character has the appropriate weapon skill.

A Slay does base damage of 10 plus 20 times the number of Slays the character has.



Photo courtesy of Creative Crossroads

For example: Terin has bought 2 Slays. When he uses his Slay skill, he will call “50 Slay.” This amount is figured by first taking the number of Slays he has (2) and multiplying that by 20, giving him 40. Then he adds the base damage of 10.

When calculating the amount of damage, you do not add the weapon damage, Vorpall Coatings, Endows, or any other modifiers.

You do announce any special qualifiers that your weapon may cause, such as “Silver,” “Magic,” “Flame,” or “Poison.”

For example: Terin is using a magic sword. He is fighting a vampire, which can only be harmed by silver or magical weapons. He calls out “50 Magic Slay.”

A Slay may be bought once for every two Weapon Proficiencies. (After Weapon Proficiency +2, +4, etc.)

The Slay applies to only one landed blow, and will remain active until the blow is landed or ten minutes pass. When first activating the skill, the character must say “Prepare to die!” Once declared, this skill must be called with every swing (or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons) or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) do not interrupt this skill.

Example: Terin runs into battle and strikes at a troll, saying “Prepare to die, 50 Slay!” The troll manages to prevent Terin from landing a blow by blocking with its shield and otherwise jumping out of the way. Terin continues to shout “50 Slay” for each swing. Suddenly, the troll dies from a spell thrown by Belthivis the Mage. Terin has not yet used his Slay, so he turns and begins fighting another troll, saying “Active Slay” as he approaches his foe (instead of “Prepare to die”). “50 Slay!” he says as he swings. He hits the second troll and this troll dies. Terin has now used up his Slay, so when

he turns to face the next troll in line, he will be calling his regular damage.

If ten minutes had passed from the time Terin called out “Prepare to die,” and he did not have a chance to use his Slay, then the Slay would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Slay has become inactive, and he must give up the tag from his skill ring to the NPC playing the troll upon whom he attempted to use the Slay.

A Magic Armor, Parry, Riposte, or Dodge protects against a Slay.

Using a Slay with another Prepare to Die skill active will immediately override and expend the previous Prepare to Die skill.

A player hit by a Slay whose character takes the damage but does not die must announce that the Slay was successful by saying “hit.” This informs the player using the Slay that he or she must again begin calling normal damage.

Small Weapon

This skill allows the character to wield any small weapon, which includes bludgeon, dagger, hatchet, or any other small close combat weapon, as defined in the chapter on weapons. (See page 81) It does not include small thrown weapons.

Since this skill includes both edged and blunt weapons, it cannot be “sold back” when purchasing One Handed Edge or One Handed Blunt.

However, since all of the weapons included in this skill are also included in One Handed Weapon Master, you can sell this skill back when purchasing that new one.

Staff

This skill allows the character to wield a staff. Staff use is restricted for safety reasons, so a player using a staff must keep both hands gripped within the middle three feet of the staff.

You cannot trip people with a staff or perform many other staff moves that would be used in real life. Thrusting with a staff is not allowed.

A staff has two edges for the purposes of *Weapon Coatings*.

Stun Limb*

This skill allows the character to stun the limb of the target after a valid weapon blow. This skill has the same effect as *Wither* and follows all rules for that effect; however, a *Stun Limb* is obviously not necromantic in nature.

A landed blow does no damage.

This skill can be purchased once a character has purchased three *Weapon Proficiencies* or *Backstabs*.

As in the effect *Wither*, only the arms and legs can be affected, and if not healed through a *Restore* spell or potion, the stunned limb will recover on its own in ten minutes. If the limb is not indicated in the call, then it is up to the victim to decide which limb was stunned. You do not actually have to hit the limb in order for the skill to be effective.

The *Stun Limb* applies to only one landed blow, and will remain active until the blow is landed or ten minutes pass. When first activating the skill, the character must say "Prepare to die, Stun <limb>!" Once declared, this skill must be called with every swing (or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons) or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) do not interrupt this skill.

Example: Terin runs into battle and strikes at a bugbear, saying "Prepare to die, Stun Right Arm!" The bugbear manages to prevent Terin from landing a blow by blocking with its shield and otherwise jumping out of the way. Terin continues to shout "Stun" for each swing. Suddenly, the bugbear dies from a spell thrown by Belthivis the Mage. Terin is getting pretty sick and tired of Belthivis taking away all his targets but has not yet used his Stun, so he turns to Belthivis and says, "Active Stun Left Leg!" (Note that he does not say "Prepare to die" again as those words are only used at the very beginning to indicate that the skill is being attempted. Note as well that Terin is allowed to switch his target from arm or leg or from left to right at any time, even on the same victim.) Terin successfully hits Belthivis, who hops away screaming like a little girl. Terin has now used up his Stun Limb, so when he turns to fight another opponent, he will be calling his regu-

lar damage.

If ten minutes had passed from the time Terin called out "Prepare to die," and he did not have a chance to use his Stun Limb, then the Stun Limb would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Stun Limb has become inactive, and he must give up the tag from his skill ring.

A *Magic Armor*, *Parry*, *Riposte*, or *Dodge* protects against a *Stun Limb* and uses it up in the process.

Once declared, this skill must be called with every swing, or thrown weapon/arrow/bolt, including when wielding two weapons or swapping out weapons, or it is considered expended. Using other skills that do not involve swinging your weapon (such as casting a spell) does not interrupt an active Prepare-To-Die skill. Using a *Stun Limb* with another Prepare-to-Die skill active will immediately override and expend the previous Prepare-to-Die skill.

Style Master

With this skill, a character gains use of the *Shield*, *Florentine*, and *Two Weapon* skills.

When buying this skill, you must "sell back" any skills that are included in *Style Master*.

Teacher*

This skill is required in order to teach another character one of the skills you already know. See page 50 for more details.

Terminate*

This skill allows the character to knock a target to -1 Body Points after a valid weapon blow from behind. This damage may be healed and/or first aided as normal. This blow reduces the victim's armor to 0 and removes any *Bless* or *Shield* spells.

Terminate can be purchased once for every four *Backstabs*.

Terminate can be blocked by a *Parry*, *Dodge*, or a *Riposte*. A *Magic Armor* spell also protects the wearer from a *Terminate* and expends it in the process.

Like a *Back Attack*, *Terminate* must be performed from the back. The "back" includes the buttocks, rear of the arm (triceps area from shoulder to elbow) and rear half of the calves and thighs from heel to buttocks. You must be behind the victim to inflict a *Terminate*; you cannot reach around from the front.

When used with a thrown weapon, bow or crossbow, the attack does not have to be from the rear.

Using *Terminate* with a Prepare to Die skill active will immediately override and expend the previous Prepare to Die skill. You do not have to call "Prepare to Die" before your

swing. By its nature, a *Terminate* cannot be held active nor may it switch targets; it can only be used for one strike. It does not have to be by surprise.

The user must announce any applicable special qualifiers (such as "silver," "magic" or "flame") with this skill.

Thrown Weapon

This skill allows a character to use hand-thrown missile weapons which must abide by the rules in the Weapons chapter for safety.

Two Handed Blunt

This skill allows a character to wield a two handed blunt weapon.

Two Handed Sword

This skill allows a character to wield a two handed sword, and only a two handed sword. Any other two handed edged weapon falls under the *Polearm* skill.

Two Handed Weapon Master

This skill grants the character the ability to wield all two handed weapons covered under the skills *Two Handed Sword*, *Two Handed Blunt*, *Staff*, and *Polearm*.

When buying this skill, you must "sell back" any skills that are included in *Two Handed Weapon Master*.

Two Weapons

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons must be a Short or Small weapon.

If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

If an archer has the Two Weapon skill and is using a short bow, then they may use it with a Long weapon or with a one handed spear.

Waylay

This skill allows the character to attempt to sneak up on another character or monster and knock him, her or it unconscious. This is usually done with the padded hilt of a weapon (see below) but a foam phys rep of a rock or bludgeon can be used as well.

The victim of a *Waylay* will be unconscious for ten minutes unless given an *Awaken* spell or potion.

The damage from a successful *Waylay* will bypass Armor Points and will affect Body



Points. A *Magic Armor* spell will protect someone from a *Waylay*, although it will then be expended.

This skill can be performed with any of the following weapons: one handed edged, one handed blunt, crossbow, small weapon, thrown weapons, and any object made entirely of open-cell foam that is not a thrown weapon. It may *not* be used with two handed weapons, spears, staves, bows, bolts, arrows, claws, or shields.

This skill may only be performed by a weapon which includes a safe and valid *Waylay Tip*. It is the responsibility of the person performing the *Waylay* to ensure the weapon they are using has a *Waylay Tip*.

In order for the *waylay* to be successful, the attacker's weapon must be within 6 inches of the contact point. In other words, you cannot hold your sword by the blade end and *waylay* someone from a distance.

This is not a standard weapon attack. The character performing the *Waylay* must use the butt end of the weapon, lightly tapping the target on the shoulder blades (do not hit their spine!).

The character using this skill must call out the attack verbal by stating "<damage> waylay." Damage is determined by starting with a base of one and adding one for each *Backstab* purchased. A *Back Attack* may also be utilized to add one more point of damage, but will be used up in the process. An *Endow* spell will add two points and will also be used up in the process. The following skills do *not* add any benefits to the *Waylay* skill: *Damage Aura*, *Assassinate*, *Critical Attack*, *Terminate*, *Weapon Proficiency*, *Slay*, any *Blade* spell, and any *Vorpal Coatings*.

Example one: Finther the rogue has purchased three Backstabs and the Waylay skill. He sneaks up and surprises Vorin, calling "4

Waylay!" and tapping Vorin lightly on the shoulder blade. Vorin has no Magic Armor spell so he falls unconscious.

Example two: Terin and Finther are both sneaking up on two trolls in order to waylay them. Terin calls "1 Waylay!" while Finther calls "4 Waylay" at the same time. The trolls have a threshold of 3, so Terin does not affect his troll. Finther's troll, however, takes the damage and falls to the ground.

A player using this skill may also call out "Zero waylay." This allows a victim to be knocked unconscious but still be at the same number of Body Points upon awakening.

If the target knows that the attacker is coming and announces it by saying "I know you're back there," or otherwise showing that he or she is/was aware of the waylayer's intentions, then the *Waylay* does not work. The victim will of course still take normal damage from the blow. Walking around all day randomly saying "I know you're back there" will not stop a *Waylay*.

Waylay can be used in combat if the target is caught by surprise, such as being unaware that the waylayer was involved in the combat. A victim who is unconscious, willing, or under a *Web*, *Confine*, or *Paralysis* effect is automatically surprised for purposes of this skill. It is also possible to *Waylay* a target the waylayer is talking to if the victim looks away or if the attacker gets behind the target.

A person who is successfully waylaid will not know who the attacker was (it is, after all, a surprise attack). They cannot later identify him or her as the attacker, although the victim may have suspicions if they were just talking to someone before being knocked unconscious.

Once the target is unconscious and has fallen to the ground, the attacker may give a *Killing Blow* if so desired. The regular rules of

Killing Blows still apply; for example, you must wait for the unconscious body to come to rest.

It is impossible to *Waylay* non-humanoid monsters that have no necks, and certain other monsters may also be immune due to alien physiology or lack of metabolism. Magical constructs such as golems are likewise immune as they are not life forms in a true definition of the term. Undead are all immune.

Using a *Waylay* with a hand that has a *Prepare to Die* skill active will immediately override and expend the *Prepare to Die* skill.

And just in case it isn't blatantly obvious, you cannot *Waylay* yourself.

Waylays and Armor Protection: Armor that protects and covers the back of the neck provides limited protection from a *Waylay*. A leather coif will protect against a "1 *Waylay*" and a metal coif or helmet will protect against a "2 *Waylay*" or a "3 *Waylay*." No armor will protect against a *Waylay* of 4 or higher.

For example: Ena has a metal helmet which gives her protection against a "3 Waylay." Finther surprises her with a 3 Waylay from behind. Her helmet provides protection against the attack and she takes no damage, and must respond "no effect."

Weapon Master

This skill allows the use of all non-ranged weapons.

It does not allow the use of *Shield*, *Florentine*, or *Two Weapons*.

When buying this skill, you must "sell back" any skills that are included.

Weapon Proficiency*

This allows the character to do a constant extra point of damage with one weapon for each time this skill is purchased. If using a two-handed weapon, the amount of damage is 1.5 (rounded down). This includes polearms, staves, two handed blunt, two handed swords, bows, and crossbows.

A *Weapon Proficiency* works with any weapon with which the character has the appropriate weapon skill. When attacking with a proficiency, you should merely call out the extra point(s) of damage as regular damage.

Wear Extra Armor*

With this skill, a character can get one additional Armor Point beyond their class limitations for every time this skill is bought.

For example: Darlissa is a scholar. Her maximum Armor Points are just 15. She has a wonderful suit of armor she wants to wear that is worth 16 Armor Points. She purchases Wear Extra Armor and now can get the full amount.

Special Abilities

Many of the creatures you may find on Fortannis have strange and unusual powers, effects, and abilities.

The following attacks and defenses are used mainly in combat by NPCs, and most of them require that the creature do body damage in order to affect you.

The few that do not are labeled as such in their description. Some, such as *Superhuman Strength*, modify the monster instead of the monster's chosen prey.

This list is not complete, as monsters may also possess and deliver any of the effects listed in the "Effects" chapter, delivered by any of the deliveries in the "Effects and Deliveries" section.

Acidic Skin/Acidic Blood: Some monsters are covered with a corrosive material that will slowly eat away at any material that comes in contact with the creature. When hit for Body Point damage, the monster should state "Acidic Skin." After the battle is over, the NPC will take all weapons tags for weapons which it was struck with, as the acid has destroyed them.

Unshatterable items are not affected by this attack. A weapon that has been strengthened can withstand attacks in the same way as if a *Shatter* or *Destroy* effect was cast at the weapon, expending one strengthening for the entire battle. This is on top of any strengthenings expended for actual *Shatter* or *Destroy* effects.

Base Claws/Body Weaponry: Monsters with this ability can strike with large claws or fists.

The phys reps will always be covered in red duct tape or cloth; however, you cannot tell the difference between claws and real weapons unless you can actually see the red tape.

The claws cannot be *Disarmed*, *Shattered*, or *Destroyed*. The NPC cannot call a Hold to pull out claws.

Claw phys reps must follow all weapon rules. For example, a polearm length claw must follow all the weapon rules as a polearm except that it must be covered with red duct tape, and if using two claws, you must follow the "two weapons" skill rules (one claw can be no longer than a short sword).

Bottles: Some creatures have a "bottle" that holds the monster's spirit separate from their body.

These creatures can die many times and will resurrect at the location of their bottles.

Bottled creatures are not affected by *Life* or *Death* spells.



Control <monster> by Voice:

This skill allows the monster to control the type of monster named by voice commands. The control exerted is as *Enslavement*, but may not be cured or avoided. This skill is a Greater Command effect.

Creatures with this ability may not be controlled by another creature with the same type of control ability. For example, a greater liche with "Control Greater Undead by Voice" could not control another greater liche or a dread lord. A tengu could not control a goblin king, because they both have "Control Goblinoid by Voice."

Control Undead by Voice can be used to control lesser undead only, as denoted by their "rank".

Monsters with the Control Undead by Voice ability may not command greater undead. The Control Greater Undead ability will allow a creature to control greater or lesser undead.

Curse of Transformation: Some monsters (notably werewolves and vampires) have the ability to curse their victims so that they will turn into versions of themselves under appropriate circumstances. Werewolves can turn their victims into werewolves who will then change when the appropriate trigger occurs (usually on the full moon). Vampires can turn their victims into lesser vampires. Both curses can be reversed if appropriate steps are taken.

Note that if cursed to become a vampire or werewolf, you will be under the control of the Plot Committee whenever you transform, and you will only transform when the Plot Committee tells you to do so. These things are meant to be curses for you to work to remove and not goals for your character to achieve.

Deadly Spittle:

Some monsters have a toxic spittle that they can shoot at characters. This attack will be represented by the NPC throwing a gas packet at the player and calling out the attack type (usually "Poison" or "Acid").

If the verbal contains the word "poison," then the *Poison Shield* spell defense will block it, as will the racial ability *Resist Poison*.

Detect Magic: This ability allows certain monsters to be able to detect (but not identify) the presence of magic. Any visible items carried or worn by the subject will be revealed. Items hidden under clothing or in bags or boxes will not be. This will cover an entire person or a door sized area.

The subject must out-of-game tell the NPC which magic items are visible.

Damage from <damage type or effect>:

Some creatures take double damage or extra damage from certain effects. All damage of that type that would normally affect the creature is doubled.

For example, some golems will list "Takes 30 damage from Destroy", which means the monster will take 30 points of damage from any Destroy effect that affects them.

Some monster cards will state "Takes damage from healing" or "Takes double damage from healing." This means the monster will take damage from spells that normally heal body points in the amount that the spell would normally heal or twice the amount in damage as the spell would normally heal. The creature will also be affected by a *Cure Disease*, *Purify*, or *Restore* as undead are, but will not be affected by *Destroy Undead*, *Harm Undead* or *Turn Undead* unless they are undead (see "Monster

Type” to tell if they are undead).

Please note that undead Monster Cards say “Double damage from healing” as a reminder only. You do not quadruple the total damage. *Example: A Cure Mortal Wounds spell will inflict 60 points of damage to an undead, not 120. An Earth Storm spell will inflict 10 points of damage per packet, not 20.*

Engulf: Some monsters have the ability to engulf or absorb an unconscious character in preparation of digesting them. This acts as a Killing Blow.

The creature will have to be slain in order to recover the body so that it may be given a *Life* spell. If you are engulfed by such a monster, you must walk around with the creature out-of-game until you are beyond the help of a *Life* spell. You may then proceed to the resurrection point.

In order to save someone who has been Engulfed, you must give a Killing Blow to the creature and then afterward cut open the creature with a three-count.

If the Engulfed victim has already gone to resurrect, his or her items will be recoverable at this time.

A creature with this ability may engulf anyone that is asleep, unconscious, dead, entangled, webbed, confined or paralyzed on a three-count of “I engulf you one, I engulf you two, I engulf you three.”

The creature may also engulf a victim that it has Prisoned with a three-count of “I engulf you one, I engulf you two, I engulf you three, prison down.”

The victim must immediately begin their five-minute Death Countdown once Engulfed. If the victim was already dead, they must continue their death count from the same point it was already at; in other words, the Engulf does not reset the five-minute Death Countdown.

Escape Binding: Some creatures can rip free from all binding spells. This is a three-count action with the phrase “I rip out one, I rip out two, I rip out three.” While the creature is doing the three-count, it is vulnerable to attack. While ripping free, the creature may not use any skill requiring movement, such as *Dodge*.

A creature with this ability can break themselves free of all binding effects, not just spells. This includes *Entangle* and *Paste of Stickiness*. The act of escaping will automatically interrupt a Killing Blow.

A list of which bindings the monster can escape from will be defined on its monster card.

A creature with this skill does not take damage from the act of ripping free when ripping out of binding effects, but is of course still vulnerable to all other attacks.

This skill cannot be used to remove someone else from a binding effect.

Fey Curses and Fey Marks: Lesser and greater fey curses and marks are left to the dis-

cretion of the local Plot Committee. They are always Local Campaign Only and do not transfer to other campaigns unless agreed upon by the Plot Committees of the campaigns involved.

Lesser fey curses generally follow the types of curses allowed by *Selunari Curse* rules and greater fae curses can be very powerful plot effects. How these curses are administered, removed and carried out is up to the local Plot Committee.



Gaseous Form: Some creatures will simply turn into a gaseous form when they are killed, and all possessions of the creature will fall to the ground. More powerful creatures have the ability to turn into a gaseous form at will. These creatures can take their possessions with them.

To become gaseous, the NPC must do a three-count of “I turn gaseous one, I turn gaseous two, I turn gaseous three.” The monster can be affected by attacks while doing this three-count and if it uses any Game Abilities such as *Phase* or *Resist Magic*, the three-count is blown and one use of the gaseous form skill is expended along with the Game Ability.

To come out of gaseous form, the NPC should state “I solidify one, I solidify two, I solidify three.” The monster is vulnerable to attack while solidifying.

While gaseous, they can use no skills and are immune to all attacks except *Solidify*. They may move at a normal walking rate (no running). They cannot fly, nor can they move objects they aren’t already carrying.

Gaseous form *does not* permit the monster to walk through walls, Wards or Circles of Power.

Gaseous creatures can be seen but cannot speak or make any sounds; however, they are aware of their surroundings and can hear and understand conversations.

A monster *may not* take anyone else gaseous with them, even if that person is dead (needing a *Life* spell or a resurrection). A permanently dead body, however, *may* be taken gaseous with a creature just like any other possession.

Group Mind: Some types of creatures (notably some giant insects) have a group mind. Each creature’s mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Holds cannot be called for the NPCs to converse.

This ability makes the creature immune to all Command and Greater Command effects unless their monster card states otherwise.

<Type> Guard: This monster ability will stop the first applicable attack that would affect the creature. This is a “dumb defense” in that the monster cannot choose when to use it. Any attack that falls under the listed Effect, Delivery, or Qualifier will be stopped.

For example, a “Poison Guard” would stop a “Laugh Gas Poison” or a “30 Nausea Poison,” while a “Nausea Guard” would only stop the latter of the two. A “Magic Guard” would stop either a *Flame Bolt* or a swing for “2 Magic,” while a “Spell Guard” would only stop the *Flame Bolt*.

It cannot be used as a defense against touch-casting. When used, the monster should call “<Type> Guard.”

Harmed by <damage type or effect>: Some creatures take damage when struck by certain spells or effects.

Heal from <damage type or effect>: Some creatures are healed by certain types of spells or effects (For example, air, earth, flame, ice). Creatures with this ability cannot be healed by carrier attacks, but can be healed by elemental packet attacks, by spells (packet or spell strike), by “Magic <effect>” or by “Arcane <effect>”.

A creature that is “healed” by an effect is also immune to that effect in carrier attack form. For example, a zombie that is “Healed double by necromancy” would be immune to the carrier attack “2 disease.”

Immune to/from <damage type or effect>: Many creatures have immunities to certain effects. Creatures must call “no effect” when using this ability.



Immune to <Type> Weapons: Some monsters are immune to certain types of weapon attacks in addition to its regular immunities. Any attack that has the verbal of what the monster is immune to in it will not affect the monster. Examples:

Immune to normal weapon attacks (example: some lesser undead)

Immune to normal and silver weapon attacks (example: some greater undead)

Immune to silver and magic weapon attacks (example: some fae)

Some monsters require special weapons in order to be affected by a weapon attack. In these cases, the weapon attack *must* include the verbal the monster is affected by, or the monster calls “no effect.” Examples:

Only affected by earth, silver or magic weapon attacks. (example: some lesser undead)

Only affected by earth or magic weapon attacks. (example: some greater undead)

Only affected by silver weapon attacks. (example: a werewolf)

Only affected by normal weapon attacks. (example: some fae)

Only affected by magic weapon attacks. (example: a bone golem)

Only affected by magic or death weapon attacks (example: a life elemental)

Keep in mind that other immunities also play into this. For example, a life elemental that is affected by death weapon attacks would still be unaffected by a “10 death poison” attack if it is immune to poisons. Also keep in mind, a creature that is “healed” by an effect is also immune to that effect in weapon attack form.

For example, a zombie that is “Healed double by necromancy” would be immune to the weapon attack “2 disease.”

Infection: Some creatures have the ability to infect helpless victims with material that will turn the person into a version of the creature. Unlike a werewolf or vampire curse, this is only a physical transformation of the victim’s body. Players will be told of specific triggers if necessary. Victims will lose all memory of their former lives, and the player must follow the commands they are given by the Monster Master until the character is slain. The spirit may then proceed to be resurrected as normal.

Infection is inflicted just as a *Killing Blow*, with a count of “1 Infection, 2 Infection, 3 Infection.” An infected character will remain so even if killed and then given a *Life* spell.

Infection may be removed by various methods depending on the type of infection. The cure may vary based upon the plot of the event, and may possibly be discoverable only through in-game methods. A resurrection will always cure an Infection.

Innate Pyramid: Some monsters possess “innate pyramids.” This means the monster does not have to study their spells from a book, but still must choose spells and write them down on their monster card or get tags. This also means that the spell is delivered as “Magic <spell name>” instead of the whole incant.

If a monster has additional PC skills, additional PC spell pyramids are *not* innate.

Innate Reflect Magic: A monster with this skill will reflect all spells and “magic <effect>.” Some monsters have weaknesses to particular spells and can not reflect those particular spells,

which will be noted on the monster card. A monster with this skill may choose to accept touch-cast spells, but will always reflect thrown spells.

Massive: Some creatures may swing for Massive. This weapon carrier represents a blow with immense strength behind it, so much so that no protective ability may stop it.

A weapon strike made with the Massive carrier will cause damage even if it is physically blocked by a weapon or shield. A Parry or Riposte will not stop the damage, though these skills may be used to take the damage on behalf of another character within range as per the constraints of those skills (note that Riposte will not return the damage to the attacker).

Massive will still take away Armor Points before Body Points, and may be stopped by Evade (with its normal constraints still applying), Dodge, or Phase.

The Massive carrier will affect other defensive abilities in different manners depending on the ability. An expendable defense such as Magic Armor will not stop the attack, but will still be lost. In this case, “Magic Armor, taken” should be called. Defenses which are not expendable (such as Prison, Threshold, or Protection Aura) will not stop a Massive attack, but will not themselves be taken down by the blow.

Natural Armor: Some monsters have skin that acts like armor. It can be refit in sixty seconds. It cannot be *Shattered* or *Destroyed* nor can it be salvaged after the creature is killed.

Creatures with natural armor can never wear physical armor nor Arcane Armor. Natural Armor is not subject to the restrictions for physical armor.

Non-Corporeal Form: Some monsters are non-corporeal, having no physical form but composed mainly of magic or energy. While they are in this form they are immune to normal weapons, and cannot be affected by most binding magics. They may move at a normal walking rate, and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through).

While walking through an object, they may not change directions. They cannot float down through floors, walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object. They cannot carry or move objects they aren't already carrying.

Creatures with this ability are immune to all binding effects.

Phase: Some creatures can become non-corporeal for an instant, avoiding an attack as the *Dodge* skill, and announcing "Phase." Unlike *Dodge*, *Phase* can be used even if the creature is completely immobilized, such as if in a *Confine*, *Entangle* or a *Paralysis*.

Reduced Damage: Some monsters take less than full damage from physical weapons or types of eldritch damage. Some monsters can even take a maximum amount of damage (a "damage cap") from every blow.

The NPC must call "reduced" when using this ability to each new attacker but not necessarily to each individual attack.

Regeneration: Some creatures can regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is most often one minute but this may vary from creature to creature.

If the regeneration time is interrupted by a weapon blow or a spell that affects the creature, the process must begin again. If the process is completed, then the creature regains all lost Body Points.

Renew skills: This ability allows a creature to renew one or more abilities or skills that have limited uses by fulfilling some condition defined by that creature's abilities.

The most common condition is to take a minute to reset the ability in a manner similar to resetting armor, where any interruption prevents the abilities from returning. Some creatures may also renew skills when entering an area or even if they use another power like *Revive*.

Resist: This ability is similar to an Immunity except it is for a limited number of times per day. Unlike an *<Effect> Shield*, the creature with this skill can decide when to use it.

Revive: A creature with this skill can rise back up after five minutes of semi-death. In-



stead of dissipating and going to resurrect, the creature rises with full Body Points.

The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from reviving; for example, some creatures can be prevented from using this skill by applying a *Killing Blow* with a silver blade.

Rift: Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three-counted action. ("I rift in one, I rift in two, I rift in three.") When rifting, the creature may also be able to take items and others along, even against their will.

You need to be conscious, able to make decisions, and not be completely immobilized in order to Rift. Opting to expend a smart defense will interrupt it.

Suicide Ability: Some creatures have the ability to destroy themselves if they are captured. This ability is the equivalent of a *Killing Blow*. In some cases, it can be triggered by a *Group Mind* even if the creature itself is incapacitated.

Superhuman Strength: Any creature with superhuman strength can do more damage with any particular weapon than can a normal human. Creatures with *Superhuman Strength* may also throw boulders and smash down doors. Walls may never be smashed.

This ability can also be used to perform certain limited role-playing tasks such as dragging an unconscious or debilitated creature for ten seconds. It cannot be used to throw other creatures or jump long distances.

A creature with this ability can rip out of the *Entangle* effect and perform other feats. It is a greater skill than what is represented by the *Endow* spell.

The amount of superhuman strength will be defined by a number on the monster card. This number will be added to any damage swing of the monster, including waylay damage, regardless of whether it is using a one handed or two handed weapon.

Threshold: Some monsters have a very tough hide that will allow them to ignore attacks that do only small amounts of damage. A monster with a threshold of 10, for instance, would only be affected by damage of 11 or more.

If you are striking the creature, the NPC will tell you "no effect" to indicate that you are hitting it but do not seem to be hurting it. If you can exceed the limit of the hide, then the creature will take full damage from your blow.

A *Killing Blow* can always go through a *Threshold*. Spell Defenses and suits of armor are affected by all blows, even if the creature wouldn't normally be affected. However, armor and spells must be taken into consideration as they are counted before the *Threshold*.

For example: Fangthorn the troll has a Threshold of 4, a suit of armor worth 10, and a Shield spell and a Bless spell active, giving him 20 points of protection before damage will be given to his body. He is attacked by Terin, who is calling "three normal." The first few hits from Terin will remove Fangthorn's Shield spell, the next few will breach Fangthorn's armor, and the next will remove his Bless spell. After those 20 points are lost, Fangthorn will begin saying "no effect" to the rest of Terin's blows since they are now affecting only his body.

Some monsters may even have a "reverse threshold" where any damage *above* a certain amount has no effect.

Mental Abilities

Some races and NPCs can perform mental abilities such as “mind melds.” These abilities are all completely role-playing in nature.

Generally speaking, a creature with these abilities can instill or remove role-playing insanity or otherwise “cure” mental damage.

A player always has the right to refuse to role-play any of these abilities and can at any time decide to “break off” the contact or be cured. A player who is a recipient of these abilities has the right to see the character card or monster card of the person performing the ability to confirm that indeed they have the skills necessary to perform that skill. (A marshal may be called if the player does not wish to show his or her card to the recipient.)

Note that the *character* on whom these abilities are being performed may be completely unconscious at the time of the use of these abilities, and thus be unable to resist. Once more, it is the *player* who decides whether to accept.

These abilities cannot be used to disrupt or harm someone’s character unless all parties agree out-of-game. Even so, the harmed party can choose to change his or her mind at any time, thus “freeing” himself or herself from the mind ability. However, the player so deciding cannot suddenly remember *who* did this to him or her if the character was previously unaware. You can’t have your cake and eat it too.

In order to use this role-playing ability, the players must be touching each other and be concentrating completely by either staring in each other’s eyes or having their eyes closed. You cannot perform any Game Abilities while role-playing this. This is performed with out-of-game conversation between the two.

The conversation establishes what communication is being transmitted mentally and should be performed very quietly. Players who observe this ability being used must be careful not to listen to the conversation or else they may be accused of metagaming. It is up to the players involved to make sure that any observers know that the conversation is out-of-game.

The bottom line is *always*: this is a role-playing ability only and the recipient can decide at any time, and for any reason, that the mind affecting ability does not work or that the effects have worn off. No player can ever be forced against their will to have their character accept one of these role-playing only effects.

Further, these abilities can never be used to tell if another character is lying or to have that character remember events forgotten due to an *Amnesia* elixir or otherwise get around any Alliance rule.

For example: Darlissa the biata has just discovered that Terin is under the effect of an



Enslavement. Darlissa cannot use her mental abilities to remove Terin’s memory of his Enslavement instructions or give him new contrary instructions or otherwise attempt to get around the rules concerning Enslavement.

The same is true of any skill purchased in-game with Build Points: These mental abilities can never override any of them.

These abilities should all take a minimum of a few minutes, and even longer for the more complicated and role-playing intensive ones. They are *not* meant to be quick fixes on the battlefield (like a *Break Command* skill, for instance).

Players who have biata or stone elf characters should also keep in mind that for the good of the game as a whole, not every NPC will be susceptible to these abilities and most will resist your attempts. We cannot spare the time it would take to give every single orc on the field of battle a backstory and information, nor can we stop the game to grab a Plot Committee member who can marshal you going into the mind of every goblin there to try to determine the location of the goblin camp so you can get a personal module. NPCs who have not been given specific information beforehand should always “resist” the mental abilities.

It should also be emphasized that not every creature has a brain that is developed enough or familiar enough to be entered.

Block/Remove Block and *Trap/Remove Trap* are the only two Mental Abilities that can be used by biata and stone elves on themselves. All other Mental Abilities can only be performed on others.

All mental powers should be taught in-game whenever possible from someone who already has that ability. This is a role-playing game, after all.

Your Plot Committee may restrict you from using these abilities if you are not playing your race properly. If, for instance, you are a biata who carries around celestial magic items, sleeps behind Wards, and is invested in the Mages’ Guild, expect to be told that such exposure to celestial magic has destroyed your power to perform these abilities. This also applies if you refuse to role-play negative results of some of these skills (for instance, deciding that setting off a Trap in someone’s mind only makes you uncomfortable for a few seconds). If you want the racial role-playing advantages, you have to take the disadvantages as well.

Each ability below lists the minimum level the character must reach (to represent one’s “life experiences”) and the minimum number of racial abilities needed. For instance, in order to have the ability “Mind Reading” you need to be second level and have at least one Racial Skill—either a *Resist Command* or a *Break Command*.

Racial Skill Level: Some skills make reference to your “Racial Skill level.” This is merely the number of Racial Skills you have. For instance, if you have three *Break Commands* and six *Resist Commands*, then your Racial Skill Level is nine.

The Racial Skill level is important if you are placing mental Blocks or Traps and such in someone’s mind. You must tell the recipient your OOG Racial Skill level when doing this. Later, if someone tries to remove or repair what you have done, they will compare their Racial Skill level with yours.

The character trying to remove or change the Block or Trap must have more Racial Skills than the person who placed it. Thus, if a biata with a Racial Skill of 10 placed the Trap, one with a Racial Skill of 11 or more would be needed to get past it or remove it.

The recipient will not know anyone’s Racial Skill levels in-game. This is purely out-of-game information used to determine the success or failure of future actions.

The Racial Skill level that applies is the one at the time of the using of the skill. *For example: Darlissa places a Block in the mind of Terin at a time when she has a Racial Skill level of 8. Two years later, Xapano the biata attempts to remove it. By this time, Darlissa has a Racial Skill level of 20. However, Xapano will compare his Racial Skill level with one of 8, not 20, as the Block was placed by someone with a skill of 8.*

NPC creatures (other than NPC biata or stone elves) are not limited by the Racial Skills restrictions.

Biata Abilities

Biata mental abilities are related to memories (as opposed to stone elf abilities, which are related to emotions).

Keep in mind that memories are not always completely true, and that two people can observe the same event and have different memories about that event.

These abilities never allow you to find out exactly what happened, but only what the recipient *thinks* happened.

Mind Reading

Level needed: 2

Racial skills needed: 1

This ability allows a biata to go into the mind of the recipient to observe the recipient’s memory of a specific event. This is a one-way exchange of a memory (story) in someone’s head. It takes as long to read the memory as it takes to talk it out between the players involved.

The recipient cannot lie about what is seen; however, the recipient may only provide a part of the information, meaning that section of their mind is just too complicated or hard to penetrate. Biata learn quickly not to fully trust this ability.

When viewing a memory, the biata’s reac-

tion to what is seen should be the same as if that character had experienced it. The biata does not receive the recipient’s emotional response (that’s for stone elves) but should have an emotional response as if they had seen it themselves. For example, if you witness horrific scenes of death on a battlefield, your character should react as if they are on that battlefield. The length and depth of the role-play response is up to the player involved.

Mind Meld

Level needed: 4

Racial skills needed: 2

Mind melding is when two people with this skill (either biata and/or stone elf) exchange thoughts without allowing others to know what they are thinking. It’s a way of communicating without being overheard. Otherwise, the communication is only one way, from the biata to the recipient (of any race).

Block / Remove Block

Level needed: 6

Racial skills needed: 2

This is the setting up of a defensive barrier in order to prevent tampering with a mind. Anyone attempting to perform another mental ability (Repair, Wipe, etc.) who cannot get past the Block will be unsuccessful.

The Block can also be labeled so that anyone else going into the recipient’s mind can see the label. For instance, a biata may place a message or a “warning” sign on the barrier, or perhaps a symbol which could mean something to a specific person.

When the Block is created, it is at the Racial Skill level of the biata. To remove the Block will take a biata of a higher Racial Skill level. In other words, if a biata with 10 Racial Skills creates a Block, a biata with a Racial Skill of 11 or more is needed to get past it or remove it. It is therefore important for any recipient of a Block to find out the Racial Skill level of the biata (or stone elf, or the type of NPC monster) performing the Block.

It should be noted that biata can remove Blocks placed by stone elves and vice versa.

Trap / Remove Trap

Level needed: 8

Racial skills needed: 3

This is the setting up of a defensive/offensive trapped barrier to prevent tampering with a mind. It is essentially a Block with protection.

A biata must have at least 3 Racial Skill levels in order to detect a trap; however, the biata will not be able to detect the level of the biata or stone elf who set the trap. Upon observing the Trap, a biata can “back away” and not set it off, but will then be unable to get past the Block.

Alternatively, the biata can attempt to remove the Trap. If the biata’s Racial Skill level is higher than the one who set the Trap, it will

be disarmed. (This should be role-played properly, of course.) If the one setting the trap is of a higher Racial Skill level, the Trap will be set off, and the Trap and the Block will still remain.

If a trap is set off, *all* parties involved feel the effects, including the Trapped individual. The setting off of the Trap will cause both parties to be weakened, upset, and suffering from terrible headaches which could last hours depending on the differences in Racial Skill levels. A very high difference could even cause the biata and the recipient to become unconscious for a short period.

Like a Block, it is important for any recipient of a Trap to find out the Racial Skill level of the biata (or stone elf, or the type of NPC monster) performing the Trap.

It should be noted that biata can remove Traps placed by stone elves and vice versa.

Cause Pain

Level needed: 10

Racial skills needed: 4

This ability will cause the recipient to suffer tremendous pain, but does not leave any lasting damage. The recipient will writhe around and scream in agony but will not be able to break the connection. The recipient will not lose any Body Points. All biata and stone elves are immune to this ability.

Alteration

Level needed: 12

Racial skills needed: 4

Alteration changes a memory in a small way while not removing or changing the underlying memory. (For example, changing the memory as to who did something from one person to another, or changing the meaning of something that was said.) This must be performed within 24 hours of the incident.

Repair

Level needed: 13

Racial skills needed: 5

This is the fixing of any mental memory problem except for Blocks and Traps. Like any repair, the result will not be as strong as the original untouched mind. All repairs are seen and felt as a scar being sewn together, just like a flesh wound. Both the biata and the recipient will have very bad headaches for the next few minutes after completion. Repairs always leave “visible” scars to anyone with mental abilities who goes into the recipient’s mind.

To repair effects like Alterations and Twists, the biata must be of a higher Racial Skill level than the one who performed the ability.

Restore

Level needed: 14

Racial skills needed: 6

Restore is a complete restoration of a damaged area of memory. This is a rebuilding to make it as good as new, without any “visible scars.” The restoring gives both parties a terrible migraine headache for at least an hour and will leave both under the effects of a *Weakness* for that hour, which cannot be cured by normal means. It takes at least five minutes to role-play and is very emotionally draining. Having a stone elf nearby is probably a good idea.

To restore effects like Alterations and Twists, the biata must be of a higher Racial Skill level than the one who performed the ability.

Repair Blast

Level needed: 15

Racial skills needed: 6

This is the repair of one’s mind against their will. (“Their will” being the *character’s* will, not the *player’s* will. Remember that a player can *always* refuse to accept the mental skill.) This is extremely painful to both parties, who will each take 1/2 of their current Body Points as damage. The biata doing the forced repair suffers the effects of a *Drain* for ten minutes which cannot be cured (and which is, obviously, not necromantic in nature).

To repair effects like Alterations and Twists, the biata must be of a higher Racial Skill level than the one who performed the ability.

Twist

Level needed: 16

Racial skills needed: 7

This is an advanced form of Alteration that allows for more than just a small change. A Twist can change up to 30 minutes’ worth of a memory into something completely different. It must be performed within 24 hours of the incident.

Advanced Alteration

Level needed: 17

Racial skills needed: 8

This is the same as Alteration but can be done at any time after the incident.

Advanced Twist

Level needed: 18

Racial skills needed: 8

This is the same as Twist but can be done at any time after the incident.

Freeze

Level needed: 19

Racial skills needed: 9

This is the removal or altering of one’s memory up for to one year of time, replacing even Alterations and Twists. In this instance, one memory is removed and another is put in its place.

The fixer must have a biata lodestone in use. Since this is so major to someone’s char-

acter, the Plot Committee must have this in writing within 30 days or it will reverse itself.

Like a Restore, this gives both parties a terrible migraine headache for at least an hour and will leave both under the effects of a *Drain* for ten minutes, which cannot be cured by normal means (and which is, obviously, not necromantic in nature). It takes at least a half an hour to role-play and is very emotionally draining. Having a stone elf nearby is probably a good idea.

Wipe

Level needed: 20

Racial skills needed: 10

This is the removal of one’s memory, leaving nothing in its place just a blank empty void. This is equal to ripping out memories with a machete. It’s very messy and painful, and the recipient is left with no memory of the period being wiped.

The amount of time it takes to wipe a memory is equivalent to the time spent performing the wipe. To take out five minutes of memory will take five minutes of role-playing. Thus it is impossible to take out a lifetime of memories with this ability.

This skill can never be used to take away a recipient’s Game Abilities or learned skills.

In the end, both parties will have severe headaches for the same amount of time as the wipe.

Stone Elf Abilities

Stone elf mental abilities are related to emotions (as opposed to biata abilities, which are related to memories).

Calm

Level needed: 1

Racial skills needed: 0

This allows a stone elf to go into the mind of a willing recipient to remove instant emotional trauma and calm the person. It is a temporary fix and will not permanently remove long term emotional scars.

Mind Reading

Level needed: 2

Racial skills needed: 1

This ability allows a stone elf to go into the mind of the recipient to observe the recipient’s memory of a specific event, with a stronger emphasis on how the recipient felt about the event than the biata version of this ability. This is a one-way exchange of a memory (story) in someone’s head. It takes as long to read the memory as it takes to talk it out between the players involved.

The recipient cannot lie about what is seen; however, the emphasis here is to relate emotions as opposed to memories of the event. The recipient may only provide enough of the facts necessary to convey the emotions felt.

When viewing these emotions, the stone

elf’s reaction to what is seen should be the same as if the character had experienced it. The stone elf will receive the recipient’s emotional response and should have an emotional response as if they had seen it themselves. Usually, the stone elf will be able to resist the emotions but if the emotions are particularly strong, the stone elf may react against his or her will. The length and depth of the role-play response is up to the players involved.

Mind Meld

Level needed: 4

Racial skills needed: 2

Mind melding is when two people with this skill (either biata and/or stone elf) exchange thoughts without allowing others to know what they are thinking. It’s a way of communicating without being overheard. Otherwise, the communication is only one way, from the stone elf to the recipient (of any race).

Remove Emotions / Restore Emotions

Level needed: 5

Racial skills needed: 2

This is the fixing of any emotional scars that a person may have as a result of a terrible experience. A person who is constantly depressed or scared, for instance, could have those emotions that are directly related to the cause of the depression or fear removed.

Both the stone elf and the recipient will have very bad headaches for the next few minutes after completion. This ability will always leave “visible” scars to anyone with mental abilities who goes into the recipient’s mind.

This ability can also restore emotions that had previously been removed by this method.

Block / Remove Block

Level needed: 6

Racial skills needed: 2

This is the setting up of a defensive barrier in order to prevent tampering with a mind. Anyone attempting to perform another mental ability (Repair, Wipe, etc.) who cannot get past the Block will be unsuccessful.

The Block can also be labeled so that anyone else going into the recipient’s mind can see the label. For instance, a stone elf may place a message or a “warning” sign on the barrier, or perhaps a symbol which could mean something to a specific person.

When the Block is created, it is at the Racial Skill level of the stone elf. To remove the Block will take a stone elf of a higher Racial Skill level.

In other words, if a stone elf with 10 Racial skills creates a Block, a stone elf with only 5 will not be able to get past it or remove it. It is therefore important for any recipient of a Block to find out the level of the stone elf (or biata, or the type of NPC monster) performing the Block.

It should be noted that stone elves can remove Blocks placed by biata and vice versa.



Trap / Remove Trap

Level needed: 8

Racial skills needed: 3

This is the setting up of a defensive/offensive trapped barrier to prevent tampering with a mind. It is essentially a Block with protection.

A stone elf must have at least 3 Racial Skill levels in order to detect a trap; however, the stone elf will not be able to detect the level of the biata or stone elf who set the trap. Upon observing the Trap, a stone elf can “back away” and not set it off, but will then be unable to get past the Block.

Alternatively, the stone elf can attempt to remove the Trap. If the stone elf’s Racial Skill level is higher than the one who set the Trap, it will be disarmed. (This should be role-played properly of course!) If the one setting the trap is of a higher Racial Skill level, the Trap will be set off, and the Trap and the Block will still remain.

If a trap is set off, *all* parties involved feel the effects, including the Trapped individual. The setting off of the Trap will cause both parties to be weakened, upset, and suffering from terrible headaches which could last hours depending on the differences in Racial Skill levels. A very high difference could even cause the stone elf and the recipient to become unconscious for a short period.

Like a Block, it is important for any recipient of a Trap to find out the level of the stone elf (or biata, or the type of NPC monster) performing the Trap.

It should be noted that stone elves can remove Traps placed by biata and vice versa.

Plant False Emotions / Repair Emotions

Level needed: 10

Racial skills needed: 4

With this ability, a stone elf can plant false emotions in the minds of their recipients. These false emotions can be limited to specific causes: For instance, the stone elf could plant a false fear of snakes in someone’s mind, or a false sense of love toward someone. This is, of course, almost always performed against the will of the recipient.

This is extremely painful to both parties, who will each take 1/2 of their current Body Points as damage. The stone elf planting the false emotions suffers the effects of a *Drain* for ten minutes which cannot be cured (and which is, obviously, not necromantic in nature).

This skill can also be used to remove these false emotions.

The Racial skill level of the stone elves involved is irrelevant to this skill, so long as it is above the minimum.

Destroy Emotions / Return Emotions

Level needed: 13

Racial skills needed: 6

The stone elf employing this ability totally removes all sexual and aggressive drives in the recipient’s mind, making the recipient act, for all intents and purposes, like a stone elf. The character with the destroyed emotions will no longer feel a sense of pleasure in any activity, nor will they feel any sense of aggression, anger, or hostility. This ability allows the pure reason of the mind to exist without any of the ‘animal’ instincts.

Use of this ability gives both parties a ter-

rible migraine headache for at least an hour. It takes at least a half an hour to role-play and is very emotionally draining. Almost no recipient of this ability will allow his or her emotions to be destroyed willingly.

This ability can also be used to return the recipient to normal. However, ironically, almost no recipient of this ability will allow his or her mind to be returned willingly, because logically, they would think they were better off without these base emotions.

The Racial skill level of the stone elves involved is irrelevant to this skill, so long as it is above the minimum.

Destroy Moral Code / Return Moral Code

Level needed: 16

Racial skills needed: 8

The stone elf employing this ability totally removes all sense of morality in the recipient’s mind, but otherwise leaves the recipient’s personality intact. The character with the destroyed moral code will no longer have any sense of morals, guilt, or selflessness. Furthermore, they will be incapable of being taught any new sense of morality while this is in effect. These characters will act only to fill their own wants and needs, with no thought of others.

Use of this ability gives both parties a terrible migraine headache for at least an hour. It takes at least a half an hour to role-play and is very emotionally draining. Almost no recipient of this ability will allow his or her moral code to be destroyed willingly.

This ability can also be used to return the recipient to normal. However, ironically, almost no recipient of this ability will allow his or her mind to be returned willingly, because they would think they were better off without these pesky moral codes.

The Racial skill level of the stone elves involved is irrelevant to this skill, so long as it is above the minimum.

Cure Insanity

Level needed: 20

Racial skills needed: 10

This is the most difficult of the stone elf abilities, because the mind is such a complicated thing that insanity is often more of a physical ailment than a mental one. As such, use of this ability is often unsuccessful, and even if the insanity is seemingly cured, it may reappear at any time.

Since there are so many types and degrees of insanity which could be affecting a character, it is up to the stone elf and the recipient to role-play it accordingly based on the type and degree of insanity involved.

Possessions



Starting Items

When you play your first event as a new character, you are given certain starting materials that your character should have in-game. After that, you're on your own. If your armor gets destroyed (for instance) you'll have to get new armor tags in-game by buying, stealing, or making new armor.

You start with twelve copper pieces and tags for the armor you are wearing.

You are also given one weapon tag for every weapon skill you possess. For instance, if you buy the skill *One Handed Edged*, you will get one tag for a one handed edged weapon of your choice; if you buy the skill *Florentine* or *Two Weapons*, then you will get two tags since those skills need two weapons. You will not be given a tag for every physical weapon representation you bring into game.

For archery, you will be given a tag for a bow or crossbow and for one quiver full of arrows or bolts.

You will also be given a spell book with as many spells in it as Spell Slots you have. For instance, if you have two 1st level Spell Slots, your spell book will have two 1st level spells in it of your choice.

If you have the skill of *Alchemy*, you will be given an alchemy book with recipes of your choice up to the amount of Production Points in *Alchemy* you have. For instance, if you have *Alchemy 2*, which gives you 10 Production Points, then your recipe book will contain recipes worth up to 10 Production Points (that is, either one recipe worth 10 Production Points or two recipes worth 5 Production Points each).

Physical Representations

If you acquire any potions, scrolls, poisons, or alchemical substances during your adventures, they will have a tag attached. If you create your own through the Production Points system, then you must supply a physical representation ("phys rep") for the item, and the tag must be attached. This physical representation can be stolen, at which point the thief will take the tag and the item.

The tag by itself is not the item. If someone hands you an out-of-game potion tag and says "Here, drink this!" you should reply "Drink what?" since nothing is being shown to your character in-game. This rule exists because after all, these things take up room and add weight. You can't carry around a hundred potions as easily as you could a hundred tags.

However, it should be noted that the tags themselves are stealable even if they are technically out-of-game. This is because it is not fair to punish the thief for the disobedience of the phys rep rule by the thief's victim.

Thus, if you have a bunch of tags that you have not attached to phys reps and someone searches you, you must turn them over. Further, these tags can be destroyed by traps even though they are not attached to a phys rep.

The bottom line is that there are absolutely no advantages (but lots of disadvantages) for not having phys reps for each of your tags. It can never work in your interest to not have phys reps for all of your items.

You must provide your own phys rep for magical weapons as well, although there may be times that it will be provided in-game. Once it is in-game, you cannot alter the weapon in any way except to repair it when needed. If the

phys rep wears out, then another must be built that looks just like the original. Permanent magic items can never be modified and must always look the same.

If you have a very expensive or personal item that gets turned magical (say, a very nice suit of armor) and the item is stolen in-game, you have the right to refuse to turn over your personal item. You must still, of course, turn over the tags for that item. In exchange for keeping your own item, you forfeit your right to "recognize" your special armor later when the thief wears it in-game (using your tags with his or her own physical representation).

Costuming

A good costume is an easy way to help you establish the personality of your character and to stay "in character." Once you look the part, it doesn't take much to become the part.

Your costume need not be elaborate, but you must have one. Cutting a hole in a sheet and throwing it over your shoulders like a tabard is *not* sufficient and your lack of enthusiasm will certainly have an effect on how other players will treat you.

Blue jeans, t-shirts, and white tennis shoes are prohibited. Black jeans and black tennis shoes are accepted but discouraged.

There's really no excuse for not putting a small effort into looking the part—there are many inexpensive and wonderful places where you can buy costuming cheap. You can get a nice flowing shirt for under \$50, and your local department store will have tights for \$10 or so. These will also be a lot cooler in hot weather and much more comfortable than jeans and a t-shirt. At the very least, get black sweat pants and long sleeved shirts and cover those with a nice tabard.

Hats are also a great way to look good cheaply. A good medieval cap can add tremendously to your costume and help you get into character, and that's what it's all about, isn't it?

Keep in mind that your costume must be practical as well. You're not going for a nice walk through the Ducal Mansion here—you'll likely be doing some running around in the woods. Fancy silk shirts are probably not a good idea when playing our game (although there may be times, like during a fancy ball, that such a thing would be wanted).

Please don't wear your watches, cell phones, or other anachronistic devices. (You can sometimes hide a watch under an arm guard.)

Eyeglasses are obviously allowed for safety reasons if nothing else, and in fact, they have been around since the 13th century.

Dress the part and you will be astounded at how easy it becomes to act the part.

Armor

The costume and armor you wear determines the maximum amount of Armor Points that you can use. This is known as your Armor Rating and is assigned by a marshal.

To determine your Armor Rating, the marshal must look at the nine body locations stated below and assign each one a value of 0, 1, 2, or 3. The sum of all these values and any bonus points you are awarded becomes your Armor Rating, with a maximum amount of 40.

Obviously, this Armor Rating can change during an event as you change clothes.

Armor Locations

Each of the following Armor Locations receives a value of one Armor Point multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Hands/Forearms: This includes the area from the tip of the fingers to elbow. Covering only one hand/forearm lowers the number of points awarded by one, as described below.

Upper Arms/Shoulders: This includes the area from the elbow to neck. Covering only one upper arm/shoulder lowers the number of points awarded by one, as described below.

Feet/Lower Legs: This includes the area from the toes to the knee. Covering only one-foot/lower leg lowers the number of points awarded by one, as described below.

Upper Legs/Groin: This includes the area from the knee to the waist. Covering only one upper leg lowers the number of points awarded by one, as described below.

Each of the following Armor Locations receives a value of two Armor Points multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Belly: This includes the area from the waist to the bottom of the sternum.

Upper Chest: This includes the area from the bottom of the sternum to the neck.

Back: This includes the entire back from the waist to the neck.

Head: This includes the area from the back of the neck to the forehead.

Armor Materials

The following defines what is assigned to



each Armor Location. If more than one material covers the same area only the one worth the most points is used.

0 points: Costume. Costume is any sort of period costume made out of cloth or any other material that does not at all resemble armor.

1 point: Light Non Metallic Armor. This level is awarded for the following types of materials: leather, leather scale, padded cloth, naugahide, suede, doeskin, vinyl, heavy canvas, bone, rope and wood. Failure to cover at least half of the armor location results in no points being rewarded for that area. This level of armor on the head provides protection from Waylay 1.

2 points: Light Metallic Armor or Heavy Non Metallic Armor. This level is awarded for the following types of armor coverage: leather 10 oz. or heavier, a material with a minimum of 1/4" wide metal studs 1" apart or less, a material with at least 14 gauge metal rings spaced 1" apart or less, chain mail, non metallic plate mail, light metal scale mail, and light metal plate mail.

Failure to cover at least half of the Armor Location in these materials results in only 1 point being awarded. Failure to cover at least one third of the Armor Location results in no points being awarded for that area. This level of armor on the head provides protection from Waylay 2.

3 points: Heavy Metallic Armor. This level is awarded for the following types of armor coverage: heavy metal chain mail 14 gauge American Wire Gauge (AWG) or thicker with

an inner diameter 5/8" or smaller (can vary depending on gauge), and heavy metal plate mail 18 gauge or thicker. Failure to cover at least half of the Armor Location in these materials results in only 2 points being awarded.

Failure to cover at least one third of the Armor Location results in no points being rewarded for that area. This level of armor on the head provides protection from Waylay 3.

Note that "Light Metal" is defined as aluminum or any of its alloys and "Heavy Metal" is defined as steel, copper, or bronze. The marshal's decision as to this distinction is final.

Bonus Points

The following bonuses are awarded if the costume or suit of armor meets the following criteria. Some bonuses can confer more than one additional Armor Point, but the total Bonus Points that may be earned cannot exceed six. Even with the bonus Armor Points, the maximum may never exceed 40.

In Genre: No jeans, sneakers, watches, or other obvious anachronisms. Modern footwear (such as hiking boots) and glasses may be used for safety reasons without being penalized. This gives up to two bonus points.

Master Crafted: Finely crafted costumes, real armor, or armor that is visually impressive. This gives up to four bonus points.

For Example: Terin wears a simple tunic, tights, and boots most days. Before the start of the game, he has a marshal evaluate his armor. The marshal rates his armor at 2 points because Terin's costume is considered in-genre.

Afterward, Darlissa comes to the marshal wearing a leather vest with attached metal plates on both sides. She is also wearing a single leather gauntlet and a pair of sneakers. She is given an Armor Rating of 12 because the vest gives her 4 points (2 for material, x2 for location) in each of the following locations: belly, upper chest and back, but she is given no points for the gauntlet because she is only wearing one and no bonus points because she is wearing tennis shoes.

Lastly, Ena comes to get her armor evaluated. She is wearing a suit of 14 gauge heavy chain mail that covers from her neck down to her mid thigh and covers both arms down to her elbows. She also wears sneakers but has covered all but the bottoms with metal studded leather. On her head she wears an 18 gauge

steel helm. She is given an Armor Rating of 35. She gets 6 points (3 for material, x2 for location) in each of the following locations: head, belly, upper chest and back. She gets 3 points for her upper arms/shoulders. She also gets 2 points for covering slightly less than half of her upper leg/groin, and gets 6 total bonus points for in-genre and master crafted. Ena could have gotten additional points if the metal studded leather covers she put over her shoes covered at least 1/2 of her feet/lower legs. Most likely, she doesn't wear more armor so that she has a chance of dodging spells.

Class Limitations

All classes are limited in how many Armor Points they can have. These maximum Armor Points are as follows:

- Scholars** are limited to 15 points.
- Adepts** are limited to 20 points.
- Artisans** are limited to 20 points.
- Rogues** are limited to 25 points.
- Templars** are limited to 25 points.
- Scouts** are limited to 30 points.
- Fighters** are limited to 35 points.

The skill *Wear Extra Armor* allows classes to wear one point of armor above their maximums for each time the skill is purchased, but no class may wear more than 40 Armor Points.

Safety

Armor cannot be taped together. It must have integral fastenings. Any metal plates must have round-filed edges or the edges must be covered to avoid injury. Jutting edges on sheet metal armor should be avoided.

Any armor that is deemed unsafe cannot be used. Any head protection must be padded to prevent injury while being worn.

Failure to follow these safety guidelines results in you being banned from combat until the offending piece of armor is removed.

Armor Points

Once a marshal has assigned your Armor Rating, you may use an armor tag with up to as many Armor Points as you have Armor Rating.

If you remove a piece of armor at any time during the game, your Armor Rating is reduced by the appropriate amount.

Armor may be damaged during a battle. You must have the skill of *Blacksmith* to be able to refit armor. (See page 58 for more details.)

Head armor provides protection from the Waylay effects even if armor is breached but the armor won't provide protection from the damage caused by the Waylay.

You can never have more Armor Points on your tag than the actual armor you are wearing, and never can this amount be more than allowed by your class limit and skills. If needed, you may remove extra points from an Armor Tag by ripping them off in order to use the tag.

For example: Finther is wearing armor that has been evaluated for 10 points, but he does not have any armor tags. He fights with a goblin and kills him, and as treasure is given an Armor Tag worth 16 points. Since Finther is only wearing 10 points of armor, he cannot use that 16 point tag unless he immediately rips off 6 points from the tag (in-game, this represents throwing away some armguards or a helmet or beating the armor in order to make it fit). Alternatively, he can sell the 16 point suit in game and then use the money to buy himself a good 10 point suit.

Shields

Shields can be very useful in our game. A weapon attack that lands on a shield will not count (but alchemy, spells, arcane attacks, and boulders will). Shields can be made of almost any strong material such as plastic, wood, and aluminum, or can be made out of light rigid materials such as foam insulation.

Safety is the prime consideration when constructing a shield. All edges of the shield must be padded with at least 5/8 inch thick pipe insulation. Bolts or protuberances are not allowed. The longest dimension of a shield cannot exceed 36 inches. The maximum area of a shield is 531 square inches (a 26 inch diameter circle). This rule is enforced! Any recesses or voids in the shield silhouette will be ignored for calculating total surface area.

Shields do not protect the owner from any kind of trap other than a weapon trap, which uses a weapon blade or missile weapon to deliver its damage.

A “buckler” shield (a small shield that is strapped onto the arm) must still follow all shield rules—in other words, you cannot have a buckler on your left arm and still hold anything in your left hand. There is really no advantage in the game for a buckler, so it is advised that regular shields be used instead.

The best shield for a reasonable price can be made with 1/4-inch to 3/8-inch plywood. Thicker plywood can be used, but tends to be too heavy. Aluminum is great but expensive. Sheet metal is also fairly good but to make it thick enough to not flex under attack, the cost and weight will rise. Foam insulation shields are extremely light but break easily.

Shields are strictly for defense. They are not considered weapons in any way, and cannot be used offensively.

You cannot use a shield for any weapon-based skill such as *Parry* or *Riposte*, nor will your shield be affected by a Summoned Force effect which targets a “weapon.” (In other words, “I summon a force to shatter your weapon” would have no effect on your shield; however, “I summon a force to shatter your shield” would work.)

Shields cannot be used with two-handed weapons. You may not wield a weapon with the hand or arm holding the shield.

Shield Bashing is the intentional use of a shield to gain physical out-of-game advantage over an opponent. Shield Bashing is a serious violation of the safety rules—it is similar to Charging. The potential for injury is great. Excessive use of Shield Bashing will result in warnings and possible loss of the *Shield* skill.

“**Turtling**” or hiding behind an impenetrable shield (with little more than your head showing) is not allowed. The moves that in real life would be used to neutralize a “Turtle” are against the rules, so Turtling is also banned.



Weapons



There is no combat with anything other than a weapon in any Alliance LARP game. Safety is the main concern here; we are using our weapons to represent battles, not to actually cause damage.

Therefore, every weapon must be inspected and approved by a duly appointed Marshal before every event. It is your responsibility to make sure your weapon has been approved before you start playing. If anyone is hurt from your unsafe weapon and you did not get it checked and approved beforehand, you will be held responsible.

Weapon Tags

Every weapon must have a tag that shows that the weapon is in-game. When you purchase a weapon from a blacksmith or from Logistics with your Production Points, you will be buying this tag to place on your own weapon.

Some weapons can be strengthened to withstand *Destroy* or *Shatter* effects. When you have this done to your weapon, you will be given a specific tag which must be placed on your weapon.

NPC Weapons

Most NPC weapons are useless as treasure, because otherwise the game economy would be ruined. After all, if all of the goblins you were fighting had valuable weapons that could be used, then of what use is the skill *Blacksmith*?

You'll just have to pretend that most NPCs use crappy weapons.

However, sometimes you can find NPC weapons that can be taken as treasure. You should take the tag and leave the physical representation ("phys rep") with the NPC and then

provide your own phys rep for the weapon if you wish to use it.

If you disarm a weapon or shield from an NPC during a battle, you can pick up that weapon or shield and use it for the duration of that battle even if there is no weapon tag attached. (This assumes of course that you have the skill in that particular weapon.) Once the battle is completed, you must return the phys rep to the NPC.

Please be fair about this—don't go taking all of the NPC weapons in order to prevent the NPCs from coming back into the battle as other monsters. If you are not using the weapon, you must give it back to any NPC who is out-of-game and needs a weapon to come back into game as another monster.

Weapon Construction

All weapon construction is viewed with the idea of safety foremost. The weapon design specifications are intended to represent the bare minimum necessary for a weapon to pass safety inspection. Be aware that even the safest weapon could cause injury if improperly used. Therefore, in addition to weapon construction, practice in the use of the weapon is needed.

Every weapon must be checked for safety by a Marshal at every event it is brought to. Weapons break down over time, and a weapon which is safe at one event may not be safe at the next. Local marshals may, at their discretion, require additional measures be taken to ensure a weapon is safe for Alliance use. **It is always best to consult your local marshals to determine their expectations when you are designing or looking to purchase a new weapon.** Since specifics on weapon safety might vary chapter to chapter, only a marshal from a specific chapter can verify that any par-

ticular weapon will or will not pass in their chapter.

If your weapon phys rep breaks during an event, then in-game, your weapon has broken as well. You cannot call a Hold to go get another phys rep, and you must turn over the weapon to a marshal. If, however, the weapon was unshatterable in-game, then a short Hold can be called to replace the phys rep if another is immediately available.

All exposed core must be rendered safe with tape and padding. In a melee, it is possible to accidentally hit someone with the pommel or crossguard—so even these parts must be protected. The only exception to this is the grip, which may be left unpadded if desired though you may use tape, leather or other materials to provide a more comfortable and secure grip. A weapon's unpadded grip should only extend to parts of the weapon which are never expected to come in contact with opponents. In general, a good rule of thumb is to leave no more than one-quarter of the length of the weapon unpadded for a grip, though this depends on the specific type of weapon. For example, polearms will often have a longer length of core left unpadded, but keep in mind that padding should exist on significant portions of the core below the head as those parts of the weapon will often come in contact with others. You must always wield cored weapons by their designated grip. Remember that safety is our main concern here.

All weapons which are intended to allow thrusting must have a thrusting tip. A thrusting tip consists of at least two inches of open cell foam padding beyond the end of the pipe insulation. If the foam tip is too small, opponents could get hurt with a stiff thrust. If the tip is too large, it could easily break off or fold over, making it useless. A thrusting tip may not be longer than its diameter and should collapse about half of its length when pressure is applied.

A player may choose to add or not to add a Waylay Tip to their weapon. This follows the same rules as a thrusting tip and is put on the pommel end of the weapon. A weapon without a Waylay Tip may not be used with the Waylay skill. Latex weapons follow the same rules—they may only be used to Waylay if they have a valid Waylay Tip.

All crossguards must be below the blade or shaft of the weapon. Crossguards can be made of open cell or closed cell foam. All weapon heads or protuberances above the crossguard must be made of foam with no core regardless of size. As always, safety is para-

mount and protuberances which are found to be unsafe will be rejected.

All striking surfaces of the weapon must be protected with at least 5/8" thick closed cell foam. If 5/8" foam is not available two layers of thinner foam may be used if the combined thickness is greater than 5/8". In addition, all non-striking surfaces which may come into contact with another player (such as the shaft of a blunt weapon or polearm, crossguards, and the flats of sword blades) must be protected with sufficient closed cell foam to ensure safety should accidental strikes happen with those areas of the weapon. **Weapons which do not have sufficient padding on non-striking surfaces will absolutely be disallowed from play.** If you are unsure what qualifies, it's always best to stick with a minimum of 5/8" thick foam on all sections of the weapon above the grip.

Take this point very seriously! If you do not have your weapon checked and you hit someone and your weapon breaks and hurts them, it will be your responsibility. The legal release you sign does not cover you if you do not follow our safety rules.

Weapon Construction

Weapon construction requires some practice, and it is very likely that your first few attempts will be rejected by your local marshals. Although we endeavour to have weapons available for loan or sale, we cannot guarantee that any will be available. Be sure to bring extra weapon building materials with you so that you can repair your weapon in order to get it passed.

Weapons are generally made with a PVC pipe core covered with pipe foam. Alternative cores made of fibreglass, graphite or carbon such as fishing poles or kite spar are sometimes used, but this is at the discretion of each chapter. Light aluminium can be used for two handed weapons (except staffs) but never for one handed weapons. Aluminium is not flexible enough for shorter weapons. Heavy aluminium pipe, wood and metal wire are never acceptable weapon making materials.

All weapons must be fairly rigid so as not to act as a whip when swung quickly. Because of this rule, 1/2 inch PVC tends to be unacceptable for weapons over 32 inches long in total length. Under most circumstances, a weapon tip should not bend more than 6 inches from true when a moderate weight is applied to the tip and the grip is held level.

All weapons must also have some give to them when contact is made. The core should flex somewhat. If the core does not flex, then you may be required either to use a smaller diameter pipe or add more padding to insure that

Weapon	Overall Length		Base Damage
	Min	Max	
Ranged			
Short bow	25 in / 63.5 cm	33 in / 83.8 cm	2
Long bow	33 in / 83.8 cm	58 in / 147.3 cm	3
Light crossbow	14 in / 35.6 cm	25 in / 63.5 cm	3
Heavy crossbow	25 in / 63.5 cm	32 in / 81.3 cm	4
Thrown weapon	2 in / 5.1 cm	40 in / 101.6 cm	2 or 3
One Handed			
Small weapon	20 in / 50.8 cm	28 in / 71.1 cm	1
Short weapon / Claw	28 in / 71.1 cm	36 in / 91.4 cm	2
Long weapon	36 in / 91.4 cm	48 in / 121.9 cm	2
Spear	48 in / 121.9 cm	58 in / 147.3 cm	2
Two Handed			
Polearm	62 in / 121.9 cm	72 in / 182.9 cm	3
Staff	60 in / 152.4 cm	72 in / 182.9 cm	2
Two handed blunt or edged	48 in / 121.9 cm	62 in / 157.5 cm	3

the weapon is safe. This is often the case with metal pipes or when the pipe diameter is too large for the weapon type. If the pipe insulation on the shaft is too compressed, the weapon will hit harder than desired and will fail a weapons check.

One common mistake is to use foam of a smaller diameter than the pipe being used, forcing the foam over the pipe. This makes the weapon too hard. Another common mistake is to wrap the duct tape around the foam too tightly, or even in a spiral pattern up the blade. This tends to make the insulation too stiff and gives unwanted weight. The insulation should slide easily over the pipe, but fit snugly so that the weapon will not rattle if the pipe is shaken.

The foam should be taped lengthwise, using 2 inch wide duct tape and overlapping about 1/4 inch. This will use the least amount of tape, keeping the weapon light and safe. Vinyl electrical tape has less give than duct tape; however, it is acceptable for use in noncontact areas of the weapon as decoration or grips.

In addition, you may want to cover your weapon with cloth after it is completed. You should keep in mind that it is a weapon and not

use paisley prints or other silly colours. The cloth should be sewn very tightly and not be a loose covering.

Note that if a sword is to have a weighted pommel, that pommel must be thickly padded since it could potentially do more damage than a normal weapon blade.

Weapon Guidelines

Thrown Weapons can be of many different shapes and sizes. They must be constructed with no core and may not be internally weighted with hard materials. These weapons can never be used as a melee weapon in a fight; they must be thrown. Because they can be odd sizes and shapes, they must be approved on a case-by-case basis. All Thrown Weapons may be used to Waylay.

Thrown Weapons with any single measurement over 24 in. / 61 cm. should be tagged as a "Heavy Thrown Weapon" and will have a base damage of 3 instead of 2.

Chapters may rule that some specific Thrown weapons, called Boulders, may only be lifted by creatures with Superhuman Strength and the skill Thrown Weapon. Boulders are usually represented by garbage bags full of wrinkled paper or open cell foam and will be tagged appropriately.

Claws must be primarily red. While small decorations of other colors are allowed, all claws must be easily recognizable as red from a distance without asking whether the weapon is a claw. Other weapons may not use red as their predominant color and should leave no question that they are not claws when seen from any range.

Claws usable by the PC skill *Claw* must be of short weapon length. Some monsters may have long claws or even two handed claws, but must follow the rules standard rules for fighting with two weapons (including length restrictions) or a two handed weapon.



Blunt weapons, axes, one handed spears and pole arms must have a padded head that is shaped appropriate to the weapon type. This padded head must be made out of foam and it must be placed over the 5/8" pipe insulation that covers the core. The head must be noticeably thicker than the pipe insulation and should squash easily. Everything above the grip area must be padded—like all weapons, any part that might come into contact with your opponents should have foam padding. Note that blunt weapons may never be used to thrust.

One handed spears can only be used to perform thrusting attacks, and can never be thrown. A character hit by any part other than the thrusting tip takes no damage.

Staffs may only be handled in the middle 3 feet. This distance should be marked off so it is easily identifiable. You must have both hands on the staff to attack, but you may block with only one hand on the staff, or in conjunction with a short weapon for the purposes of the Two Weapons skill. Note that for safety reasons, padding may be required on the grip section of the staff depending on how it is designed.

Two handed weapons must be used with both hands at all times. If you lose the use of one arm (such as from a *Wither* spell), then you cannot wield the weapon at all.

Archery

Archery is represented with a packet delivered attack. Each packet must be blue.

Bows are made of a curved phys rep, padded like a regular weapon. No string is attached. It is considered a Two Handed Weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a bow.

The grip of the bow must be in the bow's center and the bow may only ever be utilized while holding the grip. A Bow phys rep is not required to have open cell tips on its ends. However, as with all weapons, sufficient padding must be in place that the core of the weapon may not be felt and a marshal judges the weapon to be safe in combat.

The bow phys rep can be used for blocking defense with one hand. If the archer has the Two Weapon skill and is using a short bow, then they may use it with a long weapon or with a one handed spear. A bow may not be used for melee attacks or waylays.

Crossbows are made of closed cell foam only—no PVC core is allowed. No string is attached. A crossbow cannot be used for blocking. It is considered a Two Handed weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a crossbow. In our game, the crossbow is meant to be a lighter, more portable counterpart to the bow.



Using the skill: When using a bow, the arm holding the bow must be held straight out and aimed at the target. A crossbow may be held with arm bent, but must still be aimed at the target. The arrow or bolt packet must be touched to the bow/crossbow and then brought up to the chin/shoulder area before being thrown. The packet may be held at the chin/shoulder area for as long as desired and then thrown. If the packet leaves the chin/shoulder area, it must be touched to the bow/crossbow again.

The archer must finish the damage verbal before throwing the packet. If the packet is not thrown, it is still consumed. Shields and weapons will block an archery attack.

Head shots from archery packets do not count. Hand shots do not count if a usable weapon is in that hand, as the hand is considered part of the blocking weapon. Shots to a hand without a weapon in it, or a weapon that the target cannot use, or one hand on a two handed weapon, are considered hits.

Quivers: An archer may not have more arrow or bolt tags on them than they have room for in their quivers. One quiver may hold up to 20 arrows or bolts. A quiver is defined as any pouch or container whose dimensions are a minimum volume of 64" with no dimension

smaller than 1". A foam phys rep of a quiver may also be used. For each multiple of the maximum quiver volume, a quiver can hold an additional 20 arrows or bolts.

You may carry as many quivers as you are able.

Ammunition: Arrows are used exclusively by bows. Bolts are used exclusively by crossbows. Arrows and bolts are treated exactly the same as far as the rules are concerned, except that they may only be used with their respective weapon. Arrows and bolts are on tags similar in design to armor tags, and when used, you must rip off the amount of arrows or bolts used in the battle.

Arrow and Bolt Loss: Arrows and bolts are consumable. Once the verbal is stated, the arrow or bolt is lost even if it is not thrown, and the appropriate number of arrow or bolt tags must be given up after each battle. Like spell packets, you can retrieve arrow or bolt packets in a Hold but you cannot call a Hold in order to retrieve them.

How to Build a Basic Weapon

Materials you will need:

- 3/4 or 1/2 inch PVC pipe
- 5/8 inch wall pipe insulation
- Two 2 inch or larger cubes of open cell foam

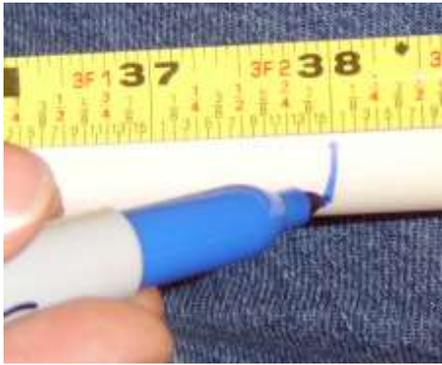
foam

• Hacksaw, scissors, knife, marker, tape measure

- Duct tape or cloth tape
- Electrical tape (optional)

This section will walk you through building a long sword. These directions can be extrapolated to most other weapons by making minor adjustments for their type. Remember to minimize the amount of tape that you are using when possible. Often times a half-width piece will do the same job as a full-width piece.

Before cutting anything, make a quick sketch of the weapon you intend to build, including dimensions. Double check that all of your proportions will meet the requirements listed on the weapon specification chart as well as any additional rules listed in the construction section. Mark your materials so that you are certain they are the correct size.



1: Use the hacksaw to cut your core to the desired length.



It should be six inches shorter than the finished length of the weapon (six and a half for

spears, polearms, and two-handed swords). Tape over the open ends of pipe to remove the sharp edges and to prevent foam from packing into the tube.



Cut your pipe insulation for your blade and pommel. The blade piece should be two inches shorter than the total blade length you desire. Unless you are making a bow, you should have a pommel piece that is about three inches. If you are making a bow, you should have two 'blade' pieces of about equal length.



2: Take two inch-long pieces of pipe insulation foam (about a quarter circle each) and secure one tightly to each end of your core.

Slide the blade foam onto the core, stopping when you reach the foam plug you just affixed. Tape over the end so that the foam cannot slide down.



3: Cut a piece of open cell foam that is two inches square and at least two inches tall.



Trim off four edges so that you have a tall cylinder the same width as your blade. Secure the open cell foam to the top of your blade with a cross of tape.



Be certain that the tip is not compressed more than two inches. Once the tip is secure, encircle the region where the two pieces meet with a strip of tape.

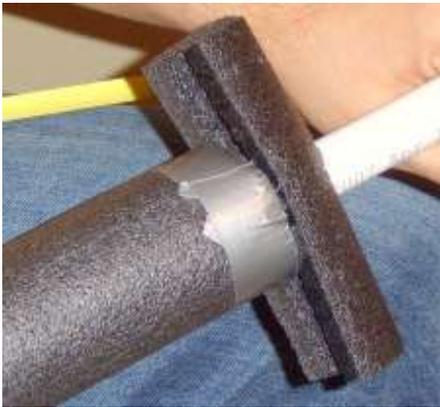


4: Cross four strips of tape from the blade foam to the core to fasten them together.



A ring of tape around the core and at the base of the blade will prevent these strips from peeling up later.

5: If you are not making a weapon with a crossguard, skip this step. Cut a piece of pipe insulation four to six inches long for a crossguard. Split it in half length-wise and cut a hole a little smaller than your core in the center. Slide the piece onto your core so that the flat side is against your blade foam.



Using a cross of tape as in step 4, secure the crossguard to both the blade and to the core.



6: Take the pommel piece and slide it onto the butt end of your sword so that it is flush with the plug you placed in step 2. Repeat steps 3 and 4 for this piece.



7: If you haven't already done so, double-check the length requirements for everything you've built. Measure the weapon tip to tip, along its curve if it has one; it should be exactly as long as you wanted.

8: If you are building a weapon with a head secure it to the 'blade' (now the haft) of your weapon. It is best to have a few strips that wrap completely around the head and secure directly to the haft for stability.

Once you feel the head is secure, test it out, and if it remains attached, cover the head with tape.



9: If you are going to sew a cloth cover for your weapon, skip this step. Otherwise, cover the blade lengthwise with long strips of tape. Do not spiral wrap your weapon! You may cover your crossguard and any other surfaces you have left exposed if you like.

10: Poke a few holes in the tape of the open cell foam parts of your weapon.



If the foam has been left open to the air (or is only covered by cloth) you may not need to do this step. Thrusting and waylay tips should collapse to half their height easily and spring back into shape very quickly. Heads on weapons like axes, blunts, and polearms should have plenty of give to them.

11: Use electrical tape, duct tape, or sport grip to cover the exposed core of your handle.



Your weapon should now be complete. Evaluate it for safety. It shouldn't be too whippy, too stiff, or have exposed pipe. Remember that most people's first weapon fails safety check. However, most weapons are salvageable. You should bring some extra materials along so that you can try to fix any problems that a marshal may find or in case your weapon breaks during an event. Keep in mind that weapons wear out over time and that crushing, heat (like being left in a car in the sun), and other abuse will drastically reduce the life of your weapon.

In-Game Limitations

New players to the game often make arguments about some of the limitations of these rules, saying “Well, this doesn’t make any logical sense! Why should only *some* liches have essences that I can use for components? Why can’t necromancy be legal? Why shouldn’t I be able to create a *Ward* scroll?”

The fact is that every rules limitation has a reason, and usually that reason is game balance. We can’t have every monster be useful as a component or else the components become too common and the ritual system’s economy is ruined. We can’t make certain spells into potions or scrolls because then they lose their special nature and may make the goal to rise to higher levels to be able to cast those spells meaningless. We can’t have necromancy legal because then everyone would want to play an earth caster (plus we’d lose a really cool role-playing plotline).

If you come across a rule that you think doesn’t make sense for our game world, sit back and consider before complaining. There is a reason it is limited. Ask yourself how it could unbalance the game if the rule were different or how some players could abuse it.

Understand as well that the game is specifically designed to promote teamwork. You can’t be an expert in everything all by yourself. If you are a celestial spellcaster, don’t complain because there are no celestial healing spells. If you are an alchemist, don’t complain that you can’t affect undead with your alchemy. These limitations are by design, to encourage players to work together and complement each other’s abilities.

The bottom line to all of this is that the rules are only here to support the plot, and not the other way around. You should be looking for plot solutions to the problems your character has to face, not rules solutions. Use the tools at hand and don’t complain if lack of certain tools makes your job more difficult.

Remember, nobody gets to be a hero by taking the easy way out!

Carrying People

Certain effects like *Endow* and *Strength* allow a player to physrep things that are normally impossible to do, like grab another person (regardless of comparative weights) and run for a short time. To facilitate this, and in the spirit of “Be all you can’t be,” this means that the player with the *Endow* or *Strength* must only indicate to the other player that they are being picked up and transported. They do *not* need to specifically wait for the person to clamber to their feet and follow along (though clearly the person being transported should make their best effort to get to where they *should* be as soon as possible).



Please keep in mind to remember the spirit of the rules. These abilities are meant to allow players to do things that would be impossible in the real world, and some suspension of disbelief is thus required to allow them to function as intended. As always, should people manipulate the rules to circumvent their spirit, it is expected that Marshals will deal with the situation appropriately.

Counted Actions

Some actions cannot actually be performed for reasons of safety or reality, but must be considered as taking some time to complete. Such actions will have a specific count, usually three, and a definite phrase to indicate what is happening.

For example, to simulate a ghost coming through the wall, the NPC playing the ghost could say “I come through the wall one, I come through the wall two, I come through the wall three.”

During the time in which the player is saying this, he or she is completely vulnerable to attack and cannot use any game skills except *Bane*, *Cloak*, *Dodge*, *Evade*, *Phase*, and *Resist*. These skills cause the counted action to be interrupted. The skill is used up, and the count is aborted and must be started again.

Spell defenses such as *Spell Shield* or *Magic Armor* do not interrupt a counted action.

For example, *Cerik the vampire* is turning gaseous. During the three count, he is hit with a *Cure Light Wounds* spell. He takes the damage from the spell but it is not enough to destroy him, so he can continue his three count.

Example two: *Cerik* gets hit with a *Destroy Undead* spell. This would destroy him, so he uses his *Phase* skill. The use of that skill has interrupted his three count, so the *Gaseous Form* skill has been used up, and unless he has that skill twice, he cannot attempt it again.

The three count is used primarily when the NPCs are right there next to the players who can then try to affect the monsters. It should only be used when it has to be made clear that the NPC is phasing in or otherwise taking some sort of action that the player would not be able to observe otherwise.

Monsters coming out from the woods or from behind buildings should *not* announce their presence with a three count. Why let the player know you are sneaking up on them? As long as you are far enough away that it will take at least three seconds to reach the player, you should not announce your presence. And if you are closer than that, you should be moving farther back.

In other words, NPCs should not, in the presence of players, suddenly take off their white headbands and just appear.

This rule was never meant to mean that you, the player, should count off every action you do.

You do not have to count off drinking potions, repairing your armor, or doing anything else that requires game time to perform.

Basically, counting actions is out-of-game and discouraged unless (a) you are performing a monster ability that has to be counted, such as “rifting in”; or (b) you are in-game performing an action that you are not really performing out-of-game and you are aware that you may be attacked while performing this action.

To better explain (b), imagine that you want to climb out a window. If you really are going to climb out the window, no count is necessary because you really are performing the act. If you are in a module and the marshal says to pretend there is a window there and you have to walk outside and pretend to have come through it, then you are doing the action in-game only and probably should count.

Note that if you are NPCing and are instructed by the marshal of the encounter to do a three count, do so. There may be specific reasons for it. But in general, let’s do all we can to keep all our actions in-game and count free as much as possible.

Multiple Characters

If you are attending your first event ever, afterwards you are allowed to change your character and not lose any of the Build Points you earned at that event. This is only done for your first event as a player—not your first event as a new character.

For instance, Terin attends his first ever event as a fighter. After the event, he realizes he would much rather be a spellcaster. He is allowed to re-spend his Build Points, but after that he can never change any of his characters again this way.

You cannot play more than one character on a weekend (unless your character dies permanently and you start a new one). Otherwise, it would be too confusing to other players. Is this really your character in another guise, they will ask, or is it actually a new character as you say?

If you do create a second character, please have that character be as different from your original character as possible: your new character should have a different adventuring party, different costumes, and hopefully be of a different race and class as well.

Multiple characters belonging to the same player may never directly interact in any way. You cannot have one character sell, donate, or will items to your other character; nor can you use an intermediary to do this for you by giving them your possessions only to have them give them to your new character.

Disguises

You are not allowed to disguise your character using any sort of makeup to change your appearance, since makeup is the only way that players can represent another race or physical characteristics that the players themselves do not have. If you wish to have your character travel incognito, you must use costume and mannerisms.

After all, if there really were elves and orcs and hobblings, you would be able to easily distinguish between a real dark elf and someone disguised as a dark elf, wearing fake ears and face paint.

Certain distinguishing characteristics of a race can never be changed. If you are a barbarian, you must dress in furs and talk barbaric. If you are a biata, you can't pluck off your feathery eyebrows. If you are a dwarf, you can't shave your beard.

You are allowed to disguise yourself in limited ways—for example, an elf can wear a hat to hide his ears or a dark elf can wear a hood to cover her face. You can also wear a mask over your face (provided it is a Zorro-type of mask and not a monster mask).

Language

We ask that you try your best to not use modern colloquialisms and terms in your gaming. You don't need to use old English "thee" and "thou" like a Shakespearean play, but you should make every attempt to give your words that renaissance flair.

Imagine this conversation:

"Hail and well met! I am a merchant of fine goods!"

"Cool beans, Dude! You got any elixirs?"

"Aye, that I do. 'Tis one of my specialties. Are you interested in healing elixirs or mayhap something more exotic?"

"Man, I need some Amnesias in case I wanna kack someone. OK?"

Now the player buying the elixirs in this example was in-game the entire time but he certainly didn't do much to help the in-game atmosphere, did he?

We don't expect you to speak like a refugee from a renaissance faire, but please, at least make an effort.

Try at all times to use "aye" or "nay" and see how easy it is to slip into character. Use "'tis" instead of "it is" and otherwise try your best to not sound anachronistic and you too may be surprised by the improvement in the game.

In addition, please try to refrain from using foul language; not because we are prudes or your mommy but because it really ruins the

game atmosphere. Make up some in-game curses and see how much more fun it is. "By Kelanor's Beard!" "Mud and Moon!" "Gunther's Knee!" "By the Stars!"—look at your local game's culture and racial backgrounds and you are sure to find some appropriate things that will make wonderful medieval curses.

If you wish to be able to speak another language in character (such as elf or sarr), then you must actually learn it. When you wish to talk in the other language, then you must talk in the other language. This is to prevent someone from overhearing you talk in English pretending that it is another language only to have you say "You didn't understand that; it's in another language."

You do not have to spend any Build Points to learn another language—you just have to find someone who knows the language and then learn it.

Magic

Eldritch Power: Many of the spells call upon an energy called eldritch power. This is a type of energy that only affects beings that are alive or animated.

If you cast a *Flame Bolt* spell at someone and miss and hit a tree, the tree will not catch on fire. Nor can you use an *Ice Bolt* spell to keep your ice cream cold. These spells can only affect creatures that are alive or animated. In-game, they *feel* like fire or ice when they hit and you should certainly role-play that out when you are the subject of one.

Healing: Why need anyone ever suffer if there are healing spells? Well, the answer is that healing spells cannot do everything.

If you are damaged (or dead) and you are then magically healed to your maximum (or resurrected), then you are returned to the state your body was in before the damage was taken. If you had a limp before you were healed, you still have a limp. If you were dying of old age, then you are still dying of old age. If you were pregnant, you are still pregnant.

How to explain limps, handicaps, and scars? Healing spells (or resurrection) heals you up to the state you were in last before you took any recent damage. In other words, if your body healed normally after a battle (that is, without the aid of magic) and you ended up with scars, any future healing would not correct that old injury.

Body parts cannot be restored, regrown, or mended with "Cure" spells, potions, or elixirs, which only replenish lost Body Points. To restore a body part that has been withered, stunned, amputated or broken requires a *Restore* spell, a *Life* spell, or a resurrection.

Breaking or removing a body part requires at least three seconds. You do not have to do a "three count" but you must role-play the breaking to make it clear what you are doing.





A *Cure Disease* spell will only cure the game effect *Disease*. It will not cure cancer, get rid of athlete's foot, or hide your bald spot. This gives some players fun at role-playing frustrations of being sick: "You mean they can bring me back to life after dying but they can't cure the common cold?!"

Pregnancies in-game are completely a role-playing issue controllable by the player involved. The most important thing is to follow all rules of good taste! Being pregnant in-game will not change in any way any of the rules in this book. Using healing skills to detect the existence of a pregnancy is also up to the player involved, although one should remember the limitations of medieval medicine. *Healing Arts* is not a magical skill and cannot be used to determine an unborn child's sex, race, or heritage.

A doll used to represent an infant is considered a "personal possession" (if carried) in regards to the rules.

Monster Size

All monsters are the size of the NPC or phys rep playing the part. There are no nine-foot tall trolls unless there is a nine-foot tall NPC playing the part or nine-foot tall apparatus built for that purpose.

For that matter, all players are the same size as their characters as well. A six-foot tall player with a dwarven character in-game is a six-foot tall dwarf.

Pages

Each Alliance game is allowed to set its own age limits to play. Underage players are called "pages."

In most Alliance games, a page is someone who is at least 14 years old and less than 16 years old. In some chapters, you must be a

page even until you are 18. Some chapters do not allow pages at all.

Most chapters have Page policies similar to the following:

1. This must be pre-approved—no showing up at the door and asking to be a page.
2. The page's parent or legal guardian must be present and must be a PC or NPC during the entire event. "Legal guardian" is a legal term and does not include older brothers or sisters.
3. The parent or legal guardian is responsible for the page's actions and must remove the page from the site if asked. The parent or legal guardian must keep track of the page.
4. Any page who is disruptive, does not obey these rules, or in any other way is deemed to be harmful to the game will be asked to leave. There is no appeal.
5. All pages must wear an orange headband with the word "page" written on it prominently.
6. Pages cannot enter combat in any way, including pouring healing potions in unconscious bodies during a battle. (After a battle or way off on the sidelines is fine.)
7. Pages cannot purchase any combat, weapon, or casting skills. Pages can purchase role-playing skills such as *Read and Write*, *Healing Arts*, *Craftsman* and such. *Alchemy* can be purchased but no gasses may be thrown. Pages cannot carry weapons at all.
8. Pages can carry in-game items (except weapons) and can be searched.
9. In order to kill a page, a player must stand near the page and call out their effects and weapon damage but cannot hit the page directly in any way. It is assumed that every weapon and packet attack hits the page. The page can call out any protective spells the page has and can yell for help or try to run away

(unless prevented by an appropriate effect, of course). A page can be given a Killing Blow.

All other rules concerning healing and resurrections apply; and of course, all in-game ramifications do as well.

The bottom line is that we are attempting to run an adult oriented game with mature themes and an emphasis on role-playing, and we have found that if players are too young, they have not yet reached the maturity level we require. (This is a generalization of course; there are certainly players over the minimum age who are not as mature as we want and some under the age who are.)

Further, we have found that the younger the player, the smaller they are as well, and this can be dangerous when dealing with combat situations. Page rules also help to keep our insurance rates down.

Sometimes, a player is allowed to become a page for medical reasons, and in those cases, these same rules usually apply.

Time

In Alliance games, time passes in-game at the same rate as it does out-of-game. If a month has passed between events, then a month has passed in the in-game world.

Strange how life can be so boring for a few weeks, then suddenly all the monsters start attacking on Friday nights, isn't it?

Actually, in-game, there are monsters attacking all the time, and though things might be heightened during an event, life still goes on.

It is assumed that your character is still fighting monsters and doing adventurous deeds between events. Where does the money go that your character earns during this period? Why, it pays for all the food, lodging, and healing your character needs during these off times!

Weather

Sometimes the weather at an event can make the wearing of armor impractical or even dangerous. Hot weather can cause heat exhaustion and dehydration, while wearing metal armor in extremely cold weather greatly increases the chances for hypothermia. Under these conditions those running the game may declare a "No Armor Day."

Until the "No Armor Day" is ended, players may use Armor Point tags as if they were wearing the armor that they would have normally worn that day. The player is then considered to be wearing that armor and get all of its benefits except for waylay protection.

At any time, a marshal may ask you to produce the armor that you would have normally been wearing to verify that you are using the correct amount.

Matters of Life and Death

Unconscious: If you are reduced to exactly zero Body Points, you are unconscious. You will regain consciousness (at one Body Point only) after ten minutes.

For example: Terin has a total of 14 Points, including his Armor Points, Body Points, and all protective spells. He is in a fierce battle and takes exactly 14 points of damage. He falls to the ground unconscious. Nobody gives him any curing, so he awakens in ten minutes with just one Body Point.

You cannot make sounds at all while unconscious or dying. If people do not notice that you are on the ground, they do not see you lying there in-game as well. You can't moan or say "Well it looks like I'm unconscious."

If you wish, your character may opt to stop struggling to regain consciousness and die. Upon being reduced to zero Body Points, you can declare that you are "choosing to die" (this is an out-of-game statement). At that point, your Body Point total drops to -1 and you begin dying. This option is to allow you to not be captured by your enemies who probably will not want to waste a *Life* spell on you.

If you are unconscious, all effects that may be on you will still affect you and any new ones will as well.

For example, Terin gets hit with a Confine spell in battle and then gets hit with exactly enough points to reduce him to unconsciousness. He remains confined while unconscious. He is then hit by a Drain spell. Suddenly his friend Darlissa notices him and gives him a Cure Light Wounds spell. He is now at 2 Body Points but is still confined and under the effects of a Drain spell.

Dying: Any time you are reduced below zero Body Points, you drop to -1 and no further, even if the last blow on you would have reduced you to -48. Once you are reduced to -1, your character is dying. You will die unless given *First Aid* or curing within one minute.

This one-minute is referred to as your "death countdown."

The skill *First Aid* takes a complete uninterrupted minute to be successful. Once *First Aid* has begun, the one-minute death countdown freezes.

If you receive more damage while in this condition, then the *First Aid* is interrupted and you will continue the death countdown from where it was interrupted.

Another attempt of *First Aid* will again freeze your death countdown, but another full minute will need to be spent to complete it.

If the *First Aid* is completed, you will be

Minutes	No Killing Blow		Killing Blow
	Unconscious (at 0)	Dying (at -1)	
1	Any healing will work	First Aid brings to 0 (unconscious); Any healing will work	Life spell needed
2		Life spell needed	
3			Must be resurrected
4			
5			
6	Regains consciousness with 1 Body Point	Must be resurrected	
7			
8			
9			
10			
11			

at zero Body Points (unconscious) and will wake in ten minutes with one Body Point (the one represented by the "Alive" flag on your Life Ticket.)

For example: Terin takes 20 points of damage in the battle and falls to the ground. He is now dying with -1 Body Points. He begins counting down in his head the minute before his death. Before he gets to "60" he is reached by Darlissa who gives him First Aid. After a complete minute of receiving First Aid, he will no longer be "dying" and will now merely be "unconscious." In ten minutes, he will awaken at one Body Point.

A curing spell will immediately bring you to consciousness without the minute needed for *First Aid*.

For example: Terin takes 20 points of damage and falls to the ground. He is now at -1 Body Points. He begins the death countdown but almost immediately is hit with a Cure Wounds spell (worth 5 Body Points) from Darlissa. Since he has no Spell Shield defensive, he is affected by the spell, and he jumps back up and runs back into battle. He now has 4 Body Points.

While you are dying, you are still under any effects that were affecting you before, and Spell Protectives will always go off.

Dead: If you are reduced to -1 Body Points and you are not given either *First Aid* or some sort of curing spell before your death countdown reaches 60 seconds, or if you have been given a *Killing Blow*, you are dead and need a *Life* spell.

All of your active spells, alchemical substances, and other effects will immediately disappear once you are dead. The only effects that

survive death are *Amnesia*, *Enslavement*, *Euphoria*, *Love Potion #9*, *Selunari Curse*, and sometimes a *Curse of Transformation* or an *Infection*.

Note as well that a dead body is still subject to magical and non-magical barriers such as a *Ward* and *Circles of Power*.

Only a *Life* spell (or effect) delivered within five minutes of death can restore a dead person. Even if a *Life* spell is administered, all your active spells, alchemical substances and other effects (except those listed above) are lost.

If the five minutes pass without a *Life* spell, then you must immediately become a spirit and can only be brought back by a resurrection.

For example: Terin takes 20 points of damage and, being at -1 Body Points, begins the death countdown. One minute goes by and no one gets to him with First Aid or any curing. He now begins a five minute countdown in hopes that someone casts a Life spell on him. If no Life spell arrives within the five minutes, he becomes a spirit and must be resurrected.

It should be noted that a *Life* spell will only work on the physical representation of the body needing the spell—namely, *you*. If your character is in need of a *Life* spell, another PC cannot cut your character's hand off and go running off pretending to hold a severed hand and get the *Life* spell cast on the hand. The spell must be cast upon *you*, and if they want to drag your sorry body all over the place to get a *Life* spell cast for it, they will have to abide by the rules for carrying another body (no running except for a few seconds with an *Endow* spell, etc.).

It is generally impossible to burn or otherwise completely destroy the body before the five-minute *Life* spell requirement is used up.

Resurrections

When your character dies (after the point at which a *Life* spell will no longer work), you must become a spirit. You must put on a white headband and head immediately and directly to your campaign's resurrection point (usually the Healers' Guild) to register your death.

The spirit is completely invisible to the world around it and may not interact in any manner with other characters. Spirits travel only as fast as the player walks (no running to the Healers' Guild).

Upon entering the Healers' Guild, the spirit remains unable to interact with characters, but anyone inside the Greater Circle of Power and Invested in the Circle will "sense" a presence and will know the identity of that presence if it is someone they know. They may then resurrect that spirit, and after ten minutes, the body will be restored to the spirit. The healer does not need to know the identity of the spirit to resurrect it.

You must be Invested in the Circle to be able to start the resurrection, but once it is begun, anyone with the skill of *Healing Arts* can complete it. If no one is available with *Healing Arts*, then the spirit can resurrect on its own once the Invested member has begun the resurrection. However, in-game, this is emotionally painful to the recipient.

For example: Darlissa is in a quandary. It seems the entire town is fighting a huge battle against Destructo the Chaos Elemental, and she has been left alone in the Healers' Guild. Over ten spirits have arrived and are waiting to be resurrected. If she tried to resurrect them all personally, it would take over an hour! Instead, she does the best she can under trying circumstances and goes to the first spirit (a poor human named Terin), starts the resurrection, moves onto the next one, starts that one, and so on down the line. Ten minutes after she started Terin's resurrection, he will awaken. His mind is confused and angry as if he had just risen from the most hideous nightmare he had ever experienced.

Whenever a spirit appears at the Circle, it appears intact and whole, even if the body had been hacked to bits and separated. All body parts remaining will disappear when the resurrection is completed. (That's why many monsters don't like to eat adventurers—ten minutes later and they're hungry again.)

However, none of the body's possessions appear, so that the body is completely naked (You can't take it with you!). This can provide some amusing role-playing possibilities, but please, don't really take off your clothes; we don't need that much realism. Usually, your fellow adventuring companions will bring your clothes and items back from where they lay on the battlefield.

It is impossible to tell how someone died by looking at his or her spirit. When looking at a body that has just died, a person with the skill



Healing Arts can tell if the person probably died from weapon wounds and whether the weapon was edged or blunt, but cannot tell if the person was killed by spells or poisons. Once the resurrection begins, though, there is only a spirit, and all of this evidence is no longer discernible. Determining the method of death at that point is no longer possible.

Role-playing out a resurrection usually involves the healer telling a calming story to the person being resurrected. This is usually tailored toward the character's race. Each and every story should abide by all rules and any problems should be reported to a Marshal.

For example: Terin's spirit heads to the Healers' Guild Circle once again. Upon entering the Guild, Darlissa, an invested healer, senses that a spirit is present. She has met Terin before, so she knows the identity of the spirit and begins the resurrection. While doing the resurrection, she tells Terin a story, describing the feeling of a ship traveling through a storm and then safely into a harbor. The player playing Terin may then choose whether Terin recalls the experience of her story or not.

Once a character is resurrected, a character will have his or her maximum Body Points. All remaining effects that were present on the character will be gone, including *Selunari Curse*, *Entangle*, *Enslavement*, *Euphoria*, *Love Potion #9*, *Paste of Stickiness*, *Vampire Charm*, *Curse of Transformation* and *Infection*. Note that the lost memories from *Amnesia* poisons are not restored by resurrection.

Choosing a Circle

A spirit can reject a specific healer but stay in the Circle waiting for another person to perform the resurrection. The rejected healer will be aware that the spirit is refusing to resurrect but will not be able to tell which healer the spirit is requesting or waiting for.

The spirit is not aware of any character plans to resurrect in specific Circles based on the means of death. Thus you cannot say to your friends "If I resurrect in Bristol, that's my signal that I was killed by Vorin; but if I resurrect in Wildwood, that means I was killed by Fangthorn."

The spirit will normally go to the closest Greater Earth Circle of Power to resurrect. A spirit can choose to go to a different Circle than the closest one if the closest Circle is hostile, but the character, once resurrected, will not be aware of this decision.

"Hostility" is defined by the resurrecting player and can include enemies in town, enemies in the guild, or enemies inside and outside the Circle. As the spirit approaches the Circle, it can change its mind. A seemingly safe Circle can later be judged hostile if, for instance, the spirit sees enemies in the area. The spirit could then move on to the next closest Greater Earth Circle.

If your character decides to go to another Circle other than the designated in-game Circle during a weekend event, you must still go to the resurrection point out-of-game to record the death and let them know what you are planning. An OOG "Death Log" will be maintained where character deaths will be recorded by a chapter-appropriate representative when the death is reported. For many chapters, this is maintained in their in-game Healer's Guild. After an event, chapter Logistics staff will use the Death Log to update their character database for reported deaths.

You may be required to stay out-of-game to represent the amount of time it would take for your spirit to travel to the next closest Greater Earth Circle and for your body to then travel back.

Example one: Terin is killed by his arch enemies, a group known as the Axes of Evil. He lies there, hoping someone with a Life spell walks by, but no one does. He puts on his white headband and heads to the closest Greater Earth Circle, which is at the Healer's Guild. Inside, the Guild is a friendly and inviting place. Outside of the Guild, he sees members of the Axes of Evil waiting for him to resurrect so they can follow him and kill him again. He can choose to resurrect elsewhere.

Example two: Terin's spirit goes to the Guild and discovers that the person who will be resurrecting him will be Vorin, a member of the Axes of Evil. Terin can decide to take his chances with Vorin (after all, would Vorin really try anything with all these witnesses around?) or, if he chooses, he can go to the next closest Greater Earth Circle. He may also refuse to be resurrected by Vorin, in the hope that some other healer will then come by and perform the resurrection. However, once an invested character begins the resurrection, and the spirit accepts the resurrection, it must be completed.

Example three: Poor Terin is wanted by the Town Guard for crimes he has committed. He has been hiding out in the woods, but his luck ran out and he was killed by trolls. He feels that if his spirit were to resurrect in the Healer's Guild, he would be immediately arrested. He can choose to go to another Greater Earth Circle.

Example four: Terin is killed by the Axes of Evil in their very own Greater Earth Circle hidden deep in the woods. Terin does not want to be resurrected there and can choose to go to the next closest Circle.

The Bag of Chance

Each time your character dies, he or she adds another death to their death total. Every character gets two guaranteed resurrections.

After that, there is a chance of dying permanently and not coming back.

When you show up to the Greater Earth Circle to resurrect, they will update your death total and then will ask you to choose from the Bag of Chance. In the bag will be ten stones. There will be one Death Stone for each time you have died beyond the two free resurrections. There will also be a number of Life Stones put into the bag so that the total number of stones is always ten. If you choose a Life Stone, then you can be successfully resurrected.



If you pick a Death Stone, then you have three choices:

Permanently die. Your body will reform where it died. However, lying out in the middle of the woods all night hoping someone finds your body is no fun. It is completely acceptable to leave a note saying (for instance), "You see Terin's permanently dead body here."

If your character permanently dies during an event, you can be an NPC for the rest of the event, you can start a new character, or play one of your other characters for the rest of the event.

Die but create a half-build character: In addition to having your character permanently die as above, you may immediately retire the character as per the following section, "Killing off Your Character," save that you may not turn in any items for goblin point compensation (as all items are left where the character died in-game).

Your body will reform where it died (as above).

Have one more life: You may choose to keep your character and give them one final chance at life. The character resurrects successfully as though they had chosen a Life Stone, but the *next* time they die, they do not draw from the Bag of Chance and instead they remain where they died.

This permanent death may not be evaded or extended by means of any additional ritual such as Regenerate, Controlled Spirit Store, or Sacrifice, and once this option has been chosen, the character may not be retired as per the following section "Killing off Your Character" nor can you choose the second option above ("Die but create a half-build character").

The character is aware that this will be their last chance at life, but no one else will know in-game. The healer doing the resurrection will only know that the resurrection worked. It is then up to the character whether to tell everyone that their next death will be their last.

For example: Terin dies and heads to the Healer's Guild where he pulls a Death stone. The player considers his options and decides that he would like to keep playing Terin. He tells the marshal keeping the Death Log and resurrects. Once he resurrects, he tells all his friends that he feels his spirit has grown weak, and he knows his next death is his last. Terin's friends try to keep him safe but a few months later, he dies again. The player remains where he died and does not go to the Healer's Guild to pull from the Bag of Chance.

Killing off Your Character

Sometimes you just want to get rid of an old character you don't play any more. Or perhaps you really want to start a new one but don't feel like beginning at 1st level again.

Players who wish to kill off a character currently in the database and start a new one can do so under the following conditions:

- Your new character will have half the build of the character you "trade in" (rounded down).
- Your new character will have half the number of deaths of your old character (rounded up).
- All of your character's items must be turned in before this is done. You will be compensated with their goblin point value, and can spend these goblin points to buy items for your new character (with the current cap of 100 GS per regular event). Magic items that are not artifacts will be redistributed through the treasure policy.
- In-game, your character will die some heroic permanent death and all of his or her items will be taken by the persons/monsters who did the killing. Giving away all of your items to your friends before taking advantage of this policy is considered cheating.
- You cannot combine characters or trade in more than one character to get more BP for your new character.

Combat



Photo courtesy of Creative Crossroads

Safety Concerns

Safety is a primary concern in all our games. Not following these rules is the quickest way to be removed from the game.

Body Contact: The only contact allowed during battle is by weapon. Any other type of fighting contact such as grabbing someone, hitting, or kicking is strictly forbidden.

Charging: During combat, you must never come into physical contact with your opponent. If you are crowding your opponent so much that he or she must step back to avoid body contact with you, you are charging.

If you have moved so close to your opponent that he or she can hold out a hand and touch you, you are probably charging.

Anyone who is reported for excessive charging will be pulled from combat for being unsafe. As previously stated, any contact in combat must be with weapons.

Pinning Weapons: “Pinning” refers to a fighting tactic where you trap your opponent’s weapon so that it is unusable. Although pinning weapons is a mainstay of many swashbuckling movies, it is dangerous in combat and as such there are many restrictions as to its use.

Pinning of weapons can only be done with another weapon, and only in areas where it is possible for the victim to escape by backing up and getting away. You cannot pin the weapon of someone backed to a wall or in a corner, because that player becomes unable to defend himself or herself because the rules prohibit any

battle actions except through weapons; shoving or charging in order to escape is not allowed.

Any weapon shaped in such a way as to trap weapons (whether accidentally, or by design) is expressly forbidden.

Legal targets: Legal targets include the entire body *except* the head, neck, throat, hands from the wrist out, and the groin. A player observed to be hitting restricted areas repeatedly is subject to disciplinary action.

You may not intentionally block a hit with an illegal target.

For example: Belthivis the mage is suddenly jumped by his arch enemy Vorin. Vorin swings at the weaponless Belthivis who blocks the swing with the palm of his hand. Belthivis can’t claim that the hit had no effect because it hit an illegal target (his hand); he has to take the damage from the swing.

If you do not have the skill to use a weapon you are carrying, or if you are presently unable to use a weapon in which you are skilled, you must either immediately drop the weapon or take any damage that hits your weapon.

Example one: Belthivis Disarms Vorin and grabs Vorin’s weapon even though Belthivis does not have the skill to use that weapon. Stinky the goblin then jumps up and strikes at Belthivis. Belthivis blocks with Vorin’s weapon. Stinky hits the weapon for 3 points. Belthivis must take the damage from that hit.

Example two: Ena fights against a spectre and is Drained. According to the rules for Drain, she can no longer use her skills. The spectre strikes at her many times and hits both her weapon and her shield. She must take all

of the damage called by the spectre.

Example three: Ena is fighting with her favorite two handed sword when she hears “I call upon chaos to wither your right arm!” She drops her right arm to her side and holds her weapon with her left hand. Any strikes against the weapon will affect her since you cannot use a two handed weapon with one hand.

You may not hold more than one weapon in a hand and have the ability to use those weapons. If you are holding more than one weapon in a hand and one of those weapons is hit with a weapon blow, then you must take the damage. For this purpose only, a shield is considered a “weapon.”

You may hold other small non-weapon items (such as gas globes, spell packets, coins, potions, etc.), either IG or OOG, in your weapon or shield hand and utilize that weapon or shield normally. This *must* be done safely. You may not hold a bottle, piece of wood, a mug, or anything that would be large and unsafe. If a marshal feels your combat has become unsafe because of what you are holding in your weapon or shield hand, they may require you to empty your hand of the item during combat.

For example: Finther is using a shield and in the same hand is holding three throwing daggers. A troll hits Finther’s shield with “5 normal.” Because he is holding more than one weapon in one hand, Finther must take the damage. In his other hand he has his sword and a spell packet. He may use that sword without any problem.

Weapon Attacks

The key to the Alliance combat system working is to fight with out-of-game honor, even if your character has no honor in-game. If you don't count hits on yourself, soon your opponent will stop counting his or her own hits as well. It's a self-correcting system. Give your opponent his or her due and die gracefully. Don't take being reduced to zero hit points or dying so seriously that you refuse to accept what happens to you. *It's only a game!*

Weapon attacks must be done in a specific way. If you are holding a weapon in a way that is not allowed by the skill, you will take the damage.

Blocked and deflected shots do not count. If the block was weak and the swing hit with about half or more normal force then the hit should count.

Here is where we start getting into judgment calls by the players on themselves: Was that hit on the neck or the shoulder? Did I really get hit? (You often can't feel hits at all if you have good armor.)

In combat, a light tap is just as effective as a heavy swing. You do not actually have to hurt your opponent in order to cause damage to the character. You only need to apply enough pressure to make sure your opponent is aware of the attack. Hitting an armored person from behind may need more vigor than a standard tap, and if it appears that your opponent is not taking all of your damage it may be because your hits are not being felt under all that armor.

You should mention to your opponent when you think you got a hit in, and all players should acknowledge hits upon themselves whenever possible.

If you are swinging so fast that you cannot announce the damage fast enough to keep up with the swings, then you are "Drum Rolling" or "Machine Gunning." Your opponent should count all of that as one or maybe two hits.

A weapon swing should progress between 45 to 90 degrees. If you are merely moving your wrist back and forth to cause your damage, then you are not fighting correctly and may be subject to disciplinary action.

Consecutive hits upon the same spot on the body only count as one hit. You must vary your hits on your target in order to prevent machine gunning. For instance, a double hit upon the right shoulder requires that the victim take damage only once. However, if more than two seconds elapses between two scored hits, or if a different location has been hit, then the damage is taken. For instance, if a warrior quickly hits the right shoulder, then hits the shield, and then hits the right shoulder of his victim, the victim is required to take damage twice.



Clear damage "verbals" will be enforced. If the victim cannot understand the damage called, he or she does not have to take the damage. Warriors must pronounce their "verbals" just like spellcasters must pronounce their spell incants.

Remember that Alliance battles are representations of battles and are not meant to be recreations of real battle. These battles are our way of determining the winner of a battle without using dice or "rock/paper/scissors." Real medieval battles, with their heavy weapons, did not happen as quickly, nor were they as clean and blood-free.

Packet Attacks

All packet-delivered attacks are effective on contact with the target or any of the target's immediate possessions, such as a shield or cloak.

Packet attacks include spells, gas globes, and certain monster abilities. Note that unlike the weapon rules, a packet attack will count if it hits "nonlegal targets" such as the head or groin—but that's not to say you should aim at these illegal targets. The only exception is archery packets, which follow weapons rules.

You may not throw a packet with any other in-game or out-of-game item in your throwing hand. You may touch-cast on yourself or another with an item in your hand, but this must be done safely and courteously.

Calling Damage

Whenever you swing a weapon, you must call out the amount of damage you will do with that weapon, followed by the attributes your attack may have.

These calls are out-of-game. Even if under the effects of a *Silence* spell, you must still call out any damage you deliver so your oppo-

nent knows what damage to take. If under the effects of a *Selunari Curse* that require you to stutter or otherwise speak differently, you must still call out your damage normally.

In-game, the damage calls represent the sound the weapons make in battle. This allows you to hear damage being called and respond in-game: "It sounds like a battle is going on behind that building!" You can even tell whether a weapon is magical or silver by the sound it makes during the battle.

Although most monsters can be hurt by normal weapons, there are some creatures that can only be hurt by spells or special weapons (such as silver or magic). Thus it is very important that you announce your damage clearly and in a strong voice.

If you have no special attributes on your attack, then you must call "Normal." If you have a silvered weapon, then you must call "Silver." If you have a magic sword, you may call out "Magic."

If you use an *Elemental Blade*, you should call out the appropriate element (stone, lightning, ice, or flame).

If your weapon has more than one effect, you must only call one. For instance, if you are using a silvered magic sword with an *Elemental Blade* spell active, you may choose to call one of the elements, "Magic" or "Silver" depending on the type of monster you may be fighting, but you cannot call a combination of the three.

If you have the skill *Florentine* or *Two Weapons*, you must call out the damage of each weapon individually when using both to fight.

You may at any time choose to "pull your blow" and call less damage than you are actually capable of. This includes all skills, including *Waylay*, *Slay*, *Assassinate*, etc.

Effects that only add damage (*Endow*, *Vorpal Coatings*) can be used with a Blade spell. However, if you have any other type of Weapon

Coating poison (such as a *Weakness* poison) and you choose to use a *Blade* spell instead, then the poison is lost and you cannot use the poison as part of the weapon swing verbal. Remember, you can only call one type of damage per swing.

If you use an effect such as *Endow* or *Vorpal Coating* to add damage to a weapon, then the effect is used up regardless of whether the blow was successful. You add the amount the spell would add to the damage. You do not have to announce the spell or coating.

For example, Terin has a long sword which does 2 points of damage, so he calls out “2 Normal!” with every hit. When he adds a Light Vorpal Coating, it is still normal damage, so he now calls “4 Normal!”

Utilizing any damage call other than the one associated with a specific Prepare to Die skill will cause the Prepare to Die skill to be immediately expended.

Note that like spells, alchemy, and everything else, you can never fake your weapon calls. You cannot swing your dagger in the air and call out “15 Magic” when in reality all it can do is “1 Normal.”

Calling Defenses

You must always call your defensive spells and skills immediately when used, and may only ever use one of a particular defense against a single attack.

For example: Terin has two Ripostes and one Parry every day. He is attacked by a hideous monster swinging for “12 Chaos.” He uses a Riposte to turn the creature’s blow back on itself, calling “Riposte!” Unfortunately for Terin, his enemy also has a Riposte, and sends the attack back at poor Terin, calling “Riposte!” to do so. Terin cannot use his second Riposte at this point, since he has already used a Riposte against this attack. He can, however, call his Parry, since that’s a different defense to use on this attack.

Most defenses that are used at the character’s discretion (Evade, Parry, Dodge, Riposte, Cloak, Bane, Phase) can be used where applicable before expending a “first applicable effect” defense, such as *Spell Shield*, *Reflect Magic*, *Poison Shield*, *Elemental Shield*, or *Magic Armor*. Resists such as *Resist Poison*, *Resist Binding*, *Resist Charm* or *Resist Magic* can only be used after such defenses are expended or bypassed (such as with a consumed poison).

Calling Hits

Calling hits against yourself is strongly encouraged by saying “got it” or “ouch!”

Acknowledging which hits you are accepting and which ones you feel you blocked will help reduce disputes from your opponent. In large melees this is not always possible, as there are too many swings coming at you and too



much confusion, but in any case, this should always be attempted to assure fair playing by all.

Killing Blows

There are many ways in our game to render an opponent completely helpless. These include effects like *Web* and *Paralysis*, tying them up physically (thus making them immobile from the neck down), or just hitting them until they drop unconscious.

Once a person has been incapacitated, it is not too difficult to kill them. This is represented by a Killing Blow.

To give a Killing Blow, you must stand over the victim, placing your weapon or your hand on their torso, and remain that way while you recite “Killing blow one; killing blow two; killing blow three.” This should be done in a normal speaking style and should take at least three seconds. This is to allow others to try to stop you from giving the Killing Blow.

If anyone strikes you during the count (even if the strike does not affect you), or knocks your weapon away, then the Killing Blow is interrupted and fails to kill the intended victim. Most spell attacks will also prevent the killing blow from succeeding. (Damage causing spells definitely will, but a *Disease* will not, for instance.)

If more than one person attempts to give a Killing Blow, it is the person who starts first who will get the “credit” for the kill. The second person cannot come along, say the Killing Blow faster, and then claim to be the victor.

If you are given a Killing Blow by someone who was not aware that you had already been given one, do not say “no effect”—just remain silent.

A Killing Blow must be struck on the torso of the victim—an arm, leg, or shoulder is not

sufficient. The blow cannot be struck on a moving target.

If you have Waylaid someone, you must wait for the body to come to rest before you can deliver the Killing Blow.

A Killing Blow can be delivered by anyone, whether they have a weapon or not. You can do this with your bare hands.

Some creatures are immune to normal weapons. To be effective, the Killing Blow must be applied with a weapon that can damage the creature. A carrier from a Wand may not be used to apply a different type of killing blow, nor may a per-day ability (unless it changes the carrier type of a weapon, in which case a weapon may be used to apply that carrier).

For example, if a creature is affected by silvered or magical weapons but not normal weapons, the Killing Blow must be applied with a silvered or magical weapon. In such a case, using a hand to perform the Killing Blow would not work. When using such a weapon on such a creature, you must state the weapon type; for instance: “Killing blow one, killing blow two, killing blow three Silver.”

A Killing Blow cannot be *Dodged*, *Parried*, or otherwise avoided through Game Abilities or spells. It will bypass all protectives such as *Magic Armor*. However, a Killing Blow may be defended against with a *Cloak* or *Bane* verses the carrier (such as a *Cloak* verses *Necromancy* against someone performing a Killing Blow with a *Drain* carrier), assuming all other rules are followed; for instance, you cannot call a *Cloak* if you are unconscious.

Administering a Killing Blow while you have a Prepare-to-Die skill active will immediately expend the Prepare-to-Die skill.

Effects and Deliveries

Every call in our game is based on two things: The effect and the delivery. The effect describes how your character will react and the delivery tells how that effect was given to you.

Deliveries are important for defensive purposes. Certain effects will negate certain deliveries. For instance, A *Spell Shield* will negate a magical delivery and a *Magic Armor* will negate a weapon delivery.

However, once the effect affects you it does not matter how it was delivered.

For example: *Finther is hit by a Weakness gas and now suffers from a weakness effect. He can have that effect removed by a Remove Weakness, a Purify, or a Dispel. The fact that the effect was caused by a gas and not a spell makes no difference to the treatment.*

Effects

There are a lot of effects, from monster abilities to spells to alchemy, and the sheer number may seem overwhelming to new players. However, these effects are consistent and follow easy to understand patterns.

Some effects can be *Resisted*, *Cloaked*, or *Baned* depending on the delivery, qualifier, and effect group. If the effect is *Reflected* or *Baned*, the one who used the *Reflect* or *Bane* is now the official “caster.” *Bane* will act as a *Cloak* when used against *Ingested* delivery, a trap, or a *Killing Blow*.

For example: *Belthivis has a magical item that gives him the power to Cloak Binding once per day. If he is hit by any Binding effect from the Binding group, the Cloak will negate it. It makes no difference how the effect was delivered—it could have been through a spell, a monster attack, alchemy, or a magical weapon attack for instance—he will be able to Cloak it.*

Most effect defenses are simple *Protective* spells. If you are hit with an attack and have more than one automatic *Protective* that could protect you from the attack, you may choose which *Protective* to call.

For example: *Darlissa has a Magic Armor and a Poison Shield spell active. According to the rules, these will be used up automatically if she is hit with the appropriate type of damage. She is hit by her enemy Vorin swinging a sword and calling “5 weakness poison.” She can choose which protective to call (although note that she must call one of them).*

Identical effects do not stack. No person may have a second copy of the same effect active at the same time, whether caused by a spell or alchemy or any other source. Therefore, you cannot have both a *Poison Shield* active from a

spell and a *Poison Shield* active from an elixir.

You can, however, have one of each *Blade* spell active, as well as one of each reversible spell (such as a *Chaos Blade* and an *Earth Blade*) since they are separate effects.

The newest identical effect will always override the older ones. This resets the duration of the effect if it had a timed duration.

For example: *Rendal is hit with a Paralysis gas thrown by a troll. Five minutes later, he is hit with a Paralysis spell from a goblin. Even though one was from a gas and one was from a spell, the effects are the same. Rendal will have to restart counting the ten minute duration from the time he was hit by the spell.*

Deliveries

Packet: All packet attacks are delivered by throwing a packet or by touching a packet to a target. This includes spells, gas globes, and some arcane attacks. The packet only needs to touch the target or any possession of the target to have an affect. Archery packets obey the weapon rules (see below).

Poison attacks (whether through alchemy or from a monster) are represented by orange packets. Arrows and bolts are represented by blue packets. Spell packets, therefore, can never be orange or blue.

Weapon: This includes all blows from all weapons including arrows, bolts, thrown weapons, and claws.

If a weapon attack includes a damage number or is a fighting skill that requires the words “Prepare to Die,” then the blow needs to hit a valid target.

For example: *Ena is fighting against a group of undead. that are calling “4 Normal” so she takes all damage that hits a valid target. One undead swings at her saying “Prepare to Die, 50 Slay!” She blocks the swing with her sword, and so takes no damage because her sword is not a valid target.*

“Prepare to Die” calls such as *Slay* and *Eviscerate* are not considered “effects” and should be called even when using another effect.

Example 2: *Ena has a Sleep Poison on her weapon and decides to slay a troll with it. She would say “Prepare to die, 30 Sleep poison slay!”*

Example 3: *Ena knows the monster she is fighting is only affected by magic, so she decides to use her Disarm skill with the Magic Blade spell that was cast on her. She would say “Prepare to die, Magic Disarm.”*

Weapons can also be used to deliver certain effects such as a ritually created “spell strike.” In these cases, the weapon needs only to touch the target or any possession of the target in order to have an effect.

For example: *Ena is still fighting undead when another runs up and attacks, saying “Spell Strike Bind!” This undead also hits her sword, but since her sword is one of her possessions, the spell affects her.*

As with any weapon strike, all weapon safety rules must be followed.

When this power is used, the player will call “Spell Strike <spell name>” and will deliver a safe hit. In all ways, this skill works like the ritual *Channel*.

The ability can still be used even when *Silenced*. This call is out-of-game but in-game, the effect is recognizable to all who hear it.

Since *Spell Strike* is a weapon delivered spell attack and not a weapon damage attack, it can be countered with a *Spell Shield*, *Spell Parry*, *Dodge*, or *Phase* but not a *Magic Armor*.

You cannot *Evade* a *Spell Strike* attack. *Parrying* or *Riposting* a *Spell Strike* attack will always cause the attack to affect you.

A *Spell Strike* can never be touch-cast.

Some creatures can generate unusual damage by using body weaponry or claws which will affect a victim if the attack does body damage. The effect is called with the weapon strike instead of the usual “normal” verbal. The creature will call out the carrier attack with every swing, even if the power may not affect you on that particular swing.

These attacks do not work unless the damage they do is applied to your *Body Points*. In other words, the monster must get through all of your *Armor Points* and all of your defensive spells and damage your *Body Points* with their claws to be effective.

If the monster only has claws, the carrier attack must be channeled through the claws. For example: *A ghoulish with claws and the carrier attack Nausea may only swing Nausea. It may not swing “Normal.”*

If the monster can use weapons, the monster may call either the carrier attack or the weapon’s properties. For example: *A death knight with the carrier attack Magic and a silver longsword may call “10 magic” or “10 silver.” It may not call “10 normal.”*

If the monster has claws and can use weapons, the monster must channel its carrier attack through the claws, but may call either the carrier attack or the weapon’s properties when using a weapon. For example: *A vampire with claws has the carrier attack Drain. It also has a normal longsword. With its claws, it must call “5 drain.” If it uses its sword, it may call “5 drain” or “5 normal.”*

If a character has multiple carriers that could be applied, such as *Normal* (for the weapon), *Magic* (for a *Damage Aura*), and *Stone* (for an *Elemental Aura*), the character may choose which carrier to apply to their swing.



“Body,” “Earth,” and “Chaos” carrier attacks bypass all Armor Points (including *Shield* spells) and do damage only to the Body Points of the victim. (Other carrier attacks do not.) When struck by these specific carrier attacks, the damage indicated is subtracted directly from your Body Points with no damage to your armor or *Shield* spells.

If you are incapacitated or unconscious, then they merely have to touch you for the attack to affect you.

Characters can never benefit from carriers, including High Magic Augmentation effects. For example, a creature healed by flame cannot be healed by a creature swinging “12 Flame.”

Ingested: All ingested attacks are delivered by placing a potion or elixir phys rep next to the mouth of the target or by having the target consume a prepared item. Ingested deliveries *always* ignore protectives, even if taken while unconscious. They cannot be *Dodged* or *Evaded* but can be *Resisted*, *Cloaked*, or *Baned*.

Radius: Radius deliveries include traps, contact poisons, and monster abilities such as eye contact or sound of voice. Usually a Hold is called when a radius attack takes place and everyone partially within the radius is affected. Radius attacks can never be *Dodged* or *Evaded*.

Qualifiers

Qualifiers specify the type of effect given by any of the above Deliveries.

Magic/Spell: Effects delivered this way are blocked by *Spell Shield*, *Resist Magic*, or *Cloak* and can be reflected by *Reflect Magic* or *Bane*. All spells come under this category, as well as abilities with “Magic <effect>,” “Spell Strike <effect>” or “Activate <effect>” in the verbal.

Note that the “Spell” qualifier works exactly as the “Magic” qualifier except that it does not cover Magic Carrier attacks.

For example: *Darlissa is wandering*

through the woods when a strange monster jumps out at her and hits her shield with a weapon, saying “Spell Strike Confine!” She knows that her Spell Shield will protect against that, so she says “Spell Shield” and starts fighting back.

Poison: Effects delivered this way are blocked by *Poison Shield* or *Resist Poison* and can be *Cloaked* or *Baned* (depending on the effect).

These can be delivered by alchemical substances such as gas packets, elixirs, contact poisons, and weapon coatings, or through monster abilities with the word “Poison” in the verbal.

Elemental: Effects delivered this way are blocked by an *Elemental Shield*. They may also be stopped by a *Cloak* or reflected by a *Bane*, if the *Cloak* or *Bane* is applicable to the attack. Examples of Elemental attacks are “12 Elemental Ice” and “Elemental Sleep.”

Arcane: Effects delivered this way cannot be blocked by any protective but can be *Resisted*, *Cloaked*, *Dodged*, or *Baned*.

This is a monster ability only, unavailable to PCs, and will be represented by the word “Arcane” in the verbal.

Damage: These are effects that cause damage that reduce the Armor Points and Body Points of the victim. This is the most common form of attack, usually delivered by a weapon.

These can be blocked by a *Magic Armor*, and can be *Resisted*, *Cloaked*, or *Baned* (depending on the accompanying effect).

When delivering damage attacks, only one effect can be used at a time, and the choice as to which effect to use can be made at the time of the attack.

For example: *Rendal has a magical sword that has been silvered. He also has an Earth Blade spell active. When in battle, he can choose to call either “Magic,” “Silver” or “Earth” but not a combination of the three.*

Note that any additional effects on these

weapons (such as *Sleep* or *Disease*) only affect the target if damage is done to Body Points.

A target will take a maximum of four times damage from any single attack no matter how many effects they currently have that may double damage.

Skill: These can be blocked by a *Magic Armor*, and can be *Resisted*, *Cloaked*, or *Baned* depending on the effect. This includes all of the “Prepare to Die” skills.

When delivering skills, only one effect can be used at a time, and the effect can be chosen at the time of the attack. While the effect is active and until it is used, no other skills may be activated.

Effect Durations

All effects have specific durations. Some are instant, some last 10 minutes, some require a caster to concentrate, and so on.

These durations are the same no matter what caused the effect. For instance, the duration of a *Weakness* is not dependent on whether it was caused by a spell or a gas.

The use of the word “caster” in the examples that follow includes anyone who caused the effect to come into use; for instance, a monster swinging “4 Web” would be the “caster” for purposes of the effect.

Concentration: This effect lasts as long as the caster maintains concentration. While concentrating, the caster cannot run or use any Game Abilities. Examples of Concentration effects include *Chaos Storm* and *Repel*. If a character loses the ability to use Game Abilities while they have a Concentration effect active, the Concentration effect is broken.

This means that such things as *Prison*, *Sleep*, *Nausea*, *Paralysis*, will all break a *Magic Storm*, *Repel*, or other Concentration effect.

For the purposes of this rule, refitting armor (whether physical or Arcane/Celestial) should be considered a Concentration effect.

The recipient of a Concentration spell that requires physical requirements (such as arms crossed or in the air) may choose to decline the spell simply by not applying the physical requirements. All normal spell defenses must be used first.

For example: *Vorin throws a Desecrate spell at Terin. Terin’s Spell Shield goes off. Vorin angrily throws another one at him. This one is effective, but Terin chooses not to have it affect him simply by refusing to cross his arms over his chest as required by the spell.*

In no cases can these spells be used to force an unwilling target to break another spells’ physical requirements.

For example: *Terin has a Repel active against Vorin. He holds his hand before him as*

required by the spell. Vorin throws a Desecrate at Terin, knowing he has no Spell Shield, in an attempt to disrupt the Repel. Terin merely chooses not to accept the Desecrate, and his Repel is still active.

Unlike most spells, Storm spells (*Magic Storm*, *Chaos Storm*, and *Earth Storm*) involve throwing multiple packets for a single casting of the spell. For those ritual enchantments which will hold a spell (such as *Enchant*, *Expanded Enchantment* and *Spell Store*), a Storm must be cast directly into the item to “charge” it. This does not allow someone to both “charge” such an enchantment and throw multiple packets from the same casting. In addition, due to their unique casting style, these spells do not switch casters when *Baned* or *Reflected*. Only the single packet’s worth of damage will be sent back to the caster.

Timed: Timed effects will end in a specific predetermined time, anywhere from five seconds to five days. If hit by two timed effects, both will run at the same time.

For Example: Finther is hit by a Paralysis gas that will last ten minutes. Five minutes later, he is hit by a Drain spell which also lasts ten minutes. He is still paralyzed, but once the Paralysis wears off, he will be affected by the Drain for five more minutes.

You cannot have two of the same effect on you at the same time, so the most recent one will always prevail.

For example: Finther is hit with a Shun, which holds him at bay for ten minutes. Nine minutes into the spell, he is hit with a second Shun. The timer begins all over again.

Examples of Timed effects include *Circle of Power*, *Disarm*, *Hallucinate*, *Paralysis*, and *Ward*.

Instant: The duration of this effect is instantaneous, but its effects may be permanent. Thus, any damage is permanent until cured.

Examples of Instant effects include *Awaken*, *Cause Damage*, *Death*, *Flame Bolt*, and *Ice Storm*.

Indefinite: An effect which is Indefinite remains permanent until the effect is used up or the victim dies. All Spell Defenses are in this category.

Examples of Indefinite effects include *Bless*, *Elemental Shield*, *Quicksilver*, and *Spell Shield*.

Line of Sight: This effect lasts as long as the caster could see the victim from wherever the caster is located. It also lasts if the victim could see the caster. Basically, if you can draw a straight line between the caster and the victim without the line being obscured by any obstacles, then the Line of Sight is still in effect.

The caster or victim cannot close his or her eyes or hide behind someone else to break Line of Sight.

If the caster or victim breaks Line of Sight by imposing a very large object such as a building or large tree between the caster and the victim for longer than five seconds, the spell is broken. If the view of the character is resumed before the five seconds is up, then the spell continues.

These effects will cease immediately if the caster falls unconscious, including being affected by a *Sleep* or a *Waylay*.

Examples of Line of Sight effects include *Bind*, *Confine*, *Pin*, and *Web*.

Effect Groups

Effect groups are important because certain defenses can block any effect from its related group.

For example, a *Resist Command* can block any effect from the *Command* group, whereas a *Resist Fear* only blocks the *Fear* effect.

A *Purify* will remove all harmful effects upon the spirit, which includes everything in the effects groups *Alteration*, *Binding*, *Command*, *Curse*, and *Necromancy*. It does not cure any damage caused by any of these effects.

A *Dispel* will remove all effects, even beneficial ones, except those in the *Greater Command* group and the effects *Circle of Power* and *Ward*.

An *Antidote* will remove all effects from the *Alteration* group. Other cures not mentioned here are listed within each individual group.

The following lists all of the Effect Groups. After each group, if applicable, is the spell verbal for that group.

Alteration: *Feeblemind*, *Hallucinate*, *Intoxicate*, *Laugh*, *Nausea*, *Paranoia*, *Vertigo*. These are all cured by an *Antidote*.

Binding: *Bind*, *Confine*, *Entangle*, *Pin*, *Release*, *Repel*, *Web*.

With mystic force I <effect> you.

Coating: *Alchemical Solvent*, *Liquid Light*, *Light Vorpal Coating*, *Oil of Slipperiness*, *Paste of Stickiness*, *Quicksilver*, *Serious Vorpal Coating*, *Vorpal Coating*. These can all be removed by an *Alchemical Solvent* and are unaffected by a *Poison Shield* or a *Resist Poison*.

Command: *Awaken*, *Berserk*, *Charm*, *Dominate*, *Fear*, *Love*, *Shun*, *Sleep*, *Vampire Charm*. These are all removed by an *Awaken* or with the *Break Command* skill. They can all be resisted with the *Resist Command* skill.

I command you to <effect>.

Curse: *Destruction*, *Paralysis*, *Silence*, *Weakness*.

I curse you with <effect>.

Damage: *Cause Damage*, *Cause Light Damage*, *Cause Serious Damage*.

Eldritch Force: *Banish*, *Circle of Power*, *Fortress*, *Lesser Investment*, *Light*, *Prison*, *Solidify*, *Subjugate*, *Wall of Force*, *Ward*, *Wizard Lock*.

With eldritch force I (build a) <effect> (you).

Evocation: *Dragon’s Breath*, *Elemental Blast*, *Flame Bolt*, *Ice Bolt*, *Ice Storm*, *Lightning Bolt*, *Lightning Storm*, *Magic Storm*, *Stone Bolt*, *Stone Storm*.

I call forth a(n) <effect>.

Gift: *Death*, *Life*.

I grant you the gift of <effect>.

Greater Command: *Amnesia*, *Love Potion #9*, *Enslavement*, *Euphoria*, *Terror*. These can only be removed by the appropriate antidote (if it exists), although *Terror* can be resisted by a *Resist Fear* and removed by a *Break Command*. All except *Amnesia* are removed by resurrection.

Healing: *Antidote*, *Cure Critical Wounds*, *Cure Disease*, *Cure Light Wounds*, *Cure Mortal Wounds*, *Cure Serious Wounds*, *Cure Wounds*, *Destroy Undead*, *Earth*, *Earth Blade*, *Earth Storm*, *Harm Undead*, *Healing*, *Purify*, *Restore*, *Sanctuary*, *Turn Undead*.

I call upon the earth to <effect>.

Necromancy: *Cause Critical Wounds*, *Cause Disease*, *Cause Light Wounds*, *Cause Mortal Wounds*, *Cause Serious Wounds*, *Cause Wounds*, *Chaos*, *Chaos Blade*, *Chaos Storm*, *Control Undead*, *Create Undead*, *Desecrate*, *Drain*, *Help Undead*, *Wither*. These can all be resisted with the *Resist Necromancy* skill.

I call upon chaos to <effect>.

Protection/Enhancement: *Bless*, *Detect Magic*, *Dispel*, *Elemental Shield*, *Elemental Blade*, *Endow*, *Magic Armor*, *Magic Blade*, *Poison Shield*, *Reflect Magic*, *Shield*, *Spell Shield*.

I grant you the power of a(n) <effect>.

Remove Curse: *Remove Destruction*, *Remove Paralysis*, *Remove Silence*, *Remove Weakness*.

I rid you of your <effect>.

Remove Greater Command: *Enslavement Antidote*, *Euphoria Antidote*.

Summoned Force: *Disarm*, *Destroy*, *Enflame*, *Shatter*.

I summon a force to <effect> your <item>.

Other: *Acid*, *Assassinate*, *Body*, *Eviscerate*, *Explosive*, *Flame*, *Ice*, *Lightning*, *Magic*, *Massive*, *Mechanical*, *Normal*, *Silver*, *Slay*, *Stone*, *Stun Limb*, *Terminate*, *Waylay*.

What would a fantasy game be without magic? There's more to life than hitting your enemies until they fall down, you know!

Even if you are playing a stupid fighter who can't tell the difference between a magic spell and the proverbial hole in the ground, you, the player, need to know how magic works in Alliance games. You are certain to be hit by these spells during your time adventuring, and you want to play fairly while at the same time not take damage from something you didn't have to unnecessarily.

Spell Books

As a spellcaster, you will have a spell book that lists the spells you can memorize. Within this spell book is a card from Logistics that lists every spell. Each spellcaster's individual book will have the spells that the caster does not know crossed off the card. This book must be taken to Logistics when you choose your spells for the game-day.

This card must be kept with a real spell book physical representation. Spell books must be bound; a sheet of paper is not sufficient. You must provide your own spellbook phys rep.

Someone who steals a spell book may keep the card but bring the book to Logistics for return to the player (unless otherwise stated by the player on the same page as the card). The out-of-game book is personal property.

If you do not have a spell book with you when you study for your new spells at the start of the game-day, then you will have to borrow someone else's or ask the respective guild for the use of theirs. Be prepared to pay game money for the use of the book.

You cannot make your spell book unstealable by writing it in a different language or in code; the tag can be taken and placed in a new book easily enough.

Some guilds allow their members free use of the guild's book for studying, but guild membership and guild policy are handled in-game.

The inks used in the writing of a spell book will cost approximately two coppers per level of the spell that you are copying. This may vary based on your local campaign's economy. You cannot get your spell(s) authorized until you pay the requisite game money.

You must have the original from which you are going to make the copy (either another book or the guild book), as well as the book into which you want the spell copied.

The magical ink is not school specific. For example, ink bought in the celestial Mages' Guild can be used to scribe healing spells.

You cannot cast spells directly from your spell book, nor may you copy scrolls into your spell book. Spell books and scrolls are two independent ways to record spells. A spell book

allows someone to memorize a spell for casting at a time of the reader's choosing. A scroll allows the reader to immediately cast the spell written on it if they choose to do so.

Spell Packets

Spell packets are constructed with bird seed and fabric. The bird seed should be the small variety, with no large sunflower seeds or other heavy or sharp items that could hurt.



Do not use replacements! Rice, for instance, can get wet and turn into a hardened ball. If you are caught using something other than bird seed, you will have your packets confiscated and will lose your spells for the rest of the day.

The birdseed is placed in the center of the fabric, and the fabric is gathered around it and held together with tape or a rubber band or sewn shut. If there is a "tail," it must not have sharp tape extending past the end of the tail, and no metal or plastic tie wraps may be used.

Packets should be loosely packed—tight balls of birdseed can hurt! You should never use so much material that the resulting packet cannot fit into a 35mm film canister (Remember those?). Packets that are larger than that will be confiscated by a marshal.

The spell packet may be of any color except orange or blue. (Orange packets are used to represent alchemical gas globes and blue packets are for arrows and bolts.)

You may want to personalize your spell packets in some way by using a distinctive cloth or writing on the packets. This is a good way to make sure you can get your packets back after a battle without arguing with other spellcasters about whose packets are whose.

Spell packets are visible in-game as an opaque colored aura of energy only when held in the hand. In-game they are visible but they do not produce any light. They are not in-game items and cannot be stolen, disarmed or removed.

Example one: Finther is walking down the road when he sees Darlissa the healer coming towards him. He notices that she has a handful

of spell packets. In-game, he sees magic energy floating around her fingertips and knows that she has "called up" the powers within her to be ready to cast at a moment's notice if needed. "Hey, stop that!" says Finther. Darlissa frowns but puts the packets back in her pocket. In-game, Finther has seen her turn off the magic energy. She can still reach into her pocket and pull them out, but the extra time it will take her represents the channeling of energy needed to cast the spell.

Example two: A foul and evil liche has captured our heroes and has placed them in a cell. He sees Belthivis, the party's mage, with magic energy floating around his fingers. "If you don't call back that energy," says the liche, "I will kill my captive." Belthivis grudgingly pulls the energy back (by putting the packets back in his pocket.) The liche cannot take the packets away from the mage as they are not in-game.

You can not carry more spell packets in your hand than you can actually cast at that moment (although you can have plenty of extra packets in your pouches or pockets). In other words, you cannot have a "cauliflower hand" with forty-two spell packets between your fingers if you only have the ability to cast three spells at that time (including magic items or scrolls at the ready).

Casting Spells

To cast a spell, the caster must have a spell packet in hand. The hand and arm with the spell packet in it must be "free." Hands that are holding something else, are broken, or are tied or bound either physically or with a binding spell are not "free."

The caster must then correctly recite the short phrase associated with the spell in a voice loud enough to be heard by the intended target. Within two seconds after finishing the verbal, the caster must then throw the packet and hit the target or the target's direct possessions, including cloaks, shields, weapons, pouches, or a carried object.

You must finish the verbal before throwing the packet, otherwise the spell is blown.

The short phrase or "incantation" of the spell is spoken in plain English. In-game, these words are understood by anyone, but have a magical effect associated with them that makes them different from normal speech.

Even though you can speak the language, you cannot fake a spell incantation or otherwise bluff the casting of a spell. You also cannot start the incantation to a spell you do not have memorized.



Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. You must wait until the following game-day to restudy and store the mystic power to cast the spell again.

A spellcaster can continue casting spells even while being hit and taking damage. That's why it is often a wise idea in any battle to take out or *Silence* the spellcaster first!

Spell Defenses

There are a few spells and effects that will protect the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until "activated" by the effect they are meant to prevent.

The Spell Defenses are *Elemental Shield*, *Magic Armor*, *Poison Shield*, *Reflect Magic*, and *Spell Shield*. In-game, you are always aware of what Spell Defenses are active on you and should note them on your Battleboard.

Once a Spell Defense is active, then it will affect the next applicable incoming effect, regardless of whether or not you would have been affected by it. It will then be used up.

For example: Terin is hit by a Control Undead spell. Not being an undead, it would have no effect upon him. However, it will still use up his Spell Shield.

If a Spell Defense activates while the victim is sleeping normally (*not* from a *Sleep* effect), the victim will wake and be aware that the Spell Defense is gone.

All Spell Defenses must be called correctly (for example "*Reflect Magic*" or "*Magic Armor*") to be effective and must be called within two seconds.

If you forget you have a valid spell de-

fense and then later realize that you did, it is still used up. This is to prevent cheaters from conveniently "forgetting" to use their Spell Defenses except when they really need them.

Touch-Casting

To touch-cast, hold a packet and place it against the target you wish to affect. Touch-casting thus avoids the chance of missing your target.

The recipient of a touch-cast spell may choose to "accept" the spell, thus letting it past their Spell Defenses such as *Spell Shield* or *Reflect Magic*. (You have no choice but to accept a thrown spell; it will always set off your Spell Defenses.)

The recipient must be conscious to accept a spell. An unconscious person's Spell Defenses will always go off.

For example: Terin falls in battle and drops to -1, but since he was not hit by any spells, he still has an active Spell Shield. Darlissa runs over, touches him, and casts a Cure Wounds upon him. Because he is unconscious, he cannot consciously "accept" this spell. His Spell Shield is now used up and he remains unhealed.

The decision to accept a spell through touch-casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a touch-cast spell can always refuse the spell by saying "refused." This will use up the spell, but have no effect whatsoever on the recipient.

For example: Terin is Confined by his arch enemy Vorin. Vorin laughs and approaches and touches Terin with a packet and says snottily "I grant you the gift of death!" Since this was touch-cast, Terin can accept this spell or refuse it. He wisely chooses to refuse the spell.

You may not touch-cast if both of your hands are bound in any way, either physically or through binding effects such as *Bind*, *Con-*

fine, *Paralysis*, *Prison*, or *Web*. You are allowed to touch-cast when your feet are bound, or under a *Pin* effect, since you have at least one hand free enough to perform the casting. This includes touch-casting on yourself.

For example, Belthivis is hit with a Bind spell which forces his arms to his sides. He has a Release spell in memory but he cannot cast it (or even touch-cast it) so he's just plain stuck. If he had been hit by a Pin spell, he would still be able to cast.

Touch-casting can only be used for an incanted spell, a magic item, or for skills with the verbals of "magic," "elemental," or "arcane." It cannot be used with gas globes or the "poison" attack.

Schools of Magic

Whenever your character begins learning magic, either Celestial or Earth, you must select which of the two is your primary school of magic. The other will be the secondary, costing more to learn. There is nothing preventing you from learning both Earth and Celestial magic but a separate spell pyramid must be built for each school.

Spell Rules

The spellcaster is not immune to his or her own spells. A spell that is reflected back will affect the caster.

Nor can a caster automatically dispel or deactivate their own spells, unless specifically noted in a spell's description. (For instance, a mage can drop his or her *Prison* or *Circle of Power*.)

Example: Darlissa casts a Web spell at Vax the goblin. She then questions him while he is webbed. She cannot at the end of her questioning say "I hereby cancel the spell." She must cast a Dispel, Purify, or Release spell or must leave the area as required by the spell.

Spell defenses carry over from adventure to adventure. A character who has a *Shield* spell active at the end of an adventure weekend will still have that spell at the beginning of the next event. This rule applies only to spell defenses that are active upon you and are "indefinite" in duration. There can be no *Wards* or *Wizard Locks* active at game start.

Many effects are visible to those observing them. *Bind*, *Confine*, *Entangle*, *Paralysis*, *Pin*, *Prison*, and *Web* are all visible while they are in effect to any viewer who takes the time to observe them. This means you have to ask the person who is standing there things like "Are you paralyzed?" This is an out-of-game question and answer, so both parties can ask and answer this even if affected by *Silence*. You cannot ask "What do I see?" You must ask if you observe each individual effect until you get the right one or are stumped.

Note that *Bind*, *Confine*, *Entangle*, *Pin*, and *Web* do not affect the head, so the affected person can yell out things in-game like “Help! I am pinned!” However, if you are affected by *Paralysis* or *Prison*, you cannot speak at all in-game and cannot “volunteer” to people nearby that you may be under the effects of a *Paralysis* or a *Prison*. They must notice you standing still and then ask you out-of-game.

In addition, the spells *Wall of Force*, *Wizard Lock*, *Ward*, and *Circle of Power* are also visible, provided that the physical representation can be seen and the viewer takes the time to observe them.

You cannot call a Hold to determine whether any visible effects are present on someone.

The amount of time it takes to ask if your character sees the effect is the amount of time it took your character to notice the effect.

For example, *Finther sees Rendal standing perfectly still. He runs up to him and examines him, represented by asking him out-of-game questions such as “Are you prisoned?” and “Are you paralyzed?” Rendal may answer out-of-game yes or no. He can not stand there and say something like “I am paralyzed!” over and over again to let people know, because the effect that is on him must be observed by others and cannot be brought to their attention by his words.*

This applies only to the effects listed here. You will not see any effects from someone who is *Charmed*, for instance.

Spell Defenses are visible in-game as a flash when they are used.

In-game, it is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying “Reflect Magic” or “Spell Shield,” for example, thus informing all observers that the spell was unsuccessful.

Saying “flash” or “no effect” is not allowed. (*Bless* and *Shield*, which merely add Body or Armor Points, do not have to be announced.)

Reversible Spells

Many earth magic spells are reversible (for example, *Destroy Undead* and *Create Undead*). These spells do not have to be learned or “memorized” separately. In fact, there is no way to separate the two spells. If you know the spell *Cure Wounds*, you automatically also know *Cause Wounds*. You cannot “forget” how to cast necromantic spells or otherwise honestly claim to only know one side of a reversible spell.

You can decide at the moment of casting which spell effect you will use (with the proper incantation, of course).

The reverse of many healing spells are necromantic, identifiable by the word “chaos” in their incant. Beware however, that in-game laws exist against necromancy; if you are discovered



Photo courtesy of Creative Crossroads

casting necromantic spells such as *Create Undead*, you’d better be ready to face the serious in-game consequences if caught. (The penalty for casting necromancy is almost always at least one death.)

Healers vs. Undead

In the battle against the foul undead, the healer has a very powerful weapon. Undead creatures are the reverse of living beings, and so are affected by healing spells in a reversed manner. Any curing spell cast upon an undead will instead do damage to them equal to double the amount of healing. Any damage-causing necromantic spell will heal the undead for double effect.

Thus a *Cure Light Wounds* spell will do 4 points of damage against an undead, and a *Cause Wounds* spell will heal the undead for 10 points.

Note that this does not work in the opposite way: It only applies to undead, who take double damage from healing and get cured double from necromancy. Your character will *not* take double damage from necromancy. A *Cause Light Wounds* spell cast upon you will do 2 points of damage, not 4.

Necromancy

Is necromancy evil? Not every person on Fortannis thinks so—in fact, it is perfectly legal in some places.

However, necromancy is illegal in most parts of the world because many people believe it draws upon the decaying and dying aspects of the earth and thus prevents the earth from acting “naturally.” Further, those who cast necromancy often tend to get, shall we say, “power mad.”

The most accepted in-game explanation is this: Imagine the planet going through its seasons normally from year to year. Healing spells go with the flow of this cycle and do not disrupt the orderly process of living and dying that are part of this orderly system. Necromancy goes against the flow of this cycle by tapping into the chaotic forces that are not part of this system. Creating undead, for example, requires that a spirit behave in ways that are contrary to the orderly flow of the cycle.

This in-game theory has been used in the past to explain large numbers of undead randomly appearing (“The chaos in this area is so strong that the cycle is being completely disrupted!”) as well as aberrant weather (“This cold wave this time of year can only be caused by too much necromancy being cast!”).

Of course, there are many scholars who believe that this theory is a load of goblin dung and that bad weather and undead rising are all part of the normal cycle. It is up to you to decide as your character how you feel about the issue.

Assume for game purposes that there are many learned treatises on both sides and that people have been arguing the point for many thousands of years (although the people arguing in favor of necromancy not being harmful usually have, shall we say, ulterior motives). Characters debate this issue often, and we encourage this; gray areas are always more fun than black and white issues.

Necromancy may be legal in some of the NPC countries that exist on the world of Fortannis, but it will always be illegal in the main area in which the game takes place. The main reason necromancy is illegal is for game bal-

ance; if characters were allowed to throw these powerful spells without restriction, well, why wouldn't everyone be a healer, able to harm better than a celestial caster and be able to heal as well?

In-game your character can try to get your local authorities to make necromancy legal, but you the player must understand that out-of-game, this will never be done.

The existence of laws against necromancy are an unalterable rule of the game. Further, you cannot complain if your character is caught casting necromancy and is sentenced to a death (or worse) because of it. You have been warned, and it's the risk you decide to take on your own.

Potions and Scrolls

Potions and scrolls give the spellcaster a tremendous advantage. With a good number of these, you should not have to worry about being ineffective after your memorized spells are gone.

A healer should keep a huge stockpile of healing potions so they can use their binding spells in battle and yet still be able to heal. A mage with a pile of scrolls is a much more formidable opponent than one with just spells in memory. The most successful casters are the ones who know that having scrolls and potions at their side can double and triple their effectiveness, usefulness, and fun.

The effects of potions and scrolls are the same as for a cast spell.

A scroll or potion physical representation ("phys rep") is not valid unless it has an actual scroll or potion tag attached to the phys rep. Likewise, a scroll or potion tag without a physical representation is also invalid.

If you use or receive tags without physical representations (for example, after using your Production Points at Logistics to create items), then it is your responsibility to provide the appropriate physical representation and make sure the tag is attached.

Potions: All potion phys reps must be large enough to hold at least a minimum of a quarter ounce of liquid. The phys rep does not actually have to contain any liquid to be valid.

To use a potion, you must role-play the proper drinking motions, and this must take at least three seconds. You should not count it out loud. Only one potion may be quaffed at a time.

A potion may be "force fed" to an unconscious or sleeping person by someone else, but such a character cannot "accidentally" drink one. You cannot attach a potion or elixir to your collar or shield and "bite" into it to get its effects while bound or in battle. You must be able to actually hold one in your hand, motion removing a cork or cap, and then mime drinking it.



Potions cannot be mixed into food or drink or diluted or mixed together in any way. If they are some poured into the same container, both potions are ruined and provide no effects when consumed.

All potions affect the drinker only, and bypass any protective spells such as *Spell Shield* or *Reflect Magic*. They can, however, be resisted by racial abilities (such as *Resist Poison* or *Resist Necromancy*).

Scrolls: All scroll phys reps must be at least 16 square inches (For example, a scroll that is 2 inches tall by 8 inches long would be fine, which will give you five scrolls out of a standard piece of paper).

To use a scroll, you must pull out the scroll, hold it before you, have enough light to be able to read it, touch a spell packet to the scroll, actually read the scroll out loud, and then throw the packet.

If your scroll is attached to a weapon or shield, you may not be swinging it while reading the scroll.

The entire scroll must be visible for it to be used. You cannot write the incant in very small letters in the top left corner and then hold a bunch of scrolls like a hand of playing cards with only the incant visible; nor can you overlap the scrolls and attach them to the back of your shield, fitting twelve scrolls in an area that should only fit four.

After the scroll is used, the tag is removed but the paper remains. The magical writing is inert although anyone with *Read and Write* can tell what spell used to be on the scroll.

You must have an actual scroll phys rep for each scroll tag.

Note that scrolls can only be used by someone with a *Read Magic* skill of the appropriate level.

Anyone with the skill *Read and Write* can identify a scroll and know what spell is on it.

Wands

One of the celestial scholar's more potent weapons in their arsenal is their ability to craft and use wands, which can provide a healthy dose of elemental damage above and beyond a mage's general spellcasting abilities.

At Logistics, a character with the *Read Magic* skill can pay two silver per wand they wish to craft. At the time of creation, the mage chooses which one of the elements they wish attuned in the wand (stone, lightning, ice or flame). A dated wand tag will be issued listing the type of damage the wand can do (stone, flame, ice or lightning).

The two silvers expended at logistics covers the cost of creating the wand. Charging it is free.

A mage can purchase more than one wand each logistics period of any type. The number of charges available to use with wands is determined by the number of celestial spell slots the mage has. It is up to the caster to choose which wand they wish to use with their available charges. However, all charges that can be used with a caster's wand will last only one game-day.

Each logistics period allows a caster to recharge their "elemental energies." At Logistics, the mage will receive a new set of charges they can use with their wands. If you have not used up all the charges in your wand by the end of the game-day, they will expire on their own.

Wands can be used by any character with the *Read Magic* skill as well as having at least one celestial spell slot.

Wands are subject to all current spell rules and may be disarmed or shattered. Wands may also be strengthened by a blacksmith. They can be used only by the spellcaster.

Wands do up to a base damage of 1 <stone/lightning/ice/flame>, with every 9th level Spell Slot in your celestial spell pyramid adding an

additional 1 point to your overall base damage. You may call less than this amount.

For example: Belthivis has five 9th level celestial Spell Slots. He pays 2 silver for a wand, telling Logistics he wants it to be attuned to the element of flame. He receives his tag. With each packet he throws, he can do 6 points of flame damage (1 for the wand plus 5 for the number of 9th level Spell Slots he has).

Damage is packet-delivered. The wand must be held in one hand. The caster must say “<number> Elemental <element>,” touch the packet to the wand, and throw the packet at the target.

For example: Belthivis, flame wand in hand, runs into battle against Vorin the necromancer. With his left hand, he holds his wand out. “6 elemental flame!” he announces while touching a packet to the wand. He then throws the packet at Vorin and hits him. Vorin will take the damage unless he has an Elemental Shield active or can otherwise avoid the damage.

The total number of packets available to be thrown per game-day is the total number of Spell Slots you have in your celestial spell pyramid.

For example: Belthivis has a spell pyramid consisting of four spell slots at every level up to 6th, three at 7th, two at 8th, and one at 9th, giving him 30 total spell slots. He can therefore have 30 wand charges. These 30 charges can all be used with one wand, or may be spread among up to four wands (one for each element).

For the purposes of combat, wands are considered a two handed weapon in this sense: You cannot hold any weapons or shields while using your wand. Wands also cannot be used for blocking, parrying, or attacking purposes in melee combat.

Wands, just like weapons, must be checked in during Logistics. Wands should be between 9 and 16 inches long measured from tip to tip, with a diameter between 1/4 inch to an inch. They can be made from most materials (PVC, CPVC, graphite or decorative wood). They can be decorated, painted, and otherwise personalized as you please. A visit to your local craft store will provide inspiration.

Wands should be free from sharp edges with the ends rounded and/or filed to a smooth edge so as to not pose a safety hazard. Local chapters have a right to refuse the use of a wand if they deem it unsafe in their chapter.

Magic Items

With the Formal Magic skill, you can create magic items which contain spells. You may also find some as treasure.

These magic items may have a specific spell active within them which you can activate as if you had cast the spell yourself, even if you are not a caster.

All items created through the ritual system that last for one year or longer are considered to be indestructible following all rules listed on the render indestructible scroll (other than times ever items and items created through high magic or spell crafting).

Golems and summoned creatures will still follow all effects listed on their monster card;



for example, golems will still take damage from Shatter and Destroy. This in no way implies that ritually summoned or created creatures cannot be killed. Effects listed on the magic item tag (or in the case of transforms, summons, and created creatures, the monster card) may alter this effect.

Some may be “times per day” items which allow you to cast a specific spell so many times in a game-day. You can then recharge the item at Logistics for the next game-day. Other items may be “times ever” items that have a certain number of charges and once they are used up, the item loses its magical ability.

In order to use a magic item, you must say “Activate: <spell verbal>” and then throw a packet (or touch-cast), following all other rules concerning spellcasting.

If you have the ability to cast the spell contained in the magic item on your own, you merely have to say “Activate: <spell name>.” This is true even if the magic item is not in your particular school of magic.

For example: Belthivis finds a magic item which contains the spell Flame Bolt. As a celestial caster, he has the ability to cast 4th level celestial spells, so when he uses the item, he says “Activate: Flame Bolt” and throws a packet. He can do so even if he does not have that particular spell in his spell book.

Later, he finds an item that contains a Cure Light Wounds spell. He does not have the skill to cast 1st level earth spells, so when he uses

that item, he has to say “Activate: I call upon the earth to Cure Light Wounds.”

Finally, he finds an earth item which contains the spell Magic Armor. He cannot cast any earth spells, but he has the ability to cast 2nd level celestial spells, and Magic Armor is a spell that is available at that level for both earth and celestial casters. When he uses this item, he merely has to say “Activate: Magic Armor.”

Magic items in your possession can be used when bound or otherwise incapacitated so long as you are able to speak. Obviously, they cannot be used when *Silenced*, gagged, or otherwise unable to speak (such as when under the effects of a *Prison*).

Under normal circumstances, you must be the only conscious person having sole clear possession of an item to activate its abilities. The item need not be in a hand to activate; it may be in a pouch or other container, so long as it is clearly possessed by a single individual with the ability to activate the item.

It is also possible to activate a magic item that is in another person’s possession, so long as all rules for safety are

abided by (i.e., you may not tackle or grab someone that you are currently or about to be in combat with and activate their items, but if your friend Bob is dead, and you know he is in possession of a *Life* item, you can activate the *Life* while carrying him away). You should make it clear to the player out-of-game that you are activating their magic items rather than your own.

Magic Charts

The charts on the next two pages list all the spells arranged by Effect Group. “C” stands for celestial and “E” stands for earth.

The verbals for each Effect Group are consistent for all the spells in that group.

The chart also shows the level of the spell, whether it can be made into a potion or a scroll, and the spell duration.

For curing spells, the amount of Body Points to which it will cure is shown with a positive number.

For the damage causing spells, the amount of damage is shown with a negative number, keeping in mind that the necromantic spells will cause this damage straight to Body Points, bypassing armor.

On the third page following is the spell chart arranged by spell level.

BINDING: With mystic force I				
CE	2	Pin you	Scroll	Line of Sight
CE	2	Repel you	Scroll	Concentration
CE	3	Bind you	Scroll	Line of Sight
CE	5	Release you	Potion & Scroll	Instant
CE	5	Web you	Scroll	Line of Sight
CE	7	Confine you		Line of Sight

COMMAND: I command you to				
CE	4	Awaken	Potion & Scroll	Instant
CE	4	Shun me	Scroll	10 Minutes
CE	6	Sleep	Potion & Scroll	10 Minutes
CE	7	be Charmed		10 Minutes

CURSE: I curse you with				
E	3	Weakness	Potion	10 Minutes
E	5	Silence	Potion	10 Minutes
E	7	Destruction	Potion	10 Minutes
E	8	Paralysis		10 Minutes

ELDRITCH FORCE: With eldritch force I				
C	1	build a Fortress		10 Minutes
C	1	build a Light	Scroll	5 Days
C	3	build a Lesser Investment	Scroll	5 Days
C	3	build a Wall	Scroll	10 Minutes
C	4	Banish you		Instant
C	7	Subjugate you		10 Minutes
C	8	Solidify you		Instant
C	8	build a Wizard Lock	Scroll	5 Days
CE	9	build a Circle of Power		1 Hour
C	9	build a Prison		10 Minutes
C	9	build a Ward		5 Days

EVOCAATION: I call forth				
C	1	a Stone Bolt	-5	Scroll Instant
C	2	a Lightning Bolt	-10	Scroll Instant
C	3	an Ice Bolt	-15	Scroll Instant
C	4	a Flame Bolt	-20	Scroll Instant
C	5	a Stone Storm	-25	Scroll Instant
C	6	a Lightning Storm	-30	Scroll Instant
C	7	an Ice Storm	-35	Scroll Instant
C	8	a Dragon's Breath	-40	Scroll Instant
C	9	a(n) <element> Blast	-45	Instant
C	9	a Magic Storm	-10 each	Concentration

GIFT: I grant you the gift of				
E	9	Death		Instant
E	9	Life		Instant

HEALING: I call upon the earth to				
E	1	Cure Disease	Potion	Instant
E	1	Cure Light Wounds	+2 Potion	Instant
E	2	Cure Wounds	+5 Potion	Instant

E	3	Harm Undead			Instant
E	3	grant you Sanctuary			10 Minutes
E	4	Cure Serious Wounds	+10	Potion	Instant
E	4	Turn Undead			10 Minutes
E	6	Cure Critical Wounds	+20	Potion	Instant
E	6	grant you an Earth Blade			10 Minutes
E	6	Restore your limbs		Potion	Instant
E	7	Destroy Undead			Instant
E	8	Cure Mortal Wounds	+30	Potion	Instant
E	8	Purify you		Potion	Instant
E	9	summon an Earth Storm			Concentration

NECROMANCY: I call upon chaos to

E	1	cause Disease		Potion	10 Minutes
E	1	Cause Light Wounds	-2	Potion	Instant
E	2	Cause Wounds	-5	Potion	Instant
E	3	Desecrate you			10 Minutes
E	3	Help Undead			Instant
E	4	Cause Serious Wounds	-10	Potion	Instant
E	4	Control Undead			10 Minutes
E	6	Cause Critical Wounds	-20	Potion	Instant
E	6	grant you a Chaos Blade			10 Minutes
E	6	Wither your <limb>		Potion	10 Minutes
E	7	Create Undead			10 Minutes
E	8	Cause Mortal Wounds	-30	Potion	Instant
E	8	Drain you		Potion	Instant
E	9	summon a Chaos Storm	-10 each		Concentration

PROTECTON/ENHANCEMENT: I grant you the power

E	1	of an Endow		Potion	Indefinite
E	2	of a Bless		Potion	Indefinite
C	2	of a Shield		Scroll	Indefinite
CE	2	of a Magic Armor		Potion & Scroll	Indefinite
C	4	of an Elemental Blade			10 Minutes
E	4	of a Poison Shield			Indefinite
CE	5	of a Spell Shield		Potion & Scroll	Indefinite
CE	6	of an Elemental Shield		Potion & Scroll	Indefinite
C	6	of a Magic Blade			10 Minutes
C	8	to Dispel		Scroll	Instant
CE	8	of a Reflect Magic		Potion & Scroll	Indefinite

REMOVE CURSE: I rid you of

E	3	Weakness		Potion	Instant
E	5	Silence		Potion	Instant
E	7	Destruction		Potion	Instant
E	8	Paralysis		Potion	Instant

SUMMONED FORCE: I summon a force to

CE	1	Disarm your <item>		Scroll	5 Seconds
CE	3	Shatter <item>		Scroll	Instant
C	6	Enflame <item>	-20		5 Seconds
CE	7	Destroy <item>		Scroll	Instant

Level	Celestial	Earth
1	Disarm	Cure Disease / <i>Disease</i>
	Fortress	Cure Light Wounds / <i>Cause Light Wounds</i>
	Light	Disarm
	Stone Bolt	Endow
2	Lightning Bolt	Bless
	Magic Armor	Cure Wounds / <i>Cause Wounds</i>
	Pin	Magic Armor
	Repel Shield	Pin Repel
3	Bind	Bind
	Ice Bolt	Harm Undead / <i>Help Undead</i>
	Lesser Investment	Sanctuary / <i>Desecrate</i>
	Shatter	Shatter
4	Wall of Force	Weakness / Remove Weakness
	Awaken	Awaken
	Banish	Cure Serious Wounds / <i>Cause Serious Wounds</i>
	Elemental Blade	Poison Shield
	Flame Bolt	Shun
5	Shun	Turn Undead / <i>Control Undead</i>
	Release	Release
	Spell Shield	Silence / Remove Silence
	Stone Storm	Spell Shield
6	Web	Web
	Elemental Shield	Cure Critical Wounds / <i>Cause Critical Wounds</i>
	Enflame	Earth Blade / <i>Chaos Blade</i>
	Lightning Storm	Elemental Shield
	Magic Blade	Restore / <i>Wither</i>
7	Sleep	Sleep
	Charm	Charm
	Confine	Confine
	Destroy	Destroy
	Ice Storm	Destroy Undead / Create Undead
8	Subjugate	Destruction / Remove Destruction
	Dispel	Cure Mortal Wounds / <i>Cause Mortal Wounds</i>
	Dragon's Breath	Paralysis / Remove Paralysis
	Reflect Magic	Purify / <i>Drain</i>
	Solidify	Reflect Magic
9	Wizard Lock	
	Circle of Power	Circle of Power
	Elemental Blast	Earth Storm / <i>Chaos Storm</i>
	Magic Storm	Life / Death
	Prison	
	Ward	

Alchemy



Photo courtesy of Creative Crossroads

Creating Alchemy

Characters with the skill Alchemy can use and create alchemical substances.

Creation of any alchemical substance is based on the Production Points system as described on page 55. In order to make the substance, you must have a recipe book and the specific recipe for that substance.

Your recipes must be in a book similar to the type of book used by spellcasters and must abide by the same rules.

This book is an in-game item and can be stolen. If you lose your book, you lose all the formulas within. You will have to find someone with the recipes and recopy them into your book again before you can create any new alchemical substances. Note that unlike spell books, you do not have to pay game money to use a special ink to write the recipes into the book, although the person from whom you get the recipes may demand payment in-game.

Recipes are not specific to the form of the alchemy. In other words, if you learn the recipe for “weakness” you can then make a weakness gas, elixir, or weapon coating.

It is impossible to determine the recipe for an alchemical substance by studying the substance. You cannot, for instance, alchemize a *Paralysis* elixir and determine the recipe.

It should also be noted that there are some alchemical substances which can never be made by characters. For instance, your character will never find a recipe book containing *Enslavement* or *Euphoria*. It is possible, however, to find unusual gas globes or elixirs which al-

though they cannot be made by characters can still be used.

For example: Finther kills an alchemist and discovers a potion phys rep with a tag for Vertigo contact gel and a Death gas tag. These tags are all signed by a marshal and are labeled as “LCO” (Local Chapter Only). Finther can use these but cannot make new ones.

Alchemy Rules

Anyone can drink an elixir or feed one to someone else. One level of the *Alchemy* skill allows you to mix elixirs into food or drink or to apply contact gels or weapon coatings. Three levels of the *Alchemy* skill allows you to use gasses.

Characters can be affected by alchemical substances in various ways, but the effects are always instantaneous. “Cause” poisons do body damage only, since they bypass armor, whereas certain Weapon Coatings must get through armor to be effective.

Alchemical substances that affect metabolism will have no effect on certain creatures such as undead or golems.

Many substances can be reversed by a specific antidote if taken after exposure to the substance.

The spell defensive *Poison Shield* will not stop ingested substances from taking effect, but will stop all other attacks with the word “poison” in the verbal. One use of the racial skill *Resist Poison* will block all alchemical substances present.

Note that contact gels and Vorpel Coat-

ings, which do not affect the metabolism, are not effected by a *Poison Shield* or a *Purify* and can only be removed by an *Alchemical Solvent* or a *Dispel*.

You cannot have more than one active contact gel or Vorpel Coating on your weapon or any other item at any one time, and only the most recently applied will be effective.

Mixing Elixirs

Only elixirs from the Alteration, Command, Curse, Damage, or Gift effects groups can be mixed into food or drink.

Mixing two elixirs does not cancel them all. If a food or drink has more than one elixir present, all elixirs will affect the victim.

Contact gels, however, cannot be mixed with each other.

When a container of food or drink is so poisoned, all food in that container will remain poisoned for the next ten minutes. Anyone ingesting any of the food or drink during that ten minutes will be affected.

Poisoned food does not heal or provide any beneficial effects such as increasing Body Points or removing other effects.

For instance, a group of creatures who are healed by the *Sleep* effect do not gain any benefits from drinking a bottle that has been poisoned by a *Sleep* elixir.

Alchemy Types

Contact gels: Contact gels can be represented by a gel-like substance that can be smeared on the object to be trapped. (Petroleum jelly works fine.) The tag must also be applied to the item.

Contact gels will last until used or until the phys rep disappears (in the case of petroleum jelly). Once touched and thus activated, the effect will last for the normal duration for that type of effect. A *Sleep* contact gel, for instance, would last ten minutes while a *Death* contact gel would be instantaneous.

The minimal time needed to apply a contact gel is the actual time to apply the petroleum jelly or tape the tag onto the item, but never less than three seconds.

If only the tag is placed on the item, it must be prominently placed in such a way that a person inspecting the item could see it and know that there was something on the item. If petroleum jelly is used, the tag can be hidden, but the contact gel will not be active after the gel dissipates. Out-of-game, the petroleum jelly can be reapplied if the contact gel has not been touched; the important thing is that the contact gel must be observable by someone taking the time to look, either through a prominent tag taped to the item or a good amount of petroleum jelly.

For example: Finther sees two locked boxes in front of him. The first one has a prominent Oil of Slipperiness tag placed upon it. This tag represents the contact poison on the box. Since Finther has Herbal Lore, he can inspect this gel tag for a minute and tell that it is an Oil of Slipperiness. He doesn't see a tag on the second box so he picks it up and then feels the petroleum jelly. Oops! He looks closer at the box and sees, taped to the back, a Paste of Stickiness tag. He immediately realizes that his hands are stuck to the box for ten minutes.

If the person applying the substance comes in contact with it, he or she will be affected by the substance.

Weapon Coatings: Some substances can be applied to a weapon to affect the type or amount of damage the weapon will inflict for the next strike. This only applies to the striking surface of any weapon, so that a weapon coating cannot be used with *Waylay*.

Weapon coatings will remain active on the weapon until used. If a weapon is Destroyed or Shattered, the coating is also destroyed. You must have the weapon skill in order to use a weapon thus coated. A swing in the air does not use up the weapon coating but hitting a target—even a shield or a sword—does. You cannot “save” the weapon coating for a good hit. If the coating is not called on the first swing,



then it is used up. If you call something else instead, the weapon coating is still used up.

You must have *Alchemy 1* in order to apply a weapon coating. To apply a weapon coating, you must tape the tag to the weapon after ripping off the “unused” flag. This takes time to apply. It cannot be done with a quick touch in the middle of battle. The taping of the tag onto the weapon represents the time it takes, which may never be less than three seconds. If you do not have the tag taped to your weapon, the weapon coating is not effective. A new tag must be put on the weapon each time a new weapon coating is applied and there can never be more than one active coating on a weapon at any one time. If using a staff, you must indicate which end of the staff has the weapon coating by attaching the tag to that end.

To place a weapon coating on an arrow or bolt, you must rip the “unused” flag off the tag and then attach the tag to your skill ring next to your arrow or bolt tags. This represents that one of your arrows or bolts has been covered with the weapon coating. Once a missile has been so coated, it can be used at any time. Each coating will cover only one missile. If you do not call the coating in your verbal, then the coating

is used up.

A character with *Alchemy 1* and an alchemy lab workshop can place weapon coatings on arrows/bolts at the rate of two arrows/bolts per weapon coating. This must be done at Logistics but does not cost any Production Points. The logistics person will initial the alchemy weapon coating tag and staple it onto a tag of two arrows/bolts, ripping the “unused” flag from the alchemy tag. If your missiles are stolen, shattered, or lost, the tags for the coated missiles must be turned over first.

Some weapon coatings affect the weapon itself (*Quicksilver*, *Vorpal Coatings*). When using these, you merely call the extra damage or replace the word “normal” with “silver.” Other weapon coatings merely use the weapon as the delivery device for the poison.

In order for a target to be affected by these weapon poisons, the strike must do body damage to the target. This effect is for one strike only and can be resisted or blocked by a *Poison Shield* or a *Magic Armor* (or in the case of certain races, possibly by racial *Resists*). If a *Poison Shield*, a *Magic Armor*, or a racial *Resist* stops the weapon poison, the target will not take any damage from the weapon blow. When

Substance	Effect Group	Antidote
Alchemical Solvent	Coating	
Amnesia	Greater Command	Dispel, Purify (either within 10 minutes)
Antidote	Healing	
Berserk	Command	Awaken, Dispel, Purify
Cause Damage	Damage	
Cause Light Damage	Damage	
Cause Serious Damage	Damage	
Cure Light Wounds	Healing	
Death	Gift	Life (within 5 minutes)
Dominate	Command	Awaken, Dispel, Purify
Enslavement	Greater Command	Enslavement Antidote
Euphoria	Greater Command	Euphoria Antidote
Feeblemind	Alteration	Antidote, Dispel, Purify
Hallucinate	Alteration	Antidote, Dispel, Purify
Intoxicate	Alteration	Antidote, Dispel, Purify
Laugh	Alteration	Antidote, Dispel, Purify
Liquid Light	Coating	Alchemical Solvent, Dispel
Love	Command	Awaken, Dispel, Purify
Love Potion 9	Greater Command	
Nausea	Alteration	Antidote, Dispel, Purify
Oil of Slipperiness	Coating	Alchemical Solvent, Dispel, Paste of Stickiness
Paralysis	Curse	Dispel, Purify, Remove Paralysis
Paranoia	Alteration	Antidote, Dispel, Purify
Paste of Stickiness	Coating	Alchemical Solvent, Dispel, Oil of Slipperiness, Release
Poison Shield	Protection/Enhancement	Dispel
Quicksilver	Coating	Alchemical Solvent, Dispel
Sleep	Command	Awaken, Dispel, Purify
Vertigo	Alteration	Antidote, Dispel, Purify
Vorpal Coating	Coating	Alchemical Solvent, Dispel
Weakness	Curse	Dispel, Purify, Remove Weakness

using these weapon poisons, the correct call is “<damage> <poison name> Poison.”

For example, *Finther*, who has Alchemy 1, applies a Weakness contact gel to his dagger by taping the tag to the weapon and ripping off the “unused” flag. He runs into battle with his short sword in his right hand and his dagger in his left. He hits at his arch enemy Vorin with his short sword until he is certain that he has gotten past Vorin’s armor and then strikes with his dagger, saying “I Weakness Poison.” Vorin has a Poison Shield however, so the poison has no effect and Vorin will take no damage from that blow.

Elixirs: Elixirs can be administered or consumed by anyone; a skill in Alchemy is not required.

A person with one level of *Alchemy* can mix elixirs in food or drink. This is signified by either attaching the tag to the underside of the food vessel, placing a token in the food, pouring food coloring into a drink, or having a marshal witness you make pouring motions over the food or drink.

If the food or drink has more than one elixir present, all elixirs will affect the victim.

One bite of food or sip of a drink is sufficient for any elixir that is mixed to take effect,

and every bite will cause the effect anew for as long as the food or drink is poisoned

One use of the racial skill *Resist Poison* will block all elixirs, even if mixed, and one *Purify* or a *Dispel* will remove all effects.

Gasses: Gasses are delivered by an orange packet. Unlike a spell packet, gas containers are in-game. All gas packets work on a single target only, indoors or outdoors. They are only effective against creatures with a metabolism.

Before throwing the packet, the user must announce “<Type> gas poison” —for example “Sleep gas poison.” This phrase simulates preparing the gas.

The “verbal” is not in-game so even a silenced or mute character may use one. If the “verbal” is not said properly then the attack is unsuccessful as the gas was not prepared properly. (Imagine preparing a hand grenade.) Even though the “verbal” is not in-game, the effect is recognized by anyone who hears it. (In-game, assume each gas has a different color and texture associated with it to allow for identification.)

The packet must hit the target or the target’s possessions and otherwise must follow all spell packet rules.

Note that gas globes, since they are in-

game, can be disarmed, destroyed, shattered, and stolen. If you steal someone’s gas globes, you may then either go out-of-game to the person from whom you stole the globes in order to get the tags, or you can get a Marshal to do it if you wish to remain anonymous. If you have more tags than the gas globe phys reps that were stolen, the tags must be turned over in a random fashion.

Note that all of the tags you are carrying around with you are considered in-game even if there is no corresponding gas globe physical representation. See page 78 for more details on phys reps.

Gasses can also be put into gas traps by someone with the skill of *Legerdemain*. See the section on traps on page 145 for more information.

Alchemical Substances

The chart above shows the alchemical substances that are available. For more details on each, see the “Effects” chapter.

Effects

This chapter lists all of the effects in the game except for weapon effects.

Some are spells, some are alchemical substances, some are monster abilities, and some are all of these things.

Below the name of the effect are the following symbols, indicating whether an effect can be made by a Player Character into a spell, alchemical substance, elixir, gas, and so on. Note that just about any effect can be a monster ability, and some of these can *only* be NPC abilities (such as *Enslavement* or *Vampire Charm*).

-  spell
-  potion
-  scroll
-  elixir
-  gas
-  contact gel
-  weapon coating

Next listed is the Effect Group followed by the effect's duration.

After the description of the effect will be a verbal if the effect is a spell, and following that will be an indication whether the spell is Celestial, Earth, or both. Between these is the spell level.

Some descriptions here use the word "spell" when the effect is primarily a spell; however, this should not be interpreted to mean that the effect is *only* a spell.

Alchemical Solvent



Coating

Instant

This solvent, covering one square foot per dose, will remove everything in the "Coating" effect group.

It can also release a victim of an *Entangle*. Once used, the entire dosage is consumed.

Amnesia



Greater Command

Instant

Victims of this elixir cannot remember anything that occurred 60 minutes prior to its administration.

In the place of the now inaccessible memories is a blank spot within the memory.



Victims can be aware that they cannot remember anything for that period and may reasonably assume that they have been given an *Amnesia* elixir.

For the first ten minutes, beginning at the time of the *Amnesia's* administration, the *Amnesia* elixir may be countered and memories of the period returned by either a *Dispel* or a *Purify*.

After the ten minute period, *Amnesia* becomes incurable and the recipient permanently loses their memory of the 60 minute period.

Biata and stone elf role-playing racial skills cannot remove the effect of an *Amnesia* elixir, nor can any NPC mind abilities.

Neither a *Life* spell nor a *Resurrection* will restore the memory of the recipient even if it occurs during this ten minute period.

Antidote



Healing

Instant

One dose of an Antidote will remove all lasting effects in the Alteration effect group (*Feeblemind*, *Hallucinate*, *Intoxicate*, *Laugh*, *Nausea*, *Paranoia*, and *Vertigo*). It does not matter how those effects were caused.

For example: Finther is hit by a Feeblemind gas thrown by his enemy Vorin. He sits

on the ground and plays with daisies. While he is on the ground, a ghoulish hits him for "3 Nausea." He is now vomiting while playing with daisies. Finally, someone throws a Paralysis spell at him and he becomes paralyzed. Darlissa runs over and feeds Finther an Antidote. Both the Feeblemind and the Nausea are removed; however, this does not cure the damage caused by the weapon nor does it remove the paralysis.

Awaken



Command

Instant

This effect awakens the recipient from a *Waylay* and removes all *Command* effects but not *Greater Command* effects.

"I command you to Awaken."

Celestial 4 Earth

Banish



Eldritch Force

Line of Sight

This spell forces a creature not native to the current plane to return to its home plane or expend a significant amount of energy remaining where it is. Creatures already on their home plane are immune to the *Banish* effect.

This spell usually only affects elementals, fey, and extraplanar creatures (NPCs should check the creature type on the monster card), but may affect other types at the discretion of the Plot Committee. PCs may be affected by this spell in certain circumstances to be announced beforehand by the Plot Committee.

Lesser elementals, lesser fey, and lesser extraplanar creatures affected by this spell instantly dissipate as if slain, leaving behind anything carried. An affected creature with the ability to *Rift In* or *Rift Out* may not use that ability until the next game-day.

For example: Sparky is a Lesser Flame Elemental who has decided to visit his "friends" on Fortannis on Friday night. Belthivis thinks little of this and casts a Banish at the creature, who dissipates instantly, unable to visit Fortannis again until the next game-day (usually the next night, after Logistics).

Greater elementals, greater fey, and greater extraplanar creatures affected by this spell take 50 points of damage. If slain by this damage, the affected creature cannot *Rift In* or *Rift Out* until the next game-day.

This spell usually has no effect on normal living or undead creatures, but, like all spells, will still remove a *Spell Shield* or *Reflect Magic*.

"With eldritch force I Banish you."

Celestial 4

Berserk



Command

10 Minutes

This effect drives the victim into an insane mindless killing fury, causing the victim to attack all creatures in the vicinity, starting with the closest, friend or foe.

The victim will use no daily Game Abilities except basic weapon skills (including shields and claws). A character with no weapon skill will simply scream in rage and run around with fists clenched.

The victim of a *Berserk* will not throw spells or alchemy and will not use *Resists*, *Dodges*, *Banes*, *Cloaks*, *Parrys*, or any other defensive skill. Spell Protectives will still work as normal.

A person under the effects of a *Berserk* will not stop to give a Killing Blow or search a victim, but will immediately turn to find something else to attack once an attack victim falls.

For example: Ena is hit by a Berserk effect thrown by a monster. Ena uses her weapon to attack the nearest person. She is able to use her proficiencies but is so mindless that she cannot think to take advantage of any Critical Attacks, Slays, or other daily skills that she could use. She is hit by a troll for enough damage to take her down, but cannot think to use her Parry against it.

It lasts ten minutes and like all Command effects can be resisted by a *Resist Command* or removed by *Break Command*, *Awaken*, *Dispel*, or *Purify*. Only one Command effect may be active on the victim at any one time. The most recent Command effect takes precedence.

Bind



Binding

Line of Sight

This spell snares the arms of its victim, binding them straight to its sides. The victim may talk freely, but may not use any Game Abilities requiring the use of arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may walk, run or leave the combat area as desired.

This spell does not prevent the victim from being searched or being given a Killing Blow, although a moving victim is unlikely to allow either action.

“With mystic force, I Bind you.”

Celestial 3 Earth

Bless



Protection/Enhancement

Indefinite

This spell gives the recipient 5 extra Body Points beyond the character’s maximum. These points are the first Body Points lost to damage.

In order to be affected by a *Bless*, the in-

dividual must be at 1 Body Point or higher. If not, the player should say “No Effect.” This spell cannot be used to revive an unconscious person.

A *Bless* spell will be ineffective if cast upon a character who does not have at least one Body Point, causing the target to call “No Effect” as they are an invalid target. The Body Points added by a *Bless* spell act in all other ways as per normal Body Points (including interaction with other carrier effects).

“I grant you the power of a Bless.”

2 Earth

Cause Critical Wounds



Necromancy

Instant

This spell inflicts 20 Body Points of damage. It does not affect armor.

Against undead, this spell cures 40 Body Points.

“I call upon chaos to Cause Critical Wounds.”

6 Earth

Cause Damage



Damage

Instant

This substance inflicts 5 points of body damage. It does not affect armor.

Cause Light Damage



Damage

Instant

This substance inflicts 2 points of body damage. It does not affect armor.

Cause Light Wounds



Necromancy

Instant

This spell inflicts 2 Body Points of damage. It does not affect armor.

Against undead, this spell cures 4 Body Points.

“I call upon chaos to Cause Light Wounds.”

1 Earth

Cause Mortal Wounds



Necromancy

Instant

This spell inflicts 30 Body Points of damage. It does not affect armor.

Against undead, this spell cures 60 Body Points.

“I call upon chaos to Cause Mortal Wounds.”

8 Earth

Cause Serious Damage



Damage

Instant

This substance inflicts 10 points of body damage. It does not affect armor.

Cause Serious Wounds



Necromancy

Instant

This spell inflicts 10 Body Points of damage. It does not affect armor.

Against undead, this spell cures 20 Body Points.

“I call upon chaos to Cause Serious Wounds.”

4 Earth

Cause Wounds



Necromancy

Instant

This spell inflicts 5 Body Points of damage. It does not affect armor. Against undead, this spell cures 10 Body Points.

“I call upon chaos to Cause Wounds.”

2 Earth

Chaos Blade



Necromancy

10 Minutes

This spell allows the recipient to transform a weapon into a temporary chaos-enchanted blade.

The recipient chooses when to use the *Chaos Blade*, and announces the total damage of the swing while saying “chaos” instead of “normal” or “silver.”

It may be used on any weapon, even bows and crossbows.

This spell lasts until dispelled or ten minutes pass, whichever is first.

Note that this spell only affects creatures who are harmed by chaos and does not heal those normally healed by chaos. Damage bypasses any armor on the target and does direct Body Point damage.

“I call upon chaos to grant you a Chaos Blade.”

6 Earth

Chaos Storm



Necromancy

Concentration

At the time of casting, the caster plants both feet. As long as both feet remain planted, the verbal is stated, and the spell is not disrupted as per normal spell rules, the caster may throw packets. While the spell is in effect, the caster can perform no other skill nor cast any other spell.

Each packet thrown counts as a separate spell which causes 10 points of chaos damage, which goes directly into Body Points and is not blocked by armor. The caster must say "Chaos Storm" with each packet thrown.

This spell will only damage creatures who are damaged by chaos and may not be used to heal undead creatures. Like all spells, this spell will use up a *Spell Shield* or *Reflect Magic* even if the target is immune to the spell's effect.

*"I call upon chaos to summon a
Chaos Storm, Chaos Storm,
Chaos Storm..."*

9 Earth

Charm



Command

10 Minutes

This spell makes the victim view the caster as his or her best friend in the world. No amount of logic or role-playing will convince the victim that they are indeed charmed, and any order given will be justified and make perfect sense in the mind of the victim. The victim will not remember the casting of the spell.

An attack on the victim by the caster's companions will not immediately break the charm but if the caster does not attempt to stop it and if no good reason is provided for the attack, the charm may be broken. A direct attack by the caster will always break the charm, as will attempting a Killing Blow. An order to kill yourself would also break the spell.

A victim of this spell will not do anything absolutely contradictory to their own race or nature (such as cast necromancy). If given an order to attack their own party, the victim would have to also be given a very good and convincing reason. (The victim will, however, protect the new "friend" from attacks, no matter who from.)

This spell only works on creatures that have a mind as defined by the game. Many creatures (such as lesser undead, golems or insects) do not have a mind that can be affected by this effect. Further, the victim must understand the language of the caster in order to follow the orders.

Unlike *Dominate*, this effect does not turn

the victim into a mindless robot, but does require the victim to stay by his or her new "friend" and follow all "suggestions" given by the caster. Unlike *Enslavement*, the victim is unaware of the effect.

Victims cannot refuse to obey orders with the explanation that they "wouldn't do that even for my best friend." This spell overwrites the logic of the brain. If your new "best friend" tells you to hand over all your items, you will do so without question.



When the spell's duration ends, the victim remembers everything that happened except the actual casting of the *Charm* spell, and will almost always realize that he or she had been charmed.

This effect can be removed by an *Awaken*, a *Break Command*, a *Dispel*, or a *Purify*. Note as well that only one Command effect may be active on the victim at any one time. The most recent Command effect takes precedence. This spell is not strong enough to override any Greater Command effect such as *Enslavement*.

"I command you to be Charmed."

Celestial 7 Earth

Circle of Power



Eldritch Force

One Hour

This spell allows the caster to inscribe a Circle of protection against harm. Before casting the spell, a visible, physical representation of the Circle must be drawn in the dirt or represented by something physical like chalk, a ribbon, or some string. This physical representation is in-game and can be erased, moved or stolen at any time before the spell is cast.

The caster must be fully within the com-

pleted Circle. This spell cannot be cast until the phys rep is complete. Anyone who steps on the phys rep while it is being raised will be pushed inside or outside of the Circle (player's choice), along with all possessions.

The phys rep does not have to make a perfect circle, but if the phys rep is too big, or if the ends are not almost touching, then the spell is blown.

A Circle of Power stretches up to 6' in radius and 10' tall and is a cylindrical dome with a flat bottom. The Circle has about the same amount of friction as a normal wall or floor, although objects and creatures cannot lean against, rest against, or be placed on top of the Circle.

Larger Circles can be made by having multiple spell casters casting the spell simultaneously. For example, a Circle up to 12' radius and up to 20' height may be made by two casters. The casters must say the incant at the exact same time for this to be effective.

It is possible to surround a Circle with a larger Circle, but a smaller Circle can not be placed inside an already existing Circle. A Circle inside of another Circle is considered its own space; you are not considered to be inside the exterior circle.

Nothing may enter or leave the Circle once it is cast, including spells, thrown gasses, weapons and creatures. Traps placed near the Circle will not affect anyone or anything inside; similarly, traps within the Circle will not affect anyone outside the Circle.

Spells may be cast within the Circle, but cannot be thrown through the Circle. Air may pass through, but other gasses may not.

A gaze attack such as a *Vampire Charm* can be effective through a Circle of Power. A *Selunari Curse* can also be used through the Circle. Creatures inside a Circle are still considered inside Line of Sight.

The spell lasts for one hour, but may be dropped by the caster at any time if he or she touches the Circle and states "circle down." If there is more than one caster in a larger Circle, any one of the casters may drop the Circle. The statement "circle down" is out-of-game, although any observers who hear the statement are aware that the Circle was dropped, and they might know who dropped it.

The Circle will also go down if the caster leaves the Circle magically or dies (needing a *Life* spell). If there is more than one caster, the Circle will remain up until all of the casters leave or die.

The Circle is not affected by a *Dispel*.

This spell can also be used to create a Circle that can be used for the casting of a Formal Magic ritual. If a ritual is started within one minute of the Circle being cast, the duration of the Circle of Power is extended to one hour and one minute.

*"With eldritch force I build
a Circle of Power."*

Celestial 9 Earth

Confine



Binding

Line of Sight

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely. The victim may talk freely, but may not use any Game Abilities requiring the use of arms or legs, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. This victim can be searched and can be given a Killing Blow.

The main distinction between a *Confine* and a *Web* is that certain monsters that can break free from a *Web* cannot necessarily do so from a *Confine*.

“With mystic force, I Confine you.”

Celestial 7 Earth

Control Undead



Necromancy

Ten Minutes

This spell allows the caster to control one lesser undead for ten minutes. Tasks may not involve anything a trained animal could not be taught: “Guard this” is fine, but “Count all the leaves on the tree” requires sentience and will not work. This spell will also remove all *Turn Undead* effects. When used on an undead of higher than “low intelligence,” it will force the affected undead to become temporarily able to understand only simple commands.

The most recent *Control Undead* effect takes precedent if there is a conflict.

This spell will not affect a living target, although it will remove a living target’s *Spell Shield* or *Reflect Magic*.

“I call upon chaos to Control Undead”

4 Earth

Create Undead



Necromancy

Ten Minutes

This spell only works on a corpse that has neither previously been animated nor is permanently dead. It will pull the character’s spirit back to reanimate its former body. The resulting zombie will then follow the caster’s commands as if a *Control Undead* spell had been cast upon it.

Note that this spell must be cast within the five-minute period between a character’s death and the point where the spirit heads to the Earth Circle for resurrection.

This spell will not affect a living target, although it will remove a living person’s *Spell Shield* or *Reflect Magic*.

If you are raised, you cannot then “choose to die.”

The zombie uses none of the skills that the character has. It inflicts two points of dam-



age with any weapon attack. It cannot cast spells nor converse (although it may be commanded to parrot a particular phrase given it by the caster).

If the newly created zombie has no weapon, then it will be able to attack with “claws” (short sword-sized weapons covered in red duct tape) doing two points of damage each. The caster must provide the physical representations for the claws.

The zombie created will have half the Body Points the victim had in life (not including enhancement spells such as *Bless*), as well as any armor that is left on the corpse. Any missing or withered limbs will also be temporarily regenerated for the duration of this spell.

The zombie is considered Undead in every way, and has the standard immunities and vulnerabilities of Undead. These include being immune to Alteration, Command, Death, Ice, Poison, Paralysis, and Waylay.

In addition, the creature will take double damage from healing and be healed double by necromancy. The zombie will have no metabolism and will be affected by undead-specific spells such as *Turn Undead* and *Sanctuary*.

The creature’s visual appearance does not change immediately, but the victim will move slowly, shambling along, as a zombie should. (A zombie fights with normal speed but cannot move fast enough to chase anyone who runs away.)

If the zombie is reduced to zero Body Points, or if the ten-minute duration of the spell is met, then the body and the spirit return to the condition they would have been in had the *Create Undead* not been cast.

If during the five-minute Death Countdown you are “killed” as the undead and then given a *Life* spell, you will reawaken alive but with no knowledge of your time spent as an undead.

For example: Poor Terin falls fighting

against a necromancer and his undead abominations. He is at -1 Body Points. He lies there for a minute but no one comes to him with First Aid. (Terin is keeping track of the time.) At the end of the minute, he is now dead and all of his Spell Protectives gone. The necromancer sees Terin and then casts a Create Undead spell on him. Terin rises as a zombie. He attacks his party, and the battle lasts more than two minutes. During this period, they throw Life spells at him, but they have no effect because he is a zombie. Finally, they knock him back down to zero Body Points. He is no longer a zombie and is merely a dead body. Since the five minutes since the time of his death are not up, a Life spell will still save Terin, but because the one minute period for First Aid has expired, he can no longer be saved by First Aid or a curing spell. The death countdown did not stop when Terin became a zombie.

The ten-minute spell duration cannot be extended by any means, even by Formal Magic.

“I call upon chaos to Create Undead”

7 Earth

Cure Critical Wounds



Healing

Instant

This spell restores up to 20 Body Points but never more than a character’s maximum.

It restores an unconscious or dying character but does not resurrect a dead one. It inflicts 40 Body Points of Damage to undead creatures.

“I call upon the earth to Cure Critical Wounds.”

6 Earth



Desecrate



Necromancy

10 Minutes

This spell will remain in effect as long as the subject's hands are crossed over the chest and no body damage is taken, or ten minutes, whichever is shorter. The recipient is protected against all weapon attacks from living creatures, including arrows and bolts. It does not protect against Spell Strikes.

You cannot run while affected by a *Desecrate*. You can not do anything that requires the use of your hands, such as cast spells, use weapons, use poisons, feed someone a potion, or pick up items. The only exception to this is touch casting on yourself or activating a magic item.

You can be fed a potion and you can continue to hold things that were in your hands at the time the *Desecrate* began.

"I call upon chaos to Desecrate you."

3 Earth

Cure Disease



Healing

Instant

This spell will cure a character infected with Disease. If cast upon an undead, it will make it unable to run.

"I call upon the earth to Cure Disease."

1 Earth

Cure Light Wounds



Healing

Instant

This effect restores up to 2 Body Points but never more than a character's maximum. It restores an unconscious or dying character but does not resurrect a dead one. It inflicts 4 Body Points of damage to undead creatures.

"I call upon the earth to Cure Light Wounds."

1 Earth

Cure Mortal Wounds



Healing

Instant

This spell restores up to 30 Body Points but never more than a character's maximum. It restores an unconscious or dying character but does not resurrect a dead one. It inflicts 60 Body Points of damage to undead creatures.

"I call upon the earth to Cure Mortal Wounds."

8 Earth

Cure Serious Wounds



Healing

Instant

This spell restores up to 10 Body Points but never more than a character's maximum. It restores an unconscious or dying character but does not resurrect a dead one. It inflicts 20 Body Points of damage to undead creatures.

"I call upon the earth to Cure Serious Wounds."

4 Earth

Cure Wounds



Healing

Instant

This spell restores up to 5 Body Points but never more than a character's maximum. It restores an unconscious or dying character but does not resurrect a dead one. It inflicts 10 Body Points of damage to undead creatures.

"I call upon the earth to Cure Wounds."

2 Earth

Death



Gift

Instant

This effect causes the spirit of any victim with a metabolism to flee its body. Any armor the character was wearing is still intact, but all spells active on the victim will disappear.

This acts as a Killing Blow, and the only thing that will save the victim from resurrection is a *Life* spell.

"I grant you the gift of Death."

9 Earth

Destroy



Summoned Force

Instant

This spell will utterly destroy any object up to the size of a normal door, rendering it useless. It cannot be used to create a door-sized hole in an object larger than a door. Once destroyed, the phys rep will become unusable but not unrecognizable. A *Destroy* cast at a door will not totally destroy the door, but will damage it enough to allow passage through the door's frame.

This spell can target a suit of armor and will destroy the armor completely. The armor cannot be refit and is ruined forever. The spell *Shield* will be unaffected.

The spell will not work on a permanent magic item or a magically protected item such as a *Wizard Locked* door. Destroying a trapped item will set off and destroy the trap as well.

The target item must be named, and only the target item will be Destroyed. Items that are contained within or attached will not be affected. If there are two or more items that fit the description of the incant, then a hand-held item will be affected before one simply carried on one's person; thus if a caster says "I summon a force to destroy your weapon" then the sword that is being carried will be destroyed rather than the dagger strapped to the back.

If the item that is being carried is protected against the *Destroy* (such as by being strengthened or by being a magic weapon), then the spell is used up and will not affect another similar item in the possession of the target.

A shield is not considered a "weapon" for the purpose of *Destroy*.

"I summon a force to Destroy <item>."

Celestial 7 Earth

Destroy Undead



Healing

Instant

This spell will destroy any one lesser undead creature. Greater undead will take 50 Body Points of damage.

This spell will not affect a living target, although, like all spells, it will remove a living person's *Spell Shield* or *Reflect Magic*.

"I call upon the earth to Destroy Undead."

7 Earth

Destruction



Curse

10 Minutes

This spell will cause the victim to take double damage from all attacks that would affect them, either physical or magical. This applies only to damage causing attacks; for instance, a *Bind* spell would still affect the victim normally.

This effect is not cumulative; if a victim is hit by two *Destruction* spells, the second one will have no effect except to restart the time period before the *Destruction* expires.

This spell will not affect a creature's threshold or other defensive mechanisms, nor does it make a creature vulnerable to attacks that would normally not affect it.

This effect will last for 10 minutes or until removed by a *Remove Destruction*, a *Purify*, or a *Dispel*.

"I curse you with Destruction."

7 Earth

Disarm



Summoned Force

5 Seconds

This spell causes the target to drop one specific hand-held item. The dropped item may not be picked up by the victim for five seconds.

The caster decides what the item is that is to be disarmed. A general description like "weapon" is fine, although if the target is holding two items that match the description, it is the target's choice as to which to drop. If the target is only carrying one thing, then "item" is sufficient.

Shields, arrows, and bolts are not considered "weapons" for purposes of this spell, although a bow or crossbow is. If the caster wishes to disarm a shield, arrow or bolt, then the specific item must be stated in the verbal.

Spell packets cannot be affected by this spell, but gas globes can be.

Disarm is strong enough to overcome any rope or chain that may be attached to the hand. If the chain is unshatterable then it will become "unrung." You cannot avoid this spell by tying your weapon to your hand.

If a *Paste of Stickiness* was applied to the item up to ten minutes prior, the item will remain in your hand, but the *Paste of Stickiness* will be used up in the process. The *Paste of Stickiness* tag must be taped to the item. The proper call to use in this circumstance is "no effect."

A *Spirit Linked* item will not be dropped, but cannot be used for five seconds. The victim must place the weapon behind his or her back for the five seconds.



You cannot avoid this spell by borrowing a weapon and thus claiming that the spell doesn't affect you because the weapon isn't "yours." Nor can you avoid it by dropping the weapon to the ground or throwing your weapon up in the air just before the packet is about to hit you, thus claiming that the weapon was not in your possession at the point of contact of the spell.

"I summon a force to Disarm your <item>."

Celestial 1 Earth

Disease



Necromancy

10 Minutes

This spell will infect the recipient with a debilitating disease. The infection is not contagious, but makes the victim unable to run.

Against undead, this spell will remove the effects of a *Cure Disease* spell.

This spell might not be effective against creatures without a metabolism.

"I call upon chaos to cause Disease."

1 Earth

Dispel



Protection/Enhancement

Instant

This effect will dispel all active effects on a given creature or object whatever the cause, whether beneficial or harmful.

It will not remove *Wards*, *Circles of Power*, or anything from the Greater Command effects group (*Amnesia*, *Love Potion #9*, *Enslavement*, *Euphoria* or *Terror*) with the exception that it will remove the effect of *Amnesia* if administered within the first ten minutes.

Dispel will remove *Wizard Locks*, *Walls of Force*, and *Prisons*.

A *Dispel* thrown at a person will not remove effects on any items held by that person. For instance, *Belthivis* is hit by a *Dispel*. All of his spell protectives are now gone. However, the *Weakness Weapon Coating* he has on his dagger is still active.

A *Dispel* thrown at a caster will not stop already existing effects of that caster's spell. For example: *Darlissa* casts a *Shun* at a goblin. She is then hit with a *Dispel*. All active spells on her are now gone, but the *Shun* is still in effect.

"I grant you the power to Dispel"

Celestial 8

Dominate



Command

10 Minutes

This effect makes the victim subject to specific commands of the person who administered the effect. For the elixir, it would be the person who administered the elixir, which would include placing it within food or drink, even if that person is not in view at the time.

The target of a *Dominate* will not attack the person who administered the *Dominate* while it is in effect.

The administrator can give the target multiple commands within the ten minute period, but the victim will only follow the last one given.

While following these commands the target is in a trance and performs the last order until that order has been completed. Afterward the target will stand and await the next order.

After ten minutes (or after the effect is countered), the victim comes out of the trance and acts as normal, and has full knowledge that he or she was dominated and what was done during that time.

While dominated, the victim must perform actions to the best of his or her ability and knowledge, including the use of spells and skills. The victim does not have the ability to pick and choose less effective abilities to use,

nor may they choose to not perform certain commands due to their personality or race. For example, if the victim knows that the person who *Dominated* them is undead, and that person commands the victim to heal them, they will not only cast necromancy on that person but will not be able to choose to use less powerful spells if they have more powerful ones available that are needed. Similarly, if a Flame Elemental *Dominated* someone, and that character knew that Flame Elementals are healed by Flame, they would do their best to use Flame to heal the Elemental if commanded.

The victim can defend themselves from any attackers, but if the caster attacks the victim the Dominate effect ends.

This effect can be removed by an *Awaken*, a *Break Command*, a *Dispel*, or a *Purify*. Note as well that only one Command effect may be active on the victim at any one time. The most recent Command effect takes precedence. This spell is not strong enough to override any Greater Command effect such as *Enslavement*.

The death of the administrator will not necessarily end the *Dominate*. For instance, *Darlissa is Dominated to Vorin who commands her to heal him. She stands behind him and throws healing into him as he needs it in battle. Vorin is killed by Rendal, and Darlissa immediately throws a Life spell at Vorin and then heals him up. Vorin's death did not stop the Domination.*

This spell only works on creatures that have a mind as defined by the game. Many creatures (such as lesser undead, golems or insects) do not have a mind that can be affected by this effect.

The only valid commands that a caster can give a target while they are dominated are listed below. Note that the wording of a command does not need to exactly match the following but it should be similar enough to it so that the target can understand what is meant.

Defend me: The target must protect the caster from all attacks to the best of their ability, even if it requires using spells and magic items. During this time, the target will not attack anyone who is not attacking them or the caster.

Follow me: The target must follow the caster. The target will not attack anyone who is not attacking them.

Give your <item> to me: The target must give the named item to the caster.

Heal me: The target must make every attempt to heal or *Life* the caster. During this time the target will not attack anyone and will do everything possible, including fighting their allies, to prevent the healing from being stopped.

Return to normal: This command ends the Dominate effect.



Dragon's Breath



Evocation

Instant

This spell allows the caster to throw a bolt of magical flame which inflicts 40 points of fire damage to the victim. The flame is eldritch in origin and will not otherwise set anything alight.

"I call forth a Dragon's Breath."

Celestial 8

This spell lasts until dispelled or ten minutes pass, whichever is first.

Note that this spell only affects creatures who are harmed by earth, but does not heal those normally healed by earth. Since all players are not undead, they will not be affected by any creature calling "earth" damage. However, this spell will set off a *Magic Armor* even if the target is immune to the spell's effect.

Damage bypasses any armor on the target and does direct body damage.

"I call upon the earth to grant you an Earth Blade."

6 Earth

Drain



Necromancy

10 Minutes

This effect will introduce impurities into the victim's blood. The victim is left extremely weak, and unable to fight or move faster than normal walking speed. The victim becomes unable to use any Game Abilities.

It can be removed by a *Purify* or a *Dispel* or by the death of the victim.

If this spell is cast upon an undead creature, it will have the same effect as a *Purify* has on a living creature. In this capacity, *Drain* will remove Healing effects instead of Necromancy effects.

It may be ineffective on certain creatures that have no metabolism.

"I call upon chaos to Drain you"

8 Earth

Earth Storm



Healing

Concentration

This spell allows the caster to throw earth-based damage spells.

At the time of casting, the caster plants both feet. As long as both feet remain planted, the verbal is stated, and the spell is not disrupted as per normal spell rules, the caster may throw packets. While the spell is in effect, the caster can perform no other Game Ability nor cast any other spell.

Each packet thrown counts as a separate spell which causes 10 points of earth damage, which goes directly into Body Points and is not blocked by armor. The caster must say "Earth Storm" with each packet thrown.

This spell will only damage creatures who are damaged by earth and may not be used to heal. Undead will thus take 10 points of damage per packet (*not 20!*), while most living creatures will not take any damage. However, like all spells, this spell will use up a *Spell Shield* or *Reflect Magic* even if the target is immune to the spell's effect.

"I call upon the earth to summon an Earth Storm, Earth Storm, Earth Storm..."

9 Earth

Earth Blade



Healing

10 minutes

This spell allows the recipient to transform a weapon into a temporary earth-enchanted blade. The recipient chooses when to use the *Earth Blade*, and announces the total damage of the swing while saying "earth" instead of "normal" or "silver." It may be used on any weapon, even bows and crossbows.

Elemental Blade



Protection/Enhancement **10 Minutes**

This spell allows the recipient to transform a weapon into a temporary elemental-enchanted blade.

The recipient chooses which element and when to use the *Elemental Blade*, and announces the total damage of the swing while saying “<element>” instead of “normal” or “silver.”

Available choices are ice, flame, lightning, or stone. It may be used on any weapon, even bows and crossbows.

This spell lasts until dispelled or ten minutes pass, whichever is first.

“I grant you the power of an Elemental Blade.”

Celestial 4

Elemental Blast



Evocation **Instant**

This spell allows the caster to affect a target with a bolt of magical stone, lightning, ice, or flame, doing 45 points of eldritch damage.

The caster of the spell may choose which type of damage to throw at the time of the casting, signifying such through the verbal.

“I call forth a(n) <flame, ice, lightning, or stone> Blast.”

Celestial 9

Elemental Shield



Protection/Enhancement **Indefinite**

This spell protects the recipient from the next effect with the word “elemental” in the verbal. It is then immediately used up.

This spell cannot be used to protect the recipient from a flame or acid trap or from elemental-based Evocation spells.

“I grant you the power of an Elemental Shield.”

Celestial 6 Earth

Endow



Protection/Enhancement **Indefinite**

This spell endows the recipient with the ability to inflict two extra points of damage if the swing hits the target.

The total damage must be announced while swinging.

Once called, the spell is used up whether the blow succeeds or not.

The recipient may choose when to use an *Endow*.

An *Endow* will also allow a recipient to

break free, or to break someone else free, from an *Entangle*. However, doing so immediately expends the benefit of the spell. You must state “Endow, I break you free” when doing so. This is an out-of-game statement and can be made while under the effects of *Silence*.

This spell can also be used to perform certain limited role-playing tasks such as quickly dragging an unconscious or debilitated creature for five seconds without having to literally perform the task out-of-game. You must state “Endow” when doing these actions. This is an out-of-game statement and can be made while under the effects of *Silence*.

Endow does not allow you to break a lock or other item, throw creatures, break down doors, or jump long distances. It does not allow you to hurt a monster that can only be damaged by magical weapons.

“I grant you the power of an Endow.”

1 Earth

Enflame



Summoned Force **5 Seconds**

This effect causes any hand-held item to flare with painful magic, causing 20 points of damage to the person or creature carrying the item. It will also act as a *Disarm* effect towards that item if the creature is affected by the damage. Since this effect is in the Summoned Force effect group, only defences against Summoned Force are applicable.

If you are not holding a hand-held item, then this spell will do no damage to you (although, like all spells, it will remove your *Spell Shield* or activate a *Reflect Magic*). Claws are not considered a hand-held item.

“I summon a force to Enflame <item>.”

Celestial 6

Enslavement

Greater Command **Indefinite**

The victim of this effect is enslaved to the person administering the effect and obeys absolutely any and all commands given by the person to whom they are enslaved.

If administered by a poison, the victim will be enslaved to whoever did the poisoning, even if that person is not in view at the time.

The victim will even commit suicide, cast necromancy, or otherwise act out of character in pursuit of the commands.

An enslaved person will never attack the person who enslaved them unless ordered by the enslaver to do so.

If enslaved and given an order through a *Charm*, *Dominare*, or through any other effect which contradicts an order given by the enslaver, the *Enslavement* will always take precedence. If there is no conflict then the enslaved victim must still obey all rules of other controlling magics. The most recent *Enslavement* effect takes precedence if there is a conflict.

You cannot be enslaved to ignore other effects; in other words, the enslaver cannot order you to never be affected by *Fears* or *Dominates* or *Intoxicates* or any other effect that would normally affect you. The victim continues to obey the commands until cured. *Enslavement* can only be removed by the specific antidote or through resurrection.

Characters cured of *Enslavement* will remember having been enslaved. This does not override any applicable *Amnesia* effects.

Enslavement Antidote



Remove Greater Command **Instant**

This antidote is the only thing that releases a victim from the effects of an *Enslavement* effect other than resurrection.

It will not remove role-playing-only biata or stone elf mental affects.

Entangle

Binding **10 Minutes**

Some monsters can shoot a substance that uses a physical means to trap victims (such as sticky strands of silk). The effect of this is like the effect *Web* except that it is not normally magical in any way. Unless otherwise specified by an explicit delivery type, it is entirely a physical effect and as such is not stopped by any *Spell Protections*.

An *Oil of Slipperiness* applied to the body less than ten minutes beforehand will protect against one such attack.

A *Release* spell, an *Alchemical Solvent*, or an *Oil of Slipperiness* will free a victim. It can also be removed by a *Dispel*. A *Purify* will not release the victim, as this is not an effect on the spirit.

The victim can be cut by someone using an edged weapon, but this takes at least three seconds (“One I cut you out, two I cut you out, three I cut you out.”).

You can use an *Endow* to break free, expending the spell or skill in the process. Someone else with an *Endow* effect can likewise break you free.

Euphoria

Greater Command **Indefinite**

This elixir is highly addictive. It gives the victim a feeling of euphoria that lasts about an hour. Any time the addicted character does not get one dose of *Euphoria* in a 24 hour period, one Body Point is temporarily deducted from that character’s maximum Body Points.

The 24 hour period is calculated from the time of the initial ingestion of the *Euphoria* elixir.



This maximum Body Point deduction cannot be cured as long as the person is still under the effects of the drug. The cumulative maximum Body point deduction damage will not take place between events or at events not attended.

A victim who reaches -1 Body Points will die, needing a resurrection (a *Life* spell will not work, as their maximum Body Point total is still -1).

The grip of *Euphoria* can only be broken if the character is given the specific antidote, or by resurrection. Receiving the Antidote will allow for healing up to the victim's maximum amount of Body Points before the *Euphoria*.

Euphoria Antidote



Remove Greater Command **Instant**

This antidote is the only thing other than resurrection that releases a victim of *Euphoria*. It will restore the victim's normal Body Point maximum but does not cure any Body Points lost during the addiction.

Fear

Command **10 Minutes**

Some creatures have the ability to invoke a magical fear.

The feared victim must attempt to break Line of Sight and cannot perform any Game Abilities while trying to escape.

If breaking Line of Sight is impossible,

the victim will stay as far from the attacker as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature is dead.

For example, Ena gets Feared by a vampire. She runs screaming around a corner and five seconds later (as per the "Line of Sight" rule), she feels calm again. She reaches into her pouch to pull out an Awaken potion but the vampire then appears around the corner. Ena is once more feared to the point where she can do nothing but run screaming again, trying to break Line of Sight, as the ten minutes are not up.

The racial abilities *Resist Command* and *Resist Fear* can be used as a defense against this ability and an *Awaken*, *Dispel* or *Purify* will free someone who is *Feared*. The fear can also be broken by a *Break Command*.

Note as well that only one Command effect may be active on the victim at any one time, and the most recent Command effect takes precedence.

Feeblemind



Alteration **10 Minutes**

This effect lowers a character's intelligence to that of an idiot for ten minutes.

A *Feebleminded* person is still smart enough to run away from obvious danger but too stupid to use any Game Abilities (even *Read and Write*) or use potions, scrolls, elixirs or magic items.

A Feebleminded person can never take actions to cure the *Feeblemind*. It can be removed by an *Antidote*, a *Dispel*, or a *Purify*.

Flame Bolt



Evocation **Instant**

This spell inflicts 20 points of eldritch flame damage to the victim.

"I call forth a Flame Bolt."

Celestial 4

Fortress



Eldritch Force **10 Minutes**

This spell provides its target with limited immunity to weapon attacks. The spell will last ten minutes or until the target breaks the spell's physical requirements.

The target of the spell must plant his or her feet and raise both arms above the head without crossing them. Moving either foot or lowering an arm ends the spell.

Any body damage taken also breaks the Fortress.

The target may touch-cast spells (on themselves only) but may use no other Game Abilities without breaking the protections of the Fortress.

While the Fortress lasts, the target is immune to weapon blows of 10 or less.

For example: Belthivis finds himself surrounded by undead. He holds his hands over his head and casts a Fortress. An undead hits him for "9 Death" and Belthivis says "no effect" because it is less than his Protection Aura of 10. Another undead hits him for "11 normal" but that only affects his armor, and so the Fortress is still active. Belthivis touch-casts an Armor spell and a Spell Shield on himself while

still in the Fortress. After ten minutes the Fortress will expire if he does not lower it himself or take any body damage.

“With eldritch force I build a Fortress.”
Celestial 1

Hallucinate



Alteration 10 Minutes
This alchemical substance causes the victim to hallucinate. They will see pink elephants and other strange things for ten minutes. The victim will probably be aware that they are under the effects of a poison but will be unable to do much about it.

Hallucinate is a role-play effect which affects all of the user’s perceptions, not just their sight. A blindfold might block out visual hallucinations (or it might not), but it would not block out the character’s other senses, which are also affected by the Hallucinate.

When under its effects, Game Abilities can be used, but the player will most likely use them against imaginary creatures, and may even read potion labels and scrolls incorrectly in their delirium.

It can be removed by an *Antidote*, a *Dispel*, or a *Purify*.

Harm Undead



Healing Instant
This spell inflicts 20 Body Points of damage to an undead creature.

This spell will not affect a living target, although it will remove a living creature’s *Spell Shield* or *Reflect Magic*.

“I call upon the earth to Harm Undead.”
3 Earth

Help Undead



Necromancy Instant
This spell will heal an undead creature for 20 Body Points of damage.

This spell will not affect a living target, although it will remove a living creature’s *Spell Shield* or *Reflect Magic*.

“I call upon chaos to Help Undead.”
3 Earth

Ice Bolt



Evocation Instant
This spell inflicts 15 points of eldritch cold damage to the victim.

“I call forth an Ice Bolt.”
Celestial 3

Ice Storm



Evocation Instant
This spell inflicts 35 points of eldritch cold damage to the victim.

“I call forth an Ice Storm”
Celestial 7

Intoxicate



Alteration 10 Minutes
This acts as a strong alcoholic drink yet is odorless and tasteless. It will render the victim quite drunk and will affect all characters and races, even those that for role-playing reasons are “immune” to alcohol. It can be removed by an *Antidote*, a *Dispel*, or a *Purify*.

Laugh



Alteration 10 Minutes
This effect will cause the victim to laugh and giggle repeatedly for ten minutes, during which time no Game Abilities can be used.

The victim can still run from the area and can still speak between giggles and thus call for help, activate a magic item, or drink an *Antidote*.

It will affect all characters, even stone elves. It can be removed by an *Antidote*, a *Dispel*, or a *Purify*.

Lesser Investment



Eldritch Force 5 Days
This spell must be cast by a caster who is invested in a *Ward* or *Wizard Lock*. While inside that *Ward* or *Wizard Lock*, the caster may use this spell to invest others into the *Ward* or *Wizard Lock*. Any who are inside when the spell is cast are invested and may enter and leave at will or recognize others into the *Ward* or *Wizard Lock*.

In no event will this spell last longer than the *Ward* or *Wizard Lock* to which the person is invested. If a *Ward* is created on Day 1 and a *Lesser Investment* is cast on Day 4, both will expire on Day 5.

“With eldritch force I build a Lesser Investment.”
Celestial 3

Life



Gift Instant
This spell must be cast within five minutes of a creature’s death. It restores the crea-

ture to one Body Point and the creature is not forced to resurrect. Only this spell can save someone who has been given a *Killing Blow* or hit by a *Death* effect.

This spell will not normally affect a living target or an undead creature, nor a permanently dead character. Like all spells, it will remove a living person or undead creature’s *Spell Shield* or *Reflect Magic*.

This spell must be cast upon the player’s body to be effective. Once the spell is cast, the entire body reforms and any parts elsewhere will dissipate. See page 92.

“I grant you the gift of Life.”
9 Earth

Light



Eldritch Force 5 Days
This effect produces a glowing light and allows the person activating the effect to kindle a light wand. The light can then be used by anyone.

This will not work without a physical representation. You cannot cast a *Light* spell at a person or tree and have the person or tree glow. There must be a flashlight or other out-of-game light source provided.

If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone’s face.

This spell (like all spells) will remove a *Spell Shield* or *Reflect Magic*.

“With eldritch force I build a Light.”
Celestial 1

Light Vorpall Coating



Coating Indefinite
Putting this contact gel on a weapon makes the weapon inflict 2 extra points of damage once for the very next strike.

The tag must be taped to the weapon.

This cannot be combined with any other weapon contact gel such as other vorpall coatings.

Lightning Bolt



Evocation Instant
This spell inflicts 10 points of eldritch lightning damage to the victim.

“I call forth a Lightning Bolt.”
Celestial 2



Lightning Storm



Evocation

Instant

This spell inflicts 30 points of eldritch lightning damage to the victim.

“I call forth a Lightning Storm.”

Celestial 6

Liquid Light



Coating

Until Daybreak

This substance will allow for the use of a cyalume light stick or other light phys rep to be used in-game.

It lasts until daybreak or until the phys rep stops working, whichever is shorter. It cannot be applied to a tree or other object to make it glow.

Love



Command

10 Minutes

This causes the victim to fall deeply in love with the next member of the appropriate sex seen.

The victim will not act out of character while in love; he or she may flirt, ask the new love out for a romantic dinner, write bad poetry, or perhaps merely pine away from a dis-

tance. This potion is *not* an aphrodisiac.

It lasts ten minutes and like all Command effects can be resisted by a *Resist Command* or *Resist Poison* and removed by a *Break Command* or an *Awaken, Antidote* or *Purify*.

Note as well that only one Command effect may be active on the victim at any one time, and the most recent Command effect takes precedence.

Love Potion #9



Greater Command

5 Days

This potion acts the same as the regular *Love Poison* except that it cannot be cured or resisted. It will expire on its own in five days or upon resurrection.

Magic Armor



Protection/Enhancement

Indefinite

This spell will protect the wearer from the next single weapon strike. The recipient must state “Magic Armor.”

The attack and the *Magic Armor* are then expended.

This does not protect against a Killing Blow or a fall, nor does it work against any traps other than weapon traps.

A *Magic Armor* will be used even if the amount of damage called is “zero.”

“I grant you the power of a Magic Armor.”

Celestial 2 Earth

Magic Blade



Protection/Enhancement

10 Minutes

This spell allows the recipient to transform a weapon into a temporary magic-enchanted blade, allowing damage against certain creatures which can only be harmed by magic. It may be used on any weapon, even bows and crossbows.

The recipient announces the total damage of the swing while saying “magic” instead of “normal” or “silver.”

“I grant you the power of a Magic Blade.”

Celestial 6

Magic Storm



Evocation

Concentration

At the time of casting, the caster plants both feet. As long as both feet remain planted, the verbal is stated, and the spell is not disrupted as per normal spell rules, the caster may throw packets. While the spell is in effect, the caster can perform no other skill nor cast any other spell.

Each packet thrown counts as a separate spell which causes 10 points of damage. The caster must say “Magic Storm” with each packet thrown.

Like all spells, this spell will use up a *Spell Shield* or *Reflect Magic* even if the target is immune to the spell’s effect.

“I call forth a Magic Storm, Magic Storm, Magic Storm...”

Celestial 9

Nausea



Alteration

10 Minutes

This elixir will cause the victim to be violently ill for ten minutes, during which time no Game Abilities can be used. The victim can walk slowly from the area and can still speak between heavens and thus call for help, drink an elixir or potion, or activate a magic item. It can be removed by an *Antidote, Dispel*, or a *Purify*.

Oil of Slipperiness



Coating

10 Minutes

When this contact gel is placed on an item no larger than a weapon, it prevents that item from being held for ten minutes from the time the item is first touched. This can be counteracted by an *Alchemical Solvent* or a *Paste of Stickiness*. If placed upon the body or clothing, this substance will resist one *Entangle* attack, after which it will be expended.

For example: Terin is getting ready to go into a battle against giant spiders. He is aware

that they can throw entangles, so he takes out his Oil of Slipperiness and applies it to himself. This is represented by taking the tag, ripping off the “unused” flag. He runs into battle and is hit by an entangle. “Resist,” he replies. The Oil is now used up so any other such attacks will affect him as normal.

Note that this will not protect against a Pin, Bind, Web, or Confine spell.

Paralysis



Curse **10 Minutes**

This effect completely immobilizes the victim. The target cannot move any part of their body and may be given a Killing Blow while thus trapped.

This can be removed by a *Remove Paralysis*, a *Dispel* or a *Purify*. A *Release* spell will not remove the effect.

This spell only works on creatures that have a metabolism.

Some creatures, such as undead, golems or some elementals, are not affected by this spell.

“I curse you with Paralysis.”

8 Earth

Paranoia



Alteration **10 Minutes**

This causes the victim to think that everyone is conspiring and plotting against them. Players should react as they think their characters would to this “knowledge.” *Paranoia* will never force a player to cast necromancy or otherwise act out of their true nature.

It can be removed by an *Antidote*, *Dispel*, or a *Purify*.

Paste of Stickiness



Coating **10 Minutes**

When this contact gel is placed on an item no larger than a weapon, it causes anyone touching it for more than three seconds to become stuck to it for ten minutes.

This can be counteracted by an *Oil of Slipperiness*, an *Alchemical Solvent*, or a *Release* spell.

A Killing Blow will not remove this effect but a resurrection obviously will.

If placed upon a weapon or item, this substance will resist one *Disarm* or *Enflame* attack, after which it will be expended.

For example: Terin is getting ready to go into a battle, so he places a Paste of Stickiness on his weapon. This is represented by taking the tag, ripping off the “unused” flag. Terin runs into battle and is hit by a *Disarm* spell. “Resist,” he replies. The Paste of Stickiness is

now used up, so the next *Disarm* spell will affect him as normal.

A victim hit with an *Enflame* spell will still say “resist” to the disarming magics of the spell but will still take the physical damage from the spell.

If used on a weapon and the weapon is destroyed or shattered, the holder will be stuck with the weapon’s pommel in his or her hand for the duration of the *Paste of Stickiness* and cannot hold anything else in that hand during that time. Out-of-game, you should drop your weapon phys rep but hold your hand in a fist for the remainder of the ten minutes.

Pin



Binding **Line of Sight**

This spell will instantly root the target’s right foot in place. If the target’s foot was off the ground at the time the packet hit, then the foot will be forced to the ground. The target may pivot their body 360 degrees but may not move their right foot.

It can be removed by a *Dispel*, a *Purify*, or a *Release*.

“With mystic force I Pin you.”

Celestial 2 Earth

Poison Shield



Protection/Enhancement **Indefinite**

This effect protects the recipient from the next attack with the word “poison” in the verbal. It is then immediately used up. It will not protect against ingested elixirs, Weapon Coatings, or Contact Gels such as *Oils of Slipperiness* or *Pastes of Stickiness*.

“I grant you the power of a Poison Shield.”

4 Earth

Prison



Eldritch Force **10 Minutes**

This spell seals the victim into a rigid, form-fitting and unbreakable barrier, trapping him or her within. The victim cannot move, speak, or perform any Game Abilities, including High Magic abilities.

It lasts for ten minutes, but may be dropped by the caster at any time if he or she touches the victim and states “Prison down.” This statement is out-of-game, and can be used even if the caster is *Silenced* or inside the Prison. Any observers who hear the statement are aware that the Prison was dropped, and might know who dropped it.

A *Dispel* will bring down the Prison, but will not dispel any other effects on the creature inside.

Any creature sealed within a Prison will call “No effect” to all effects (except *Dispel* and the Massive carrier), nor will they take any damage from physical attacks or traps. *Healing Arts* or *First Aid* will not work through a *Prison*. A creature within a *Prison* cannot be searched.

No Game Abilities, including High Magic abilities, may be used while under a *Prison* effect.

However, the *Prison* does not provide complete and absolute protection against harm. The victim will suffocate if placed underwater (assuming the victim needs to breathe to survive). The Prisoned creature may also be injured or slain from overwhelming damage such as falling from a great height, at the judgement of a Marshal or Plot member on the scene.

A *Vampire Charm* or other gaze attack will still work provided the Prisoned creature’s eyes were open at the time the *Prison* was cast.

As with a *Ward*, no gasses other than air can get inside. The barrier is not a frictionless surface, and has as much friction as a normal creature.

A victim of the *Prison* is completely aware of his or her surroundings and unless unconscious or otherwise impaired will remember all that occurred while Prisoned.

Only the caster may deliver a Killing Blow to the recipient. The caster must say “Prison Down” after delivering a Killing Blow. (“Killing Blow one, Killing Blow two, Killing Blow three, Prison Down.”) If the Killing Blow fails (for example, the creature inside is immune to the caster’s attack), then the *Prison* will drop as soon as the Killing Blow is completed and the creature may then defend itself.

A Killing Blow delivered with the Massive carrier will still take a *Prison* down, whether it succeeds or not, and whether performed by the caster of the *Prison* or not.

For safety reasons, you are never allowed to lay the Prisoned victim on the ground, remove the *Prison*, and then beat the victim to -1 points.

“With eldritch force I build a Prison.”

Celestial 9

Purify



Healing **Instant**

This effect will remove all harmful effects from the spirit, leaving protectives. “Harmful effects” includes everything in the effects groups Alteration, Binding, Command, Curse, and Necromancy.

It will not remove effects in the Greater Command group even though those effects are on the spirit. It will not cure any damage previously wrought by any effect.

Purify will *not* remove effects that are not on the spirit (such as *Entangle*, *Prison*, *Wizard Lock*, or *Walls of Force*).

This spell will affect an undead as a *Drain* affects the living. It is also a very good in-game cure for an in-game hangover.

"I call upon the earth to Purify you."

8 Earth

Quicksilver



Coating

Indefinite

Putting this contact gel on a weapon makes the weapon inflict silver damage once for the very next strike. The damage call is "<damage> silver."

Reflect Magic



Protection/Enhancement

Indefinite

This effect will reflect the next effect delivered by the "spell" qualifier cast at the recipient back upon the caster, after which it is used up. The recipient must say "Reflect Magic" to inform the caster that the spell was returned.

This spell lasts until used or Dispelled, and cannot be used in conjunction with a *Spell Shield*. If you have a *Reflect Magic* active, you may still "accept" spells that are touch-cast.

When you *Reflect*, *Bane*, or *Riposte* an effect that has already been *Reflected*, *Baned*, or *Riposted*, the target of the effect is once again the original target. You may never *Reflect*, *Bane*, or *Riposte* an effect more than once from the same effect.

"I grant you the power of a Reflect Magic."

Celestial 8 Earth

Release



Binding

Instant

This spell will release a creature caught in a *Bind*, *Pin*, *Web*, or *Confine* effect as well as negating all active *Paste of Stickiness* effects upon the creature. It will not free someone under the effects of a *Paralysis* or a *Prison*.

This spell will remove all active binding effects, including *Entangle*, as well as handcuffs, ropes, stocks, etc.

It will not unlock a door.

A Hold can be called if you are physically tied up and need time to remove the item constricting you.

"With mystic force I Release you."

Celestial 5 Earth

Remove Destruction



Remove Curse

Instant

This spell will cancel all *Destruction* effects.

It will not restore any lost Body Points.

"I rid you of Destruction."

7 Earth

Remove Paralysis



Remove Curse

Instant

This spell will cancel all *Paralysis* effects.

"I rid you of Paralysis."

8 Earth

Remove Silence



Remove Curse

Instant

This spell will cancel all active *Silence* effects.

"I rid you of Silence."

5 Earth

Remove Weakness



Remove Curse

Instant

This spell will cancel all active *Weakness* effects.

"I rid you of Weakness."

3 Earth

Repel



Binding

Concentration

This spell requires the caster to hit a target with a spell packet and hold the hand used to throw the packet palm out, facing the recipient. The victim and the target should then stay at least ten feet apart while the spell is in effect, and the caster must keep the hand held out toward the target.

The outstretched hand cannot be used for any other purpose, although the caster may use the other hand for in-game skills.

When the spell is first cast, the recipient must move ten feet away from the caster. After that, neither the recipient nor the caster may approach within ten feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either could back away.

If the victim is within ten feet when the spell is cast, the victim must move away, but never in a manner that will endanger the victim or cause direct harm to the victim. In other words, the victim cannot be made to jump off a

cliff or walk towards a magical rift or do any other action which would cause harm.

This spell does *not* create a ten foot magical circle around the caster which is effective only upon the victim; if the victim has to come closer than ten feet in order to get away (for example, to pull close to the caster in order to get to an exit), then that is permissible.

While within that ten foot area, however, the victim can take no in-game actions against the caster.

"With mystic force I Repel you."

Celestial 2 Earth

Restore



Healing

Instant

This spell causes the target's limbs to become restored. One casting of this spell can restore all affected limbs.

This spell is also the only way short of a *Life* spell or a resurrection to restore a limb that has been severed or amputated, or to restore a broken hand or arm.

When cast upon undead, it has the same affect as a *Wither* has on living victims.

"I call upon the earth to Restore your limbs."

6 Earth

Sanctuary



Healing

10 Minutes

This spell will remain in effect as long as the subject's hands are clasped above the head



and no body damage is taken, or ten minutes, whichever is shorter. The recipient is protected against all weapon attacks from undead creatures, including arrows and bolts. It does not protect against Spell Strikes.

You cannot run while affected by a *Sanctuary*. You can not do anything that requires the use of your hands, such as cast spells, use weapons, use poisons, feed someone a potion, or pick up items. However, you can touch-cast on yourself or activate a magic item.

You can be fed a potion and you can continue to hold things that were in your hands at the time the *Sanctuary* began.

“I call upon the earth to grant you Sanctuary.”
3 Earth

Serious Vorpall Coating



Coating **Indefinite**

Putting this contact gel on a weapon makes the weapon inflict 10 extra points of damage once for the very next strike.

The tag must be taped to the weapon.

This cannot be combined with any other weapon contact gel such as other vorpall coatings.

Shatter



Summoned Force **Instant**

This spell will destroy any weapon, shield or any object up to the size of a shield, rendering it useless. It cannot be used to create a shield-sized hole in an object larger than a shield. The phys rep will not become unrecognizable, only unusable.

This spell can target a suit of armor and will destroy the armor completely if the suit's maximum value is 20 points or less. The armor cannot be refit and is ruined forever. Should the armor have a maximum value of greater than 20 points, it will be unaffected by the *Shatter* (and the owner should call “No Effect”).

The spell will not work on a permanent magic item or a magically protected item such as a *Wizard Locked* door.

Shattering a trapped item will set off and destroy the trap if the trap was set.

The target item must be named, and only the target item will be Shattered. Items that are contained within or attached will not be affected.

If there are two or more items that fit the description of the incant, then a hand-held item will be affected before one simply carried on one's person; thus if a caster says “I summon a force to shatter your weapon” then the sword that is being carried will be shattered rather than the dagger strapped to the back.

If the item that is being carried is protected

against the *Shatter* (such as by being strengthened or by being a magic weapon), then the spell is used up and will not affect another similar item in the possession of the target.

A shield is not considered a “weapon” for the purpose of *Shatter*.

“I summon a force to Shatter <item>.”
Celestial 3 Earth

Shield



Protection/Enhancement **Indefinite**

This spell gives the recipient 5 extra Armor Points.

These extra points are the first Armor Points lost due to damage.

This spell is not limited by Armor Point limitations. A scholar, for instance, can wear the maximum 15 point suit of armor and still have this spell active.

“I grant you the power of a Shield.”
Celestial 2

Shun



Command **10 Minutes**

This spell causes the victim to feel great discomfort around the caster. The victim will not initiate attack on the caster while the spell is in effect, and the victim will immediately move at least ten feet away from the caster and stay at least that far away while the spell is in effect.

If the victim is within ten feet when the spell is cast, the victim must move away, but never in a manner that causes direct harm or endangers the victim.

In other words, the victim cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm.

This spell does *not* create a ten foot magical circle around the caster which is effective only upon the victim; it merely makes the victim attempt to stay at least ten feet away.

If the victim has to come closer than ten feet in order to get away (for example, to pull close to the caster in order to get to an exit), then that is permissible. While within that ten foot area however, the victim can take no in-game actions against the caster.

This spell is a Command spell and can be resisted with the racial ability *Resist Command*, and it can be cured with an *Awaken*, *Dispel*, *Purify*, or *Break Command*. Only one Command effect may be active on the victim at any one time, and the most recent Command effect takes precedence.

“I command you to Shun me.”
Celestial 4 Earth

Silence



Curse **10 Minutes**

The victim of this spell cannot talk, activate magical items, or cast any spell. The player must still call out the damage points his or her weapons inflict if combat ensues while the spell is in effect, as well as any out-of-game phrases such as “Reflect Magic,” “Parry” or “Prepare to Die.”

The silence can be removed by either *Remove Silence*, *Purify* or *Dispel*.

“I curse you with Silence.”
5 Earth

Sleep



Command **10 Minutes**

This spell causes the target to instantly fall into a deep sleep. Not even strong shaking or yelling in the victim's ear will rouse them from this magical sleep.

An *Awaken*, *Purify* or *Dispel* will wake the victim immediately.

This effect will not work on some creatures without a metabolism, such as undead creatures, golems, or some giant insects.

This is a Command effect and can be resisted by creatures with a *Resist Command* ability and removed with a *Break Command*. Note as well that only one Command effect may be active on the victim at any one time, and the most recent Command effect takes precedence.

“I command you to Sleep.”
Celestial 6 Earth

Solidify



Eldritch Force **Instant**

This spell forces a gaseous form to become immediately solid. The creature may be able to turn gaseous again if it has the skill.

This spell will not work on certain creatures who are gaseous normally, such as noncorporeal undead or air elementals.

“With eldritch force I Solidify you.”
Celestial 8

Spell Shield



Protection/Enhancement **Indefinite**

This spell will cancel the next effect delivered by the “spell” qualifier cast at the recipient, including beneficial spells, after which it is used up. It will also protect against attacks

that have the word “magic” in their incant.

It does not protect the recipient from a magic weapon blow. *For example: Finther is hit by Vorin who is using a magical weapon. “4 Magic” says Vorin. Finther’s Spell Shield will not protect him from this blow.*

You must say “Spell Shield” immediately when this spell is used. *Spell Shield* cannot be used in conjunction with a *Reflect Magic*.

If you have a *Spell Shield* active, you may still accept spells that are touch-cast. You cannot “accept” spells that are thrown at you, nor can you accept spells when you are unconscious.

“I grant you the power of a Spell Shield.”

Celestial 5 Earth

Stone Bolt



Evocation

Instant

This spell inflicts 5 points of eldritch stone damage to the victim.

“I call forth a Stone Bolt.”

Celestial 1

Stone Storm



Evocation

Instant

This spell inflicts 25 points of eldritch stone damage to the victim.

“I call forth a Stone Storm.”

Celestial 5

Subjugate



Eldritch Force

10 Minutes

This effect allows the control of either a golem or elemental who is subject to specific commands of the person who administered the effect: In the case of the spell, this would be the caster.

The target of a Subjugate spell will not attack the person who administered the Subjugate while it is in effect. The administrator can give the target multiple commands within the ten minute period, but the target will only follow the last one given. The caster of the spell may order the target to stop any command once it has been given without explicitly ordering the target to return to normal. For example, a caster could order a target to “Carry that person,” and then “Stop carrying that person.”

Creatures who are spirit stored in golems as defined by the game are also affected by the spell. This includes Player Characters.

While following these commands, the tar-

get is under complete control of the caster and performs the last order until that order has been completed. Afterward the target will stand and await the next order.

After ten minutes (or after the effect is countered), the victim comes out of the control and acts as normal, and has full knowledge that he or she was Subjugated and what was done during that time.

While Subjugated, the victim must perform actions to the best of his or her ability, including the use of spells, skills or innate abilities. Note that this spell cannot force a target to cast or use items that are not in his or her nature or ability to use.

The victim can defend themselves from any attackers, but if the caster attacks the victim, the Subjugate effect ends.

This effect can be removed by a *Dispel*. The death of the caster will end the spell effect.

Only one Subjugate effect may be active on the target at any one time. The most recent effect takes precedence.

Subjugate is an Eldritch Force effect, and as such does not counter or override any Command or Greater Command. Note as well that all golems are immune to Command effects.

For instance, Belthivis has managed to have himself Spirit Stored into an iron golem body. He is hit with a Subjugate spell by his arch enemy Vorin and is ordered to guard Vorin and his party. Belthivis immediately does everything he can to comply. A member of Belthivis’ party then kills Vorin and the spell effect ends, freeing Belthivis.

Greater elementals may have the ability to resist the effects of the *Subjugate* spell.

The only valid commands that a caster can give a target while they are Subjugated are listed below. Note that the wording of a command does not need to exactly match the following but it should be similar enough to it so that the target can understand what is meant.

Guard: The target must protect the caster or any person or object he is told to guard from all attacks, theft or harm to the best of their ability, even if it requires using spells, skills, magic items or innate abilities, as long as it doesn’t go against their nature. During this time, the target of the Subjugate will not move unless to protect the object or person they’re guarding.

Follow: The target must follow the caster or anyone the caster wishes followed. The target will not attack anyone who is not attacking them.

Attack: The golem or elemental will attack a chosen target of the caster’s choosing, even if it requires using spells, magic items or innate abilities. Once the target of the attack command is on the ground, the golem or elemental will not attack and will wait for its new orders.

Carry/lift: The target will carry or lift objects and or people if it has the necessary strength to do so.

Return to normal: This command ends the Subjugate effect.

“With eldritch force I subjugate you”

Celestial 7

Terror

Greater Command

10 Minutes

The target of a Terror effect is overwhelmed by fear and confusion. These emotions are so intense that the character will attempt to flee the area and break Line of Sight, then fall down and curl up with fear. The character is unable to make any conscious decisions, including activating magic items or using skills. For all intents and purposes, they are helpless.

Terror is a Greater Command effect that lasts ten minutes. It can be resisted only through the *Resist Fear* racial skill, and is cured only through a *Break Command* or character death.

For Example: Terin attacks a powerful undead creature which throws a packet at Terin with the call “Arcane Terror.” Terin is defenseless against this attack and runs away screaming until he can no longer see the undead creature. Terin then falls to the ground moaning, role-playing the intense fear his character has been gripped by. After ten minutes, he will come to his senses.

Turn Undead



Healing

10 Minutes

This spell will affect one lesser undead creature, causing it to run from the caster as if affected by *Fear* (see page 118). The undead will immediately attempt to break Line of Sight and can use no Game Abilities while trying to escape.

If breaking Line of Sight is impossible, the undead will stay as far away from the caster as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature (or caster) is dead. The undead will defend itself if cornered and unable to escape.

A *Dispel* or *Control Undead* will rid the creature of this spell, allowing it to return. One casting of *Control Undead* will remove all *Turn Undead* effects.

Greater undead are not affected by this spell in the same manner, although they will be affected as if a *Shun* were cast at them.

This spell will not affect a living target, although it will remove any creature’s *Spell Shield* or *Reflect Magic*.

“I call upon the earth to Turn Undead.”

4 Earth

Vampire Charm

Command

10 Minutes

A creature with this ability can charm a person if they can maintain eye contact for five seconds. This power does not require body contact.

It may also be delivered by other means as well (for example, it could be packet delivered).

If you are charmed by such a creature, then you must obey all commands the creature gives you. These commands are absolute and are much more powerful than a *Charm* spell; instead, it is comparable to an *Enslavement*. If a vampire tells you to commit suicide, you will do so unquestioningly. If you are asked to cast necromancy, you will.

Spell defenses will not stop a *Vampire Charm*; however, the racial skill *Resist Command* will protect the character from this effect and the skill *Break Command* will remove it, as will *Awaken*, *Dispel*, and *Purify*.

Unless stated differently on the monster card, the effect lasts ten minutes. The vampire can renew the *Vampire Charm* within that period.

Only one Command effect may be active on the victim at any one time. The most recent Command effect takes precedence.

Vertigo



Alteration

10 Minutes

This effect will cause the victim to lose balance and be unable to remain standing for ten minutes, during which the victim can not use any Game Abilities.

The victim can still speak and thus call for help or activate a magic item but cannot walk away. It can be removed by an *Antidote*, *Dispel*, or a *Purify*.

Vorpall Coating



Coating

Indefinite

Putting this contact gel on a weapon makes the weapon inflict 5 extra points of damage once for the very next strike. The tag must be taped to the weapon.

This cannot be combined with any other weapon contact gel such as other vorpall coatings.

Wall of Force



Eldritch Force

10 Minutes

This spell creates an invisible barrier that will stretch no more than ten feet across. This spell must be cast on a doorway or other portal of up to ten feet across and 25 feet high.

The floor of the Wall of Force must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a Wall of Force is in place.

Once the Wall of Force has been cast, the physical representation cannot be moved. Neither the Wall nor the frame may be *Destroyed*

or *Shattered*. Normal traps will not affect it.

Nothing may pass through the Wall once the Wall is cast, including spells, thrown gases, weapons and creatures. Air may pass through, but other gasses may not. A gaze attack such as a *Vampire Charm* can be effective through a Wall, as will a *Selunari Curse*.



The wall will last for ten minutes, but may be dropped by the caster at any time if he or she touches the phys rep and states "Wall down." This statement is out-of-game, although any observers who hear the statement are aware that the wall was dropped, and they might know who dropped it.

The Wall will also drop if hit by a *Dispel*.
"With eldritch Force I build a Wall."

Celestial 3

Ward



Eldritch Force

5 Days

This spell magically seals a single room or an entire building. The object so affected

must be an actual unmovable structure such as a building, a tent, or an unmovable wagon.

When the spell is cast, a magic barrier will then appear enclosing the area. All portals into the area are sealed by the barrier, including windows.

Nothing may enter or leave except for air itself. No gaseous forms, gases, weapons, spells—nothing.

This spell allows only one portal into the structure when cast by a single caster. To indicate the presence of a Ward and the location of any portals, a large "W" must be placed on each portal which allows access in and out of the Ward.

A Ward may be enhanced by multiple simultaneous castings. These castings must be performed by separate individuals and the spells cast at the same time. When multiple casters are involved in a Ward, the spell is affected in two different ways. First, each caster beyond the first may designate an additional portal through which the Ward may be accessed, using the same rules as for the initial portal. Second, additional casters will increase the size of the Ward as follows: A single Ward may cover a building up to the size of a small home or large cabin. Larger buildings, as determined by the local chapter's staff, may require multiple Wards to be cast to cover the entire building. Players are encouraged to check with their local staff beforehand to determine if multiple Wards will be required. You cannot mix a *Ward* with a *Wizard Lock* in this fashion.

The "W" must be placed on the portal prior to casting this spell, and this must be performed in-game. Any observers will thus be aware that you are attempting to place a *Ward* or a *Wizard Lock* on the building.

As soon as the spell is cast, the names of the persons who are invested must be written on the marshal's notes attached to the back of the door.

All persons within the *Ward* when it is cast are invested into the *Ward*. They may then enter and leave the *Warded* building at any time while the *Ward* is in effect. Once the *Ward* is cast, an invested member can, within the 5 days, cast *Lesser Investment* to invest other people into the *Ward*.

In order to allow others to pass into or out of the *Ward*, they must be "recognized" by an invested member of the *Ward*. The invested member must clearly gesture, touch, or name the subject creature and must state "the *Ward* recognizes you." This is an out-of-game statement, so it can be made while *Silenced*. The effect is understood in-game by all who hear it.

Upon being recognized, a person must *immediately* enter or exit the *Ward*. If the recognized person does not immediately act upon the recognition, then the recognition will expire.

Invested members who are unconscious (or conscious, yet unwilling) will not pass through the Ward unless recognized by someone else.

When using combat skills or spells, you must be completely inside or outside of the Ward. For example, you cannot begin a spell incant while inside the Ward, and then step out and throw your packet.

If the Ward is somehow destroyed and replaced with a new one, an out-of-game notice must be placed upon the Marshal's Notes on the door.

It is possible to Ward or Wizard Lock a smaller room within the Ward as long as the two rooms do not share the same portal. The outer Ward or Wizard Lock must be cast first.

Wards are not affected by *Dispel*. The only way to remove a *Ward* is through ritual magic.

The only way to tell if a building has been *Warded* or *Wizard Locked* is to observe the "W" on the portal. The people inside a *Ward* will not know that the *Ward* has been removed until they observe that the "W" is no longer on the portal.

"With eldritch force I build a Ward."

Celestial 9

Weakness



Curse 10 Minutes

This effect will curse the victim to inflict 5 points less damage with every weapon attack (minimum damage being zero, of course). It will first reduce strength bonuses, then weapon proficiencies.

It affects all weapon damage in the same way, including ranged attacks, and regardless of whether the weapon is used with one hand or two.

This effect lasts for ten minutes or until removed with a *Remove Weakness*, *Dispel* or *Purify*.

"I Curse you with Weakness."

3 Earth

Web



Binding Line of Sight

This spell snares the arms of its victim, binding them straight to its sides and immobilizing the victim completely from the neck down.

The victim may talk freely, but may not use any Game Ability requiring the use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe.

The victim may not walk, run, or be moved in any way. This spell does not prevent the vic-



tim from being searched or being giving a Killing Blow.

"With mystic force I Web you."

Celestial 5 Earth

Wither



Necromancy 10 Minutes

This effect causes the target's limb to become aged and infirm. The limb should be specified by the caster (right or left leg or arm).

If the caster does not specify, or if the effects are from a potion, it is the victim's choice as to which limb to have withered; however, you may not choose a limb that has already been withered.

You can have up to four *Wither* spells active upon you at a time. If further *Withers* are cast upon you, then the earliest *Wither* will be replaced and you must start counting the ten minutes from that point.

No weapon may be wielded by that limb nor may the limb be used for locomotion or spellcasting. Only an arm or leg can thus be withered. Tentacles or similar appendages are considered arms for this purpose. The head, tongue, or any other such organs do not count as limbs.

A *Restore* or a *Purify* will heal all withered limbs. A *Dispel* will likewise restore all

limbs but will also remove all other magics upon the recipient.

If this spell is cast upon an undead creature, it will have the same effect as a *Restore* has on a living creature.

"I call upon chaos to Wither your <limb>."

6 Earth

Wizard Lock



Eldritch Force 5 Days

This spell is identical to a *Ward* spell except that it is cancelled by a *Dispel*.

If you wish to upgrade your *Wizard Lock* into a *Ward*, you must first dispel the *Wizard Lock*. In all other respects, this spell follows all of the rules for a *Ward*, including the use of *Lesser Investment*.

The building must be visibly marked with a large "W" to indicate the presence of a *Ward* or *Wizard Lock*.

There is no way to tell the difference between a *Ward* or a *Wizard Lock* just by looking at it; the only way to tell is to cast a *Dispel* at the portal and see if it remains. You must have a marshal present in order to do this.

"With eldritch force I build a Wizard Lock."

Celestial 8

Formal Magic

You have mastered the power of battle magic, and now it is time to delve into the higher realm of what is called Formal Magic.

Each time the Formal Magic skill is purchased, it increases the chance that any ritual you cast will be successful. More purchases of the skill also affects your High Magic abilities (see page 134).

Characters who have reached the point where they can cast Formal Rituals often give themselves a title of “Wizard.” Some wizards add a personal bit to this title such as “Wizard of Earth Magics” or “Wizard of Might and Power” or “Wizard of Life Healing.” It is up to each character to decide how pretentious this title should be. Some refuse to use the title at all, and prefer “Sorceress” or “Warlock” or some other title of their own making.

Most people don’t bother wizards about their titles; after all, it isn’t a good idea to have a spellcaster that can cast rituals mad at you.

The Most Important Ritual Rule: The Formal Magic system can provide fun, excitement, and enjoyment to all players. It is not designed to provide players with an excuse to unbalance, destroy, or otherwise ruin an Alliance game. The Ritual Marshals, adjudicators and other chapter staff have the final word as to the results of all rituals and their effects within their chapter as they see fit, particularly where there are disputes about the meaning of a rule.

While they may not violate the spirit of the rules (just as the players are bound by the word and spirit of the rules), the decision of a staff member who feels that the ritual rules are being abused must be obeyed.

Some examples of behavior by players that often require staff members to intercede include:

- *Players who try to force their interpretations of a rule on other players;*
- *Players who try to use technical definitions of the rules to obtain advantages not intended by the Alliance or chapter staff and which therefore violate the “spirit” of the rules;*
- *Players who perform actions that could be harmful or damaging to the plot or backstory of the local campaign or its players.*

Moreso than other rules, Formal Magic allows much room for interpretation. This interpretation is done by the Plot Committee, not the player. Players who argue with or harass staff members with whose interpretations of Formal Magic rituals they disagree may have the Formal Magic skill removed.

Aspects

“Battle magic” (the magic cast by spellcasters who have not yet mastered Formal Magic) is separated into three “aspects”: celestial, earth, and the perversion of earth magic

known as necromancy. A spellcaster focuses the raw elements of magic into a specific, understandable aspect, which produces a specific effect.

Formal magic, however, has *four* aspects: celestial, earth, necromancy, and “general.” A caster uses ritual magic to focus the raw elements of magic into one of these specific aspects.

When a caster learns the skill Formal Magic, that skill is identified with a specific aspect: either celestial or earth. In order to cast a ritual with a celestial aspect, the caster must possess the Formal Magic skill with a celestial aspect. In order to cast a ritual with either an earth or necromancy aspect, the caster must possess the Formal Magic skill with the earth aspect. Any caster with either aspect of the Formal Magic skill may cast rituals with a general aspect.

Some general aspect rituals affect the performance of other rituals (for example, by extending the other rituals’ duration). Upon casting, the caster must decide which aspect of other rituals shall be affected. If the caster chooses an earth aspect, for example, any celestial aspect rituals within the ritual’s area of effect will not be affected. If the caster chooses to affect earth aspected rituals, necromantic rituals will also be affected.

For example: Belthivis the Wizard has a weapon with two separate rituals cast upon it: an earth aspect “damage aura” and a celestial aspect “Spell Strike Ice Storm.” Both rituals will expire in one month’s time. When Belthivis attempts to cast a Permanent Duration ritual on the rituals on his weapon, Belthivis must first designate an aspect for the “Permanent Duration.” If he selects earth aspect (and the ritual is successful), his “Damage Aura” ritual becomes Permanent. If he selects celestial aspect (and the ritual is successful), his “Spell Strike” ritual becomes permanent.

Necromantic aspected rituals are visually recognizable as necromantic, even if the invocation does not use the word “chaos.” Any individual observing a ritual may ask the out-of-game question, “Does this ritual look necromantic?” The Ritual Marshal should answer “yes” or “no” and may provide an in-game description such as “Dark flows of energy can be seen swirling within the Circle of Power.” All items that are created using a necromantic aspect are given earth aspect tags.

Ritual Scrolls

All formal magic requires a ritual scroll, which contains the description, directions and limitations for the specific ritual. The ritual scroll will typically appear in a laminated pouch that can be easily inserted into a notebook for

player convenience. A ritual scroll may actually constitute several pieces of paper with a coded top sheet that prevents people without the Formal Magic skill from reading it. Players should not look into the scroll sheets within the laminated pouch unless they possess the skill Formal Magic.

Although ritual scrolls do not expire, almost all ritual scrolls are consumed immediately after use. Those that do not will be so noted on the scroll.

After use, the ritual marshal will take the ritual scroll to Logistics to verify its validity. The use of an invalid scroll will cause a ritual to immediately fail and may subject the caster to disciplinary proceedings.

All ritual scrolls are for use in the local chapter and campaign only. The use of a ritual scroll outside its chapter of origin is strictly forbidden to ensure that a chapter can properly validate its own ritual scrolls as genuine.

Every scroll contains the following information:

Validating information: Ritual scrolls are always signed by at least two members of a chapter’s staff and may have a specific code to be used by the chapter to ensure its validity.

Name: The ritual’s name may not adequately describe the effect, so casters and marshals should always refer to the description of the effect, rather than just the name. For example, a Conjunction scroll might conjure *any* type of elemental, even if the ritual name says only “Summoning.”

Aspect: This lists whether the ritual is general, celestial, earth, or necromancy.

Difficulty Rating: Unmodified, this number represents the level of the ritual, which is a number between 1 and 10. This number might be adjusted at the time of casting by the actions of the ritual caster or other factors, as specified in the description of the effect.

Type: This indicates where and on what the ritual can be cast.

Body: cast on individuals with spirits, but affects only the physical body. When the individual resurrects, the effect vanishes.

Physical: cast on items but not on people.

Spirit: cast on individuals with spirits, but affects only the spirit. The effect survives the individual’s resurrection.

Location: cast on a specific location. Staff members must approve any adjustments to the location of a ritually active area (such as the



location of a Healer's Guild Circle) due to out-of-game concerns. For instance, if a cabin assignment must be changed due to out-of-game considerations, rituals cast on the cabin should transfer to the new assignment.

Universal: cast on either an item or an individual. On an item, the ritual is deemed to possess the Physical Type. On an individual, the ritual is deemed to possess the Body Type.

Duration: The categories of durations are:

Instantaneous: the effect occurs immediately after casting and then ceases.

Until Used: the effect is in abeyance until invoked, according to the description of the effect. Sometimes, a time limit is placed on the effect, within which the effect must be invoked.

Five Days/One Year/Five Years (etc.): the effect lasts the specific time from the casting of the ritual.

Permanent: Permanent rituals last until the item, body or spirit is destroyed or other specified criteria occurs.

Casting Time: If no casting time is listed on the ritual scroll, the casting time is five minutes. No ritual will have a casting time exceeding one hour. Ritual scrolls with a casting time of one hour are rare and are usually that long in

order to give other players enough time to attempt to stop its invocation.

Some rituals refer to a "batch" of rituals. This is defined by the character casting the rituals, which are all of the same Aspect and cast no more than five minutes apart. If more than five minutes passes between rituals intended to be part of the same batch, the batch is closed and a new batch must be started.

Extenders may be cast at any time during the ritual batch. If an extender is cast as the last ritual in a batch, the Difficulty/Reagent Cost is calculated off of the previous rituals which were successful and on the item.

If a ritual is cast at the beginning or any time in a batch other than as the last ritual, the Difficulty and Reagent cost of the extender is based off the *intended* number of rituals in the batch and is not modified by failing rituals which occur after the extender is placed.

Ritual Instructions: This explains the effect of the ritual and how Logistics will be required to resolve the effect in-game, as established by the Plot Committee. It will also indicate if the ritual can be spellcrafted and whether the ritual requires Plot Committee approval or notification before invocation.

Components: This identifies the specific reagents and catalysts required for the ritual, which is never less than three.

Reagents required for a specific ritual are usually generated randomly so no two ritual scrolls are ever identical, even if they have the same name. Even copies of a scroll will require different components (and thus the wording on the "copy" will change). If a scroll can be spellcrafted, the scroll will specify how many of the specified reagents listed on this entry (usually one to three) are required for spellcrafting.

Failure: This specifies the possible flaws and backlashes that might occur if the casting fails.

Every scroll has completely different flaws and backlashes. The ritual marshal will write any long-term negative effects on the player's character card. Some backlashes and flaws may simply say "See Plot." Others may have effects that will only appear in that particular chapter.

Backlashes are always detrimental, and may even include the caster's death. Backlashes can affect the caster, those inside the Circle during the casting, and even those watching the ritual. All possible results are printed on the ritual scroll itself, so a caster knows in advance what the risks of casting the ritual are.

Flaws are not always negative in nature. Sometimes a flaw may even enhance the effect of the ritual.

Flaws and Backlashes that affect a character count as targeting the character's spirit only if the source ritual were targeting a spirit.

Otherwise, Flaws and Backlashes are considered to be targeting the character's body.

Note that *Destroy Magic* backlashes targeting the caster will destroy all rituals on the caster's body and/or spirit.

Ritual Components

Ritual components are the fuel for ritual casting and spellcrafting. The ritual scroll will designate the specific type of ritual components needed. Substitution is not allowed. The failure to use the exact ritual components listed on the scroll will cause the ritual to automatically fail and to backlash.

Components are easily recognizable by the civilized races as well as savage races and monsters alike. Any person who picks up a ritual component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum.

Out-of-game, this power is represented by a popsicle stick attached to the component along with documentation needed by the ritual marshal. The popsicle stick will also identify the type of component it is. Anyone who finds one can identify what it is and that it is a ritual component (although not which rituals in which it may be used).

After a ritual has been completed, the ritual marshal officiating over the ritual will collect any components used and return them to Logistics to be compared against the list of components that have been distributed by the campaign so their authenticity will then be verified.

Any player who uses components of dubious origin may be disciplined.

There are two types of ritual components: reagents and catalysts.

Reagents do not hold their magic forever, and will expire after approximately five years. Any ritual using an expired reagent will fail. The expiration date is clearly marked on the popsicle stick.

In certain specific cases, a catalyst may be required, which is a very rare component distributed with very close supervision by the Plot Committee. While reagents are transferable between all Alliance chapters within the specific campaign, catalysts may only be used in the chapter in which they are distributed. Catalysts do not expire.

Catalysts typically have unique names such as "Essence of a Falling Star" or "Shard of a Hero's Tomb." Each ritual that requires a catalyst has a specific catalyst assigned to it, designated on the specific ritual scroll.

Reagents

There are ten categories of reagents, although the physical representation of each category may take different forms. For example, "Feyander" is a magical plant. It could come in the form of a flower or even an acorn. The ten categories of reagents are:

Cariosus (also known as "Ghoul Grease"): Cariosus can be found in a powder, or in a greasy, or gaseous form on many animated dead creatures. Called "the essence of unlife," cariosus is frequently found in graveyards and on the bodies of the undead. Cariosus can be very delicate, and it is sometimes even necessary to preserve the entire decaying limb, hand, or finger to preserve the cariosus upon it. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. However, cariosus is not necromantic.

Fangtooth (also known as "Blood-thorn"): Fangtooth components vary wildly, and are often found from a diverse group of carnivorous creatures. Any predatory creature, including "civilized" races and even the thorns of some dangerous plant creatures, can produce a fangtooth.

Feyander: Feyander are plants that grow in natural settings abundant with magic or connected with the faerie world, such as near serene ponds, near mushroom rings, or verdant forests. Many races often gather feyander for its magical properties. Any plant can be feyander if it is naturally infused with magic.

Heartstone: Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is fairly rare, making these items known for their value even if they were not infused with magic. Heartstone is the essence of the earth itself.

Jetsam (also known as "Hydrite"): Jetsam is the essence of the ocean, typically found in shells and other waterborne and blessed articles that have spent a long time in the sea or beneath the water.

Nightshade (also known as "Goblinbane"): Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find nightshade on battlefields, graveyards, or even in fallow fields. Nightshade also includes semi-poisonous substances such as belladonna, mandrake, and wolfsbane.

Penna (also known as "Windkiss"): Penna are feathers kissed by the wind. Something magical happens when the wind strikes the feathers of magical creatures, causing them to become endowed with a mystical quality. Penna can be found in nearly any location where avian creatures frequent. Penna is frequently called "the essence of the wind."

Pyrotis (also known as "Lastember"): Pyrotis is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.

Truesilver (also known as "Lodestone"): Truesilver is a substance with a mysterious origin. It is said that truesilver might be some form of quicksilver or a form of silver that has become magic upon the blessing of an ancient ruler. Truesilver adds purity to many rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

Wands: Certain types of wooden and even metallic crafted items possess an innate power for channeling the power of magic during ritual casting. Wands are found from these innately magical substances. This is not to be confused with the magical wands used by celestial casters.

The Circle of Power

Circles of Power can be generated through the use of the ninth-level battle magic spell *Circle of Power* or through the use of a formal ritual. Ritual casting must be conducted within a Circle of Power and will automatically fail if attempted anywhere else. If a Circle of Power is destroyed or otherwise ends during the ritual casting, the ritual will automatically fail.

Once the ritual begins, no individual may enter the Circle of Power (except through the rituals Spirit Walk or Spirit Recall, or through appearing as a spirit needing a resurrection) or else the ritual will automatically fail. If more than one ritual is cast inside a Circle of Power simultaneously, the ritual that was commenced later will automatically fail.

A battle-cast Circle of Power will last for one hour, which is often more than enough time for a wizard to cast several rituals before it expires. Ritually cast Limited Circles of Power and Greater Circles of Power can last anywhere from days to years, or even be permanent.

Limited or Greater Circles of Power always possess either an earth or celestial aspect. When one of these Circles of Power is ritually cast, the caster determines the aspect of the resulting Circle of Power according to the aspect of Formal Magic that the caster possesses. A caster who possesses both earth and celestial Formal Magic may choose the aspect of such a Circle of Power.

Only rituals possessing a general or celestial aspect may be cast in a Circle of Power with a celestial aspect. Only rituals possessing a general, earth or necromantic Aspect may be cast in a Circle of Power with an earth aspect. Rituals of the wrong aspect will not begin in a Circle of Power of the wrong aspect.

Investment: *Investiture* is a ritual that must be performed upon a person while present in the Circle of Power into which the person is to be Invested.

An Invested member of a Circle of Power can walk in and out of the Circle unimpeded at any time, unless that member is unconscious (or conscious yet unwilling). An unconscious or unwilling member of the Circle of Power will not pass through the Circle unless “recognized” by another Invested member, even if the member requires a *Life* spell.

Individuals who are not Invested may not enter or exit a Circle of Power unless “recognized” by an Invested member of that Circle of Power. The Invested member must clearly acknowledge that permission to enter or exit the Circle of Power has been given, by gesturing to and saying “recognized.” This is an out-of-game statement, and it can therefore be made even when Silenced. Upon recognition, the individual must immediately enter or exit the Circle of Power. The recognition expires almost immediately after being recognized.

An individual who seeks to use combat-related Game Abilities (such as while fighting or spellcasting) must be completely inside or outside of the Circle of Power throughout the action. For example, a player may not begin a spell incantation while within the Circle of Power and then step outside to throw the packet; nor can a player stand within the Circle of Power and swing a weapon at a target located outside the Circle of Power.

Wizards need not be Invested in order to cast a ritual in a Circle of Power, although obviously they must be recognized in.

Greater Circles of Power: Greater Circles of Power are usually found only in Healer’s Guilds and Mage’s Guilds. Raiding a Circle of Power requires the player to adhere to all of the rules applicable to raiding a cabin.

An Invested member of a celestial Greater Circle of Power may perform an *Identify* on items or individuals an unlimited amount of times per day, as long as the item or individual to be Identified is completely within the Circle at the time. If performed on an item, *Identify* tells the caster whether the item has any magical properties and how the item works. If performed on an individual, *Identify* tells the caster what active effects or rituals are present and will also Identify any magic items the individual is carrying or wearing. (Note: some powerful magical creatures cannot be Identified.) *Identify* does not reveal background, race, age, class, skills, monster abilities, favorite color, or any other information other than what has previously been mentioned.

An Invested member of an earth Greater Circle of Power is capable of performing an unlimited number of *Resurrections* each day, as long as the member and the spirit to be resurrected are completely within the Circle of Power. A resurrection requires ten minutes to complete and brings the recipient to full Body

Points. During the ten minutes, it is apparent to all observers that a resurrection is occurring, but the exact identity of the person being resurrected will be unknown to all but the Invested member performing the resurrection.

For more on resurrections, see page 91.



Ritual Casting

Ritual casting is a complicated process. If every component, if every element, if every action is not taken properly, the ritual will fail. Any player seeking to cast a ritual must follow the following steps and have the appropriate staff member(s) present:

Inform Plot: If possible, casters who intend to ritual cast at an event should alert campaign staff well in advance that a ritual may occur at the event. Some rituals require the campaign’s Plot Committee be notified, especially if the ritual requires NPCs to perform actions, or if the ritual requires a member of the Plot Committee to provide information or other support. Some ritual scrolls *require* the notification of the Plot Committee prior to ritual casting, and failure to do so many mean that you will not be allowed to perform the ritual that event or else that the ritual will automatically fail.

Gather Resources: The caster should take the time to make sure *all* of the required resources are ready. Failure to have any of these prerequisites available at the time of ritual casting means the ritual cannot be conducted, and the ritual marshal may confiscate and break one ritual component in the caster’s possession. The caster is responsible for ensuring that the following items are available when a ritual marshal is sought to officiate:

- A physical representation for the Circle of Power (if the caster is not using a Greater Circle of Power);
 - A copy of this Rule Book;
 - A 10-sided die;
 - The ritual scroll or scrolls to be used.
- The caster must have at least a one in ten chance of successfully casting the ritual;
- The ritual components required for each ritual scroll;
 - Valid recipients for each ritual, whether items or persons. Any item to receive a ritual casting must already be an in-game item, either marked with a chapter’s item number or an in-game weapon, armor, or other approved item;
 - Any additional players or NPCs required for the ritual;
 - The caster’s player card, as well as the player cards of any ritual casters aiding in the ritual casting.

Obtain Ritual Marshal: A ritual marshal is a staff member approved by the chapter in which the ritual is to take place. It is important to remember that ritual marshals can be very busy, so it is the caster’s responsibility to take the time to make sure everything is ready to proceed before obtaining a ritual marshal and to minimize the amount of time a ritual marshal will be needed. Depending on the ritual, the caster may also need to request a “magic item temporary tag” from the ritual marshal. Players should be quick, professional and courteous when conducting a ritual.

Get Ritual Ready: Upon arrival, the ritual marshal will take the following steps, with which the players involved should cooperate:

- Ritual marshal identifies the primary caster and any additional casters who will assist in the ritual;
- Ritual marshal reviews the casters’ player cards to note how many levels of the appropriate school of Formal Magic they possess. Note that a Ritual Caster may choose to not use all of their Ritual Levels when casting if they so desire;
- Ritual marshal reads the first ritual scroll thoroughly, asking relevant questions. For example, if the scroll has the ability to cast a more powerful form of the ritual, the marshal should ask the player what level of the ritual the caster is attempting;
- Ritual marshal confirms that all the required components and recipients are present within a valid Circle of Power;

- Ritual marshal calculates and informs the players of the Difficulty Rating of the ritual;

- Ritual marshal calculates and informs the players of the chance of success of the ritual as follows: The Success Number used for the ritual roll is ten plus the primary caster's Formal Magic levels minus the ritual's Difficulty Rating. If using secondary casters to aid in the ritual, add one to the number of caster formal levels for each valid secondary caster participating;

- Ritual marshal repeats this process for each ritual the players intend to conduct;

- Ritual marshal informs the players they may begin the first ritual;

- The caster casts the *Circle of Power* spell if a permanent Circle of Power is not being used.

Conduct the Ritual: The caster begins the ritual casting by stating the words "Begin ritual casting." The caster must be able to read the scroll and must be able to use Game Abilities throughout the casting. The caster must touch a valid recipient for the ritual within thirty seconds of beginning the ritual, or the ritual automatically backlashes. So long as the target of a Formal has been signified by touching it within the first thirty seconds of the Formal, the target remains valid despite any other steps taken to prevent the caster from touching the target (such as the target suffering a *Prison* effect).

A dead (not permanently) body may be the target of a ritual; however, if it leaves the circle before the Formal is complete (such as dissipating to go resurrect), the Formal will backlash.

Once touched, the caster may not designate a new recipient for the ritual. During the ritual casting, the caster cannot do much of anything but speak and fulfill the actions required in the ritual scroll.

No spells or Game Abilities may be used, from the point the caster states "Begin ritual casting" until the ritual ends, except Formal Magic, *Read and Write*, and any skill or spell specifically set forth on the ritual scroll.

If a person is casting a ritual that stores a spell or ability, then a person with the ability to use that ability or cast that spell must, at the appropriate point in the ritual, touch the recipient and declare the name of the spell or ability to be stored.

The recipient is not affected by the spell or ritual being stored and the person with that skill or spell should only utter the name of the skill or spell, not the verbal that invokes the effect. The spell or ability tag must then be attached to the ritual tag and carried by the recipient person or attached to the recipient item.

Failure Without Backlash

A ritual will fail without backlash if, at the time the caster states "Begin ritual casting," any of the following conditions are met:

- The caster, ritual scroll and all required components are not in a Circle of Power;



- The caster does not have at least a one in ten chance of successfully completing the ritual without a flaw or backlash;

- The Circle of Power representation is not properly set up as per the Circle of Power spell rules prior to the beginning of the ritual;

- The caster fails to possess a ritual scroll for the ritual to be attempted;

- The caster fails to follow any preparatory requirements indicated on the ritual scroll prior to stating "Begin ritual casting."

Failure With Automatic Backlash

A ritual will automatically backlash if any of the following conditions occur after the caster states "Begin ritual casting" and before the ritual is complete:

- Another ritual casting has previously been commenced and not completed in the same Circle of Power when the caster states "Begin ritual casting";

- A reagent provided for the ritual has expired;

- The caster does not touch a designated recipient within thirty seconds of starting the ritual, if such a designation is necessary;

- The caster designates an invalid recipient for the ritual after stating "Begin ritual casting";

- The caster, intentionally or inadvertently, after having touched a designated recipient for the ritual, designates a new recipient of the ritual;

- The caster or other person designated in the ritual scroll fails to touch the recipient when declaring a skill or spell to store in the recipient;

- The caster cannot read the ritual scroll due to poor lighting or other obscuring factors;

- The caster loses possession or sight of the ritual scroll or any of the components;

- The ritual scroll or ritual components

leave the Circle of Power;

- The caster becomes unable to use Game Abilities;

- Any individual enters the Circle of Power by any means other than Spirit Walk, Spirit Recall, or resurrection;

- The recipient, caster, or any individual aiding in the ritual leaves the Circle of Power;

- The Circle of Power expires or terminates for any reason;

- The caster or those aiding the caster receive a weapon or packet delivered attack, even if the attack would not normally harm the individual;

- Any additional requirements of the ritual listed on the ritual scroll are not met;

- The caster uses a Game Ability other than Formal Magic, Read and Write or a Game Ability, spell, or magic item specifically indicated on the ritual scroll.

If an automatic backlash occurs, a die roll is made upon the backlash list. Any ritual that suffers an automatic backlash is assumed to immediately fail. All ritual scrolls, catalysts and reagents within the Circle of Power during a ritual that generates an automatic backlash are destroyed.

Process of Ritual Casting

After the caster states "Begin ritual casting," the following steps must occur before the ritual is deemed complete:

1. The ritual marshal calls a Hold;

2. If the recipient of the ritual is an individual, the ritual marshal will ask the recipient, "A ritual is being cast on you. Do you accept it?" (Note that a player *must* accept the rituals Banish to Other Plane, Divestiture, and Obliteration.) If the player says "no," the ritual

marshal must follow the rules set forth below under the heading “Unwilling Targets”;

3. The ritual marshal makes sure that everyone in the Circle of Power is awake out-of-game;

4. The ritual marshal assures that the ritual can properly begin;

5. If the ritual has not yet failed or automatically backlashed, the ritual marshal tells everyone in the Circle of Power, “There is magic all around you”;

6. The ritual marshal calls “Lay on”;

7. The ritual marshal rolls the ten-sided die once where the caster can observe the die roll. As the die roll takes place before the ritual completes, the caster has in-game knowledge of whether something is not going well with the casting and may use Terminate Casting to abort the ritual based on the die roll;

8. The ritual marshal determines if the ritual fails for any reason other than the die roll;

9. The ritual marshal waits the duration of the ritual casting, in case a condition occurs that would cause an automatic backlash;

10. Assuming the ritual has not automatically backlashed, the ritual marshal announces either “You have successfully completed the ritual” (if the ritual succeeded) or “Something has gone dreadfully wrong” (if it does not).

The Ritual has now ended.

Determine Success or Failure

Assuming no automatic failure or backlash occurs, the success or failure of the ritual is determined using a ten-sided die as follows:

- If the number is less than or equal to the Success Number and is not “0,” then the ritual succeeds.

- If the number is greater than the Success Number or is “0,” then the ritual marshal rolls a second ten-sided die. Any result but a “0” on the second die roll indicates a flaw. A “0” on the second die roll indicates a backlash, which requires the ritual marshal to roll a third ten-sided die and look on the backlash table on the ritual scroll to determine the form of the backlash.

A successful ritual follows the procedure set forth in “Success,” below. A ritual that fails or backlashes follows the procedure set forth in “Failure,” below.

Success: The ritual marshal either awards the successful caster a temporary tag for the ritual conducted or makes sure the ritual effect is carried out by informing the Plot Committee or by personally overseeing the ritual’s effect. A temporary tag allows the ritual marshal to write down the rituals conducted and indicate that a permanent tag for the ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the ritual attends.

The temporary tag should indicate the



ritual’s name, duration, recipient, effect of the ritual, and any other pertinent information. The temporary tag should be signed by the ritual marshal. If any skills or spells were placed within the recipient, the tags for those skills and spells should be attached to the temporary tag. Recipients should make sure the temporary tag has accurate information and is signed by the proper staff member(s).

Please note that the Plot Committee reserves the right to assign plot effects that may not be set forth in the ritual scroll. When this occurs, the Plot Committee will likely designate such plot effects effective only in the local chapter.

Failure or Backlash: If the ritual fails or backlashes, a ritual marshal will determine the effect, if any, of the failure or backlash based on the scroll’s charts. Any lasting effects will be written on the player cards of any individu-

als affected.

Casters are expected to role-play and resolve their flaws and backlashes without complaint for the duration listed on the ritual scroll. Local chapters also have the discretion to generate a unique plot effect or encounter based on a ritual gone awry that may not be specified on the ritual scroll.

Clean-up

Once success or failure has been resolved, the ritual marshal should collect all ritual components and ritual scrolls consumed in the rituals. These will be turned into the Logistics staff to be registered in the campaign’s database. If there are more components in the caster’s possession than were needed to cast the ritual, the caster may designate which components were consumed as long as they meet the requirements set forth in the ritual scroll.

Multiple Casters

Multiple casters may participate in the casting of the same ritual. One, and only one, of the participants must be designated the “primary” caster. The other casters are known as the “secondary” casters.

Each secondary caster must have the same aspect as the primary caster and at least one level of the Formal Magic skill. For example, only secondary casters with a celestial aspect can aid a primary caster with a celestial aspect. The ritual marshal should review the player cards of each secondary caster before the ritual begins.

For each qualified secondary caster aiding in the ritual casting, the primary caster is deemed to have an additional level of Formal Magic for purposes of the ritual being cast. No matter how many levels of the Formal Magic skill each secondary caster possesses, the primary caster gains no more than one level per secondary caster present.

Moreover, the primary caster must have at least a one in ten chance to successfully complete the ritual *before* the effect of the presence of any secondary casters is determined. No more than one secondary caster may aid a primary caster for each level of the Formal Magic skill possessed by the primary caster.

No matter how many secondary casters assist a primary caster, the chance of successfully completing a ritual cannot exceed nine in ten. A flaw or backlash is always encountered on a die roll of 0, regardless of the assistance of secondary casters.

Secondary casters must follow all the same rules with respect to the conduct of rituals as the primary caster, except that secondary casters do not have to possess their own ritual scroll or ritual components, do not have to be able to see or read the ritual scroll, and do not have to touch the recipient during the ritual casting. Secondary casters may not withdraw their support for the ritual after the ritual has begun.

In case of failure or backlash, secondary casters are subject to the same effects as if the primary caster.

People and Props

Props

Some rituals allow the enchantment of specific items. These items must be approved before enchantment. Weapons typically require a safety check. Jewelry needs to be entered into the chapter’s database and assigned an item number before the ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a ritual.

After the ritual, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. Alternatively, if you enchant your armor or a special item that you do not wish to make an in-game item, if you are searched and

the item taken in-game, you must turn over the tag but waive the ability to recognize in-game your item when it used by someone else.

A specific item may not contain more than twenty rituals. Some rituals that can increase effects on a specific ritual may count as more than one ritual towards this twenty ritual maximum. Some items may be exempt from this rule.

Enchanted items sometimes have a limited life span. When a ritual expires, the item’s owner is expected to turn the tag over to the campaign’s staff. Enchanted items immediately return to their normal state upon expiration.



Recipient Characters

Some rituals can transform or change a targeted player into undead, another race, or another class. The player must follow the instructions on the ritual scroll after the ritual is complete and the player’s new character information will be changed in the chapter’s database. Such players are expected to provide their own make-up for any transformation, if necessary. Sometimes the staff may be able to lend supplies for transformations.

Players who change classes or skills are required to get teaching cards before the change.

As with items, individuals cannot possess more than twenty rituals, including Regenerate, Vengeance, and Spirit Link. If the individual dies, some rituals may expire upon resurrection.

Unwilling Targets: Sometimes rituals are cast on unwilling recipients. The player of an unwilling recipient may inform the ritual marshal that he or she wishes her character to resurrect rather than accept the ritual. In the case of ritual effects delivered outside the context of a ritual casting, the player may choose to have their character immediately dissipate and head to the nearest earth circle for resurrection, following the normal rules.

In such cases, the casting still continues

for its proper duration and then the ritual marshal checks for failures normally. Any failures that could have a detrimental effect on the recipient of the ritual are ignored, and the failures affect the caster or others in the Circle normally.

A recipient of a ritual cannot choose to die in order to avoid the affects of an Obliteration, Banish to Other Plane, or Divestiture.

Remember that a caster cannot waylay, cast spells upon, or otherwise restrain a person inside the Circle of Power once the ritual casting begins.

Staff

Many rituals—particularly rituals that summon the undead, extraplanar creatures, magical creatures, or that create constructs like golems—require the cooperation of NPCs to play the summoned or constructed creatures. Some rituals have specific effects that occur immediately and require a staff member to implement, like a Whispering Wind that allows the caster to send a message to another individual. These effects are executed by the NPCs, the ritual marshal or chapter staff. Such rituals will never last longer than a single event, and often no longer than an hour.

A chapter’s staff may require the caster to provide individuals to play these NPCs if the staff does not have NPCs available. The caster should give the staff advance warning of the casting of such a ritual so that NPCs can be scheduled if the staff is willing and able to do so. The caster has the burden to ensure there are NPCs available that have been approved by staff at the time of casting. Proper arrangements should be made prior to undertaking the ritual. If the caster provides NPCs for these roles and the NPCs are not otherwise participating in the event or are a paying player character for that event, the chapter staff may charge the NPCs a fee for their attendance.

The caster is also primarily responsible for any make-up, costuming and weapons for the NPCs and if the staff does not have or is unwilling to provide such materials, the caster must provide them. Monster cards will be provided for the NPCs.

The creatures that have been summoned or created are not player characters. They are not as smart as player characters and campaign staff can limit their capabilities and personality. All NPCs must work within any limits the campaign staff sets, including limitations on the administration of Killing Blows, and on the caster’s commands that the NPCs will follow. The NPCs may not even be required to do the caster’s bidding at all.

Only approved members of the chapter staff or their assigned proxies may role-play very powerful creatures. Personal friends of the caster are not allowed to play such creatures.

High Magic

Characters who have reached the point where they can utilize the power of Formal Magic and cast ritual scrolls find a greater understanding of their ability to use magic to augment their control over their battle magic spells, their weapons, and even their own bodies.

High Magic effects give the character access to a variety of magical augmentations to enhance, alter, or manipulate their existing skills, or to harness the power of formal magic rituals, as discussed below.

Note that rituals are not effects and unless they duplicate a defined effect in an effect group in the rulebook they can't be Cloaked or Banned or be subject to a "No Effect" due to <effect group> Immunity.

High Magic Rules

Formal casters receive at Logistics a specific number of points to spend on High Magic effects for an event. The Formal caster need not spend his or her total points all at the first Logistics period but can divide them during the course of the event during each Logistics period.

To calculate how many points a caster gets total, the break down is as follows: Formal levels $\times 0.5 \times$ number of Logistics periods per event (rounded down).

Basically, this means that for a regular event consisting of two game-days with two Logistics periods, you will get the same number of points as Formal Magic levels you have.

For example: Darlissa has grown in power over the years and now has 13 levels of Formal Magic. When she arrives at check-in for a regular weekend (consisting of two game-days) she can spend 13 points divided up between the days in any way she chooses (6 one day and 7 the next, for instance).

Later, she attends a long event, consisting of three game-days. She uses the formula (13 \times 0.5 \times 3) which gives her a total of 19.5, which is rounded down to 19 points to use through the event.

High Magic points can be allocated each Logistics period from the available High Magic effects. Characters may choose how they wish to allocate their High Magic points at each Logistics period.

Characters using High Magic effects may only allocate points to augment their own abilities; they may not be "donated" to other characters. High Magic cannot be used to create physical items or effects to be used by other characters.

Note that some High Magic effects may

have additional criteria that a character must meet in order to allocate their points to have access to the skill. These may be limited by Formal Magic aspects, possession of other game skills, or other limitations based on the plot.

Characters possessing battle magic spells in both schools can only use High Magic to augment spells from the school in which they possess the *Formal Magic* skill.

Characters possessing *Formal Magic* levels in both the earth and celestial aspects must allocate their High Magic points separately for each aspect. These points cannot be combined in any way.

The chart on the next page lists the cost of all available High Magic effects and the prerequisites. Some skills have additional requirements a character must meet in order to use that ability. Be sure to read the effect descriptions below and do not rely solely on the chart, which is meant only as a quick reference.



Please note: High Magic effects are available to all magic users with the skill of Formal Magic but access to some High Magic effects may vary from game to game due to local plotlines. These subtle in-game differences reflect how the magical energy between different lands varies and the knowledge of local wizards being able to manipulate these energies.

All High Magic effects last until used or for five days (whichever comes first) or until the character resurrects (unless otherwise stated). If a skill states that it can only be purchased a limited number of times, that limit applies to how many can be purchased simultaneously, not over the length of an event. For example, if you are limited to purchasing one Bane at a time due to having only three 9th level spells, you could repurchase this Bane at a Logistics after you have expended it if you have sufficient High Magic points remaining.

High Magic Effects

Bane

Each time this ability is selected it provides protection against all attacks of a specific Effect or Effect Group chosen by the caster (but not the Effect Group "other"). The Bane will reflect the specific effect from among those in its Effect Group back upon the attacker as if it were an effect encountering a *Reflect* or *Riposte*.

Bane does not alter the delivery type of the effect. A *Nausea* gas poison that has been Banned is still considered a poison for the purposes of delivery-based defenses such as *Poison Shield* or *Resist Poison*.

The Bane effect is on the caster's body for the purpose of targeting. The effect will always be on the body part containing the spirit if parts of the body are separated. When the body is reformed through resurrection, the Bane will immediately expire. The aspect of this effect will always be the same as that of the ritual caster.

Bane will act as a Cloak when used against Ingested delivery, a trap, or a Killing Blow.

This ability may be purchased once for every three 9th level spell slots a caster can memorize.

Celestial Armor

This High Magic ability allows the Formal Caster to construct a powerful barrier of protection similar to an invisible suit of armor. Each time Celestial Armor is purchased it provides 5 points of armor to the caster for a maximum protection of 15 points.

If reduced to zero or below, this magical armor can be restored to its full protection with one minute of concentration. This magical protection cannot be combined with other suits of armor or suits created through the ritual Arcane Armor.

Channel Earth/Chaos

Each time this ability is selected, the earth Formal Caster caster chooses either earth or chaos. This augmentation allows the character to channel this element through those weapons in which they have the skill for the duration of the Logistics period.

This ability may not be purchased more than once in a single Logistics period. The element selected to be channeled must be declared at the time of selection in Logistics.

Channel Foundation Element

Each time this ability is selected, the caster chooses one of the four foundation elements (stone, lightning, ice, or flame).

This augmentation allows the character to channel this element through those weapons in which they have proficiency for the duration of

High Magic	Points	Prerequisites
General High Magic		
Bane <effect group name>	2	Must be able to cast three 9th level spells from memory for every purchase of Bane <effect>
Cloak <effect group name>	1	Must be able to cast two 9th level spells from memory for every purchase of Cloak <effect>
Foresight	3	Formal Magic level 4
Formal Link	1	Formal Magic level 1
Magic Augmentation	2	Must be able to cast one 9th level spell from memory for every purchase of the Magic Augmentation
Ritual Manipulation	1	Formal Magic level 1, Must have ritual scroll you wish to spellcraft from plus required reagents
Spellcraft	1	Formal Magic level 1, Must have ritual scroll you wish to spellcraft from plus required reagents
Celestial High Magic		
Celestial Armor	3	Celestial aspect only, Max 3 purchases
Channel Foundation Element	5	Celestial aspect only, Character must be proficient in a weapon skill to deliver Channel effect.
Elemental Augmentation	2	Selected spell can only be from the Evocation group, Must be able to cast one 9th level spell from memory for every purchase of the Elemental Augmentation
Elemental Burst	1	Celestial aspect only, Must be able to cast four 9th level spells from memory
Oak of the Arcane	4	Requires weapon skill <staff> and the ability to cast one 9th level spell
Spirit Store	5	Celestial aspect only
Earth High Magic		
Channel Earth/Chaos	5	Earth/Necromancy aspect only, Character must be proficient in a weapon skill to deliver the effect
Earth's Bounty	3	Earth aspect, only Max 3 purchases
Healers Resolve	1	Earth Aspect only
Rebirth	5	Earth Aspect only, requires Life spell from memory

the Logistics period.

Characters must possess levels in celestial Formal Magic to use this ability. This ability may not be purchased more than once in a single Logistics period. The foundation element selected to be channeled must be declared at the time of selection in Logistics.

Cloak

Each time this ability is selected it provides protection against all attacks of a specific Effect or Effect Group (but not the effect group "other"). The Cloak will completely nullify the

specific effect from among those in its Effect Group as if the effect were encountering a *Spell Shield* or *Magic Armor*.

The Cloak effect is on the caster's body for the purpose of targeting. The effect will always be on the body part containing the spirit if parts of the body are separated. When the body is reformed through resurrection, the Cloak will immediately expire. The aspect of this effect will always be the same as that of the ritual caster. This ability may be purchased once for every two 9th level spell slots a caster can memorize.

Earth's bounty

This ability grants an earth caster an increase by 5 of total maximum Body Points. These points are the first Body Points lost due to damage. This ability can be purchased a maximum of three times, providing 15 additional Body Points to the caster. These points can be healed to maximum by normal healing means.

In all respects, this ability is as if the caster was of a higher level with the extra Body Points.

Elemental Augmentation

This skill is only available to those with the Formal Magic (celestial) skill. Those with only Formal Magic (earth) cannot purchase this skill even if they have evocation spells.

Each time this ability is selected, the caster chooses one of their battle magic spells from the evocation Effect Group that has already been memorized for that Logistics period.

This augmentation changes the verbal required to deliver this single spell, which can now be delivered as “Elemental: <spell name>.” An Elementally Augmented spell which is Spell Stored is later a normal “Activate <spell>”. This will follow all effects and deliveries rules. The augmented spell must be declared at Logistics and marked appropriately on the spell tag.

The Augmentation will persist up to five days until used or otherwise expended, so long as the caster does not swap out the Augmented spell from their spell selections.

This ability may be purchased once for every 9th level spell slot a caster can memorize.

Note that this is for one spell only for each time it is purchased. A caster who has memorized five *Flame Bolts* and buys this skill once for a *Flame Bolt* does not have the power to cast *all* of the *Flame Bolts* in this manner.

Elemental Burst

This High Magic ability allows a formal caster to use and create a single packet attack in one of the four elements (stone, ice, lightning, or flame).

For every purchase of this ability the celestial caster gets 25 points of damage into his ‘burst pool’. The caster may pull from this damage pool to throw elemental damage with the following incant, “X elemental <element>”. Each elemental packet may have its element, and damage number chosen at the time of use, with the following restrictions.

Element types are limited to Flame, Ice, Lightning, and Stone.

The damage number must be a multiple of 5 (5, 10, 15, 20, etc.), and may not exceed ten times the number of 9th level spells the caster is capable of memorizing.

You may augment an Elemental Burst from the ritual by the same name with damage from your pool up to your maximum value for a single attack.

The “burst pool” also has the following effects when it is at or above the following values:

- 100: +1 Damage on all wands
 - 200: +2 damage on all wands
 - 300: +3 *Damage on all wands*
- +3 is the maximum.

A celestial caster must have the ability to cast four 9th level spells before being able to use this High Magic ability.

Foresight

When this ability is chosen, it allows a caster to re-roll one backlash on a failed ritual attempt for each time this skill is purchased. Multiple purchases of Foresight may be used all at once (and the final result taken) or split up as desired.

You must have at least four levels in Formal Magic of one aspect in order to purchase this ability.

Formal Link

Each time this High Magic ability is chosen, it adds one additional formal caster level to another ritual caster of the appropriate school (Earth or Celestial) in helping to assist in the casting of their rituals. (When Formal Link is not chosen, a caster trying to assist another character performing a formal ritual only provides just one level of their formal casting ability to the primary ritual caster.)

Bonus levels added through Formal Link are cumulative and last throughout the duration of the purchase.

Healer’s Resolve

This High Magic ability grants a caster the ability to heal either living or unliving targets by touch-cast. For every purchase of this ability the earth caster gets 15 points of healing into her “healing pool.” The caster may pull from this pool to affect targets by touchcast only, choosing one of the following incants: “X Magic Healing” or “X Magic Chaos.” Each use may have its type and amount (in a multiples of 5) chosen at the time of use. The amount may not exceed 5 times the number of 9th level spells the caster is capable of memorizing.

Note that since it uses the Magic qualifier, this ability may be used even when under a Silence effect.

Magic Augmentation

Each time this ability is selected, the caster chooses one of their battle magic spells already memorized that Logistics period. This augmentation changes the verbal required to deliver this single spell. This spell can now be delivered as “Magic: <spell name>” and follows all effects and deliveries rules. The augmented spell must be declared at Logistics and marked appropriately on the spell tag. The Augmentation will persist up to five days until used or otherwise expended, so long as the caster does not swap out the Augmented spell from their spell selections.

This ability may be purchased once for every 9th level spell slot a caster can memorize.

Oak of the Arcane

Oak of the Arcane allows a celestial caster to use elemental energies in a similar fashion in which they do with wands, but instead with a staff. The caster must be proficient in the use of the staff skill for this ability to be used.

When Oak of the Arcane is chosen, the caster must choose an element which the packet attacks can channel (stone, lightning, ice or flame). Base damage for Oak of the Arcane is one plus an additional one for every 9th level spell slot a caster can cast from memory.

The number of packets available for use with Oak of the Arcane is shared with the total number of packets the celestial caster has available when using wands under the wand rules.

Having a staff shattered, lost or stolen does not end the Oak of the Arcane effect. A caster would need to find or purchase another staff to continue to use this High Magic ability.

Rebirth

This provides a personal *Life* spell for the caster in extreme emergencies. An earth caster sets aside a *Life* spell from his or her memory at Logistics. This *Life* spell can no longer be used except for use with the Rebirth skill and must be stapled to the Rebirth tag.

A Rebirth will automatically activate the *Life* spell on the caster as if it had been touch-cast and accepted during their death count at 4 minutes 59 seconds. However, the caster always has the option to resurrect as normal and forgo using this High Magic ability in order to save it for a later time.

If a Rebirth is used while Engulfed, your death count may be reset. If a Rebirth is used while under the effects of a *Create Undead*, the *Life* spell is wasted.

The proper call for using rebirth is “Activate Rebirth.”

Ritual Manipulation

In order to use this ability, you must have ritual scroll you wish to manipulate, all reagents required to cast it, the catalyst (if required), and the appropriate amount of formal levels.

Each time this ability is taken, the caster will receive one tag with the name of the ritual to be manipulated, the specific manipulation, the name of the caster, and the expiration date of the effect (which is the end of the event). This tag must be handed to the ritual marshal along with all other requirements for casting the ritual when it is cast. The prerequisite for each type of manipulation must be met individually on a scroll to caster basis.

The types of manipulations and their prerequisites are listed below and are arranged according to the number of levels needed of Formal Magic above the ritual to be cast.

Casters’ Mark: This allows the caster to add a small sigil or rune on the target of the ritual. This can be no larger than 3" on a side. This Mark will remain as long as the ritual with this ability remains on the item, and cannot be removed from the item while any rituals of this batch remain.

This ability may only be taken once. Plot must approve the design of the sigil to be placed on the Item.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Improved Chance: This will add 1% success chance to the ritual being cast. This ability can only be used five times per ritual and never for a greater chance than 95%.

This is accomplished by rolling either two ten-sided die (with one representing the “ten” column and one representing the “ones” column) or rolling one die twice – first for the tens digit then again for the ones digit.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Insert Component: This allows the caster to substitute one component for a different one listed on the Ritual scroll. The caster needs to have at least one each of the components listed on the scroll; this allows for “additional reagents” for higher casting.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Lore Answer: This ability allows the caster to enter a note on the magic item tag which dictates what information, if any, the caster of a Lore ritual will receive.

For each purchase of this ability, the caster may stipulate one “answer” which will be the first answer the caster of the Lore Ritual will receive from Plot. It is up to the discretion of Plot how much, if anything, the caster of the Lore ritual will receive beyond this answer.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Second Chance: This allows the caster to make a second die roll if the first fails. For every purchase of this manipulation, the caster gains a 10% chance to avoid failing the ritual (up to a maximum of 50%).

This can only be used once per ritual.

Points for this must be allocated prior to casting the ritual.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Conservative Casting: This allows the use of one less component. This ability cannot be combined with any other skill that allows a reduction in component cost and may only be purchased once.

All components as specified on the scroll must be present at the time of casting. After the ritual has been successfully cast, the caster may choose and retain the component(s) which were not consumed due to this Ritual Manipulation.

For example: Belethevis wants to cast a Spirit Link which requires 4 reagents: a True-silver, a Wand, a Penna, and a Heartstone. He



uses a point of High Magic for Ritual Manipulation: Conservative Casting on the ritual. When he casts it, he has all four reagents as specified on the scroll to begin the casting. Once the ritual is complete, he decides to not have the Heartstone consumed.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Disguised Casting: this ability renders a ritual so that observers and creatures in the area are not informed they “feel magic all around them” thus preventing the magical emanations which would alert creatures to the presence of the ritual caster. In addition, anyone studying the ritual is unable to determine if the ritual is Earth, Celestial or Necromantic in nature.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Quicken Casting: This will reduce casting time by 20% with a maximum time reduction of 80% (with four purchases). The target of this ritual may refuse to allow the time reduction to work. This ability will not work with any ritual which is listed as “unavoidable” such as Obliterate, Divestiture, or Banish to Other Plane.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Spark of Empowerment: With this, a caster can “supercharge” the ritual they are casting, granting a greater effect for twenty-four hours

or until the next Logistics Period, whichever is shorter. This cannot be extended by any means. After this period, these items return to their base ritual stats as the magic settles down.

The exact nature of how a ritual is more effective is up to the local Plot team. The more impressive role-playing and ritual casting performed, the greater the Empowerments.

This ability cannot be stacked with other Empowerment abilities.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Choose Flaw: The caster may choose to add a flaw to the item from one of the following flaws. The caster may purchase this manipulation multiple times to add more flaws on items.

- Limit the item’s use to a specific race or prohibit a specific race from using this item
- Require a specific Build Skill to use or requiring the user not have a specific Build Skill
- Require a certain action, phrase or gesture before, during or after activating
- Require the item be worn or held or manipulated in a certain way
- The item will only function under specific conditions (such as time of day or in specific weather)
- The bearer of the item takes half damage from <stone, lightning, ice, or flame> while taking double damage from <stone, lightning, ice, or flame>. (Note: this can never affect

healing).

If contradictory flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific rituals. Thus, so long as an item retains any rituals (and thus a Magic Item tag), all flaws on that item remain.

The caster must have fifteen levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Note: Flaws do not apply if a player does not know about them, however, any communication about the item's powers (such as Identification or handing an item off from one person to another) must include an OOG communication detailing the flaws.

For example: Terin picks up an unidentified item. He doesn't know the flaws or benefits yet. Later he goes and gets it Identified. At this time, he's given the tag and the flaw is told to him ("You take double damage from Flame"). Terin then sells the item to Ena, telling Ena only about the benefits in-game ("Look, this does a Purify twice a day!"), but when he hands over the tag he also is required to tell Ena OOG about the flaw.

The intent of this clarification is that players with knowledge of any powers of the item should also (even if only OOG) be informed of the flaws of the item.

Obvious Power: This allows the caster to create an item which has a flaw added to it where anyone who inspects the item is able to identify the Aspect of the magic (Earth, Celestial or Necromantic) without the need for a Greater Celestial Circle of Power or a Lore ritual.

If an Obfuscate ritual exists on an item or is added to the item at any later time while this ritual is still active, this ability will be removed.

The caster must have fifteen levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Terminate Ritual: This ability allows the caster to voluntarily end the ritual casting with no ill effects. At any time during the ritual, the caster may activate the ability, ending the casting and retaining possession of all the ritual components and scrolls as if the ritual had not been started.

The caster must have twenty levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Touch of Empowerment: This allows the caster to "supercharge" the ritual they are casting, granting a greater effect for a maximum of five days, which cannot be extended by any means. After the five day duration, these items return to their base ritual stats as the magic settles down.

The exact nature of how a ritual is more



effective is up to the local Plot team. The more impressive role-playing and ritual casting performed, the greater the Empowerments.

This ability cannot be stacked with other Empowerment abilities.

The caster must have twenty levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

True Conservation: This allows the caster to use two less components. All components as specified on the scroll must be present at the time of casting. After the ritual has been successfully cast, the caster may choose and retain the component(s) which were not consumed due to this Ritual Manipulation.

For example: Belthivis wants to cast a Spirit Link which requires four reagents: a Truesilver, a Wand, a Penna, and a Heartstone. He uses a point of High Magic for Ritual Manipulation: Conservative Casting on the ritual. When he casts it, he must have all four reagents as specified on the scroll to begin the casting (as per the rulebook). However, after he successfully casts it, he can pick one reagent of his choice which is not consumed in the casting.

This can only be purchased once and cannot be combined with any other skill that allows a reduction in component cost.

The caster must have twenty-five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Alternate Component: The caster may add one additional "base component" to the scroll, allowing them to gather resources easier.

For example, Belthivis has a scroll requiring three components: Wand, Pyrotis and Jetsam. With this skill, he can now add Feyander to the list. He needs twenty-four components total for the ritual, so now he can mix and match from these four reagents as long as there is at least one each of the Wand, Pyrotis and Jetsam listed on the scroll.

The caster must have thirty levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

True Empowerment: This allows the caster to "supercharge" the ritual they are casting, granting a greater effect for a maximum of five days, which cannot be extended by any means.

After the five day duration, these items return to their base ritual stats as the magic settles down.

The exact nature of how a ritual is more effective is up to the local Plot team. The more impressive role-playing and ritual casting performed, the greater the Empowerments.

Different kinds of Empowerments cannot stack on an item. Only one type of Empowerment (Spark of Empowerment, Touch of Empowerment or True Empowerment) can be on any one item at a time. Also, only one Empowerment of the same type can be on one item at a time.

If a flaw duplicates a ritual effect (such as Cloak, Bane, <Effect> per day or times ever, etc.) it must be counted against the twenty ritual limit of an item. Flaws which do not duplicate ritual effects will not count against the twenty ritual limit of an item.

Unlike other Empowerment abilities, when a True Empowered ritual fades back to normal, it will leave behind a beneficial Flaw on the item subject to the discretion of the Plot Committee.

This Flaw will remain with the ritual for its entire duration and is not subject to the five day expiration.

The caster must have thirty-five levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Casting Insight: This ability allows the caster to roll twice to determine the success chance of their ritual. The caster can then choose whichever die roll result they prefer of the two. These results are taken before any other Manipulations or High Magic abilities are used.

This ability may only be purchased once per ritual.

The caster must have forty levels of Formal Magic from the appropriate school above the difficulty of the ritual to be cast.

Spellcraft

Each time this ability is chosen it provides one point of spell crafting power for a caster to use with ritual scrolls that allow spellcrafting.

The ritual scroll must be studied before an event just as a spell caster would study battle magic spells. However, the caster must study the ritual scroll itself rather than the caster's spell book. Like spell books, ritual scrolls are not consumed after studying (with a few exceptions that will be noted on the scrolls).

At Logistics, the caster hands the required reagents to the Logistics staff, as specified on the ritual scroll. The caster must also give the ritual scroll to the Logistics staff, who will verify that the ritual scroll is valid. Logistics will then give the player one tag for each ritual studied.

The tag states the ritual studied, the caster's name, and the last date of the event. The caster then has until the end of the day written on the tag to cast the ritual. If the player does not cast the ritual before the end of that event, the ability is lost until it can be studied again.

Spellcrafted ritual scrolls are cast like battle magic scrolls. All spellcrafted rituals must be cast in-game.

The verbal for casting a spellcrafted ritual is: "I call upon the power of <type> magic to craft the ritual."

Example One: Belthivius the mage spellcrafts the Cloak ritual against command effects. "I call upon the power of celestial magic to craft the Cloak Command ritual," he says.

Example Two: Darlissa the earth mage spellcrafts the Investment ritual. "I call upon the power of earth magic to craft the Investment ritual," she says.

Example Three: Vorin the earth mage spellcrafts the Summon Undead ritual. "I call upon the power of chaos magic to craft the Summon Undead Skeletal Warrior ritual," he cackles evilly while rubbing his hands together.

When casting, the ritual scroll must be in the hands of the caster and a packet must be touched to the scroll before it is used. All spellcrafted rituals must be touch-cast onto a valid target. If that target has a spirit, the individual must state "accept" or "refuse." Spellcrafted rituals are treated as battle magic spells in all other ways.

Any special rules for casting specified in the description of the effect *must* be followed for the spellcrafting to be successful. For example, in order to Invest someone in a Circle of Power, the caster must already be Invested and the caster and the recipient must be in that Circle of Power.

Spellcrafted rituals generally expire after five days. Spellcrafted rituals *cannot* be extended in any way.

The recipient of a spellcrafted Ritual *must* carry the tag throughout the duration of the ritual. The ritual ends if the person resurrects (unless the ritual is of the Spirit Type), the duration expires naturally, the recipient receives a subsequent spellcrafted ritual, or the spell-

crafting tag is lost. If a ritual casting is placed on a recipient who has already received a spellcrafted ritual, the spellcrafted ritual immediately expires. Only the most recently spellcrafted ritual is active on an individual recipient.

If a person is spellcrafting a ritual that stores a spell or ability, then a person with the ability to use that ability or cast that ritual must, immediately after the spellcrafting, touch the recipient and declare the name of the spell or ability to be stored.

The recipient is not affected by the spell or ritual being stored and the person with that skill or spell should only utter the name of the skill or spell, not the verbal that invokes the effect. The spell or ability tag must then be attached to the spellcrafting tag and carried by the recipient person or attached to the recipient item.

If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The spellcrafted ritual does not expire until one hour after the NPC comes in-game. When casting any of the spellcrafted rituals that last one hour or less, the scroll is consumed and should be immediately torn in half and given to a ritual marshal.

When spellcrafting an item, the caster must attach the spellcrafting tag to any item upon which a ritual is cast. The ritual expires if the item is destroyed, the spellcraft duration expires naturally, or the spellcrafting tag is lost. Only the most recently spellcrafted ritual is active on an item.

Any rituals that summon, create, or animate creatures require Plot approval before they can be cast and the casting will consume the ritual scroll. This ensures that NPCs and appropriate monster cards are available.

The Plot Committee may decide that a spellcrafted ritual automatically fails if NPCs and/or monster cards are not available at the time of casting. Under that circumstance, the ritual scroll should not be consumed and the Plot Committee and the caster should work out a more convenient time for the invocation of the ritual.

Players who are to role-play the summoned, animated or created creatures need to see a member of the Plot Committee prior to entering the game to establish the creature's personality and reactions.

When creating undead, a Plot-approved graveyard is the only proper recipient of the ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the ritual scroll.

For example: Vorin has five levels of earth Formal Magic. He decides to study four rituals to spellcraft during the event. He selects two Invest rituals, one Minor Channel, and one Summon Undead (Skeleton). These rituals total four levels of Formal Magic. At Logistics, he hands over the appropriate number of ritual components as set forth on the scrolls and

shows the person behind the desk his ritual scrolls. He is then given a signed tag for each ritual studied and goes in-game.

Wishing to let Belthivius use his limited Circle of Power, Vorin casts a spellcrafted Invest ritual on him and hands him the spellcrafting tag. Belthivius is now invested in the Circle until the next Logistics period.

Later, Vorin wants to cast his Create Minor Undead (Skeleton). He tells Plot and NPCs are made ready. Vorin then casts it while inside his cabin using the floor as the target. Because he did not target a graveyard as required by the spellcrafting rules, the casting fails.

Spirit Store

This High Magic ability functions in a similar manner as the Spirit Store ritual. It only works if there is no spirit already present in the golem. The primary caster and any other caster who assisted by using their Formal levels in the create golem rituals may use this High magic effect to store themselves in a ritually created golem. Once stored within the golem body, the caster gains that body's full abilities in addition to the caster's own. Memories, skills and knowledge are transferred with the spirit.

When the spirit is stored within a golem body it will impose its features upon it, so a spirit within a golem will be recognizable as the spirit within.

Characters stored in a golem are still considered to have all of the attributes of their character card in addition to the bonuses for being a golem. A living character in a golem is still considered "living" for the purposes of *Desecrate* and *Domain of the Defiled*. A sarr character in a golem is still affected by the sarr Racial Reaver, and a kobold stored in a golem is still affected by a kobold Slayer.

The caster's spirit being stored and the golem body into which the spirit is being stored must be within a Circle of Power to activate this High Magic ability. At the end of the duration of the Spirit Store (or if the Spirit Store effect receives a Destroy Magic effect), the stored spirit will return to its original body without the occurrence of a death.

If the original body has been destroyed, or if the golem body into which the spirit is stored is destroyed anytime before the duration of the Spirit Store has ended, the spirit must proceed to an Earth Circle and attempt resurrection.

A Spirit Store will temporarily override a Controlled Spirit Store, moving the spirit out of the character's bottle to the golem.

Due to the nature of storing one's spirit in a body not your own, this High Magic ability lasts only until the Logistics period following the time you stored your spirit inside your golem.

Rituals

Player Rituals

The following rituals are available for players, assuming you can find the scrolls and components. More details of each ritual are found on each individual scroll.

Arcane Armor

The *Arcane Armor* ritual allows the formal caster to construct a powerful barrier of protection similar to a suit of armor around a target. This armor may be bonded to the spirit of the individual or made into an item.

Refitting Arcane Armor does not require a blacksmith. To refit Arcane Armor, the individual must kneel for one minute and concentrate. They may not utilize Game Abilities while refitting and if interrupted must restart their minute of concentration.

The recipient of an Arcane Armor ritual does not need to wear a physical representation of the protection the ritual bestows.

If cast upon the spirit, the ritual continues to exist on the possessor's spirit for the duration of the ritual even after resurrection.

The Arcane Armor grants protection based upon the number of components used and the Difficulty Rating attempted by the caster.

Whether cast upon a spirit or an item, the Arcane Armor will not function for an individual if its protection value is greater than the sum of the maximum armor permitted by their class plus their wear extra armor skill plus one point for each Formal Magic level they possess.

Arcane Armor cannot be utilized at a lower level of efficiency.

For example: *Belthivis the scholar creates an Arcane Armor 30, but unless he possesses a significant amount of Wear Extra Armor skills and/or Formal Magic levels, he may not utilize this item.*

Multiple Arcane Armor rituals may never be combined. Only one Arcane Armor ritual may be active upon a possessor at one time.

Audible Projection

This ritual allows the caster to create an enchantment upon a target that will deliver a specific verbal message in a certain predetermined manner under certain predetermined conditions.

Bane

Bane is a protective ritual acting exactly like the effect *Reflect Magic*, with the exception that you can choose when to use the Bane.

Bane thus can be called before any pro-



ductive, or whenever the user desires to utilize its protective power. It applies to a specific type of effect (binding, command, evocation, etc.).

When used, the recipient must state "Bane" instead of "Reflect Magic."

Banish to Other Plane

This ritual will banish one or more beings to another plane of existence for a minimum duration of one year's time. You must contact the Plot Committee prior to casting this ritual.

Boost Duration

This ritual extends the time you have between rituals in a given batch.

Channel Spell

A Channel Spell ritual is also referred to as a "spell strike." This ritual places a spell into a weapon and allows the spell to be delivered by the weapon instead of by packet. The user must call "Spell Strike <spell name>" and attempt to hit a target. Missing a target consumes the channel. This cannot be combined with any other skill. The spell placed inside the channel ritual is chosen at time of casting.

Note that even though the effect is delivered by weapon instead of packet, this is still considered a spell attack and not a weapon attack. Weapon defenses such as *Magic Armor* or *Parry* do not protect against it, whereas magic protectives such as *Spell Shield* or *Reflect Magic* do.

Using a Spell Strike with a Prepare-to-Die skill active will immediately override and expend the Prepare-to-Die skill.

Chaos Aura

A *Chaos Aura* bestows a weapon with the "chaos" carrier attack, which inflicts body damage upon any creature with a metabolism.

Circle Lock

This ritual, when cast upon an item, prevents the item from being removed from the Circle of Power by any means. (This is a good way to create an in-game non-circulating library.) Only the destruction or expiration of the Circle will allow this item to be removed.

Cloak

Cloak is a protective ritual acting exactly like the effect *Spell Shield*, with the exception that you can choose when to use the Cloak.

Cloak thus can be called before any protective, or whenever the recipient desires to use its protective power. It applies to a specific type of effect (binding, command, evocation, etc.).

When used, the recipient must state "Cloak" instead of "Spell Shield."

Cloak of Darkness

Cloak of Darkness is a ritual that, when placed upon a target, allows the recipient to walk during the hours of daylight without any ill effects.

Conjure Artifact

This ritual allows the caster to summon an artifact of amazing power from the mists. The caster determines who may use the artifact and it may remain "spirit linked" to that individual for a duration no longer than five days.

At expiration, the artifact disappears again into the mists.

This ritual requires prior permission from the Plot Committee.

Construct

Construct is a ritual that allows the caster to fashion a golem for a limited duration of time to do their bidding. The golem fashioned can be powerful or weak depending on the amount of components used and the Difficulty Rating the formal caster is willing to attempt. You cannot Spirit Store into this type of construct.

Contact Other Plane

This ritual allows the caster to attempt to contact a being on another plane in order to communicate. However, the being may refuse contact or terminate communication at any time.

The Plot Committee must be contacted prior to casting this ritual.

Controlled Spirit Store

Controlled Spirit Store allows one to bottle their spirit in a vessel outside of their body.

The vessel the player chooses is a tagged item and must be checked in at Logistics. The tag from this vessel is to be turned in at the end of every event. If a player does not submit this vessel's tag at the end of the event they attended, they will receive a death and the vessel will reform with them at the Earth Circle upon resurrection.

This ritual grants immunities to certain spells, but the vessel remains vulnerable to many forms of attack if not protected from those who would do the person harm.

The Controlled Spirit Store ritual may not be the target of a Transfer Enchantment ritual.

Copy Formal Scroll

This ritual allows the caster to copy a ritual scroll in their possession without consuming the copied scroll. The new ritual scroll takes time to be fashioned, and will likely not have the same component requirements as its original.

Create Limited Circle of Power

This ritual allows the creation of a Circle of Power which will last five years; however the Circle does not possess the powers of Identification or Resurrection. The Limited Circle must be either of celestial aspect or earth aspect, and the aspect of the formal caster determines the nature of the Circle.

Curse of Undeath

This ritual must be cast in conjunction with a Transform to Undead ritual or it will immediately expire.

The ritual creates a spirit bottle and compels the target to regenerate in undead form at the bottle, up to twelve times. This ritual may not be the target of a Transfer Enchantment ritual.

Damage Aura

Damage Aura, when cast upon a weapon, augments its damage capabilities and bestows the "magic" carrier attack.

Destroy Magic

This ritual, once completed upon an item or individual, can destroy *all* magic upon it or it can destroy specific effects or flaws.

Divestiture

A Divestiture ritual can be used to remove an Investiture.

Domain of the Defiled

Domain of the Defiled is a necromantic ritual that prevents any living creatures from entering a designated area. Buildings and rooms that are under the effects of this ritual must be marked with a large "D" on the door.

Earth Aura

An Earth Aura bestows a weapon with the "earth" carrier attack, which inflicts body damage upon any creature vulnerable to the earth.

Elemental Aura

Placing an Elemental Aura upon a weapon allows a player to use an elemental attack from the evocation Effect Group (stone, lightning, ice, or flame). Some creatures take a significant amount of damage from some types of elemental attacks. Elemental Aura does not grant the ability to affect creatures that require magic to be harmed. A single element is chosen at the time of ritual casting but multiple castings can be performed on the same weapon.

Elemental Burst

Elemental Burst allows the user to hurl attacks of elemental damage. The damage can be 30, 50, 70 or 90. The type of element to be used (stone, lightning, ice, or flame) is chosen at the time the damage is hurled.

Enchant

The Enchant ritual allows a battle magic spell to be placed upon a valid target to be used up to three times ever. The more powerful the spell, the more components are required.

Enhance Wand

This ritual enhances a previously created wand, allowing it to produce additional types of elemental damage.

Expanded Enchantment

The Expanded Enchantment ritual allows a battle magic spell to be placed upon a valid target. A spell stored within an Expanded Enchantment ritual can be used once per day until the duration of the ritual expires. Unlike Enchant, it is not consumed when used, and becomes available again during the next logistics period.

The more powerful the spell, the more

components are required and the higher the Difficulty Rating of the ritual.

Extend Battle Magic Duration

This ritual extends the duration of a battle magic spell to one year. Be forewarned that the battle magic spell will still be removable with *Dispel* or any other specific counter spell or action, and that a spell that is normally used up such as a protective will still be used up normally. Note that extending the duration of a Circle of Power spell beyond its original duration does not cause the Circle to recognize the caster or allow investiture or any abilities associated with Permanent Circles.

Gift of Life

This ritual purifies undead creatures, returning them to their living form (if applicable).

Greater Wand

This ritual enchants a previously created wand providing it with a bonus to damage. The damage caused by the wand (and its difficulty) are determined by the number of reagents expended. Once enchanted, the wand will retain its magical quality (ability to be charged) for one year. The enchant wand ritual does not render a wand indestructible; however upon casting, it is considered strengthened (as per strengthen weapon rules) A strengthened tag will be granted by the ritual marshal at the time of casting.

The wand can resist two *Shatter*, *Destroy* or *Acidic Skin* effects. Once the resists are used, the wand may be strengthened again.

Haven of the Living

Haven of the Living is a ritual that prevents any undead from entering a designated area. A building or room under protection of this ritual must be marked with an "H" on the door.

Heal Golem

This ritual provides up to three charges that will restore body to the target and remove all negative effects.

Investiture

Investiture allows the target access to and the ability to recognize individuals into the Limited or Permanent Circle of Power in which it was cast.

Item Recall

This will allow one person, if that person has a spirit, to establish a connection between their spirit and an item. The target of the ritual establishes a link with the item in question, and may recall the item if it is lost.

This ritual cannot be placed upon an item that is already spirit linked. When the owner of

a lost item attempts to recover their item, the Item Recall must be conducted from a Limited or Permanent Circle of Power, and the individual recalling the item must remain in the Circle from the time of activation until the item is recalled or the recall fails.

This ritual requires Plot Committee approval before casting.

Lore

The Lore ritual grants the caster intimate knowledge of all magic items placed inside the Circle of Power at the time of casting. You must contact the Plot Committee prior to casting this ritual.

Mark

This ritual allows a caster to place a mark upon its target, like a tattoo.

Master Construct

This ritual creates a golem that can be Spirit Stored into. The level and abilities of the golem created are determined by the difficulty and reagents used in its creation.

Monster Slayer

The Monster Slayer ritual provides augmentation to damage on any weapon it is cast upon as well as allowing the wielder to use the “magic” carrier attack but only against a specific type of monster (construct, elemental, etc.).

If placed upon a weapon with a Damage Aura, the damage augmentation will not be cumulative.

Obfuscate

Obfuscate provides protection from all forms of magical identification and attempted location.

Obliteration

This ritual will inflict three deaths upon the target, immediately sending them to attempt to resurrect. There is no possibility of a *Life* spell. The target of this ritual must only pull from the Bag of Chance once for the three deaths inflicted upon them, but the number of black stones in the Bag will take into consideration all three of the deaths.

Permanent Duration

The Permanent Duration ritual extends the duration of all rituals upon a target indefinitely. This is one of the most difficult rituals for any caster to attempt. The Difficulty Rating of completing the ritual is based upon the amount of rituals being permanenced.

PlanarAsylum

This ritual, when bestowed, allows the target individual with a spirit to survive on alternate planes that would normally kill the indi-

vidual. It does not offer additional protection from elemental based attacks.

Planar Gate

This ritual opens up a portal between planes to a random location of a chosen plane.

Preserve Duration

The Preserve Duration ritual extends the duration of all rituals upon a target for five years.

The Difficulty Rating of completing the ritual is based upon the amount of rituals being Preserved.

Proscribe

This ritual, when cast within a certain area, prevents specified creatures from entering the designated area.

ProtectionAura

Protection Aura grants the target a barrier around them, preventing harm from blows equal to or less than the Protection Aura granted.

This ritual can provide barriers from strikes to a maximum of 4.

The amount of components consumed and the Difficulty Rating of the ritual is dependent upon the Protection Aura attempted.

Racial Reaver

The Racial Reaver ritual provides augmentation to damage on any weapon it is cast upon as well as allowing the wielder to use the “magic” carrier attack but only against a specific character race (human, elf, biata, etc.) specified by the ritual. Keep in mind that a Race Reaver against a high orc or high ogre does not affect orcs and ogres.

If placed upon a weapon with a Damage Aura, the damage augmentation will not be cumulative.

Racial Transform

This ritual allows the target to transform from one character race to another character race. Failure to role-play the race transformed to could lead to losing the privilege of playing a new race.

There are significant rules regarding this ritual, and review of the ritual scroll should be reviewed carefully before this ritual is undertaken.

Regenerate

The Regenerate ritual allows the target to avoid having to pull from the Bag of Chance when they die; however, the recipient now only has a certain number of predetermined deaths.

The Regenerate ritual may not be the target of a Transfer Enchantment ritual.

Render Indestructible

This ritual prevents an item from being affected by normal destructive means, such as *Shatter* and *Destroy* spells or physical damage.

If cast on a suit of armor, it will prevent

that suit from being destroyed by normal means, but it does not prevent the suit from being breached to 0 in the normal course of battle.

This ritual will last one year. Many rituals that extend the duration of rituals upon items automatically bestow this ritual upon the item extended.

Render Indestructible Improved

This ritual is identical to Render Indestructible except that it is permanent in duration.

Resist Destroy Magic

This ritual places a barrier over the target, protecting it from a single Destroy Magic ritual.

Reverse Life Force

This necromantic ritual, when cast upon the target, can reverse the life force within the target making it appear to be undead or living based upon its original state. This can grant additional immunities and vulnerabilities to the target.

Ritual of Woe

The ritual of woe grants a limited number of individuals within the Circle of Power abilities to aid in the destruction of vampires.

Sacrifice

This ritual allows the bearer to sacrifice their life to another by taking their place in a greater Earth circle and attempting resurrection.

Spell Parry

This ritual is cast upon a weapon. The wielder of the weapon may utilize the Spell Parry in combination with the skill Parry to counter one effect delivered by incanted spell, “Magic <effect>”, “Spell Strike <effect>”, “Activate <effect>”, dragon magic or shadow magic. This is a times per day effect.

Spell Store

The Spell Store ritual targeted upon an item gives the item the ability to store spells within it. Unlike Expanded Enchantment, the Spell Store ritual creates slots within the item where any spell can be stored.

The Difficulty Rating is based upon the amount of levels the item can store.

For example, if a Spell Store 9 is fashioned, up to nine levels of spells in any combination can be stored into the item and used at any time.

Spirit Forge

The Spirit Forge ritual is a difficult ritual, allowing a target to relearn their skills and abilities. Any skill taught to a player the day in which they are Spirit Forged can be immediately learned and placed within the database.

Spirit Link

The Spirit Link ritual binds an item to a person so it cannot be stolen or taken from them.

When Disarmed, a spirit linked weapon must be placed under the arm or behind the back. A spirit linked item must remain in contact with its user at all times.

Upon permanent death, the spirit linked items will attach themselves to the next person who touches them.

Spirit Lock

This ritual is a greater form of Spirit Link, in that upon the permanent death of the user, the Spirit Locked item is taken with them in death and cannot be claimed by another.

Spirit Recall

Spirit Recall allows a target of this ritual to, with a three count, return to the Circle of Power in which it was cast. You must be conscious, able to make decisions, and not be completely immobilized in order to do this.

Only Spirit Linked items will travel through a Spirit Recall; all other possessions will remain at the spot where the Spirit Recall was used.

Spirit Store

This ritual allows the caster to place a spirit into a golem body that has been created through the Master Construct ritual. If the Spirit Store ends the stored spirit will return to its original body. If the golem body is destroyed before the ritual ends the spirit must attempt resurrection.

Spirit Walk

Spirit Walk allows the recipient to walk via spirit form from one Circle of Power to another.

The target of this ritual must have seen the Circle of Power they are traveling to before attempting this ritual.

While in spirit form, the person can use no Game Abilities whatsoever and can travel only as fast as the person walks.

Store Ability

This ritual allows for the storing of specific skills into an item so as to allow them to be used at an alternate time.

Summon: Extraplanar Creature

This ritual allows the conjuration of a creature of extraplanar origin. The power of the creature is determined by the amount of components used and the Difficulty Rating attempted by the caster. To have an extraplanar creature perform a duty for the caster, additional compensation is often required.

There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.

Summon: Foundation Elemental

This ritual allows the conjuration of an elemental of stone, lightning, ice, or flame. The

power of the elemental is determined by the amount of components used and the Difficulty Rating attempted by the caster. To have an elemental perform a duty for the caster, additional compensation is often required.

There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.



Summon: Magical Creature

This ritual summons a magical creature to appear from the mists. The power of the magical creature is based upon the amount of components used and the Difficulty Rating attempted by the caster.

To have a magical creature perform a duty for the caster, additional compensation is often required. There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.

Summon: Magistarium Elemental

This ritual allows the conjuration of an elemental of Death, Life, Chaos, or Order. The power of the elemental is determined by the amount of components used and the Difficulty Rating attempted by the caster. To have an elemental perform a duty for the caster, additional compensation is often required.

There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.

Summon: Pantherghast

This ritual allows the conjuration of a pantherghast. The power of the pantherghast is

determined by the amount of components used and the Difficulty Rating attempted by the caster.

The pantherghast is a creature who is dedicated to destroying a race selected by the ritual caster.

There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.

Summon: Undead

This ritual is necromantic in nature, and summons undead for a limited duration of time to do the bidding of the caster. The type and amount of undead summoned are based upon the Difficulty Rating and the ritual components consumed.

There are significant rules involving this ritual, so you must review the scroll carefully before casting it. This ritual requires approval from the Plot Committee prior to casting.

Transfer Enchantment

This ritual allows for the transfer of magic from one item to another. This ritual may require Plot Committee approval based on the item being transferred.

Transform to Greater Undead

This necromantic ritual allows the transformation of a target into a powerful undead creature.

Undergoing this transformation immediately places the target under control of the Plot Committee.

Unmark

This ritual will allow the caster to remove a mark.

Vengeance

This ritual places a powerful magical protection upon the target, inflicting tremendous damage against any being administering a Killing Blow. This damage cannot be resisted, dodged, or avoided in any way.

Vision

This ritual allows one person to have a prophetic or fact revealing vision of a general nature on a topic designated at the time of the casting.

Be forewarned that the contents of the vision will never reveal specific information and may even fail to reveal anything. The target must have a spirit for this ritual to be effective. You must contact the Plot Committee prior to casting this ritual.

Warder Glyph

This ritual allows for a symbol to be placed upon a doorway that will discharge various ef-

fects upon those entering and not using a specified password. A Warder Glyph may never be used as healing of any type. For example, a mercury golem cannot be healed by a *Lightning Storm* glyph nor could a Purified undead be cured by a *Drain* glyph.

Whispering Wind

This ritual causes a message to be delivered on the wind to anyone who meets the following conditions: (1) that person has a spirit; (2) they are not permanently dead; and (3) they are presently on this plane of existence.

You must contact the Plot Committee prior to casting this ritual.

NPC Only Rituals

These rituals are not available to players.

Copy Formal Permanent Scroll

This ritual allows the caster to copy a ritual scroll in their possession without consuming the copied scroll. Any scroll fashioned with a Copy Formal Permanent Scroll will not be consumed when it is utilized. The new ritual scroll takes time to be fashioned, and will likely not have the same component requirements as its original.

Create Permanent Circle of Power

This ritual allows for the creation of a Permanent Circle which possesses the ability of Resurrection or Identification depending on whether the aspect is celestial or earth. Selection of its aspect is done when the Circle is cast and must be the same as the caster attempting to construct it.

Enchantment Ritual

This ritual allows another ritual to be placed upon a valid target to be used at a later time.

Expanded Enchantment Ritual

This allows a ritual to be placed upon a valid target. A ritual stored within an Expanded Enchantment Ritual can be used once per day until the duration of the ritual expires. Unlike Enchant Ritual, it is not consumed when used, and becomes available again during the next logistics period.

Greater Obfuscate

This ritual provides protection from all forms of magical identification and attempted location. Greater Obfuscate is unaffected by Destroy Magic.

Greater Spell Store

This ritual targeted upon an item gives the item the ability to store spells within it. Unlike

Expanded Enchantment, the Greater Spell Store ritual creates slots within the item where any spell can be stored.

The Difficulty Rating is based upon the amount of levels the item can store.

For example, if a Spell Store 9 is fashioned, up to nine levels of spells in any combination can be stored into the item and used at any time. A Greater Spell Store item may intercept a thrown spell in specific circumstances.

Ownership

This ritual allows the caster to manipulate the abilities that are on an item.

Ritual Channel

This ritual is also referred to as a "spell strike." This ritual places a ritual into a weapon and allows the ritual to be delivered by the weapon instead of by packet.

Spirit Home

This ritual places the spirit of an individual into an item.

Spirit Vessel

This ritual allows the ritual caster to place a spirit into an item or body, if there is no spirit already present.

Role-play Only

The following rituals are provided for role-playing fun only. They cannot affect combat in any way. This list is not complete; your local Plot Committee may introduce others.

Blighted Crop

This ritual creates an area where the crops within produce as little or no food.

Blighted Forest

This ritual creates an area where all the trees and plant life sicken, wither and die.

Blissful Rest

This ritual enchants a structure with a calming effect that allows the occupants to get a good night's sleep.

Bound Shard

This ritual allows the conjuration of an Elemental that is bound into service within a physical object.

Bountiful Harvest

This ritual creates an area where the crops within can create up to three times the amount of food normally produced.

Cosmetic Transformation

This ritual modifies the physical appearance of a target creature.

Darkening

This ritual renders a building incapable of being illuminated by any means.

Endure Elements

This ritual grants the ability to survive in inhospitable conditions.

Eternal Forest

This ritual creates an area where the trees and plant life grow as if ten years had passed in one year's time.

Foresee the Weather

This ritual grants the caster a vision of the weather for the next few days.

Given the weather, it cannot be 100% accurate no matter what.

Illumination

This ritual creates a light source that can be turned on and off.

March of the Untiring

This ritual subtly changes the flow of time to allow anyone who was in the Circle at the time of casting to travel at third of the time it would normally take.

Mist Sense

This ritual allows the caster to know the location of the nearest bank of Fortannis Mist in order to attempt travel.

Resonance

This ritual gives the caster a "memory" of the location the ritual is cast in. Plot should be notified in advance when attempting to cast this ritual.

Seek the Whole

This ritual aids the caster in finding a missing person, place or object that has been broken as long as the caster has a piece to start with.

Spirit Farewell

The Spirit Farewell ritual summons the spirit of a permanently dead person within the boundaries of the Circle of Power for a limited duration of time.

The spirit thus summoned can not leave the Circle and can use no Game Abilities whatsoever.

The spirit does not remember the last hour of its life and thus cannot report how it died.

This ritual requires approval from the Plot Committee and can only be performed once upon a given character.

Stable Foundation

This ritual surrounds an existing structure in a magical barrier that makes it immune to common damage from natural disasters.

Universal Speech

This ritual allows anyone who was in the Circle of Power at the time of casting to communicate with each other as if they spoke the same language. It does not allow for speech with creatures without a language.

Traps

You may find traps that need disarming while playing the game, but you can also make your own traps. In order to make a trap, you must have the skills *Legerdemain* and *Create Trap*. *Create Trap* is a Production Point skill as described on page 55.

All trap designs must be checked and approved by a properly authorized marshal. All traps must make a noise or flash of light or otherwise be constructed so that it is obvious when the trap is set off.

All traps are meant to be immobile and cannot be used in combat as a weapon. You cannot create traps to use as hand grenades, nor can you trap yourself, even if you are standing “really, really still.”

Areas of Effect

Most traps will affect a five foot radius from the trap container. Anyone within that radius will take the effect. This includes any possessions being held by the person or clothes worn by the person.

For example, Finther tries to disarm a trap and fails. Terin is standing more than five feet away; however, he is holding his weapon in such a way that the weapon is within the five feet radius as is Terin's cloak. Terin will take all of the damage from the trap.

It might help to imagine a trap sending out packets in a five foot circle, and, like a spell, if a packet hits your possessions, it will affect you. Similarly, if you are affected by a trap, all objects on you are subject to the rules for being in the trap's radius.

For example: Rendal extends a ten-foot pole into a room and sets off a fire trap. Rendal takes all of the damage from the trap even though he may have been more than ten feet away. The pole is destroyed, as are any non-metal items in his possession, and hesuffers the appropriate amount of damage.

Types of Traps

Weapon Traps: A weapon trap contains a weapon on a spring mounted mechanism. This must be mounted on a large or heavy object, such as in a crate or a trunk, or onto a door. Once armed, a weapon trap cannot be moved.

Out-of-game, the trap merely has to have a standard trap trigger (a light or noisemaker) and a weapon with a valid item tag must be attached.

The weapon does not have to actually spring forward and hit you for the trap to be effective. Weapon traps do not have an area of effect and will only do damage to the person who triggered the trap. The mounted weapon must be any standard approved weapon.

Weapon traps are not destroyed when set



off and may be re-armed by anyone with the *Legerdemain* skill without paying the cost to rebuild them.

Weapon coatings may be applied to the weapon used in a weapon trap. These coatings are consumed as normal when the trap is set off and must be re-applied when the trap is re-armed.

Weapon Traps may not be blocked by a weapon or shield, but can be *Evaded*, *Parried*, *Riposted*, *Dodged*, or stopped by the *Magic Armor* spell.

Mechanical Traps: Mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable once set and have a minimum size of 3' by 3' by 3'.

Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Mechanical traps must be rebuilt after they are set off and cannot be re-armed.

Mechanical traps are usually represented with pillows, plastic trash bags filled with newspapers, and other soft items.

Flame/Acid Traps: A flame or acid trap represents a container, which when detonated sprays a burning or caustic liquid in a five foot radius. Anyone inside this radius when it detonates takes the full damage of the trap plus the additional effects listed below.

In addition to a trigger and detonating mechanism, there must also be a physical representation of the oil/acid “container.” The detonation mechanism must be attached or adjacent to the container. The radius effect is measured out from this container even if the trap trigger is in a different location. However, the trap trig-

ger must always connect to the trap in some way.

These traps destroy all “fragile” items within their radius, unless they are protected within a sealed metal container. Common “fragile” items include scrolls, potions, papers, glass items, ritual components, and other non-metal non-weapon/shield/armor items. Ritual scrolls are not destroyed. Only in-game items are destroyed by this effect.

Flame and Acid traps are *not* elemental in nature, and therefore are not stopped by an *Elemental Shield*. However, flame traps may be resisted with a *Resist Element*, *Cloak Flame* or *Bane Flame*.

This trap is destroyed when it detonates.

Explosive Traps: Explosive traps represent a container filled with a volatile substance. When set off, this trap will destroy all destructible in-game items within a five foot radius (as the *Destroy* spell.) This includes armor, weapons, coins, scrolls, potions, etc.

Sealed containers will not protect items from explosions unless the container itself is indestructible. Explosive traps cannot be avoided by *Cloak Summoned Force* or *Bane Summoned Force*.

This trap is destroyed when it detonates.

Gas Traps: The Production Point cost for creating a gas trap does not include the cost of the gas itself. The trap builder must include a dose of the gas poison in the trap itself. The trap must contain both a trap card and the gas poison tag(s).



Multiple *Cause* gasses (*Cause Damage*, *Cause Light Damage*, *Cause Serious Damage*) can be placed into a single gas trap in any combination but no other gasses can be “stacked” to increase their damage potential.

Gasses contained in a gas trap can never be removed or salvaged once the trap is armed. If the trap is successfully disarmed, the trap may be re-armed again, but in no case may the gasses be taken from the trap to be used in other traps or as thrown gasses.

These traps have a five foot radius. Anyone inside this area (or whose clothes or personal possessions are within that radius) when the trap goes off will be affected as if they had been struck by a gas poison of the same name.

The effects of any gas trap, even traps with multiple *Cause* gasses, will be blocked by a single *Poison Shield* or *Resist Poison*. If two or more traps have the same trigger, then they are all set off at once and one *Poison Shield* or *Resist Poison* will block them all.

Noisemaker: Alarms and noisemakers are traps that do no damage but set off loud alarms.

Containers

Flame/Acid, Explosive, and Gas traps must have a container representing their explosive or liquid contents. Each container must be a minimum of 32 cubic inches, with no less than one inch on any particular side. *For example: a 3" by 3" by 4" bottle or a 5" x 7" x 1" box.*

Arming the Trap

Arming a trap takes at least sixty seconds. If it takes you less than sixty seconds to arm the trap out-of-game, you must still keep both hands on the trap and roleplay arming the trap for the remainder of the sixty seconds. During those sixty seconds, if either hand is removed from the trap, or if you are hit by a physical blow or packet attack, the trap will be set off, affecting *only* the person setting the trap. This applies even if the physical blow or packet attack would not have caused damage or would have had no effect.

After the trap has been armed, it can be moved no more than five feet in any direction before detonating, even if the person carrying the trap has the skill *Legerdemain*. Picking up a trapped box, moving it three feet, and then turning around and putting it back will set it off.

Any armed trap that is shattered or destroyed, whether by a spell or by another trap within the radius, will always be set off.

Shattering or destroying a box containing an armed trap will also detonate the trap. Shattering a disarmed trap still destroys the trap, but it is not set off.

Triggers: All traps must have a real, physical trigger. This trigger could produce a light (such as from a flashbulb) or a sound (such as from a mouse trap). This trigger must always be detectable by an impartial observer. Every trap must be disarmable, even though it may be difficult to do so.

All traps must be approved by a marshal and, if not in a module where the documenta-

tion is held by the marshal, must contain a trap card.

A trigger can be something as simple as a mouse trap with a thread going across a hallway that, when tripped, sets off the mouse trap.

A better trap can be made with a sprung clothespin, two tacks, some thread, two pieces of wire, a nine-volt battery, a cheap electric buzzer, and a small piece of cardboard.

Attach wires to the base of each tack. Pull the clothespin apart and push a tack through each part of the clothespin so that when the clothespin is closed, the two tacks will touch each other and make a connection.

Attach the wires to the buzzer mechanism and a battery and you will hear the buzzer go off.

Next, take a small bit of cardboard and poke a hole in it. Tie the thread through the hole and then place the cardboard between the jaws of the clothespin, thus preventing the tacks from touching each other.

The other end of the string can be run as a tripwire or attached to the top of a box so that when the thread is pulled, the cardboard is removed and the tacks connect, causing a connection, which makes the buzzer go off.

Legerdemain

Legerdemain is the Game Ability needed to arm and disarm traps and pick locks. You must have this skill in order to even attempt doing these things. Anyone without this skill who tries to disarm a trap or pick a lock will automatically fail.

If you do not have this skill, you must roleplay ignorance in figuring out how to remove a trap. Your character can still detect the presence of the trap by noticing trip wires and such, but will be completely unable to figure out how to disarm it.

A trap may be disarmed by any means which does not permanently destroy the trap which prevents the trap from producing a noise or a light. For example, popping a battery clip off a battery or moving a mouse trap bar slowly so that it does not snap shut represents the disarming of the trap.

Permanent damage means treating the trap in such a way that a marshal cannot fix the damage within ten minutes or needs a tool. For instance, removing the top of a box by taking the screws out of the hinges is not allowed. It's a nice lateral way of solving the problem, yes, but it requires the marshal to have to use tools to put the box back together and is not what the *Legerdemain* skill is all about.

Note that, like weapons used by NPCs, traps found in modules cannot always be “harvested” as treasure. Just because you disarm a trap in a module doesn't mean you will get a trap card.

You may use your own locks in-game with permission of your local game so long as you can prove the lock is pickable.

Stealing and Searching

“Stealing” refers only to the in-game stealing of in-game items. Obviously, this means you must be very careful when attempting to steal anything in-game.

You are never allowed to destroy anything in order to steal something (no cutting of purse strings, no breaking windows to get into a home, no harming real property).

If you can somehow manage to open someone’s pouch and take the game items within without that person noticing, then that is fine.

There are special rules for each type of in-game item and you are required to know them. If you are caught stealing something incorrectly, then you are cheating—and ignorance of the rules is no excuse!

Game Money, Magic Items and Jewelry:

You are always allowed to take whatever game money you can find in-game. When taking jewelry or an item, always check to make sure there is a number scratched into it. If there is a number, then the item is now yours. If there is no number, then the item is personal property and not a game item.

If you are unsure, you may find a marshal with a game item list who can check to make sure that it really is a game item. The major guilds will usually have this list.

If you have a magic weapon or item stolen, you must immediately head to the Mages’ Guild and turn over the magic item tag. Since this is a Logistical requirement that has to be performed, you can go to the guild out-of-game. Not turning in a magic item tag from something that has been stolen or lost is considered cheating.

If you have a piece of jewelry or other game item that you wish to make into a stealable item, you must contact your chapter before the event begins. They will assign a number to the item and figure out its monetary value. You will then be required to pay the in-game amount that the item is worth.

Weapons: You must actually take the weapon you are stealing. Be reasonable about it—if these weapons were real, they would weigh quite a bit. You cannot grab piles of heavy weapons and walk through town with them.

Once you have stolen a weapon, you should then head immediately to the designated area for stolen weapons (usually the NPC camp or an NPC blacksmith shop). You cannot actually keep that particular weapon phys rep since it is the personal property of the player from whom you stole it, but the marshal in charge will give you the tag from that weapon which you can then attach to your own weapon phys rep.

If your weapon is stolen, you should head



to the designated area to get your phys rep back. You can do this out-of-game since this is only a Logistical function. Once you have your weapon phys rep back, you will then have to buy a weapon tag from someone in-game in order to use that weapon again.

Some monsters will have weapons that are stealable. However, for logistical reasons, these monsters will simply hand you a tag instead of the actual weapon since they need the phys rep for later. Most monster weapons are not stealable simply because to allow that would be to ruin the in-game economy and make the skill of *Blacksmithing* useless.

Armor and other expensive items: Since everyone’s armor is personal and usually a bit expensive, you have the right to refuse to turn over the phys rep if someone steals your armor. However, by refusing to turn it over, you forfeit the right to later “recognize” it later on the person who stole it from you.

If instead, you allow the thief to take your armor, it must obviously be returned to you at the end of the event, as it is your own personal property.

This holds true for expensive jewelry, fancy latex weapons, and other personal items.

Spell Books and Recipe Books: In order to steal a spell book or an alchemical recipe book, you should take the card that is attached to the book. The actual book is the private property of the player. Some players will mark their spell books with a note saying “this spell book is stealable.” In that case, you must take the actual book itself and not just the card, nor can you take the card out of that book and place it into a different book.

Gas Globes: If you steal gas globes from someone (or if those globes are destroyed somehow), the owner of the globes must randomly give up the appropriate amount of tags for the globes. A marshal may be called to oversee this.

Other in-game items: the Alliance often provides props such as maps, notes, books, and other informational items. If you find these in a module or on an NPC, they’re yours. If you steal them from another player, you should either contact the person you stole it from out-of-game and make sure that they were stealable, or alternatively, see a marshal to make sure.

Searching a Person

If you waylay, kill, or control a person or monster, you may search that being. Simply say “I search you.” All game items must be turned over at that point.

Note that it is impossible to completely hide something on your body. If you are searched, you cannot claim that something was “really, really well hidden.”

If you are searched, you also have the option of saying, “Describe your search.” The searcher then must describe what he or she is doing to search (“I am looking through your pockets,” “I am searching your cloak,” etc.) This is not only to help you hide items, but it also takes up the time that the search should take. When the searcher asks about a place where an item is hidden, you must turn over the item at that point.

You must really have the item hidden

where you say it is. In other words, you can't say "I'm pretending to have a secret compartment in my shoe, and you didn't ask about secret compartments there!"

If someone steals your magic item, do not give them the magic item tag. Immediately go to the appropriate logistical site (usually the Mages' Guild) and turn over the tag. It is up to the person who stole the item to find out what the item is and how it works. This applies to magical weapons as well. Not turning over a magic item tag after the phys rep has been stolen or lost is considered cheating. You must turn over these tags immediately.

Searching a Cabin

In order to search a cabin, you *must* have a marshal present (unless the cabin is occupied). We cannot overemphasize this point! If you enter a cabin without a marshal, you are not only cheating but may be subject to OOG legal action as well.

The marshal does not have to actually be right next to you (after all, how can you sneak around with someone else tagging along beside?), but the marshal must be aware and within sight somewhere.

Once you have managed to successfully open the door, the marshal will then check the marshal's notes that will be affixed to the inside of the door. The list will include any magic items that

are in-game, any magic spells that may be active in the cabin, and what damage the thief may have just taken from traps on the door.

You must actually search the cabin yourself. The marshal will not simply look at the notes and go and retrieve items for you.

Do not take any items marked "personal" or any items stored under a bed. In-game items may not be put under a bed. When you leave the cabin, you must show all items you have taken to the marshal. Only game items can be stolen! The marshal will return non-stealable items.

The marshal is also there to make sure that you properly disarm any traps that may be on

the door or window. Destroying property such as window screens or door hinges is not allowed.

Remember: you can search anywhere in a cabin except for bags marked personal or behind dividing curtains or under beds. However, not everything in game play is stealable. Make sure there is a number on the item you want to steal.

For example: Finther wants to break into Belthivis' cabin. (A marshal is nearby of course.) Finther picks the lock on the cabin door but, not having searched for traps, did not notice the trip wire on the trap until it goes off. The marshal reads the note left by the trap setter and tells Finther how much damage was taken. Finther then heals himself and enters.

There is a tapestry dividing the room, behind which there is a bed and personal property belonging to the player who plays Belthivis.



Photo courtesy of Creative Crossroads

Finther can not go there.

On a table in front of the tapestry is an amulet, a ring, two books, and a box. Finther looks at the amulet and notices that it has a number on it, so he takes it. The ring does not have a number so he leaves it.

The box does not have a number so he cannot steal it but he can try to open it. He picks the lock on the box and takes the game money and potions inside and any other items that have numbers.

The books do not have numbers but Finther can still search them. He opens the first book and notices that it has the player's notes about out-of-game rules in it. It is obviously an out-of-game book, so Finther leaves it where it is. The second book has Belthivis' notes about an adventure he knows about. Since this is all in-game material, Finther can steal the book.

Securing Your Cabin

The world of Fortannis can be an unsafe place, so it's always a wise idea to guard your valuables. There may be places in-game where you can buy or rent a lock for your cabin. Some of these places will also install it for you for a small fee. Of course, these locks can be picked by a good thief, but at least it will slow the rascal down.

If you want to put a lock on a door, you must either use an approved lock or you must use your own lock after getting it approved by a marshal. Generally speaking, if you can demonstrate that you can pick your lock, then it will probably be allowed.

Remember though that we prefer easy to pick locks, as it is the in-game skill itself that is supposed to be used and not the out-of-game skill of actually picking a very difficult lock.

Combination locks are not allowed to be used by players but may be found in modules (where part of the module is discovering the combination).

You can also buy or make traps for your cabin. Each trap must be accompanied by a trap card (see the section on traps).

Take your personal items and put them under your bed. Any items placed under the bed are considered to be out-

of-game, so don't cheat and put game items there. If you like, put a dividing curtain up in your cabin, and place all the beds and your personal items behind it. Put any game items in front of the divider.

Any special security precautions you take must be entered on the marshal's notes on your cabin door. Make any appropriate entries there, with the spell labels and/or trap cards necessary. That way, anyone marshaling a thief through your cabin can dole out any damage that the villain may take. If no precautions have been entered on the marshal's notes, then there is nothing protecting the cabin in-game.

Anyone who does not reside in a particular cabin caught reading the marshal's notes will be subject to disciplinary action. These notes are for marshals only, and only when marshaling a thief into the cabin.

Goblin Points

The Alliance is staffed with volunteers, so the more you put into it, the better it is!

Think of your own skills. You probably have something to offer in real world skills that you have. Are you a carpenter? You can make boxes and props for us. An electrician? Make some interesting traps. A writer? Come up with some modules. A computer nerd? Help us with our web page. Let us know what you can offer.

Here are some suggestions as to things we always need done. Always check with the staff first before making, purchasing, or donating anything to be sure it is needed and wanted.

Write events. And help run them. We are always looking for writers who can produce good plotlines and modules for our players.

Help us find cheap stuff. We always have to buy trap materials, batteries, paper for the computer, makeup, masks, and other supplies.

Make or donate props. Generally speaking, we can always use weapons, spell packets, and basic costuming (tabards, shirts, sweat pants).

See what junk you may have sitting around in the attic. Furniture, old clothing that could be used for NPCs, large piles of money—we will gladly take them off your hands.

Help us publicize the Alliance. Let us know if there is any sort of medieval faire or other event in your area where we can hand out our literature. If you are going to a science fiction or gaming convention, take some of our flyers. If you know of a gaming club, see if we can make a presentation to them.

If you are going to school, let us know if there is a festival or fair at the campus that we can use to hand out flyers. See if your local comic book store or gaming supply store will let us put our flyers there. If you have connections in the media, use them for us. You can also help by talking us up on the internet, making your own web page for your character or group, and otherwise keeping the Alliance in the public eye.

Be an NPC. Obviously! We always need NPCs. There is a definite correlation between good events and a large number of NPCs. You can never have too many NPCs!

Be creative. You've probably already thought of something we haven't. Let us know!

Compensation

People who work for the Alliance are compensated for their efforts with Goblin Points. Goblin Points are usually rewarded for

work done at a rate of at least one per hour (more for more stressful, responsible, or undesirable jobs). You may also earn Goblin Points by donating or making props. The amount of Goblin Points you will receive for donating items will be determined by the Props Committee. It will not be an outrageous amount. We cannot allow richer people to simply "buy" their way to Goblin Point heaven.

Goblin Points can be collected and used at your convenience with certain limitations. The database keeps track for you when you earn and spend them.

You can spend your Goblin Stamps in the ways listed below. Your local chapter may also have some additional ways not listed here.

Resurrections: You may trade in Goblin Points to "buy back" a resurrection that your character has experienced. This will reduce your risk of permanent death. In other words, the amount of black stones in the Resurrection Bag of Chance will be reduced by one.

There are some limitations on this use of Goblin Points: First, you can never buy back your first two resurrections. (In other words, you have to wait until you have at least one black stone in the bag.) Second, you may not buy back a resurrection once your character has pulled a black stone. Third, you cannot buy back a resurrection once your character has been "re-generated." Finally, no character may ever buy back more than ten deaths in this manner.

For logistics purposes, you can only buy back resurrections in your "home campaign."

The cost of buying back resurrections with Goblin Points is as follows: 40 Goblin Points to buy your first resurrection, 80 for your second, 160 for your third, and so on. The price doubles for each additional resurrection.

Production Points and/or Coins: For each Goblin Point turned in, you can receive one Production Point which can then be used to "purchase" coins, scrolls, potions, elixirs, gasses, traps, weapons, or armor. During check-in, state what you wish to use the Goblin Points for and Logistics will provide the item(s).

You cannot spend more than one hundred Goblin Points per regular event (two game-days). For modules (25% Experience) you can spend twenty-five; for long weekends (worth 150%), that's one hundred and fifty.

Note that you will not be given random Production Points that you can store away to be used any way you want in the future. In actuality, no Production Points will be handed out. If you turn in 100 Goblin Points, Logistics will say "That's 100 Production Points worth of something. What do you want?" You can then say "I'll take a *Death* elixir worth 45, a *Cure Wounds* potion worth 10, a *Flame Bolt* scroll

worth 20, and a short sword worth 25."

How did your character get all these things all of a sudden? Maybe you inherited them; maybe you found them on a dead goblin; maybe you stole them from the Sheriff of Notingame.

We do not provide the physical representations for any of these things, only the appropriate tags. You must supply the actual scroll, potion vial, armor, or weapon.

Note that you cannot use your Goblin Points to purchase a silvered or strengthened weapon or to have your own weapon silvered or strengthened.

Since a Production Point is worth one copper, you may also turn in your Goblin Points for coins. One hundred Goblin Points would then be worth a gold piece.

Event Points: You may trade in your Goblin Points to receive Experience Points for any event your character did not attend. These Experience Points can only be awarded if your player did not receive any XP at that event.

For example, if you were an NPC for a weekend event, you may use your Goblin Points to buy Experience Points for your character for that event. You cannot do this if you were a PC there.

The Goblin Point cost for Event Points is sixty per regular event. A long weekend will cost ninety Goblin Points. Remember that you can only get these Event Points if your character did not attend the event.

Example one: Fred Player comes to a weekend event and plays NPCs all weekend. He earns 60 Goblin Points for doing so. He may then apply all 60 to buy Experience Points for his character as if his character were there.

Example two: Fred Player has his character go through an Adventuring Day module and get Experience Points from it. The next day he shows up and plays an NPC in that same module (which is running for two days). He cannot apply the Goblin Points he has earned to that event as he has already "used" that event.

These Goblin Points are non-transferrable. You cannot use your Goblin Points to buy Event Points for a friend. Further, you can only spend Goblin Points in the chapter in which you earned them.

You may only purchase Event Points three months prior to the current date, and may not purchase events for the same date from two different chapters, even if you attended one of the events as a player. *For example: Fred Player PCs an event in the Minnesota chapter. He cannot then use his Goblin Points from the New Jersey chapter to buy XP for an event that took place the same weekend.*

Writing Adventures

Writing live action games is unlike anything else you may have written in the past, mostly because in a live action game, you are not the only writer. Every single player can shoot the storyline off in a different direction, and sometimes all you can do is watch and scratch your head in amazement as the plotline you developed evolves into something completely different.

We are always looking for good writers, but you need to know what you are getting into before you submit anything.

The advice in this chapter is to help you get started by writing weekend encounters and modules (set adventures). Once you have had a few of these accepted by the Plot Committee, then you can start on the harder stuff—weekend long adventures and long term plotlines. But let's start off slow, shall we?

A weekend encounter is a simple plot that usually only requires a few NPCs and very little setup. These encounters are always in demand, and are very important because they give the NPCs reasons to be out there instead of merely “go out and find some players and fight with them.” The Plot Committee is always looking for weekend encounters, and they can be as short as a paragraph or two. Here are a few examples:

Example one: As a party nears the graveyard late at night, they hear cries for help. As they get closer, they see that a group of four goblins is fighting six zombies and losing. The party can do nothing, wait to see who wins and then go after the winners, or jump in to help. If they help the goblins, the goblins will not attack the humans. If after the zombies are killed the goblins are not attacked, they will thank the party for their help, allow them to keep the treasure on the zombies and offer to give the party some old chicken bones they have (they have nothing of value). If however the party attacks, the goblins will of course defend (or run away). If the party takes a lot of damage in the battle and the goblins think they may be able to beat the party, they will attack the party despite what the party has done for them.

Example two: You are a poor old beggar walking through town asking for coppers. If someone gives you a silver or more, say “Ah, you are very kind. I will grant you one wish.” Take out a piece of paper and write down the character's name and the wish, and tell them that their wish will be granted in the morning. (Do not write the player's name; this must be completely in-game.) Soon that person will probably tell his or her friends and you will soon be getting lots of silvers and be writing



down lots of names. As soon as you have as many as you think safe, or as soon as the Town Guard starts to eye you, you will hightail it out of town to run your scam somewhere else.

Example three: You are a ritual caster who has gone mad. You will take your two iron golems into town and demand that the town surrender to you. Of course, they will not, and you will then give the iron golems the order to “attack anything that moves!” The first thing they see moving is you, so they will beat you down quickly then go after the players. If the players stand completely still, the golems will walk past them and look for moving targets.

Writing encounters is a good way to start off your Alliance writing career. It shows the Plot Committee your creativity and gives them easy to run encounters that can be used whenever there is a lull in the action.

Modules are a bit more complicated, usually containing more than one encounter. Modules usually take place in separate buildings and areas away from the rest of the players. Players will find the “hook” to the module and a small group will then be able to participate.

The hook may be someone coming into town looking for adventurers to help her get

rid of the giant rats in her barn; it could be a treasure map that is hidden in the tavern just waiting for someone to find it; it could be information a monster has that it will give you if you promise not to kill it. These hooks are basically available for all players. Some hooks are targeted to specific players or groups. For instance, the Mages' Guild may be seeking guild members to investigate a strange rift that has opened in the woods; the local sarr leader has gathered all the sarr adventurers to help her destroy a local gnoll's lair; the local underground is seeking thieves to help rob the house of a particular merchant who is causing trouble; an NPC is coming into town in search for a specific player to follow up on something written in a character history.

These modules may encompass many NPCs and use lots of props and special effects. There is a definite plot and a quest involved and it may sometimes be something that has an effect on the main plot.

Because of these reasons, there are more restrictions on modules. Here then are some pieces of advice for writing these modules (although in general the same advice goes for encounters). These are not rules, but guidelines. You may come up with a new twist or way of doing a module that goes against one or more of these suggestions, and that is fine—but don't pin your hopes on having it accepted. When in doubt, don't—especially if it's your first module.

Think of a plot first. Sounds simple, but you may be surprised at the amount of modules we get that are well written except for one thing: They have no real plot. They are simply a series of encounters or fights with no real continuing thread. A good module should have each encounter build on the one previous. Every encounter should be there for a reason.

Imagine a module as a short story, with motivations for the characters and the NPCs, unexpected plot twists, and a build towards an exciting conclusion. If there is an encounter in your module that does not build toward your ending, then it would probably be better off being removed.

The question to always ask yourself when writing a module is “Why?” Why did the bad guy act this way? Why is this puzzle here? Why do these monsters stay in this room waiting for players to enter? If you don't have an answer to every “why” then you have some more writing to do. Have a reason for everything and the module will be a lot more fun.

Don't forget that there must be motivation for the party to go on the module as well. Players find it very frustrating when they have to think of some lame excuse for their character to go on the module.

For example, one module began with the players receiving an invitation to a party. It was not a bad module overall but many characters said, “Why should I go to a party of someone I’ve never heard of out in the middle of nowhere?” Another module offered the party a few silvers for performing a task. Richer groups just said, “Three silver? Bah! I don’t need money.”

Try to avoid clichéd NPCs. The evil necromancer who wrings his hands and goes “Muhahahaha!” gets very tiring after a while. Give your NPCs real motivations and reasons for their being. No one in the real world considers themselves evil. They’re either power mad, completely selfish, fanatics, or have some sort of mental problem—but even then, have you ever really heard anyone laugh maniacally? Even Hitler didn’t laugh maniacally. (Although the world would be an easier place to live in if all bad guys laughed maniacally: “As your new boss, I am sure we will have a profitable working relationship, Muhahahaha!” “This used car is guaranteed not to give you any problems, Muhahahaha!” “That country has weapons of mass destruction, Muhahahaha!”) People do not really act that way except in bad books and bad movies.

Another point is that evil people do not necessarily get along. If you have a necromancer in your module and a player comes up to him and says “Hi, I’m a necromancer too,” is there any reason why your NPC should trust this guy? Make your NPCs as smart as the PCs and they will face a real challenge, and have a lot more fun!

Don’t limit your inspiration to fantasy plotlines. Plots can come from anywhere. It is more important to think of an interesting idea and then find a way to make it work in our fantasy medieval game than it is to start with the limitations of the medieval world. Any sort of conflict can produce a plot.

Look for every possibility. ALARP is not as controllable as tabletop role-playing games you may have played. If the players do something completely unexpected, you can’t just stop and rewrite the module in the middle of it. Therefore you have to think of every possibility when writing the module. This also means trying to imagine how players with a different slant on the game will play it.

Don’t write modules that punish characters. Some modules have been written in such a way that they require characters to do things that aren’t very nice in order to complete the module. This punishes players who are trying to role-play “good” characters. (Even though there are no “alignments” in this game, players often consider themselves good, evil or neutral, and for the purposes of this point, we will use those expressions.)

Modules that require players to steal items from homes, torture people to get information, or do questionable acts in order to complete

the quest should be avoided. (This assumes of course that the module is an open one that could be attended by any player—if the module is targeted towards a specific person or group, then this could be completely acceptable.)

This does not mean that you can’t write modules that challenge players’ morals and beliefs. For instance, a module containing a monster that is only hurt by necromancy can be quite a moral dilemma for the “good” player. Just make sure that there is another solution—such as a way to avoid the monster—so that the module doesn’t just end right there.

Even though you shouldn’t write modules that require players to do evil acts, you *can* write a module that require player to do good acts. That may sound contradictory, but look at it this way: Evil characters are not completely and constantly belligerent. The player has made a conscious choice to play a violent or obnoxious character. You can write an encounter that requires the group to be civil.

Here’s an example: The players on a module meet a merchant who is carrying some items of value. If they attack the merchant for the money, he will not give the party the information they need to complete their quest. In fact, he may even tell them a complete lie so that they spend the rest of the module wandering aimlessly in the wrong direction. This is perfectly acceptable. Even evil characters (unless they are insane murderous characters) can cooperate and be nice for a long term goal. And if the player chooses to play an insane character who murders everyone who gets in his way, that’s not your problem.

Make it repeatable. In many cases, your module will be run many times so that as many people as possible may enjoy it, especially if it requires a major set up, props or special effects. Basing the plot on something that can only be done once is a waste of materials. Besides, don’t you want every player to go on your module and see how much fun it is?

Try to make up new bad guys rather than use established plot bad guys. After all, we don’t want five groups claiming to have captured the wanted criminal Necro Abominatio and seven others claiming he got away.

If at all possible (and this is difficult) make your repeating module non-repeating. Have the encounters be the same, but have a different name for the bad guys in each run, and have it take place in a different place each time.

For example, instead of writing a module about a mad goblin king in a cave, write it so that there are a series of mad goblin kings now working together, and the only way to rid them of their power is to send a number of groups off to different caves to fight different goblin kings. Give each goblin king a completely different name and maybe even a different piece of a puzzle. The module is the same, but this allows for players to talk about the adventure without contradicting each other as to whether

King Snotnose got away or not.

Along these same lines, don’t base the module on the existence of some great magic item that the players will encounter. Some player out there will figure out how to get it and then the balance of the game is ruined; and since the module will be repeating, soon many groups may have this “unique” item.

Put in a time limit. You may have to write in a time limit to allow as many groups to go through the module as possible. Time limits on modules are often unrealistic in-game but necessary out-of-game, especially if you have other players you want to run through the module as well. You don’t want one group figuring they have forever and hogging it all.

Try to be creative in your limit. For example, the party must reach the final encounter by midnight or the big bad guy will finish his evil ritual. Maybe the module takes place in a cave that is experiencing earthquakes and is due to collapse. If nothing else, if the time limit is almost up and the party shows no sign of leaving, have waves and waves of progressively more dangerous monsters attack until they either get the hint and retreat or die trying (Obviously in this last example, the party must be allowed to retreat and escape).

Make sure it’s scalable. Never write a module that requires a greater vampire or other high level monster to be the main NPC because that immediately prohibits lower level groups from going on the module. The module should be written in such a way that for lower level groups, the bad guy could be an evil human, the higher the level you go up the scale, the worse it gets until it is a vampire.

If there is no way to write the module without using the high level NPC, then a way out should be provided for low level parties; perhaps the vampire just happens to be away at the time the party arrives and they have to attack some of his minions and then destroy his coffin. Rewriting for different levels is difficult to do, so it is better to avoid modules that require the use of a specific high level monster.

Don’t worry about monster statistics or treasure. Our Monster Manual is not made public. After all, your character should have to learn thorough experience and talking to others in-game what powers certain monsters have and what their weaknesses are.

Therefore, when you write a module, you should submit it in very basic terms for monsters (“Goblins should go here until the party gets high enough level and then it should be orcs or other similar creatures.”) All modules go through the Plot committee who will do the monster scaling for you.

You could, however, scale any player race

NPC, as those statistics are available in this Rule Book.

When scaling for an NPC, a general rule of thumb is that the NPCs should average out at approximately the players' level. So if you have a celestial templar, buy his or her skills based on that level, and be reasonable about it. Buy a few skills like *Alchemy* or *Craftsman* that the NPC really would have and don't overload the NPC with nothing but battle skills or spells. Also remember that some spellcasters would have cast protective spells on themselves at the beginning of the day and these would take away from other spells available. Give your NPCs real personalities and logic and the character becomes more real.

Keep in mind that the players will go through more than one battle in the average module, so if you scale all your battles at party level, it will be too difficult for the players, because by the last battle they will have already expended most of their spells, skills and items.

Don't worry about treasure unless it's crucial to the plot. You may want to add points such as "The treasure should be all on the leader" or mention treasure that needs to be there for later encounters: "The box must have a *Flame Bolt* scroll within it."

Once more you should be logical. Why would your zombie have treasure? Make it all make sense.

Finally, be aware that anything you write for the Alliance becomes the intellectual property of the Alliance. After all, what you create will affect the plot of the game, perhaps in meaningful ways. It would not be fair to the Alliance or to its players if you were to create a new monster or NPC or country and then, after it has been established and other players are relying upon it, to have you say that we can no longer use your creation.

Now let's look at a very popular module that has already run. This module was run more than once for a number of groups, and although only a few succeeded in accomplishing their quests, all had a good time.

Note that this module is not based on a traditional fantasy medieval plot—in fact, it was written after watching too many James Bond movies. Obviously, we don't want a bunch of James Bond modules, but something different every now and then is fun.

Note the format of the module and the time limits put in place by the plot. Most importantly, note that the point of the module *is* the plot. All battles are secondary to that. In fact, it is possible to go through this entire module without having a single battle.

Understand as well that this particular module was arranged beforehand and players signed up for specific runs of this module on a "module day" as opposed to on a regular week-

end. This enables us to have more NPCs than normal and also have more time to set up the module.

Finally, you should note that there are some magic items in this module that have effects that are not in this Rule Book. Modules sometimes use strange magic which is allowed in rare circumstances as long as there is always a marshal present and the item can never leave the module.

Sample Module

"On His Majesty's Secret Service"

By Heidi Hooper and Michael A. Ventrella

Introduction

The adventuring party is invited to the Ducal Manor House where they are introduced to a man known only as "J." J tells them he works for the secret service answerable only to the King and he shows his papers to prove it.

J says that there are a number of high class gambling casinos spread throughout the duchy that are suspected fronts of activities for the underworld organization known as "the Fist." The players' mission, if they wish to accept it, is to create phony identities as upper class merchants and to enter the establishment in order to gain information.

J warns the players that stealth and subtlety are key for this operation. J also tells the players that the gambling house checks all weapons at the door. Of course, if captured, the players must deny all knowledge of the King's secret service.

J gives them the basic rundown, describing the casino for them and telling them about the owner, a fellow named Ivan a/k/a "The Man with the Golden Sword." He does not know what Ivan looks like, and in fact is not even sure if Ivan exists or is just a name used to throw people off. The party's task is to find the paperwork which lists Ivan's contacts. This paperwork will certainly help bring down the Fist.

Ivan is very clever and has recently stolen a list of the Secret Service's agents, so he would instantly recognize any of J's own people and that's why J needs new blood. If the party wishes, they can certainly use their own names, but J advises against it as Ivan will certainly be looking for revenge once he discovers his papers are missing.

J also gives the party a few "gadgets" to help them in their quest. Each of these gadgets has a limit of five days and are not renewable and actually not creatable under any current known ritual (Well, the King's Secret Service should have the latest technology now, shouldn't it?). In fact, the five days are about to expire that very night. Note that many of these gadgets would never pass the Rules Committee as regular items but in the context of this module, with a marshal handy, they can work. The players must get a marshal whenever they plan on using these gadgets.

J then sends the party off to their location by giving them an invitation. He tells them that they will be compensated for their time and trouble and that their reward will be better if they complete the quest.

Gadgets

Each has only one charge.

Time Stop. This allows the person in possession to yell "Hold" and while the marshal counts backwards from ten to "3, 2, 1, Lay On," the person with the item can move outside of time but everyone else remains still.

Duplicate Key. This piece of metal will copy a key when one is placed on top of it.

Quill of Copying. This magical quill can copy up to five 8 1/2 x 11 pages by placing the quill first to the pages to be copied and then to blank paper. It will take a few seconds but is still faster than copying by hand. There must be a bottle of ink nearby.

Disappearing Ink. This magical ink will disappear after an hour of use. It can be used with the Quill of Copying.

Wand of Distraction. This is a magical wand which, when activated, will cause *something* to happen. The marshal will roll a die to determine what sort of thing happens. All have a five foot radius of effect as per trap rules.

Feeblemind
Sleep
Dispel
Paralyze
12 flame (as trap)
Hallucinate

At the Door

The party is greeted at the door by a Burly Bodyguard in very expensive clothes. He checks the party up and down and is very friendly when presented with the invitation, but insists on the weapons being checked. The party will probably object to this a bit, when suddenly, just like in a James Bond movie, a fight breaks out in the first five minutes! Burly Bodyguard goes running back into the casino (hopefully with the party behind). He sees Ivan being held prisoner (Webbed) by an evil bad guy who demands his share of the cut.

The bad guy is named Guido and he has henchmen who are holding the other guests at the casino with daggers they smuggled in and spells at the ready. The patrons are all pretty scared by this. Other burly bodyguards are already on the floor bleeding.

Ivan will deny that he owes Guido anything. Guido notices the party and demands they retreat. Ivan begs for the party to help and offers a reward.

If the party does not help (because they are afraid of blowing their "cover" or something) the burly bodyguards will awaken and start the fight themselves, taking Guido and his henchmen out. The players will not get any reward and Ivan will not treat them with any great deference.



If the party does help, Ivan will tell the party that as part of their reward, they can take all possessions from the bad guys. He then orders the bad guys first aided and shoved out naked into the cold. “I’m no murderer,” he says. “Besides, I’d rather humiliate them. It’ll make them think twice next time.” He will deny he owes Guido anything.

Ivan gets introductions all around, and then gives the party a bunch of free gambling chips for the games and tells Monique the waitress to give them any drinks they wish “on the house.”

If the bad guys are questioned, they say that Ivan owes them money for “services rendered” but will not admit what those services were. If they are questioned further by the players they will refuse to talk. One may admit that they are with the Dockside Conglomerate (a rival “thieves’ guild”) and that they are upset with how Ivan has been cutting into their fencing operation.

Ivan will still insist that the players check their weapons at the door, but if pressed, he will allow one PC “bodyguard” to carry a weapon.

The party is then invited to sit down and play games or mill about. They will not be watched too closely (so that they can do their sneaking around). At least one adventurer should always stay with Ivan to keep him distracted, but it doesn’t have to be the same one all the time.

Later, other patrons will come to the bar (the NPCs who were playing the bad guys ear-

lier come in as different people). The place should be as crowded as we can make it—the more NPCs the better.

Note that the NPCs mentioned below will get into fights only if they are personally attacked, and even then only as a last resort—they don’t want to blow their cover.

The rooms

There are a few pleasant sitting rooms off to the side where people can relax. Players can take NPCs in here for private talks and vice versa. One of the rooms has a door to the Office which has an unpickable lock. The papers the players want are in that room. Since the office door is located in one of the sitting rooms, it isn’t very well watched, giving the players an opportunity to sneak in once they can get the key.

Once the party gets the key, they can open the door and check out the office. The office doesn’t have much in it but it does have a little black book (empty) and a piece of jewelry (Monique’s). The little black book is empty but it looks just like the one that Colonel Randolph carries with him.

On the other side of the office is a large chest with a combination lock and an Audible Projection ritual. There is a sign posted that says “Any employee setting off that damned Audible Projection will be subject to a reduction of wages! – Ivan” This is to let the players know what they are dealing with.

Once the players know what password gets them past the Audible Projection and what com-

bination is needed for the chest, they can attempt to open it. It is trapped of course (gotta give the thief something to do). The trap is a *Paralysis* gas. The papers are in the chest along with some treasure.

There are people in the casino who know where the key is, what the Audible Projection password is, and what the combination is, but the players will have to role-play with them to find out. That is the goal of the module, after all.

The NPCs must drop hints about the fact that they know this stuff if the players are too dense to figure it out, but the NPCs should not offer the solutions. The NPCs should also try to target different people on the players’ team so that all the information doesn’t go to one person.

The Guests

The more NPCs available the better. Every single NPC should have a name, a story and a background, even if it’s not written down here. The players must figure out who can help them and who can’t. Other NPCs may be added depending on the group; for instance, we may use this opportunity to introduce people from character histories.

Ivan

Ivan has a golden sword hung over his

favorite seat in the casino. It is only a decorative sword but it looks like it is worth a lot. It is firmly attached and anyone trying to remove it will have to spend at least a minute doing so, and it will be painfully obvious to anyone who looks that way.

The sword can be Shattered or Destroyed. It is not really worth much (It's just gold paint).

Ivan has a long and somewhat boring story to tell about how he got it, and while telling the story he can be fairly distracted about what else is going on around him. The story itself has nothing to do with the module.

At one point early on, Percival must tell Ivan that he needs some more money from the office. Ivan must then loudly proclaim that he is going to get it (to give the players a chance to get out of the way), pull an obvious key out of his pocket, walk to the office door, and then eventually go back to his seat. This is to establish to the party that he has the key in his pocket.

Ivan is a minor operative in the Fist. He is not as powerful as the Secret Service believes. He is, however, a major money laundering center and his place of business services as a "fence" for Fist steals.

Candy Came

Candy is a traditional "James Bond" girl. She loves fast men, money and danger. She will attach herself to the handsomest man in the party and flirt with him constantly and will attempt to put a *Love* poison in his drink.

What she wants is the little black book held by Colonel Randolph. If the players ask about the book, she will try to change the subject but if pushed will state that Randolph is a slaver and the book lists his slave routes. She must emphasize that merely stealing the book is certain to get the Colonel's attention and this would cause everyone in the place to be searched, but she has no idea how to go about getting the damned thing.

She will not admit who she works for but will do everything she can to convince the players that she is working for anti-slavers.

She tells her "victim" that she will do a favor for him in return. If her victim asks about the Casino office, she will admit that she knows the combination. She cares nothing about Ivan.

If the players refuse to turn over the book, she will refuse to give them the combination. Once she gets the book, she will leave immediately, giving them some treasure as a reward. If the party follows, they can attempt to take her down right outside the Casino, but if they don't act fast she will be seen getting into a carriage that was waiting nearby. If the party does attempt to get her, she will scream for help and otherwise attract the attention of those inside.

One option for the players is to try to copy the book for her with the Quill and the disappearing ink, thus making the information use-



less to her once the ink disappears. Of course, Candy may come back for revenge at a later date...

Colonel Randolph

The Colonel is a military man, upper class, stuffy, been in the military since he was a boy. He likes to gamble, but doesn't care much for the ladies, so Candy has been unable to get him since her *Love* poisons seem to only make him swoon over the handsome Selunari card shark at the next table. Plus he distrusts her and rightly thinks she's out to get something from him.

Randolph supplements his income by having the army look the other way when the slaves come through. He's not a nice guy.

He always keeps his lucky black book next to him on the table but keeps a wary eye on it, and often places his cards on top of it. He never opens it though, so will be unaware that someone has replaced his book with another (like the one from Ivan's office!)

He doesn't know anything about what's in the office or the safe. He likes Ivan but has no business dealings with him and is unaware that Ivan has anything to do with the Fist.

He is an elf and has six *Resist Commands*, so if the players try to *Dominate* him to give up his book, he will merely resist and call for the guards. Candy will of course disavow any knowledge of the players or the book if that happens since she doesn't want to be questioned by the guards.

If the party doesn't replace the black book with another that looks just like it, he will notice and demand the return of the book, and everyone will then be searched. Even if the book is not found on the players, it is sure to make everyone watch the players with a bit more caution from now on. Nothing will make Randolph leave his gambling seat. The players cannot

convince him to go to another room. He didn't get where he is by being too trusting.

Note also that Randolph has to be the victim of a waylay as the module begins; otherwise, he would be fighting those Dockside members alongside the players.

Monique

Monique is a little "French" waitress who flits from place to place with her tray and who is often seen dusting high places much to the delight of Gino. Players will assume that her dumb demeanor and attitude is really a cover, but—surprise!—she really is what she seems to be.

Monique dislikes Ivan because Ivan mistreats her. A few days ago, Ivan took a piece of jewelry from Monique that was given to her by a gambler at the Casino who she really cares about. Monique knows that the jewelry is in the Office. She doesn't know the combination or the Audible Projection word. It is important that Monique does not mention the piece of jewelry until after Ivan and Percival have done their bit with the key.

If the party makes it known that they need the key, Monique will offer to help them get it if they promise to give her the piece of jewelry. It's not worth much and it's not magical so even the greediest party should have no problem handing it over to Monique.

If the party does not make it known that it wants the key, Monique will go to a likely member of the party who looks helpful and will cry out her troubles to him or her. She will complain about how Ivan treats her and will ask the player to help get the piece of jewelry back from the Office. If the party looks lost she can drop hints and will say "Only Ivan has the key and keeps it in his pocket."

More than any other NPC, Monique has

to give the party lots of clues if they're dense, for otherwise the module ends here. No other NPC should help as much as she should, and she should help only if the party seems clueless. Even so, she should not solve the module for them. She should make suggestions if needed but if the party does not act on them, that is their problem.

For instance, if the party can't think of a way to get the key, Monique will offer to get it for them by "accidentally" spilling something on Ivan's lap and then apologizing and offering to clean his pants for him. If a player spills something instead, Ivan will call over Monique and have her take his pants; he will not hand them over to someone he doesn't know very well.

Monique will grab Ivan's robe from a hanger nearby and hand it to him and he will pull off his pants (silly underwear needed for props) and hand them to Monique. Monique can then give the players the key but will demand that they give it right back because Ivan is certain to remember that it is missing soon.

In fact, in about five minutes, Ivan will remember and ask for it back if it hasn't already been given to him.

The players only have to have the key for a few seconds—long enough to make the duplicate using the magic item.

Gino

Gino is a Selunari card shark whose main purpose is to gamble with the players and lose from time to time (to make sure the players get some treasure). He knows all of the regulars and can tell the players about their personalities, but he doesn't know any of their secrets, like whether they are actually spies or who they might work for.

Velar

Velar the Stone Elf dealer never cheats; Ivan makes sure of that. It would lose business! He knows about the safe, the key and the Projection but does not know how to get past them.

He is, of course, unemotional and will take no sides. He enjoys the logic behind the games and "delights" in figuring out the odds of each hand. He knows all of the regular patrons but does not know anything about them other than the public persona they project. For instance, he knows nothing about the Colonel's slave trading.

He has worked for Ivan for one year, three months, sixteen days and thirty seven minutes.

Felicia Expert

Felicia (another "Bond" girl) will approach the group's caster or most obvious scholar and ask for their help in solving a word puzzle she is trying to figure out. "Oh, it's meaningless really," she will say. "Just a little something I do for fun." The code says something like "The big eagle flies at midnight at the place where the gazelle grazes." It means something to



Felicia but nothing to the players. Yes, she is a spy. (This code should change for each group that goes through the module).

If the party asks about the Audible Projection, she will admit that she knows the word and will tell them if they solve her puzzle. (She knows because one of the Big Burly Bodyguards who is not there right now knows the word, and he talks in his sleep.) If the party solves the puzzle for her and doesn't ask for the Audible Projection, she should offer it anyway or else the module ends there. She might wait a few minutes while the party tries to think of what it wants in return, but eventually she should give the word to them. The word should change for each run of this module. She knows nothing about the key or the combination lock.

Khendar Greenwood

Khendar is a rich merchant who has had too much to drink. He should pick out the biggest, toughest fighter in the group and insult him or her a lot and otherwise decide not to like him or her. About an hour and a half or so into the module, he will take affront at some slight the player made and will challenge the player to a duel.

Ivan will jump in and start taking bets right then and there. The players should realize this is a perfect opportunity for a distraction and encourage this. Perhaps Khendar will fight for an item the players have and offer his "item" in return, thus getting some of the treasure out—assuming he loses. This will have to be decided on a case by case basis. The loser will be first aided. If Khendar loses, he will apologize, humiliated, and then leave.

Percival Patterson

Percival is the bookkeeper. He sits in a room off to the side which is *Warded*. Only he is invested in the Ward. At the end of the module when the players need to cash in their chips,

a Burly Bodyguard will take the chips to Percival who will then exchange the chips for money. This character is there for two reasons: (1) So the players cannot get to the huge amount of money that the Casino should have; (2) To act as a witness if the party tries to give *Amnesia* elixirs to everyone in the module.

Burly Bodyguards

The players should feel afraid of the bodyguards. In actuality, the party could probably take down everyone in the place, but then they'd never get the Projection word or the combination and would not complete their quest (as well as destroying their cover). If for some reason a fight does break out, the NPCs will try to subdue the players and then strip them down and throw them out into the cold. Module over.

The Ending

Early on, Ivan will mention that the Casino will be closing in about an hour and a half, so this places a time limit on the party. This closing should be enforced. Guards will chase the players out once the time is up.

Timing

This is a list of the order in which events should occur but this may change based on player actions. It is important that these events do not happen too quickly!

1. PCs arrive and the fight with the bad guys breaks out.
2. Gambling games begin; PCs use this time to find out a little about the NPCs. NPCs make no reference to Audible Projection or combination lock.
3. Candy asks PC for help in exchanging black book; promises to help the party but does not offer anything specific.
4. Monique talks to different PC about wanting jewelry; player asks for help in obtaining key.
5. Felicia approaches party with puzzle to solve.
6. Monique helps get key; PCs make duplicate key, enter office.
7. PCs search and find black book in office; notice Audible Projection sign and combination lock.
8. Candy will offer combination in exchange for black book.
9. Khendar starts a fight; PCs may use chance for subterfuge
10. PCs change black book, Candy gives combination
11. PCs solve Felicia's puzzle; Felicia gives Audible Projection word
12. PCs get to combination and steal items
13. PCs return jewelry to Monique and leave just as the place closes for the night. Mission accomplished!

Table Top Gaming Rules

The Alliance LARP is a game that was designed for live-action role-playing; not for playing around a table with dice. However, what are you to do during those weekends when no event is scheduled in your area, and you really want to play your character? Well, you and your friends can relive the experience with Alliance Tabletop.

The rules for Alliance Tabletop are kept as simple as possible and are designed to mimic the experience of live-action role-play. There are no Effects or Monster Abilities that do not exist in the live-action format for the game. All the durations and areas of effect are the same for the live-action and tabletop formats.

In order to play Alliance Tabletop, each player should have a six-sided die and a character sheet. The Director will need a copy of this Rule Book, at least one six-sided die, one ten-sided die (for determining resurrections and ritual magic), character sheets or notes for each NPC to be encountered, and notes (and/or maps) of the encounters for the players.

The players may also want the Player's Guide for the campaign world in which they play (or the Director may create a homespun campaign world for the Tabletop campaign).

When players attend a live-action event, there are NPCs, marshals, Logistics and a Director overseeing the Event. In the Tabletop version, the Director plays all these roles. The Director has the job of writing the adventure, setting the characteristics for the NPCs to be encountered, rolling the dice, role-playing the encounters, describing the world and doing anything else that might normally be accomplished by the Staff of a live-action Alliance LARP campaign. The Director is the arbiter of all rules disputes and must approve all characters to be played in the game.

Traits

Each character (player or non-player) possesses six Traits. The Traits simulate the physical and mental attributes that an Alliance LARP player may use out-of-game in a live-action situation. The Traits represent the following:

Brain: This is the mental acuity of the player and is used to determine when a player can solve puzzles or succeed in games of wit, such as chess when the Director decides not to actually play out the game.

Eye: This represents the perceptive abilities of the player and is used to determine the player's accuracy at a distance, as well as the player's ability to search a room or a victim.

Face: This represents the player's social abilities. Whenever a player attempts to persuade another, a **Face** check is required. **Face** does not necessarily describe the character's attractiveness. Many people with beautiful faces are socially inept and many people who lack classic beauty are quite adept at getting other people to do what they wish.

Feet: This represents a player's nimbleness and balance. This trait is used to establish speed, reactions, as well as defensive maneuvers on the battlefield.

Hands: This represents the player's manual dexterity and is used for weapon-based attacks as well as any use of Legerdemain.

Heart: This represents the player's mental and physical stamina. Any physical exertion is represented by this Trait. NPCs also use this Trait to check morale and to resist attempts at intimidation.

Character Creation

Traits: First, players should select their Traits. Following are five methods of generating those traits. The first three methods are the most recommended because they ensure that characters are balanced. The fourth method is random, which can be fun for a short game, but runs a high risk that some characters will perform much better than other characters in the same party. The fifth method is "freeform" and the least recommended of the methods.

Method One (Array): Characters assign the values 1, 2, 3, 4, 5 and 6 to the six Traits. Each value can be assigned to only one Trait.

Method Two (Paired Traits): Characters assign seven points to be divided each amongst three paired traits. The paired Traits are: **Brain** and **Face**, **Eye** and **Heart**, and **Feet** and **Hands**. So, for example, if the player chooses a **Feet** rating of 5, the **Hands** rating must be 2. **Brain** and **Face** are paired because **Brain** represents a person's introspective qualities. Such people tend not to be extroverts, which is the quality associated with **Face**. For game balance purposes, these attributes are linked (even though there are very charismatic geniuses in the world as well as idiot social misfits). **Eye** and **Heart** are paired because **Eye** represents a person's openness and receptiveness to experiences, while **Heart** represents a person's ability to endure and ignore the often painful stimuli that life can dish out. **Feet** and **Hands** are paired because **Feet** represents a person whose tendency is to prefer defensive maneuvers, while **Hands** represents an affinity for more aggressive "hands-on" action.

Method Three (Point Buy): All Traits be-

gin with a value of 1. Characters then receive 18 points, with which they can "purchase" higher traits, as follows: A "2" costs 1 point, a "3" costs 2 points, a "4" costs 3 points, a "5" costs 5 points, and a "6" costs 7 points.

Method Four (Random): Roll a die six times and record the results. Assign each roll to one Trait. If you have more 1's than 6's or if you have no Traits with a value of 4 or more, reroll your Traits.

Method Five (Freeform): The Director assigns Traits to the characters based on the Director's own assessment of the player's abilities when LARPing. While this has the benefit of most accurately modeling the player's own performance in the Alliance, it runs a risk of hurt feelings and arguments.

Race, Class, and Skills: Once the Traits have been set, the characters should choose race and class just as they would were they creating a live-action character. Characters begin the game with zero Experience and 15 Build Points, just as any other starting character in Alliance LARP. The Director may choose to play a higher-level game and assign players a starting Build of more than 15.

Each day of tabletop gaming earns player characters the same experience as they would garner during a Faire Day, whether a day, a month or even only a few hours of time have passed in-game. A Director may decide to award additional XP if a session is extraordinarily long. Obviously, XP does not transfer from a Tabletop game to a live-action campaign.

Possessions, Spells and Recipes: All characters begin the game with basic possessions as per the Alliance LARP rules unless the Director determines otherwise.

Skills and Spells: Like the live-action game, characters in Alliance Tabletop take the time to study their spells, refresh their spirits and otherwise gain sustenance each game-day.

Example: Victor agrees to be Director in a game of Alliance Tabletop with his friends Judy and Terry. Judy decides to play a human celestial artisan named Dorothea that specializes in scroll making. She spends her initial 15 Build Points on the following Skills: Read and Write, Read Magic, Celestial Level 1, Create Scroll, and Small Weapon. As she has one weapon skill (Small Weapon), she starts the game with a dagger. She also receives 12 copper pieces and a spell book containing a single first level spell (she chooses Stone Bolt). She starts the game with 6 body points and 2 armor points.

Next Judy chooses her Traits. The Director decides that Traits should be assigned us-



ing *Method Two (Paired Traits)*. She decides Dorothea has a very congenial personality, and sets her **Face** at 6. This means her **Brain** is 1. She believes that Dorothea should be brave, and sets her **Heart** at 5, making her **Eyes** 2. Finally, she sets her **Hands** at 3 and **Feet** at 4.

Terry decides to be a dog wylderkin Fighter named T'to. His Initial Build Points are spent on **Claw**, **Critical Attack** 2 and **Teacher**. He also begins the game with 6 **Body Points** and 2 **Armor Points** for period clothing. He has one **Weapon Skill** and chooses to carry only his one claw as a weapon, in addition to his starting 12 copper pieces.

Now Terry chooses **Traits** for T'to. He decides that T'to is neither fearsome nor brainy and sets **Brain** at 3 and **Face** at 4. He decides that T'to is very brave and sets **Heart** at 5, meaning his **Eyes** are 2. Finally, Terry decides T'to is more defensive than offensive, and sets his **Feet** at 4 and his **Hands** at 3.

Victor reviews the characters and, deciding they are appropriate for his campaign, approves them. He then works with his players to come up with character histories that fit the campaign world he has conceived...

Mechanics

d6 + player's Trait (+ ally's Trait, if applicable) > d6 + opponent's Trait or Target + Director's Modifiers

All dice-rolling in Alliance Tabletop is resolved using the formulas set forth below. Any character who attempts an Action (see below) rolls a d6 and adds the appropriate Trait. If the character's Action is being opposed, then the sum of the die roll and the character's roll must equal or exceed the sum of the opponent's die roll and the opponent's trait. If the character's Action is unopposed, then the sum of the die roll and the character's roll must equal or exceed a target established by the Director. If the character is trying to aid an ally, then the ally's Trait is added to the character's roll. The Director may also apply additional modifiers based on the specific circumstances.

Not every Action for which a Director may require a roll can be enumerated here. Such

Actions are wholly within the discretion of the Director. Some of these Actions for which a Director might require a roll are detailed below.

Combat

Combat in Alliance Tabletop is not cinematic. There are no back flips, roundhouse kicks or people tossing swords through the air. Rather, Alliance Tabletop tries to capture the flavor of live-action role-play by making use of Alliance LARP's live-action rules and minimizing dice.

Time: For ease of reference, Alliance Tabletop uses seconds, minutes, hours, days, weeks, months and years. However, Alliance Tabletop adds one new measure of time: the "Round." A Round represents about six seconds or one-tenth of a minute – the time needed to perform a single Action – and is usually applied only in combat situations. Most Actions – spellcasting, swinging a weapon, drinking a potion, etc. – take one Round. All three-count actions are presumed to require one Round to accomplish.

Characters can only take one Action in any given Round. While taking an Action, they may not move more than five feet (unless that action is dedicated wholly to movement, such as Climbing, Jumping and Sprinting). Each separate diagnosis performed pursuant to the Healing Arts Skill takes one Round. (For example, it takes one Round to determine if the target is asleep, an additional Round to determine how many Body Points the target has lost, etc.)

Some Actions require multiple Rounds. Obviously, a ten-minute Formal Ritual would take 100 Rounds to cast. Similarly, somebody who is reduced to -1 Body Points would take ten Rounds to die, and then 50 Rounds to receive a *Life* spell. *Selunari Curses* require two Rounds to invoke (but only one to remove). Refitting armor requires ten Rounds.

Some Actions that appear to be a single Action are, in fact, multiple Actions that require multiple Rounds. Removing a potion or elixir from a pouch or other container and consuming it, for example, is in fact, three Actions (thus

requiring three Rounds): (1) removing the vial from the pouch, (2) unstopping the vial, and (3) consuming the liquid. The Director is the final arbiter as to how many Rounds a declared Action might take.

Characters with Florentine or Two Weapon Skills can take the Strike Action twice in a Round, if they have valid weapons in each hand and are using them for their respective Actions. Characters who have not been incapacitated (by Effect or by damage) always get to oppose any Action made against them.

Surprise: Before combat, occasionally there is a chance that some characters may be surprised. This is particularly true when some opponents are Concealed or in Hiding, or if an opponent is preparing to Waylay. In such cases, the characters who may be surprised must roll Notice (**Eyes**), opposed by the surprisers' suspended Conceal/Hide/Waylay roll. Only an ostensible victim who fails to Notice any of the hidden surprisers will be surprised. A surprised character cannot Act, move or speak for the next Round, but may roll appropriate opposition Traits in response to the surprisers' Action during that Round.

Initiative: At the beginning of combat, any character that has the ability to take an Action must roll d6 + **Feet**. Each player then gets to take Actions in descending order (i.e., Actions go from highest modified **Feet** roll to lowest). Tie rolls are presumed to occur simultaneously.

Death, Dying and Unconsciousness: Characters who are bleeding out do not die until everybody in combat has resolved their Actions. Characters at zero Body Points do not wake up until everybody in combat has resolved their Actions. Any Effects whose duration is longer than five seconds and which expires in a given Round does not expire until everybody in combat has resolved their Actions. In other words, any event that is not an Action occurs only after all the characters have Acted.

Noncombat Actions

Conceal (Brain): This Action represents a character who is attempting to conceal an object or person from view. The person must have sufficient time to properly conceal the item or person. If the person is not given enough time, then they must Stow the item. Concealing yourself, however, is handled with the Hide (Feet) action, below.

Deceive (Face): This Action represents a character who is attempting to deceive another character, whether bluffing at cards, or lying about where the treasure is Stowed. It is opposed by Notice (Eyes).

Hide (Feet): Hiding others requires Conceal (Brain). Hide is a Suspended Action and therefore may require periodic Heart Rolls to ensure the character doesn't become lax and accidentally reveal a foot or hand. Hide is opposed by Notice (Eyes). Each potential spotter should roll Notice (Eyes) against the Hide roll the hider has already rolled; in other words, the hider does not re-roll for every person.

Inspire (Face): This Action allows a character to inspire players, giving those who are inspired a +1 bonus for their next action. Only one person may attempt to Inspire a crowd before a battle. Inspire requires at least a full minute. Each Ally adds their Heart Trait to the Actor's roll to see if that Ally is Inspired. The Target for an Inspire roll is sum of 10 and any Conditional Modifiers the Director imposes. Generally, the Conditional Modifier for an Inspire check is determined by how formidable the foe appears.

Intimidate (Face): This is the inverse of Inspire. It allows a character to put fear into an opponent, causing the next action the opponent takes to be subject to a -1 modifier. Only one person may attempt to Intimidate opponents before a battle. At least one full minute must be spent on Intimidate. Intimidate is opposed by Heart.

Legerdemain (Hands): Any of the non-combat Actions allowed by Legerdemain or Alchemy – trap disarming, lockpicking, etc. – are governed by Hands. The roll is always opposing the Hands of the trapmaker or locksmith who originally built the lock or trap.

Notice (Eyes): This Action is used for any time a character may notice or tries to notice something of importance. A -2 modifier should be added if the character is not actively searching. This Roll is used to oppose Conceal, Hide and Stow Rolls. It is also used to determine if a person is sneaking up to perform Waylay.

Persevere (Heart): Any time a character is performing an Action over a long period of time (i.e., long-distance running, counting grains of sand, etc.) the Director may require a Heart roll, which is modified negatively by the number of prior Persevere checks made on this Action. The result of the Heart Roll represents how many minutes the character can continue the action without having to make another Heart Roll. As soon as the Heart Roll is zero or less, the character must rest.

Poison (Hands): Sneaking an elixir into someone's drink without being spotted requires a Hands Roll, which is opposed by Notice (Eyes) Rolls of any witnesses in the area.

Puzzle (Brain): Assuming the Director simply does not want to play out the riddles, an opposed d6 Roll may be used. The Brain of the person offering the puzzle opposes the Brain or Brains of the character or characters trying to solve it. This also works for games of intelligence, such as chess.

Ritual (Brain): Formal casting can get complicated. Many things can go wrong. The caster must roll Brain, opposed by the level of the ritual (no d6 added), which represents a mechanical error in casting. The d10 for the ritual must still be rolled as in the live-action game to determine the outcome if the Brain Roll succeeds. The Brain roll is modified by +1 for each level of Formal Magic the character possesses.

Sneak (Feet): This allows a character to move without being noticed and is used to determine whether a character can get into position to Waylay an opponent. Sneak is always opposed by Notice (Eyes).

Stow (Hands): This Action occurs when a person tries to Conceal an item with insufficient time. There is always a -2 modifier because of the rushed nature of the Action.

Example: The Director opens the Campaign by telling the players that the Mists have taken Dorothea and T'to from their comfortable home to a colorful distant land. In fact, the Mists deposit the pair along a road.

In truth, the PCs are right in the middle of a cleverly hidden hobbling village, but the Director doesn't tell the players that yet. He waits to see that the PCs do. Dorothea and T'to discuss which direction along the road they should walk, when T'to decides to investigate the area for signs of life. The Director asks T'to to roll a Notice (Eyes) check. T'to rolls a 2, which is increased to 4 due to his Eyes Trait, for a total of zero. (The Director had previously determined that the village had a Conceal of 5.)

The Director tells T'to he sees nothing. Dorothea decides to make her own search and rolls a 6 (increased to 8 due to her own Eyes Trait), and that is sufficient to detect the hobbling village.

Unopposed Actions

Most unopposed actions require no roll (such as applying a Killing Blow to an unconscious opponent); the Director can safely assume the action succeeds.

Some unopposed actions, however, will still require a roll. These actions usually involve the character attempting to affect an object, or to cover some distance.

These are always considered unopposed actions, even though the action can be interrupted by another character. The relevant Trait for these actions is in parentheses after the name of the Action.

Build (Hands): Director assigns the project a total Target representing how labor intensive such a project would be. The characters then roll d6 + Hands every minute, hour or day, depending on how long the Director believes the project should take. When the sum of the characters' rolls equals or exceeds the Target, the project is complete. In order to Build a project, however, someone on the project team must have knowledge of how to construct the project. A character who does not know how to design a catapult, for example, cannot build one. Relevant Craftsman skills may apply here at the Director's discretion.

Climb (Heart): The surface being climbed serves as the opponent here, and should be given an appropriate Trait based on the Director's evaluation of the surface's distance, smoothness and incline.

Heft (Heart): This Act represents lifting something heavy or forcing one's way into a location, as for example, through a crowd. This Action should not be used to replace the *Shatter* spell. The Director should assign an opposing Trait based on the strength of the item or person being Hefted.

Jump (Feet): Characters can jump a number of feet equal to $(d6 + \text{Feet})/2$ upwards for a vertical standing jump, $d6 + \text{Feet}$ horizontally for a standing long jump, and $2 \times (d6 + \text{Feet})$ horizontally and half that distance vertically for a running jump.

Sprint (Feet): Characters can run a maximum of $5 \times (d6 + \text{Feet})$ in feet/Round unless blocked or stopped. The Director may apply other modifiers based on encumbrance, terrain, weather, lighting, etc. Each Round a character Sprints after the first, the character must first make a successful Persevere (Heart) roll against a difficulty equal to 1 + the number of minutes spent Sprinting.

Walk: Characters walk normally at ten feet a Round, modified upwards or downwards by the Director based on the circumstance (i.e., encumbered, brisk walking, uphill, etc.).

Example: Dorothea and T'to come across a straw golem that has been hung on a high post. The golem informs the PCs that he is an elf named Bolger. He has been placed into this frail golem's body as punishment for betraying the sorceress Margaret. He agrees to lead the pair to Margaret's castle if they will help restore him to his original elven body.

*Dorothea and T'to begin by trying to remove Bolger from the post. The Director asks each of them to roll Heft (**Heart**) and the Director assigned an 8 to the difficulty. T'to rolls a 2, and with a **Heart** of 5, it is insufficient. Dorothea, however, rolls a 5, which, combined with her **Heart** of 5 is enough to free Bolger from the post. He thanks the pair and leads them on towards Margaret's castle.*

Suspended Actions

Some Actions are not opposed until much long after they have been taken. For example, a rogue's trap is not opposed until someone attempts to disarm it. Someone who Conceals himself may not have a chance of being Noticed for minutes or hours. In such circumstances, the character should roll the d6 normally at the time of taking the "Suspended Action," and add the appropriate Trait and other modifiers to the roll. The Director should note the result. Later, when the Action is opposed, the opponent should roll the d6 and add the appropriate Trait and modifiers. Only then can it be determined whether the Action succeeds.

If the Suspended Action is one that requires the character's attentiveness (for example, Hide), the Director may require periodic **Heart** checks to see if the character can maintain the concentration needed to preserve the Action.

Example: Bolger has led Dorothea, T'to, and a young stone elf knight named Haley that they have befriended, into the middle of a dark forest. Along the way, Bolger tells his companions that the forest is known to be the home of a pride of necromantic sarr. Nevertheless, this is the only way to Margaret's castle.

Unknown to the PCs, there is a sarr earth scholar lying in wait for them. His name is Lahr, and he is not a part of the necromantic pride. He is in fact the rightful ruler to kingdom in which the forest sits. The necromantic sarr have usurped his throne and turned all his court into undead. Only he escaped but, friendless, he has been reduced to banditry to survive, while he tries to formulate a plan to get his kingdom back.

*Lahr has previously hidden himself. The Director had previously rolled Lahr's Hide (Feet) and he rolled an 11 (Lahr has **Feet** of 5). When the party approaches, they are each asked to roll a Notice (**Eyes**) check. If any one of them rolls a natural 6 (which always succeeds) or a modified 11, Lahr will be spotted. Dorothea rolls a 1 (modified to 3). T'to rolls a*



*5 (modified to 7). Bolger rolls a 4 and Haley rolls a 2 (both Bolger and Haley have **Eyes Traits** of 3). Accordingly, nobody spots the hidden sarr.*

*Lahr leaps menacingly from the brush and demands the travelers they drop their gold and flee. He summons aura into his hand to encourage the travelers to think he might be ready to cast necromancy. The Director rolls Lahr's Intimidate (**Face**). he Director rolls a modified 6. Since PCs cannot be intimidated with dice, neither Dorothea nor T'to need roll the opposing Trait of Heart. However, he does roll for both Bolger and Haley. Bolger rolls a modified 2 and Haley rolls a modified 4. Both of them fail to successfully oppose and the Director has them quake in their boots. If they had money, they would drop it and run!*

Dorothea notes that Lahr did not cast any spells and thinks that a bit odd. She decides to try to confront Lahr. Dorothea's plea is effective, and soon Lahr is tearily apologizing to the party and begging for their help in saving his kingdom. Soon they realize they have a common enemy when Lahr reveals that the necromantic Sarr are lackeys of a certain High Orc wicked sorceress...

Combat Actions

There are a number of things a character can do during an Action. Including the Actions specified above (that can be performed in a single Round), following are some of the more common Actions taken during combat:

Deflect (Hands): A character may choose to hold his Action and use a weapon to deflect another character's attack. The deflected attack need not even be directed against the Deflecting player, if it is within reach. A Deflect may also be used to "catch" a thrown packet intended

for another target. If successful, the opponent's attack hits the character's weapon (which usually results in a foiled attack). Any attempt to deflect a packet-based attack (whether it represents a missile, spell, alchemy or monster ability) incurs a -2 penalty. Deflect is opposed by the opponent's **Hands** for a weapon-based attack and **Eyes** for a packet-based attack. A Deflect is not the same as the Parry Skill and its use precedes any need to call defensive Skills like Evade, Parry or Dodge. Deflect may only be used against attacks from the front or from the same flank as the arm wielding the deflecting weapon.

Pull (Face): A character may choose to draw an opponent out of its ranks (thus allowing the character's allies to break the opponents' lines, or for any other reason). Pulling is opposed by the opponent's **Heart**. Success causes the opponent to move five feet forwards. An opponent cannot be lured into a *Ward*, through a *Wall of Force*, or into the range of a *Shun* or *Repel*.

Push (Heart): A character may try to force an opponent backwards (to break a line, or to force an opponent into a corner, or even into a perilous situation, such as over a cliff or into quicksand). Pushing is opposed by the opponent's **Feet**. An opponent cannot be forced to enter a *Ward*, through a *Wall of Force*, or into the range of a *Shun* or *Repel*. If successful, the opponent moves five feet backwards.

Strike (Hands): This is the roll applied for any non-thrown weapon-based attack, whether it is for damage, or to deliver a spellstrike, or to deliver a specialized weapon

Skill such as Eviscerate, Disarm or Stun Limb. This Action is opposed by **Feet**. An opponent with a defensive Skill, such as Evade, Parry or Dodge need not invoke use of this Skill until after it is determined if the Strike succeeds. Use of such defensive Skills does not count as a character's Action for that Round. Most combatants in Alliance LARP are able to swing more than once in a six-second interval. Accordingly, the Strike Action assumes the character is swinging multiple times. The damage inflicted by a successful Strike (unless it is a Spellstrike) should be doubled. This does not apply to ranged attacks.

Throw (Eyes): This is the roll applied for any Thrown Weapon or packet-based attack, whether it is a spell, alchemy, missile or monster ability. This Action is opposed by **Feet**. An opponent with a defensive Skill, such as Evade or Dodge need not invoke use of this Skill until after it is determined if the Strike succeeds. Use of such defensive Skills does not count as a character's Action for that Round. A negative modifier of -1 is added to the Throw roll for every five feet that a packet is thrown over ten feet (i.e., a -3 modifier is applied to a throw of 25 feet). No throw over 40' will ever succeed.

Combat Modifiers

While the application of any modifiers rests in the firm and absolute discretion of the Director, following are modifiers that are not uncommon in combat.

Modifier Condition

-3	Actor attacks opponent bearing a shield from the front or from the flank bearing the shield, where the shield is not a valid target for the attack.
-2	Opponent takes cover behind object (like a tree or table).
-1	Opponent flees field rather than Act.
-1	Actor's second attack due to Florentine or Two Weapons Skills.
+1	Opponent affected by <i>Pin</i> or <i>Bind</i> .
+2	Opponent affected by <i>Feeblemind</i> or otherwise unable to use game abilities.
+3	Actor attacks opponent bearing a shield from the front or from the flank bearing the shield, where the shield is a valid target for the attack
+3	Target affected by <i>Nausea</i> .
+4	Target is unable to move (i.e., affected by <i>Confine</i> , <i>Sleep</i> , <i>Vertigo</i> or <i>Web</i>), but attack is thrown.

Example: (Please note that the following description of combat may seem a bit drawn out. In fact, combat in Alliance Tabletop should move swiftly once the Director and players

learn the system as a single cast of the die is all that is needed for any Round.)

Finally, Dorothea, T'to, Bolger, Haley and Lahr have stolen into Margaret's castle and have come upon Margaret herself and six Orc guards. The hallway in which they fight only allows three people to stand abreast. T'to, Haley and Bolger make the front line, with Dorothea and Lahr in the back. They face two rows of guards, with Margaret behind them. The two sides spend a few moments taunting each other, but it is clear that this encounter will not be avoided without the shedding of blood. When Margaret summons aura to her hands, everyone else draws claws and weapons.

The Director asks everybody to roll Initiative (Feet). The Director decides to roll a single initiative for the guards. In descending order, the modified initiative rolls are Bolger (9), T'to (9), guards (8), Lahr (8), Margaret (8), Haley (4), Dorothea (4). Combat proceeds as follows (all numbers are modified):

Bolger Strikes (Hands) the first guard (Feet). Bolger's 8 beats the guard's 7. The guard loses Magic Armor.

T'to Strikes (Hands) the second guard (Feet). T'to's 4 loses to the guard's 6.

The first guard Strikes (Hands) Bolger (Feet). The guard's 6 loses to Bolger's 7.

The second guard Strikes (Hands) T'to (Feet). The guard's 8 beats T'to's 5. T'to loses Magic Armor.

The third guard Strikes (Hands) Haley (Feet). The guard's 9 beats Haley's 6. Haley loses Magic Armor.

Lahr Throws (Eyes) a Pin at Margaret (Feet). Lahr's 8 beats Margaret's 7. Margaret loses her Spell Shield.

Haley Strikes (Hands) the third guard (Feet). Haley's 7 beats the guard's 7. The guard loses Magic Armor.

Margaret Throws (Eyes) a Disarm at Bolger (Feet). Margaret's 7 beats Bolger's 5. Bolger loses his Spell Shield.

Dorothea Spots (Eyes) for anything to help. Dorothea's 8 beats a prior Stow (Hands) and she spies a scroll tucked under a bucket on the window sill.

The Director narrates the action as blows are exchanged, spells course through the air and magical defenses fall to the wayside. Now for round two!

Bolger Strikes (Hands) the first guard (Feet). Bolger's 8 beats the guard's 7. The guard takes damage.

T'to Strikes (Hands) the second guard (Feet). T'to's 9 loses to the guard's 6. The guard loses Magic Armor.

The first guard Strikes (Hands) Bolger (Feet). The guard's 6 beats Bolger's 6. Bolger loses Magic Armor.

The second guard Strikes (Hands) T'to (Feet). The guard's 8 beats T'to's 7. T'to takes damage!

The third guard Strikes (Hands) Haley (Feet). The guard's 9 beats Haley's 9. Haley

takes damage!

Lahr Throws (Eyes) another Pin at Margaret (Feet). Lahr's 9 loses to Margaret's 12!

Haley Strikes (Hands) the third guard (Feet). Haley's 4 loses the guard's 6.

Margaret Throws (Eyes) a Dragon's Breath at Bolger (Feet). Margaret's 6 loses to Bolger's 7.

Dorothea spends her action retrieving the scroll. Since it is within five feet, she can pick it up with one action. It is a scroll of Ice Bolt.

Again, the Director narrates the action, as orcs and allies grunt in pain and magic continues to fly. On to Round 3!

Bolger Strikes (Hands) the first guard (Feet). Bolger's 4 loses to the guard's 6.

T'to Strikes (Hands) the second guard (Feet). T'to's 7 beats the guard's 6. The guard takes damage!

The first guard Strikes (Hands) Bolger (Feet). The guard's 4 beats Bolger's 6. Bolger takes damage!

The second guard Strikes (Hands) T'to (Feet). The guard's 8 beats T'to's 5. T'to takes more damage! He's in bad shape.

The third guard Strikes (Hands) Haley (Feet). The guard's 7 loses to Haley's 9.

Lahr Strikes (Hands) T'to with a Cure Light Wounds. Since T'to is within reach of Lahr, and Lahr accepts the spell, the Director rules it operates automatically. T'to thanks Lahr for the healing.

Haley Strikes (Hands) the third guard (Feet). Haley's 7 beats the guard's 5. The guard takes damage!

Margaret Throws (Eyes) a Dragon's Breath at Bolger (Feet). Margaret's 9 beats Bolger's 8. The spell utterly depletes Bolger's Body Points, reducing him to -1! Bolger screams in pain and collapses to the floor.

Dorothea Throws (Eyes) the Ice Bolt at Margaret. The Director rules that as she had to move five feet back to retrieve the scroll, the throw is subject to an additional -1 modifier. Dorothea's 8 beats Margaret's 7! The Director checks Margaret's NPC card and notes that she has a special vulnerability to ice-based attacks, which cause her double damage. The ice bolt causes her 30 Body Points of damage, killing her. Screaming in pain, she drops to the floor.

*Dorothea asks the Director if she can speak in response to this and the Director agrees. Dorothea demands the orcs surrender. Normally, a **Face** check opposed by the orc's **Heart** might be warranted, but the Director had already decided that Margaret's defeat would demoralize the Guards. In fact, they always secretly hoped someone could end Margaret's cruel rule. "Huzzah!" shout the orcs, "Margaret is dead! Long live Queen Dorothea!" (Meanwhile, Lahr quickly begins performing First Aid on the scorched Bolger.)*

A Tabletop Character sheet can be found at the end of this book so that you can remove it and make copies.

Glossary

The following are a list of mostly OOG terms you may hear when playing the game.

Adjudicator: A judge to whom you may appeal if you feel wronged by a marshal's calling on a rule.

Basher: A player who cares only about fighting and not role-playing.

Battle Board: the card given to you when you sign in that shows all of your daily skills and spells. This is how you keep track of what you have and what you have used.

Battle Magic: Spells that are not Formal Magic.

Blade Spells: Spells that affect the type of damage you can do. The Blade Spells are *Chaos Blade*, *Earth Blade*, *Elemental Blade*, and *Magic Blade*. They are called Blade Spells even if you cast them on blunt weapons.

BP: Build Point. You "buy" in-game skills for your character with these. You earn Build Points by trading in Experience Points.

Cauliflower Hand: Somebody endowed with so much aura that the spell packets in their hand seem like a stalk of cauliflower.

Character Card: Your character card lists your current skills and all other important stats. Keep your Character Cards after each event like a receipt and that way you can keep track of your character's progress.

Cheese: To be a rules cheat by insisting upon the letter of the rule instead of the intent of the rule or to otherwise try to bend the rules to fit what you want.

Death Countdown: When your character reaches -1, you start your Death Countdown. For the first minute, any healing spell or healing elixir can bring you back to consciousness. After that minute, you are dead and need a *Life* spell. After five minutes with no *Life* spell, you must attempt to resurrect. This Death Countdown continues even if you are raised as a zombie and only stops if you are healed or given First Aid.

Doughnut: A player without a clue. Apparently began when one monster said to a clueless PC "I eat people like you for breakfast! You're a doughnut!"

Dragon Magic: A spellcaster who can cast Formal Rituals as if they were standard spells. PCs may never possess this skill and only the

most powerful NPC characters will ever possess it.

Drawing a Black Stone: When you go to the Healers' Guild to be resurrected, you will reach into a bag with ten stones. White stones mean you are resurrected and black stones represent a permanent death. This is an in-game as well as an out-of-game phrase; In-game, characters are referring to the old myth that Death makes you choose from a bag of stones when you die. (Aw, you don't really believe that old fable, do ya?)



Effect Groups: Every effect in the game falls into a group. For example, in the effect group "Binding" you will find effects like *Confine*, *Pin*, and *Web*. This provides consistency for spell verbals, specific defenses, and cures.

Experience Points: These are points you trade in for Build Points. You earn these every time you play.

Fishbowl: When random weekend NPCs need a reason to be out there, pre-written encounters can be pulled from a "fishbowl" to fill the need.

Fizzrep: See "Phys Rep."

FOIG: "Find Out In-Game." Said frequently to players who ask in-game questions while out-of-game.

Full Boat: Having every Spell Defense possible active on you. We have no idea where this phrase originated.

Goblin Munchies: Food for monsters. Some goblins, for instance, are very bribable. Offering a goblin some candy or other food to keep it from killing you usually works (especially if the NPC behind the mask is hungry). Lots of players carry around a small pouch full of "goblin munchies" for such an occasion.

Goblin Points: Also known as "Gobbies." Goblin Points are given to our volunteers for work performed and can be turned in for game items and experience.

Hack and Slash: Either a player who cares nothing about roleplaying and is only interested in fighting; or a module adventure that only provides fighting encounters.

Hawley-Smoot Tariff: An important piece of legislation that, in 1930, established strict controls on imports into the United States. Actually has nothing at all to do with the game; we just like the way it sounds.

Hook: The thing that gets the players into a module. It could be an NPC hiring them, or a treasure map found, or any number of interesting plot devices.

Huzzah!: The medieval version of "hurray!" Usually cheered by crowds at tournaments.

IG: In-game

In-Game: What really happens to your character. Not everything on a weekend or a module is "in-game." During a battle, the damage you call is "out-of-game" but the damage caused to the character is "in-game." Two players may talk between weekends, say something incriminating, and decide for the fun of it to treat it "in-game" as if their characters had said it. "In-game" also refers to knowledge your character has as opposed to you the player. Out-of-game, you can read and write but in-game you can't, for instance.

In the Bag: A character who already has a chance of drawing a black stone from the Bag of Chance. "I can't afford to die! I'm already in the bag!"

LARP: Live Action Role Playing.

Logistics: Logistics is where you get your tags, spend your Production Points, update your character, and take care of all the out-of-game paperwork that must take place for the game to run smoothly.

Machine gunning: A machine gunner stands next to his or her victim and moves the weapon only with the wrist, bringing the weapon back a few inches and striking repeatedly while yelling damage as fast as possible. This is not allowed.

Marshal: A staff member who is versed in the rules and can make decisions on rules interpretations when there are questions or controversies. Marshals are certified on a chapter-by-chapter basis.

Mee Wee: A Mystic Wood elf.

Metagame: To use out-of-game knowledge to help your in-game character. This is cheating!

Module: A set adventure. On an adventure day, the module takes up your day as you go through several encounters. On a weekend, a module may be only one encounter.

Mundania: The real world. (You know—where we go when we’re not playing Alliance games.)

Mundane: A person who does not play Alliance games; especially one who does not understand why people enjoy these things—like our bosses and teachers.

Newbie: A new player, usually identified by the “Gosh Wow” expression on his or her face at the first event. This is not meant to be an insulting term. Everyone was a newbie once.

Nounverber: A character with a typical fantasy name such as “Dreamseeker” or “Shadowwalker” or “Deathbringer.”

NPC: A non-player character. NPCs are all controlled by the Plot Committee. NPCs include all monsters. A few people who serve important functions in the town may also be NPCs, such as the major nobles and guild leaders. To all outward appearances, all non-monster NPCs should look and act just like PCs.

OOG: Stands for “Out-of-Game.” Not to be confused with the sound you make when hit too hard in the stomach by a barbarian with a huge club.

Out-of-Game: Information obtained by a player (as opposed to a character) is out-of-

game. Certain areas may be out-of-game as well, such as the bathrooms, the module set-up areas, and the NPC camp.

Phys Rep: Short for “Physical Representation.” There must be a Phys Rep for every item your character possesses. In other words, you must have a small bottle or container and not merely the potion tag in order to use a potion.



PC: Player character. Everyone who is not an NPC (see above).

PC Basher: A player who earns game money and items primarily by killing and robbing other players. Not a very well-liked person.

Popcorn Battle: Sometimes a group of NPCs is sent out for a battle. Each NPC is given a certain number of lives. When they die, they wait to be searched (if applicable) and then they go out of the battle area OOG and come running back in as another monster. The players are surrounded with enemies coming at them from all directions and feel like they are in a popcorn popper.

“Prepare to Die” Skill: Certain battle skills require you to concentrate, and when using those skills, you can use no others until the blow is successfully landed or countered. The “Prepare to Die” skills are *Disarm*, *Eviscerate*, *Shatter*, *Slay*, and *Stun Limb*.

Reversible Spell: Some spells are reversible. A spellcaster learning *Cure Wounds* also automatically knows *Cause Wounds*. However, not all reversible spells have a necromantic counterpart.

Rumor Sheet: An out-of-game sheet of paper containing in-game rumors that your character has heard. It can contain clues and other important information.

Scaling: Modules are often “scaled” so that different party levels will be properly challenged. A group of goblins may challenge a first level group but be a big yawn to a tenth level group so the higher level groups will encounter monsters and traps appropriate to their level.

Shadow Magic: This skill is similar to Dragon Magic, but the caster may only cast Formal Rituals of one school as a regular spell. This skill is also NPC only.

Spell Defense: Spell defenses are spells that are cast upon you for protection and stay upon you until used up. The spell defenses are *Bless*, *Elemental Shield*, *Magic Armor*, *Poison Shield*, *Reflect Magic*, *Shield*, and *Spell Shield*. Sometimes they are also called “Protectives.”

Stats: Your characters’ statistics, which include level, skills, number of deaths and the like and are found on your character card (or on a Monster Card).

Stick Jockey: A player who only cares about fighting.

Sword and Board: Fighting with a sword and shield.

Tag Hold: A Tag Hold is held after a battle for the purpose of collecting the many tags and adjusting each player’s Battle Board. The game continues on for purposes of role-playing, first aiding, armor repair, and so on, but NPCs may be walking around out-of-game collecting used tags. This is different from a regular Hold where everything stops and you can’t even role-play or first aid.

Ten Percent Club: A club no one wants to join, consisting of characters who have permanently died on their first draw from the Bag of Chance.

Time Bomb: An NPC who sneaks into town and attacks for no in-game reason, suddenly “exploding.” This is bad. Do not do this.

Turtling: Crouching down and hiding behind a shield so that no legal targets are available for your opponent to hit. This is not allowed. Do not do this.

Unslept: A player who has stayed up all night playing, powered by caffeine or adrenaline, and now looks half dead. Not as bad as a Greater Unslept (usually identified by their staff cards).

Wave Battle: Battles that simulate having more participants than NPCs by having NPCs attack in “waves.” It’s the opposite of a “popcorn battle.”

XP: Experience Point.

Index

A						E	
Acid Traps	147	Blighted Forest	146	Conjure Artifact	142	Earth Aura	143
Acidic Blood	70	Blissful Rest	146	Conservative Casting	139	Earth Blade	118
Acidic Skin	70	Block	75	Construct	143	Earth Magic skill	60
Activate	105	Boats	33	Contact Gels	110	Earth Storm	118
Actor	59	Body Contact	95	Contact Other Plane	143	Earth's Bounty	137
Adept	48	Body Weaponry	70	Container, Traps	148	Economics	32
Adjudication	37	Bolt	84	Control <Monster> by Voice	70	Effect Durations	99
Adjudicator	163	Bonus Points, Armor	79	Control Undead	115	Effect Groups	100
Advanced Alteration mental ability	76	Book, Recipe	109	Controlled Spirit Store	143	Effects	112
Advanced Twist mental ability	76	Books, Spell	101	Copper Piece	10	Eldritch Force effect group	100
Adventurer	30	Boost Duration	142	Copy Formal Permanent Scroll	146	Eldritch Power	90
Advice, bad guy	22	Bottles	70	Copy Formal Scroll	143	Element, resist	65
Advice, NPC	25	Boulders	83	Cosmetic Transformation	146	Elemental Augmentation	137
Advice, player	13	Bountiful Harvest	146	Costs	33	Elemental Aura	143
Advice, spy	24	Bow	84	Costume, Armor Points	79	Elemental Blade	118
Advice, thief	23	BP	163	Costuming	78	Elemental Blast	119
Aid, First	61	Break Command skill	58	Count	30	Elemental Burst	138
Alarms	147	Breaking character	35	Counted Actions	89	Elemental Burst	143
Alchemical Solvent	112	Buckler	80	Countess	30	Elemental Qualifier	99
Alchemical Substances	109	Build Points	50	Craftsman skill	59	Elemental Shield	119
Alchemy	109	Bulletin Board	36	Create Limited Circle	143	Elf	43
Alchemy skill	57	C		Create Permanent Circle	146	Elixirs	111
Alcohol	35	Cabin, searching	150	Create Potion skill	59	Email	36
Alliance Bulletin Board	36	Calling damage	96	Create Scroll skill	60	Enchant	143
Alteration effect group	100	Calling defenses	97	Create Trap skill	60	Enchantment Ritual	146
Alteration mental ability	75	Calling hits	97	Create Undead	115	Endow	119
Alternate Component	140	Calm	76	Critical Attack skill	60	Endure Elements	146
Amnesia	112	Camping advice	11	Crossbow	84	Enflame	119
Animal intelligence	28	Candles	35	Cure Critical Wounds	115	Engulf	71
Antidote	112	Cariosus	131	Cure Disease	116	Enhance Wand	143
Antidote, Enslavement	119	Carrier Attacks	98	Cure Insanity	77	Enslavement	119
Antidote, Euphoria	119	Caster's Mark	139	Cure Light Wounds	116	Entangle	119
Arcane	99	Casting Insight	140	Cure Mortal Wounds	116	Escape Binding	71
Arcane Armor	142	Casting Rituals	132	Cure Serious Wounds	116	Eternal Forest	146
Archery	84	Casting Spells	101	Cure Wounds	116	Euphoria	119
Archery skill	57	Catnip	46	Curse effect group	100	Evade skill	61
Armor	79	Cauliflower Hand	163	Curse of Transformation	70	Evaluate item	64
Armor Protection, Waylay	69	Cause Critical Wounds	113	Curse of Undeath	143	Event Points	151
Armor, Arcane	142	Cause Damage	113	Curse, Fey	71	Eviscerate skill	61
Armor, refitting	58	Cause Light Damage	113	D		Evocation effect group	100
Armor, stealing	149	Cause Light Wounds	113	Damage Aura	143	Expanded Enchantment	143
Arrow	84	Cause Mortal Wounds	113	Damage effect group	100	Expanded Enchantment Ritual	146
Artisan	48	Cause Pain	75	Damage From <Damage Type>	71	Experience Points	50
Aspects	130	Cause Serious Damage	113	Damage, calling	96	Explosive Traps	147
Assassinate skill	57	Cause Serious Wounds	113	Dame	30	Extend Battle Magic Duration	143
Assassinate, racial	64	Cause Wounds	113	Dark Elf	41	Extraplanar Creature, Summon	145
Astrologer	59	Celestial Armor	136	Darkening	146	Eyeglasses	78
Attacks, packet	96	Celestial Magic skill	59	Dead	92		
Attacks, weapon	96	Chance, Bag of	93	Deadly Spittle	70		
Audible Projection	142	Channel Earth/Chaos	136	Death	116		
Awaken	112	Channel Foundation Element	136	Deathbringer Bloodblade Darkshadow	13		
Axe	83	Channel Spell	142	Defenses, calling	97		
B		Chaos Aura	142	Deformities, Selunari Curse	66		
Back Attack skill	57	Chaos Blade	113	Deliveries	98		
Backlash	134	Chaos Storm	114	Desecrate	116		
Backstab skill	58	Character Card	163	Destroy	116		
Bag of Chance	93	Character goals	17	Destroy Emotions	77		
Bane	136	Character history	14	Destroy Magic	143		
Bane ritual	142	Character, creating	13	Destroy Moral Code	77		
Banish	112	Character, killing off	94	Destroy Undead	117		
Banish to Other Plane	142	Charging	95	Destruction	117		
Barbarian	40	Charm	114	Detect Magic	70		
Bard	59	Cheating	34	Difficulty Rating	130		
Barkskins	41	Choose Flaw	139	Disarm	117		
Baron	30	Choosing a Circle	93	Disarm skill	60		
Baroness	30	Circle Lock	142	Discrimination	29		
Base Claws	70	Circle of Power	114	Disease	117		
Basher	163	Circle of Power rules	132	Disguised Casting	139		
Bashing, shield	80	Class Limitations, Armor	80	Disguises	90		
Batches	56	Classes	48	Dispel	117		
Battle Board	87	Claws skill	59	Divestiture	143		
Battle Magic	163	Cloak	137	Documentation, NPC	27		
Becoming a noble	31	Cloak of Darkness	142	Dodge skill	60		
Berserk	113	Cloak ritual	142	Domain of the Defiled	143		
Biata	40	Coating effect group	100	Dominant	117		
Biata mental abilities	74	Code of Conduct	34	Doughnut	163		
Bind	113	Coins	10	Dragon Magic	163		
Binding effect group	100	Combat verbals	96	Dragon's Breath	118		
Binding, resist	65	Command effect group	100	Drain	118		
Blacksmith skill	58	Command, resist	65	Drawing a Black Stone	163		
Blade Spells	163	Commoner	31	Drum Rolling	96		
Bless	113	Compensation	151	Dryad	41		
Blighted Crop	146	Components, Ritual	130	Duchess	30		
		Concentration Duration	99	Duke	30		
		Confine	115	Dwarf	42		



F

Fangtooth	131
Fear	120
Fear, Resist	66
Feeblemind	120
Fey Curse	71
Fey Mark	71
Feyander	131
Fighter	48
First Aid skill	61
Fishbowl	163
Fizzrep	163
Flame Bolt	120
Flame Traps	147
Flames	35
Florentine skill	61
Fodder	28
FOIG	163
Food at events	11
Food chain	18
Foresee the Weather	146
Foresight	138
Formal Link	138
Formal Magic	129
Formal Magic skill	61
Fortannis	12
Fortress	120
Foundation Elemental, Summon	145
Freeze mental ability	76
Full Boat	163

G

Game Abilities	49
Gas Traps	147
Gaseous Form	71
Gasses	111
Genius	28
Getting information	20
Getting plot	14
Ghoul Grease	131
Gift effect group	100
Gift of Life	143
Globe, Gas	111
Glossary	163
Goblin Dung	103
Goblin Munchies	163
Goblin points	151
Goblinbane	131
Gold Piece	10
Good Sport rule	34
Goodman	31
Gossip	35
Government	29
Gravedigger	59
Greater Circles of Power	132
Greater Command effect group	100
Greater Obfuscate	146
Greater Spell Store	146
Greater Wand	143
Group Mind	71
Guard	30
Guard, special ability	71
Guidelines, weapon	83
Guildmaster	30
Guildmistress	30

h

Hack and Slash	163
Half race	38
Hallucinate	120
Hammer	83
Harm Undead	120
Harmed by <Damage Type or Effect>	71
Haven of the Living	143
Heal from <Damage Type or Effect>	71
Heal Golem	143
Healer's Resolve	138
Healers verses Undead	103
Healing Arts skill	61
Healing effect group	100
Heartstone	131
Heavy Metallic Armor	79
Help Undead	120
Helping	151
Herbal Lore skill	62
High intelligence	28
High Magic	136
High Ogre	43
High Orc	44
Hirelings	33

Hits, calling	97
Hobbling	44
Hold rule	36
Honor, Law of	30
Hook	163
Hospitality, Law of	30
Hostile Circle	94
Housing	33
Huzzah	163
Hydrite	131

I

Ice Bolt	120
Ice Storm	120
Identical Effects, No Stacking	98
Identify	132
Identifying potions	62
IG	163
Illumination	146
Immune to <Type> Weapons	72
Immune to/from <Damage Type >	72
Improved Chance	139
In Genre Armor	79
In the Bag	163
Incantation	101
Indefinite Duration	100
Infection	72
Infractions	37
In-Game	163
In-Game Limitations	89
Ingested Delivery	99
Inheritance	30
Innate Pyramid	72
Innate Reflect Magic	72
Insert Component	139
Instant Duration	100
Instructions, Ritual	130
Intelligence, monster	28
Intoxicate	120
Introduction to rules	8
Inventory, thief	23
Investiture	143
Investment	132
Item Recall	143
Items, out-of-game	36

J

Javelin	83
Jetsam	131

k

Keep	33
Killing Blows	97
Killing off your character	94
King	30
Kinship, Law of	30
Knight	30

L

Lackey	28
Lady	30
Languages	90
LARP	163
Lastember	131
Latex weapons	83
Laugh	120
Laws, in-game	31
LCO	12
Learning Skills	50
Legal targets	95
Legerdemain	148
Legerdeman skill	62
Lesser Investment	120
Levels	50
Life	121
Light	121
Light Metallic Armor	79
Light Vorpal Coating	121
Lighters	35
Lightning Bolt	121
Lightning Storm	121
Line of Sight Duration	100
Liquid Light	121
Local Chapter Only	12
Locations, Armor	79
Lodestone	131
Lord	30
Lore	144
Lore Answer	139
Love	121
Love Potion #9	121



Low intelligence	28
Loyalty, Law of	30
Lumberjack	59

m

Mace	83
Machine Gunning	96
Magic Armor	121
Magic Augmentation	138
Magic Blade	122
Magic Items	105
Magic Storm	122
Magic, resist	66
Magical Creature, Summon	145
Magical Qualifier	99
Magistarium Elemental, Summon	145
Magistrate	30
March of the Untiring	146
Mark	144
Mark, Fey	71
Marshals	34
Massive Mechanical Traps	147
Master	28
Master Construct	144
Master Crafted Armor	79
Matches	35
Materials, armor	79
Matters of Life and Death	92
Medical Page	91
Mee Wee	164
Mental Abilities	74
Merchant, title	31
Merhcant skill	63
Metagame	164
Mind meld	75
Mind reading	74
Mindless	28
Minion	28
Mist Sense	146
Mixing Elixirs	109
Module	152
Monster Card	28
Monster characters	38
Monster intelligence	28
Monster Size	91
Monster Slayer	144
Most important rules	8
Muhahaha	153
Multiple Casters	134
Multiple Characters	89
Mundania	164
Mystic Wood Elf	45

N

Natural Armor	72
Nausea	122
Necromancy	103
Necromancy effect group	100
Necromancy, resist	66
Newbie	164
Nightshade	131
Nobility	30
Noble powers	31

Noble Titles	30
Noisemakers	148
Non-Corporeal Form	73
Nonlegal targets	96
Normal intelligence	28
Nounverber	164
NPC Advice	25
NPC Only Rituals	146
NPC weapons	81

O

Oak of the Arcane	138
Obfuscate	144
Obliteration	144
Obvious Power	140
Oil of Slipperiness	122
One Handed Blunt skill	63
One Handed Edged skill	63
One Handed Spear	83
One Handed Weapon Master skill	63
On-line role-playing	36
OOG	164
Other effect group	100
Out-of-game	36
Overlord	28
Ownership	146

p

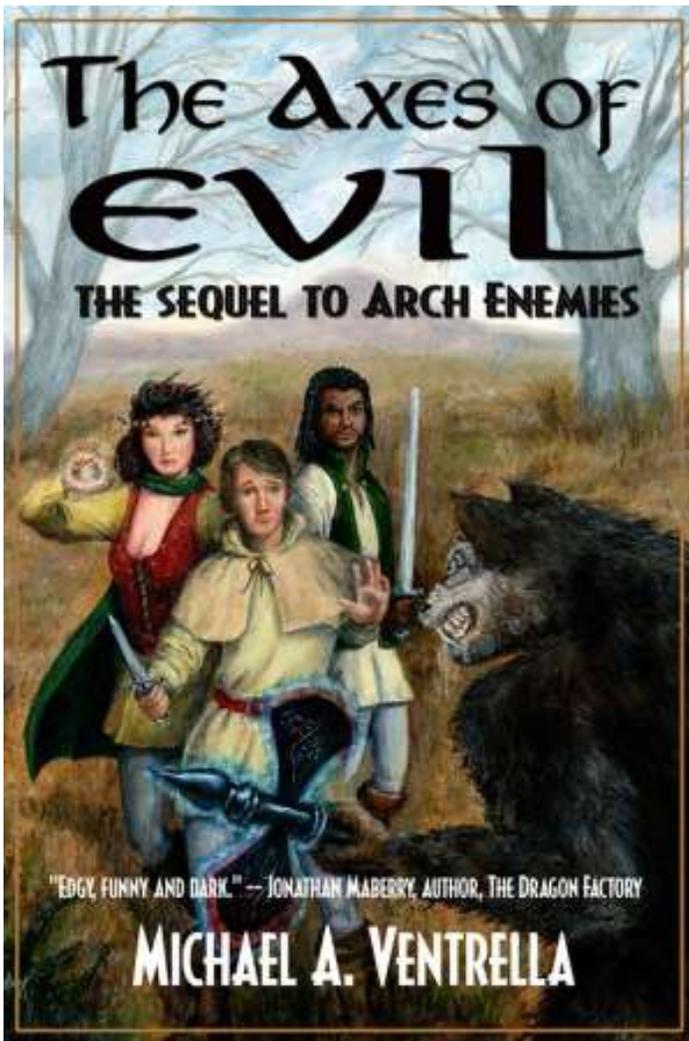
Packet attacks	96
Packet Delivery	98
Packets, Spell	101
Packing for events	11
Page	91
Paralysis	122
Paranoia	122
Parry skill	63
Paste of Stickiness	122
PC	164
PC bashing	35
Penna	131
Permanent Duration	144
Personality Changes, Selunari Curse	66
Phase	73
Phys Rep	164
Physical Representations	78
Pin	122
Pink elephants	120
Pinning weapons	95
Planar Asylum	144
Planar Gate	144
Plant False Emotions	77
Playing fair	21
Plot submissions	19
Plot, getting	14
Poison Qualifier	99
Poison Shield	123
Poison, resist	66
Polearm	83
Polearm skill	63
Popcorn	164
Potions	104
Potions, identifying	63
Preparation	17
Preserve Duration	144
Prince	30
Princess	30
Prison	123
Production Points	55
Proficiency, Weapon	69
Props bashing	35
Props, rituals	135
Proscribe	144
Protection Aura	144
Protection/Enhancement effect group	100
Protectives	102
Purify	123
Pyrotis	131

Q

Qualifiers	99
Queen	30
Quicken Casting	139
Quicksilver	123
Quivers	84

R

Races	38
Racial Assassinate skill	63
Racial Dodge skill	63
Racial Proficiency skill	63
Racial Reaver	144



Werewolves, barbarians, and misguided goblins stand in the way of Terin's attempt to resolve three contradicting prophecies.

If he can live that long...

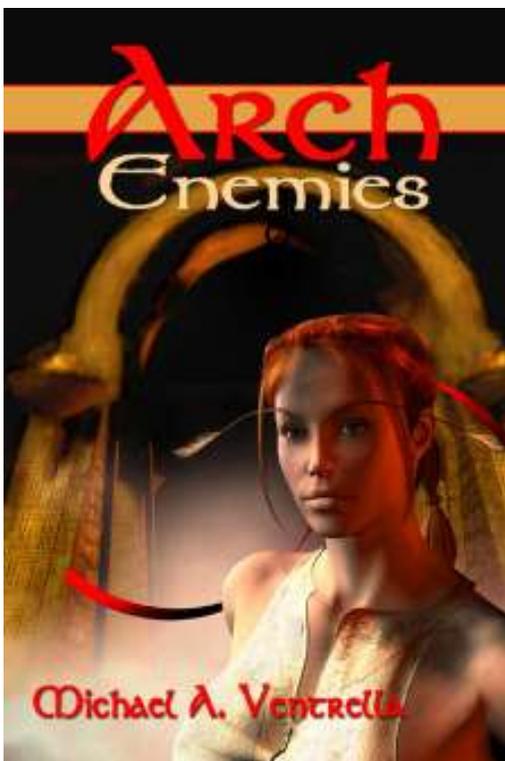
Accompanied by his fellow squires, Rendal, an expert swordsman, and Darlissa, a biata spell-caster, Terin sets out to obey his Duke's orders—orders that go against everything he believes. Can fulfilling the barbarian prophecies help him find a way to morally obey the Duke's orders as well?

“Here Michael A. Ventrella takes up the mantle of Christopher Stasheff. Terin’s exploits are as entertaining as those of Rod Gallowglass, and fans of *The Warlock in Spite of Himself* will hugely enjoy *The Axes of Evil*.” - **Gregory Frost**, author of *Shadowbridge* and *Lord Tophet*

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“*The Axes of Evil* is a taut nail-biter of a thriller. Edgy, funny and dark.” - **Jonathan Maberry**, multiple Bram Stoker Award-winning author of *The Dragon Factory* and *Rot & Ruin*

And be sure to read the first novel in the series:



The prophecy said that the hero would save the duchy of Ashbury from the evil gryphons that were about to escape from behind the magical arch.

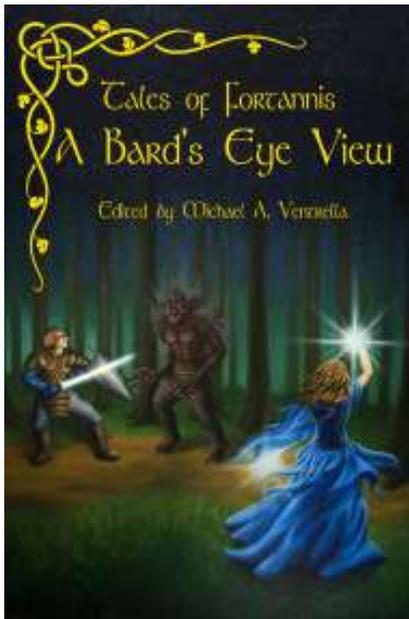
Too bad they got the wrong guy.

When cowardly young bard Terin Ostler is called before the Duke and told that he fits the description of the hero of the prophecy, he is certain there has been a grave mistake. When the Duke’s own men later try to kill him and he is forced to go into hiding, he realizes that it may be his own grave that is in question.

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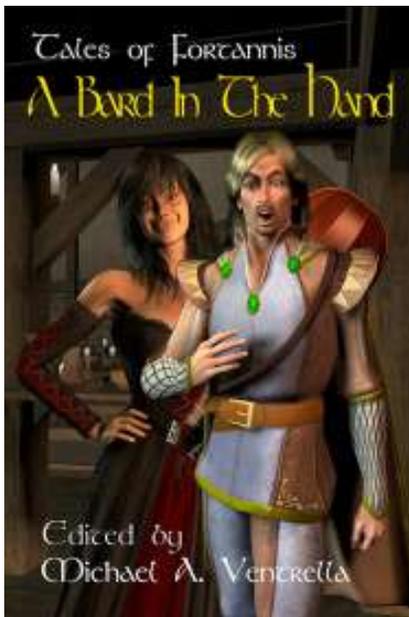
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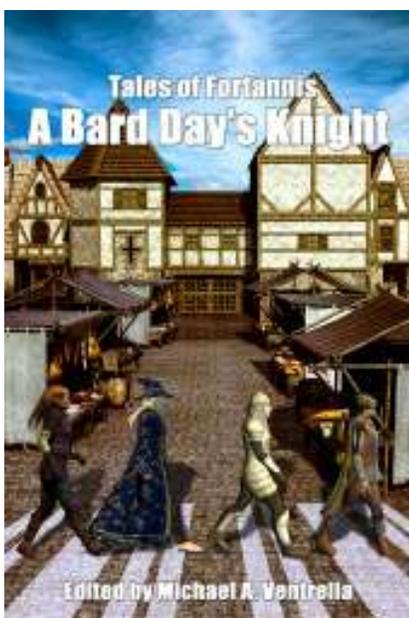
*"You don't need to know the background material to enjoy the range of stories from the talespinners assembled here. It has plenty of adventures that end with a twist that leave you shaking your head in pleased surprise. I'll be happy to look for many of these writers in days to come." - **Jody Lynn Nye**, author of *View From the Imperium* and *Dragon's Deal**



This is the second collection of short stories taking place in Fortannis by noted authors Davey Beauchamp, Jon Cory, Roy C. Booth and Brian Woods, Tera Fulbright, Jesse Grabowski, Henry Hart, Laurel Anne Hill, Mark Mensch, Bernie Mozjes and Bob Norwicke, Mike Strauss, and Michael A. Ventrella.

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ALLIANCE TABLETOP CHARACTER SHEET

Player: _____ Character: _____
 Race: _____ Class: _____ Level: _____
 Build: _____ XP: _____ Armor Points: _____ Body Points: _____
 Left Damage: _____ Right Damage: _____ 2-Handed Damage: _____ Throw Damage: _____

TRAITS

Brain 000000 **Eyes** 000000 **Face** 000000 **Feet** 000000 **Hands** 000000 **Heart** 000000
DEATHS: 000000000000

RACIAL SKILLS	ACADEMIC SKILLS	WEAPON SKILLS	FIGHTING SKILLS	SPELL PYRAMID
Break Command _____	First Aid _____	Archery _____	Assassinate _____	Celestial Earth
Claws _____	Healing Arts _____	Florentine _____	Back Attack _____	Formal _____
Racial Dodge _____	Herbal Lore _____	One Handed Blunt _____	Backstab _____	9th _____
Racial Proficiency _____	Legerdemain _____	One Handed Edged _____	Critical Attack _____	8th _____
Racial Slay _____	Merchant _____	One Handed Master _____	Disarm _____	7th _____
Resist Binding _____	Read and Write _____	Polearm _____	Dodge _____	6th _____
Resist Command _____	Read Magic _____	Shield _____	Evade _____	5th _____
Resist Element _____	Teacher _____	Small Weapon _____	Eviscerate _____	4th _____
Resist Fear _____		Staff _____	Parry _____	3rd _____
Resist Magic _____	PRODUCTION SKILLS	Style Master _____	Riposte _____	2nd _____
Resist Necromancy _____	Alchemy _____	Thrown Weapon _____	Shatter _____	1st _____
Resist Poison _____	Blacksmith _____	Two Handed Blunt _____	Slay _____	
Selunari Curse _____	Create Potion _____	Two Handed Edged _____	Stun Limb _____	CRAFTSMAN SKILLS
	Create Scroll _____	Two Handed Master _____	Terminate _____	_____
	Create Trap _____	Two Weapons _____	Waylay _____	_____
		Weapon Master _____	Weapon Proficiency _____	_____

CELESTIAL SPELL BOOK

1st LEVEL	6th LEVEL
Disarm _____	Elemental Shield _____
Fortress _____	Enflame _____
Light _____	Lightning Storm _____
Stone Bolt _____	Magic Blade _____
	Sleep _____
2nd LEVEL	7th LEVEL
Lightning Bolt _____	Charm _____
Magic Armor _____	Confine _____
Pin _____	Destroy _____
Repel _____	Ice Storm _____
Shield _____	Subjugate _____
3rd LEVEL	8th LEVEL
Bind _____	Dispel _____
Ice Bolt _____	Dragon's Breath _____
Lesser Investment _____	Reflect Magic _____
Shatter _____	Solidify _____
Wall of Force _____	Wizard Lock _____
4th LEVEL	9th LEVEL
Awaken _____	Circle of Power _____
Banish _____	Elemental Blast _____
Elemental Blade _____	Magic Storm _____
Flame Bolt _____	Prison _____
Shun _____	Ward _____
5th LEVEL	
Release _____	
Spell Shield _____	
Stone Storm _____	
Web _____	

EARTH SPELL BOOK

1st LEVEL	6th LEVEL
Cure Disease* _____	Cure Critical Wounds* _____
Cure Light Wounds* _____	Earth Blade* _____
Disarm _____	Elemental Shield _____
Endow _____	Restore* _____
	Sleep _____
2nd LEVEL	7th LEVEL
Bless _____	Charm _____
Cure Wounds* _____	Confine _____
Magic Armor _____	Destroy _____
Pin _____	Destroy Undead* _____
Repel _____	Destruction* _____
3rd LEVEL	8th LEVEL
Bind _____	Cure Mortal Wounds* _____
Harm Undead* _____	Paralysis* _____
Sanctuary* _____	Purify* _____
Shatter _____	Reflect Magic _____
Weakness* _____	
4th LEVEL	9th LEVEL
Awaken _____	Circle of Power _____
Cure Serious Wounds* _____	Earth Storm* _____
Poison Shield _____	Life* _____
Shun _____	
Turn Undead* _____	
5th LEVEL	
Release _____	
Silence* _____	
Spell Shield _____	
Web _____	

* = reversible

ALCHEMICAL RECIPE BOOK

Alchemical Solvent _____	Cause Serious Damage _____	Feeblemind _____	Love Potion #9 _____	Poison Shield _____
Amnesia _____	Cure Light Wounds _____	Hallucinate _____	Nausea _____	Quicksilver _____
Antidote _____	Death _____	Intoxicate _____	Oil of Slipperiness _____	Sleep _____
Berserk _____	Dominate _____	Laugh _____	Paralysis _____	Vertigo _____
Cause Damage _____	Enslavement Antidote _____	Liquid Light _____	Paranoia _____	Vorpal Coating _____
Cause Light Damage _____	Euphoria Antidote _____	Love _____	Paste of Stickiness _____	Weakness _____