



# DREAM FANTASY ALIVE

*Don't be afraid to live more than once!*

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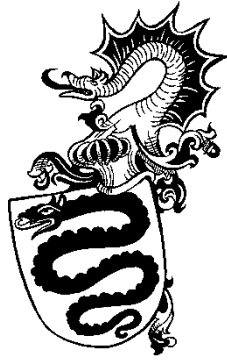
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# Introduction

## Welcome to the Adventure

You are holding a true adventurer's guidebook. By simply reading through this manual, you now hold the key to the greatest adventure this world has yet to discover; LIVE role-playing! This risk is not without its rewards. No longer will you be deterred by dice or inhibited by the whims of a maniacal or incompetent GM. This sacred tome you are about to read, the novel about to unfold, is all about you and your courage to accept it. Whether you are looking for the thrill of combat or the opportunity to truly experience living in the fantasy world Fantasy Alive offers, you will not be disappointed. This fantasy world lies in wait, docile, ready for you to come and write your own page in its history. Armed with sword and shield, the warriors amongst you will battle the foul denizens of the rough countryside. With wits, you'll need to tackle the silver-tongued rogues who hide 'round every corner. But, most importantly, armed with a love for fantasy you will encounter the greatest experience of your life.



## What is Live Role-Playing?

Most people who discover the world of "LARPing" are typically familiar with tabletop role-playing games. These games can usually be recognized by the group of people clustered about a table, rolling dice and describing how they perform wondrous feats of magic or bravery. Welcome to the next step, LIVE role-playing, where you no longer describe your actions, you PERFORM them!

Quietly hiding in the woods with your finely crafted blade, waiting in ambush, reciting ancient incantations as bolts of fire leap from your fingers and the enemy flees before you THAT is live role-playing. THAT is what Fantasy Alive is all about.

## What to Expect

After creating your new character, you will be given a character card listing all your stats and important facts. You will also be given tags for any Armour Points, weapons or other equipment you may have, and a few coins to start you off.

For example, let us say your new character is "Rhen," a

young warrior looking to join His Majesty's army. Being a new character, you begin with 5 Life Points (or LPs).

You are new to live role-playing, and likely do not have access to armour at this time. We will assume you only have a costume and receive no Armour Points (or APs) for it. Beginning as a young warrior with dreams set on leading His Majesty's army, no magical skills were purchased when your character was made, so you will not have to worry about them yet.

After logistics you make your way to the Green Pony Inn, the centre of the town of Yorik in the Country of Harodom. You walk boldly with your sword dangling from your belt. Entering the tavern, you see many others in similar costumes and some with magnificent armour. Making a silent note to yourself, you try to assess the strangers who look you up and down from across the bar. Tossing 2 Copper coins onto the bar you request a room and ale from the innkeeper. As the innkeeper fills your mug and slides you your key you press another Copper coin into his hand,

*"I don't suppose you've heard any interesting news of late?"* you inquire quietly.

Smiling, the man tells you of a local lord hiring mercenaries just outside town, before moving on to other customers. With a final look around the inn you finish off your ale and leave to find the lord the tavern keep mentioned. Walking the streets, you see people of all descriptions, from jugglers and beggars to merchants. Seeing the large cabin resting on the nearby hill, you gather your wits and head up to see the lord.

*"All your money NOW!"* you hear shouted at you from behind.

Whirling around you come face to face with something brandishing a club. The beady eyes visible from under the pile of rags they wear tells you that they are a bandit. Reaching slowly for your money pouch you snap up your sword and jump back from your enemy's swinging spiked club.

*"2 Wood!"* shouts the bandit, his club connecting with your thigh, sending you sprawling.

*"3 Steel!"* you yell back bringing your sword down on their shoulder.

Reeling from the blow the bandit stumbles back. Eyeing each other up and down you circle your opponent, looking for an opening.

*"2 Wood!"* yells your opponent as again his club makes

contact. Beginning to panic, you start backing away. Near death and barely able to raise your blade, your eyes dart from side to side, looking for an escape.

*“With will and mind Ball of Frost. 8 Ice,”* rings a commanding voice from behind.

You notice a small spell packet fly over your shoulder to strike the bandit in the chest. Thrown back from the impact, the creature lies in the dirt unmoving. Turning around, you see the robed figure that assisted you.

*“I figured you could use the help,”* he says with a grin as he goes to the fallen bandit.

Searching the corpse for treasure he reveals 1 Silver and 2 Copper coins. Handing the 2 Copper to you he looks to the Silver.

*“We can use this to pay for your healing.”*

The goblin hit you twice, for 2 points each, you think to yourself.; That’s 4 LP total, so you make a mental note of your current LP, which is now at 1.

Your cloaked friend also calculates his remaining Magical Energy. Introducing himself as Gordon, the two of you chat idly as you make your way to the Lord’s manor.

That is a general idea of how your first experience at a Fantasy Alive event might go. If you are a little confused by the numbers and names, don’t worry, it will all be explained to you within this book. Have fun, and good luck!

## **Role-Playing**

### **Costume**

Costumes are an essential and excellent way to help you get into character. Once you look the part, it becomes much easier to BE the character. When first attending you can start with a simple costume then slowly add more to it until you have a costume that entirely suits your persona. Your costume need not be elaborate; a simple tabard or tunic with a pair of pants or a long skirt will help you play your role. The better your costume however, the easier it will be to interact with other players as your new persona.

Shirts are worn outside of pants and generally belted. Pants should not be jeans or have obvious zippers and pockets, as pockets of the type we have today were not used in the medieval era that the Fantasy Alive world evokes. Avoid any anachronisms such as watches, printed T-shirts, and the like. Glasses are fine and, while perhaps not quite medieval, have actually been around a very long time.

Your costume should be practical as well as adding to the atmosphere. Make sure you can wear it for long periods in the outdoors and perhaps even to sleep in. Leather boots are best for footwear, and washable fabrics should be used.

Please avoid the use of crosses, pentagrams, and other recognizable real-world religious symbols. You may create your own symbols but remember Fantasy Alive tries not to insult anyone’s religious beliefs and would not want to do so involuntarily.

### **Combat**

Fighting and conflict can occur at any time during an event, so it is best to be prepared! When combat erupts, remember a few key things. First is that your enemies are really people enjoying the game with you, so always ensure everyone’s safety before anything else. Someone is about to trip on a rock? Take a moment Out-of-Game (OOG) to point that out to make sure they’re okay. The next part is that role-play happens during combat too! Act out your attacks, wounds taken and explosive magic so that combat is a fun role-playing experience as well. For more detail on combat role-play, read the Dramatic Combat Section.

### **Death**

If someone does enough damage to kill you then fall down and pretend to die. This adds to the enjoyment of the game for all; standing around and saying, *“Well, I suppose I’m dead.”* is unimaginative. Don’t overact the scene (you needn’t begin a death soliloquy), just grunt and fall, avoiding hitting any rocks or stumps.

### **Magic**

In Fantasy Alive magic is real and can have devastating effects. Remember to treat the magic in Fantasy Alive as the powerful and often terrifying force it is. If you get hit with a Firestorm spell, then ACT as if you have been hit with a giant orb of fire! This adds to everyone’s enjoyment.

### **Playing Fair**

Our system relies on honesty and, as such, a dishonest player will find it very easy to cheat. Other players and marshals will eventually find out and then no one will want to interact with them. If you do not count hits against you, soon those you face will also stop counting hits. Try to keep the spirit of the rules and good sportsmanship in mind as you play. If your character dies, you (the player) will still walk away from it. In the game death is just an inconvenience. Players are required to honestly keep track

of their own Life Points, Armour Points and Magical Energy thereby removing the necessity of a lot of paper tags; this system only works if all players can be trusted to interact honestly within the game.

## **Safety**

This game is intended for adults over the age of 18. For those between the ages of 14 and 17 who wish to play Fantasy Alive, it is required that a guardian who is over the age of 18 attend and be responsible for their actions and behavior. It is up to the Owner's discretion as to whether anyone under 18 can attend. Special events, such as a Meet and Greet may allow younger people to attend.

No matter what sport or activity we examine there is always some chance of accidental injury or damage to possessions or property. When playing any Fantasy Alive game please take into consideration the following things to help avoid accidents and minimize the risk of injury. Make certain that all weapons are checked for wear before each day of play.

Examine costumes and armour to make certain there is no area that may catch on something easily.

Be certain the area you are playing in has been checked for hazards and, should any exist, that all players are informed of these hazards.

Ensure at all times that you are walking/running under full control of your body. Consider the condition of the ground when playing and always move in such a way as to avoid any collisions with other people.

Carefully read and follow all the rules for combat.

All combat, theft, damage and spell craft in this manual is fictional. Never use these rules in any action that is dangerous or unlawful.

Unwanted physical contact with other players is not allowed. If you are uncertain as to whether physical contact is okay with a specific player, ask first.

Use common sense.

Obey all site-specific rules and guidelines.

## **The "Zebra" Rule**

Out of all the rules in Fantasy Alive this is by far the most important. ZEBRA is a command that can be yelled by anyone at anytime if a problem or injury has happened or is in danger of happening.

Upon hearing the ZEBRA command everyone in the area is to stop ALL action immediately and assess the

situation. If there are still players who are unaware of the call, ZEBRA should be repeated until all concerned parties have stopped. After everyone has stopped and the problem rectified, the person who called ZEBRA may resume the action by a call of "LAY ON."

Why zebra? Well, it is unlikely to be called inadvertently (words like down, hold, stop or help can and likely will be heard during the course of many games). It does not sound like any other common words that may be used or misheard and, finally, it is just odd enough that it is memorable.

## **Excessive Contact**

Other than with approved weaponry, no physical contact is to be made during combat. Any punching, kicking or the like is STRICTLY forbidden. Often monsters that do not have a weapon will use a dagger to symbolize claws, teeth or whatever.

*The entire body is a legal target with the exceptions of: HEAD, NECK / THROAT, HANDS and GROIN.*

*Deflected shots do not count in any circumstance (because they would no longer have enough force to injure in real combat). There are rules in Fantasy Alive as to how far you may bring back your weapon for a swing.*

You may **NOT** swing full force or hard enough to seriously hurt someone. You also may not "machine gun" a person with many quick blows that are too small to inflict damage. As a general rule swinging 55 to 95 degrees is best. If in doubt ask a Marshal for a demonstration.

## **Marshals**

In the course of an event sometimes issues with rules arise. Maybe the specifics of a rule can't quite be remembered, or two people are arguing over what the wording of a rule actually means. Situations such as these can slow down or ruin the game experience if not dealt with quickly.

Consequently, Fantasy Alive gives the status of Marshal to select individuals to act as arbiters and judges in situations of rules, disputes or questions. These Marshals can be players, cast members or Plot members. The only prerequisite for the position is an in-depth understanding of the rules.

If during an event there is a problem involving the rules, a Marshal should be found in order to give a final ruling. During the event the Marshal will give a quick decision in order to continue the game as soon as possible. This decision is binding for that event. If the issue is still a

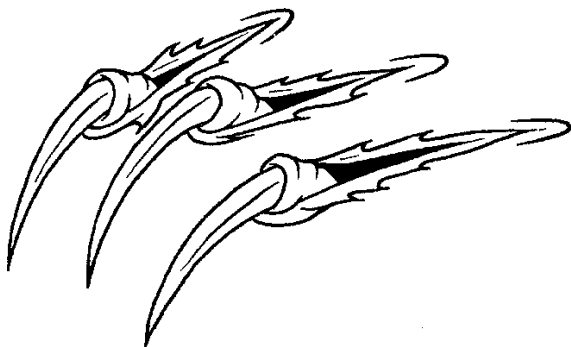
problem for any players after the event then they are encouraged to speak to the Marshal, Plot or Owner of Fantasy Alive. They will work with you on any problem and do their best to ensure that Fantasy Alive remains a fair and fun game.

A list of the Marshals can be found posted publicly on either on the website or at log at any event.

## Remorting

Often people coming to new events do not understand everything that is going on. With so much to learn and so many new people to meet, new players often find their goals and expectations change after attending their first event. For that reason, a system for “Remorting” your character is offered. A Remort is effectively reworking your character using what XP you started with and any earned on your first event. The rules for doing so are as follows:

- A Remort can be done if it is in alignment with the Remort policy available on the Fantasy Alive website.
- A Remorted character can change anything about themselves including skills, race and items.
- If the player chooses to remain the same race, then the player can also choose to remain the same character but with changes to skills.
- A character with the same race and name can choose to Remort items. This involves turning in all items and coin they have and then selecting coin or new items from only The Shoppe section of the rulebook.
- A player who chooses to change race must be a different character from the one being changed. A different name and back story must be made and the new character cannot be the same person as before with a story of how they were race- changed. Note that if the new race has a different starting SP than the old one, the new value will be used for calculations.
- A player who changes race must Remort items.



# The Basics

## Life and Death

### Character Sheet

Every character in Fantasy Alive will be given a character sheet. This paper will contain your real name, character race, character name and character skills and other relevant game information. This paper signifies your life and the loss of it indicates death by accident or natural causes so protect this paper! If you are killed in combat, you must drop everything but this character sheet. This paper should be held even while a spirit.

### Life Points

The number of Life Points (LPs) your character has measures health and vitality. Your initial number of Life Points begins at 5 (for a human character). Battles, traps and such will damage you and cause your LPs to decrease. When your LP score reaches zero (or lower) you are unconscious. LPs can be restored through the use of potions, spells and the binding of wounds (first aid). Life Points, however, may not exceed their maximum score. E.g. if your Life Points were 5 to start and you were knocked unconscious in battle (0 LP) and subsequently a spell was cast upon you that healed 6 Life Points, then your new LP total would be 5 not 6.

<i>Condition</i>	<i>LP</i>	<i>Count</i>	<i>Effect</i>
<i>Well</i>	3+	NA	Functioning normally
<i>Wounded</i>	2 to 3	NA	In pain
<i>Semi-Conscious</i>	1	NA	Barely Conscious
<i>Unconscious</i>	0	5 min	at cold, but stable
<i>Dying</i>	-1 to -5	Total LP (min 2 max 10)	ill die if not treated
<i>Critical</i>	Less than -5	60 Sec.	Fading fast
<i>Dead</i>	NA	5 min.	Can only be restored by magic
<i>Spirit</i>	NA	NA	Must be resurrected

Table 1: Physical condition as a function of life points

## Conditions

As well as knowing whether you are alive or dead, LPs determine what physical condition you are in:

**Well:** Characters are in good condition; any wounds suffered are not sufficient to restrict their actions.

**Wounded:** Character has suffered substantial injuries. Although movement and combat are not restricted, players should act as if in pain or duress (like running on a sprained ankle).

**Semiconscious:** Although awake the character is in very poor condition. Characters will be unable to even walk normally. Actions such as running, casting or using skills are impossible. The character will remain in this condition until healed.

**Unconscious:** The wounds inflicted have been sufficient to render the character unconscious. Player cannot move or interact at all and must begin a silent 5-minute count. If no further injuries are taken within that time, the character will regain consciousness and be brought to 1 LP.

**Dying:** The Character is unconscious and bleeding rapidly. Emergency medical attention is required. The player must begin a Death Count, 1 minute for every LP the character has (e.g. a character with a maximum of 6 LP would begin a 6-minute count). However, this count is always at least 2 minutes and a maximum of 10 minutes. If the character finishes the count before receiving at least basic first aid, they will die.

**Critical:** If while in the Dying condition the character receives any further injuries or if their last injury was for a massive amount of damage (through spell, trap, Critical Attack, etc.) that would place their LP total far into the negative (-5 or less), the character is in critical condition. This is identical to dying except the count is shortened to 60 seconds before death.

**Dead:** Character is dead. No amount of healing or first aid can restore them. The spirit has not yet left the body however; a Life spell will still revive the character if used within 5 minutes of death (again a silent count is made).

**Spirit:** Upon reaching the end of the Death Count the character has died. All in-game objects and tags must be placed on the location where the character died. If the character has no resurrections remaining on their character sheet, the player must report out-of-game to Head of Plot or the Owner for discussion of their options. If the character has at least one Resurrection left on their character sheet, the player will phys-rep a spirit for their character. This is

done by stating "Spirit Rises" and donning a blue light or headband. A spirit will seek resurrection as swiftly as possible (informing Plot as soon as it is reasonable to do so). A spirit can only see points of resurrection, all other things being shrouded in grey mist, but is by no means obliged to seek the nearest one, if they think that they would be resurrected in an unsafe place.

Spirits may only communicate with those who have the Speak with Dead spell or effect active. They are considered to know everything that they did upon the point of their death.

A spirit has the following options, upon rising from a body:

- Seek a known resurrector. Another PC, or a well-known plot character. Travelling in such a way is unhindered by any physical barriers as the spirit can pass through effortlessly and does not see or feel any such physical blocks. (Passing through a wall or other physical barrier requires a call of "Spirit passes through <barrier>"). While a spirit travels, they may at any point call "Detect Resurrector" at a normal speaking volume to which any character with the ability at that exact moment to cast the Resurrection spell must respond "Here." at the same volume.
- Seek an unknown resurrector. The player should travel as a Spirit until a Plot member can be found. At that point, the Plot member will give the player all nearby resurrection points available and a vague description of what the spirit senses from each. From there, the player may choose to seek one of these points or any of the other options.
- Dissipate. A spirit may choose not to resurrect, and instead go on to whatever comes next. This can be done even with Resurrections left on the character sheet, but once chosen the character is Finished and cannot played. Go to Plot if this is your choice.
- Go Home. A spirit may, with a five-count of "Spirit travels 1, Spirit travels 2, etc.", travel instantaneously to wherever they consider to be their home. If this is far away from the area of play, they will likely not be returning to play this event. If chosen, go see Plot on completing the 5 count.
- Deliberately not seek resurrection. This spirit is likely to become an angry wraith. Go see Plot immediately for instructions on what becomes of your Spirit.

## **Coup de Grace**

At any time while sleeping, unconscious, dying or critical, a final killing blow or “coup de grace” may be administered to a character. This action will cause the victim to bypass their dying count and immediately enter into the 5-minute death count. While most of the time casualties of battle are left to their fate, when necessary the coup de grace ensures that no first aid will reach them in time.

To administer a coup de grace a player must place their weapon upon the victim for a 5-count calling the coup de grace: “Coup de grace 1, coup de grace 2, coup de grace 3, coup de grace 4, coup de grace 5.”

## **Resurrection**

In Fantasy Alive death can be more common and severe than in many other systems. Players do not automatically gain additional LP as they progress, and resurrections are not guaranteed. Each character begins with 2 resurrections (before racial modifiers).

When a character dies, and they have resurrections remaining, the player must seek out a healer of sufficient power while as a spirit. Spirits retain all of their worldly memories but are unable to be seen, heard or felt by most individuals. Once a healer is found, and the healer is willing to resurrect the fallen character, a powerful spell is performed which reunites the character’s spirit and body. The living body will appear before the caster without their possessions. The powerful nature of the Resurrection spell wipes out all recent memory from the character’s mind (the last hour before death). It must be noted that resurrection is a powerful and expensive spell; even the most compassionate of healers often require some form of payment for this service.

## **Final Death**

If a character dies and they have no resurrections remaining, the player should go immediately to logistics. If it’s still early in the event the player may be given the opportunity to make another character; otherwise the player will often be asked to continue as a cast member for the remainder of the event.

Any experience points (XP) already earned for the event may be kept and put towards the player’s next character.

## **Healing**

One full night’s rest naturally heals 1 LP, (assuming they take time to stop and sleep). Spells, herbal remedies and physician’s attention can speed this rate of healing

remarkably.

While a character is in the dying or critical states, any healing done to the character acts as though the character were at -1 LP. For example, a character dying at -3 LP who receives a Lend Health spell (healing 2 LP) would be brought to 1 LP and be in the semiconscious state.

## **Armour Points**

Armour points (AP) represent the protective value of your armour and the condition it is currently in. Damage is first subtracted from your AP and then would be taken from your life points. Armour points can be increased by better armour or by the use of spells. After each battle in which your AP has been affected you must remove 1 AP from your armour. This removal of an armour point after damage is referred to as an Armour Breach, or having your armour Breached. This removal must be applied to the location of armour that provides the highest threshold. This loss signifies the wear and damage to your armour taken during the conflict. Repair and upkeep can restore these lost armour points, and it is encouraged that you seek out an Armour Smith during play to get a breach repaired. Once any armour is reduced to 0 APs, whether in a single combat or through long-term AP loss, it is considered too damaged to protect well and no longer gives a Threshold or any other benefits (such as immunity to Knockout) to the player.

For example, a suit of armour with 15 AP would protect the user from the first 15 points of damage. Additional damage would affect the character’s LP. For the rest of that combat, any threshold or other benefit is gone. After battle, if the character is still alive, the armour would only be able to resist 14 points of damage until it is repaired.

Thresholds and other benefits are restored at the end of combat, when a player regains their per encounter skills.

## **Thresholds (Armour or Natural)**

Many types of armour and some skills grant a “threshold.” This threshold dictates what blows are able to penetrate the armour. Damage equal to or below an amour’s threshold is minimized to 1, however if it goes over even by 1 point the entire damage is removed from AP as normal.

For example, if you were wearing studded leather (threshold of 4 and 14 armour points) and 2 men wielding swords (calling 3 Steel) and an ogre swinging a great mace (calling 5 Steel) beset you, the swords would be unable to penetrate your armour and would cause 1 damage, while the mace would penetrate the threshold causing 5 points of damage per blow.



A threshold will stop only physical damage (weapon, claws, arrows, etc.), except for damage with the effect Body. A Threshold will not protect against any Spell or Alchemical damage.

### Insta-Mods

An Insta-Mod is an encounter that is triggered by a player finding a specific marker. These encounters can be anything from a helpful merchant to a group of rampaging monsters. Each Insta-Mod put up during game will consist of a brief description of the beginning of the encounter and an instruction to the player(s) who find it. Please note that there may be any number of Insta-Mods put up around the game site based entirely on Plot's discretion.

### Experience Points

Experience points in Fantasy Alive are used to measure how much skill and knowledge your character has obtained through combat, role-playing and solving puzzles. As experience points are earned they may be converted into skill points so that new skills and talents may be acquired. Each event you participate in will grant experience points or XP in these four different types: Blanket, Self-assessed, Plot XP, and Player XP experience.

<i>Current Skill Points</i>	<i>XP per Skill Point</i>
0-40	10
41-80	15
81-150	20
151-200	25
200+	30

Table 2: XP to SP conversion ratio

### Blanket XP

Blanket experience points are awarded to every player who plays a character at an event. This XP is determined by the player's Registration and time spent at the event. Weekend Events give 45 XP and Day Events give 22 XP.

### Plot XP

Plot experience points are granted to all characters based on the happenings at the event. Plot will provide a single line description that references something that occurred during the event and assign XP.

### Self-Assessed XP

Self-Assessed XP reflects how much of an active effort you make to enhance the atmosphere of the game taking place

around you. This is one of the most important types of XP as it adds to the flavour of the game for everyone. Self-Assessed XP is entered on the Event Registration Form only and cannot be added at the event.

Self-Assessed XP falls into 5 categories, each an element that improves the game:

**Costume:** Clothing and accessories that fit into the world can earn XP to a maximum of 5.

**Physical Armour:** Armour looks good and helps with the atmosphere of the game. Wearing armour can earn up to 5 XP.

**Sleeping Space:** Sleeping space that matches the game's fantasy theme can earn you up to 5 XP.

**Trade/IG Job RP:** Actively roleplaying your Trade Skills or in-game job can earn you up to 5 XP.

**Use and Cleaning of period cookware/Utensils:** Using period cookware/utensils helps with the atmosphere of the game and keeps it tidy. You can earn up to 3 XP using period cookware/utensils and cleaning them after.

### Player XP

When you interact with other players or witness impressive things, you can nominate other players for XP. A form on the website is available for players to submit their own XP entries for other players. Each entry is: directed to a single player/character, a single line pertaining to a specific player/action/interesting thing, a reward of 1 XP for each entry, up to a maximum of 5 entries. All entries will be reviewed by Logistics before application to a player. Any entries counter to the Code of Conduct will be handled accordingly.

### Ogre Chips

In Fantasy Alive it is possible to gain a reward currency called Ogre Chips (OC), which are similar to experience points but have more possible uses. Ogre Chips can be converted into experience points, in-game money, in-game items or other special things. They can be converted as follows:

- 1 OC = 1 XP
- 1 OC = 1 Silver
- Various OC amount for each item (see the website for full details).

OC can be earned in various ways. The most common are: being a Cast member, driving a PC to an event, donating phys-reps or costumes or helping improve the game site. Anything that adds to Fantasy Alive can possibly give you OC. Ask the Plot Manager or Owner for possible ways to

improve the game if you are interested. The full rules on OC can be found on the website, but here are the some important ones:

- On character creation, a player may convert OC only up to the point that the character reaches their SP Cap, which is generally 80 SP.
- For an existing character, OC must be converted as part of your Event Registration. It can be done it with these limitations:
  - Max 100 OC to XP
  - And/or Max 100 OC to in-game money.
  - And/or Max of 1 of each in-game item.

The cap of 80 SP for a new character can be raised by contributing to the game through Casting and joining the Plot team.

## Battle

There comes a time in an adventurer's life when they will be faced with a challenge of brute strength and battle skill, with the outcome often involving a fatality. At these times it is wise to be prepared with the best possible weapons, armour and sly tricks; in Fantasy Alive it is essential that you know the rules!

The rules of combat are used to give the participants a feel for fantasy medieval battle without fear of pain or injury. These rules are designed to minimize injury and accidents, which is why all players must follow them carefully.

## Calling Damage

Whenever you swing your weapon you must also call out the damage that you inflict with it so that your opponent can keep track of how many points they have been hit for. If you have a magical, silver or enchanted weapon you must call out the enchantment at the same time (e.g. "3 Silver" or "4 Magic"). The most common damage calls are:

- *Steel*: Any normal attack of an iron weapon.
- *Wood*: Any normal attack of a non-metal weapon.
- *Fire*: Any fire, heat or flame-enchanted attack.
- *Magic*: Magically enhanced weapons.
- *Ice*: Frost, frost-enchanted or cold-based attacks.
- *Silver*: Silver-coated blades.
- *Light*: Holy attacks.
- *Dark*: Unholy attacks.
- *Padded*: Non-lethal attacks.
- *Mithril*: Bypasses all magical barriers.

## Other Effects

Besides inflicting direct injury there are a number of spells, combat skills and creatures that cause additional effects. For a list of these and other damage types see the Damage Types and Other Effects in the Combat section of this book.

## Dramatic Combat

Fantasy Alive greatly promotes the concept of Dramatic Combat to help make fights in-game more fun and interesting. A game where you swing as fast as you can, count numbers and fall down when you reach the right sum is not nearly as entertaining as one where you immerse yourself into the world, dodge a fireball and strike your foe at just the right time to get past their defenses. Even reacting in-game to the attacks that strike you can be rewarding as it improves the environment of the game for all players. To help players join in on the Dramatic Combat, here are a few suggestions:

- Swing your weapon only as fast as you can easily call your damage. Players need to be given time to understand the call they are being struck with as well as have time to role-play a reaction to it.
- Allow players to react to effects or damage taken before taking another action against them. This will also allow players when falling down to ensure the space around is safe to do so.
- Avoid entering a skirmish where you will surround a foe with more than three others. It is nearly impossible to properly react to that many attackers at once and with only a few special exceptions, creatures in that situation are certainly not going to be standing for long.
- Try to provide enough space around every player to be able to move. If players are being crowded together during a fight, take a step back to allow them space to role-play the combat.
- Fantasy Alive has a wide variety of weapon types and fighting styles possible. No one weapon or fighting style will be advantageous in every situation. So make sure even if you are in a bad situation in combat, you maintain the safety and role-play. Regardless whether your character gets hurt or dies, the player should be safe and have fun.



## Out of Game

While it is best to be avoided whenever possible, occasionally you will find the need to stop portraying your character in order to deal with some form of real-world issue, referred to as being “out of game.” Valid reasons for going out of game are:

- You or someone else is injured.
- Damage to personal property.
- An unsafe situation has occurred or is at risk of occurring.
- A quick rules clarification.
- Going to the bathroom.
- Handling game logistics

There are also a number of situations that do NOT justify going out of game:

- You are scared to travel to your tent “in-game”
- Chatting about out-of-game topics in the tavern.
- Dying (You are still in game, just as a spirit. Go get resurrected).
- Asking a marshal, “What do I think about...?” Do your own thinking.

If you must have a catch-up with old friends or have an out-of-game discussion, please do so in private so as not to disturb others who are in game.

To show others that you are out of game, you must wear a yellow headband, or place your hand or weapon on your head. Sometimes an area within the game will be designated out of game. There could be any number of reasons for this but will only be set up at the Owner’s/Plot discretion.

These areas will be signified with large signs with “OOG” written on them as well as lights illuminating the sign enough to be read at night. No IG actions are allowed within these areas.

## Lights

A major portion of Fantasy Alive events are played in the dark and, as such, it is often difficult to see details. Many

lights are used to illuminate areas as well as signify different things. In most cases a Plot member will inform players what a light signifies, but there are a few colours that mean specific things. These are:

**Red:** A red glow stick on a person means they are a Plot member who is currently out of game. (Note: A red light not from a glow stick could represent something else. If you’re unsure, ask.)

**Purple:** A purple glow stick or light signifies that the person wearing it is non-combat. The normal rules for non-combat apply when interacting with that person. (Note: Non-combat players are requested to provide their own purple light.)

**Blue:** A blue glow stick represents a spirit. These characters are considered out of game for anyone who does not have the skill Spirit Sense.

## Creating a Character

Creating a character is divided into three basic steps:

- Developing this new persona. (Giving them feelings, ideas, motivations, etc.)
- Selecting a race then picking the skills and abilities the character has learned.
- Purchasing the skills, equipment and supplies that your character will begin with.

## Character Types

Fantasy Alive utilizes 2 different player categories to determine the amount of physical interaction allowed. These categories are Adventurer and Noncombat. Both of these types are described below.

**Adventurer:** This is the category most players will fall into. These players are available for chase, theft, combat, etc. For direct physical contact such as dragging, carrying, shoving, etc. a 5-count is used rather than actually performing the action, unless agreed upon by both players; this prevents players from being exposed to physical contact they are not comfortable with.

**Noncombat:** These are people who are at the event for role-play and are unable or unwilling to participate in

combat. This character type may be selected at the beginning of each event by the player or during an event at the discretion of the player and the Owner. Once a player has elected to become noncombat for an event, it cannot be revoked for the rest of that event. Players may participate in the game as noncombat with these rules:

- Must distinguish themselves with purple headband and purple light(s) seen from all sides
- Must actively avoid combat at all times. If they find themselves suddenly in the middle of combat or feel in danger due to combat, they are to call a Zebra and immediately move to a safe distance from combat at the discretion of a Rules Marshal or Plot Member. A Plot Member or Rules Marshal may also call a Zebra to move a Noncombat Character if they feel the noncombat player is too close to a combat situation.
- Noncombat characters cannot use any skills from the Weapon or Combat Skills tables
- Noncombat characters cannot carry any weapons, shields/bucklers, traps, or spell packets
- To interact with a Noncombat Character, a player must be within arm's reach and state "Noncombat Action" followed by the action to be done. Possible actions are below.
- When attempting to kill a Noncombat Character simply use the 5-count "Noncombat Action, I slay you 1, I slay you 2, I slay you 3 ....." Killing a Noncombat Character must happen from within arm's reach. During this time, the Noncombat Character must stay in place but may make noise as usual. At the end of this count, the Noncombat Character is in their Dying Count. Normal rules apply at this point for LP and healing. For someone who wants to kill a Noncombat Character stealthily, a player may use the skill Assassinate and changes the count to include Surprise (e.g. "Noncombat Action, Assassinate. Surprise I slay you 1, I slay you 2...."). During this five count, the Noncombat Character must remain still and quiet.
- When attempting to knock out a Noncombat Character simply use a 5-count. E.g. "Noncombat Action, I knock you out 1, I knock you out 2, I knock you out 3..." Knocking out a Noncombat Character must happen from within arm's reach. During this time, the Noncombat Character must remain in place but may make noise as usual. At the end of this count, the Noncombat Character is considered Unconscious. Normal rules apply at this point for LP and healing. For someone who wants to knock out a Noncombat Character stealthily, a player may use the skill Waylay or Garotte and

changes the count to include Surprise (e.g. "Noncombat Action, Waylay. Surprise I knock you out 1, I knock you out 2..."). During this 5 count, the Noncombat Character must remain still and quiet. Garotte count remains at 30 for Noncombat Characters. For Noncombat Characters only, Garotte and Waylay do not need to be performed from behind.

- Spells can be cast on Noncombat Characters, however they must be done from within arm's reach and are cast through a five count with an incant (e.g. "Noncombat Action, with will and mind I put you to sleep. I cast sleep 1, I cast sleep 2, etc.").
- Noncombat Characters cannot use any defenses, whether granted through skills, alchemy or magic during an Encounter. Refer to the Encounters section of the Rulebook for a description on what constitutes an Encounter.
- Noncombat Characters use all of the same counts as a regular character (Bleeding Count, Death Count, etc.) and are affected by spells and abilities that work during those counts. Noncombat Characters also suffer deaths and resurrections just like a regular character.

## Social Classes

Fantasy Alive, unlike many other role-playing systems, does not have standard character classes. You may steer your character towards magical or physical pursuits as you see fit, not as dictated by some common RPG stereotype.

Fantasy Alive does, however, implement a social class system for characters. This system is used to determine how the law regulates characters' actions, how much free time characters have between events (listed in hours per week)

and what resources they can easily access. All characters begin the game as Yeoman. All other social classes are acquired in game.

**Outlaw:** Outlaws are individuals who have had an open bounty placed on their heads by local law; anyone is free to apprehend an outlaw by any means necessary as they are granted no protection of the King's Laws.

**Vagabond:** Occasionally there are those who shun the bonds of conventional society (or cannot afford them). These people fall into the vagabond class, roaming the countryside and living off the land. Although vagabonds don't have to pay upkeep, much of their time is spent on survival. Vagabonds must also take care when the taxman is near lest they be placed in chains.

**Serf:** The largest portion of society is comprised of serfs. These commoners live and work on the lands of a local ruler. In return for taxes and their labour, serfs are granted the protection of their liege. Although little of their time is their own, serfs are free and may move from the lands of a harsh landlord.

**Guard:** A person who has joined the service of the local militia. They spend nearly all of their time patrolling and protecting citizens and rarely have personal time to spare. However, they are paid according to their rank for the time spent guarding.

**Yeoman/Citizen:** All players begin as these free citizens. Often merchants, tradesmen, mercenaries and adventures, yeomen are the most versatile of all the social classes. While still subject to local laws and tariffs, citizens are not under direct control of the nobility. Except for the need to constantly earn their keep, yeoman may use their time and travel as they see fit.

<i>Class/Title</i>	<i>Time</i>	<i>Description</i>
<i>Outlaw</i>	30	A criminal who is actively sought by authorities
<i>Vagabond</i>	10	Homeless drifter
<i>Serf/Guard</i>	10	Works on a noble's land for the right to live there
<i>Yeoman</i>	40	Free to travel, work and live as they please
<i>Citizen</i>	40	Free, but more privileged than a Yeoman
<i>Ward</i>	40	Under the protection of a ruling noble
<i>Knight/Magistrate</i>	40	Granted an honorary title by a ruling noble
<i>Lord/Lady</i>	20	Rules a small area of land
<i>Baron/Baroness</i>	15	Rules a local region
<i>Duke/Duchess</i>	10	Rules a large portion of the kingdom
<i>King/Queen</i>	5	Rules an entire kingdom

**Knight:** Often warrior guardians of the people or a local lord, knights are those who have been granted an honorary title by a member of the nobility (Lord or higher).

**Magistrate:** Acting as aides to other nobility, Magistrates are organizers and facilitators. Granted an honorary title by a member of the nobility (Lord or higher), they are the key to the smooth governing of a noble's lands.

**Ward:** Wards are a unique breed of nobility. They are often the children of ruling houses, concubines or advisors; hostages of royal blood are also occasionally granted this status. A ward is essentially one who is owned and protected directly by someone of nobility. They are protected by noble law but have no civil responsibilities.

**Lord/Lady:** Lords/Ladies are the most common form of nobility, their title granted by birthright or by the hand of higher nobility. Lords and Ladies are regional landowners; their service and taxes buy them a life of affluence.

**Baron/Baroness:** The title of Baron/Baroness is reserved for those who, by decree of a Duke/Duchess or King, are responsible for small regions of the kingdom. A Baron/Baroness will often bestow portions of this area to Lords/Ladies to keep law and order in their lands.

**Duke/Duchess:** One of the highest forms of nobility and often the rulers of large portions of the kingdom, these individuals are accountable only to the royal house. While wealth and power come naturally, the responsibility and maintenance of their holdings often occupies much of their time.

**King/Queen:** Divine rulers of the kingdom, the King and Queen are accountable to no one; their word is as good as law.

**Other Nobility:** Other forms of nobility such as Earl, Count, Viscount, etc. will fall into one of the categories above for the purposes of social standing.

## The Most Important Step

By choosing a race and skills for your character you can determine "what" your character is. In this section you will do something much more important, and perhaps a little more difficult: you have to decide "who" your character will be.

In order to flesh out your character, you are requested to write a character history. This is not required but is recommended and is rewarded with XP when submitted and approved.

### **Character Stories**

Before your first event we suggest that you take time to sit down and write out a detailed history and background for your character. While we realize you might not have much information on the history of our world, a general fantasy-based history is often enough. A background will help you role-play your new persona more effectively and grant you a better feeling towards your character. As well, the Plot committee can take interesting points from people's histories and work them into the game, creating adventures more fitting to your particular character.

Fantasy Alive always has the right to turn down your character history, or even alter it; this will only be done in extreme circumstances and you will be notified beforehand. A forced alteration is typically only done when a player submits a history that would give him powers or an advantage over other players. E.g. being heir to a throne, having a magic item, etc. Be creative and try to avoid the clichés present in so many fantasy games and literature (vampires, being an orphan, raised in a gladiator camp etc.).

Half the fun of Fantasy Alive is watching your own unique character grow and prosper in this fantasy medieval world and developing most of these "impossible" or fantastical parts of a character's history along the way. The bare minimum required for a character history includes:

- Your character's age.
- Where your character is from.
- Why your character is traveling/adventuring in the area. What your character does (trade, profession, etc.).
- Any family or friends.
- Current passions, goals and ambitions.
- Additional information that you may wish to consider when writing a character history include:
  - Character's childhood.
  - Fears/hates.
  - Opinion of the other Fantasy Alive races.
  - Character's outlook on life/beliefs/philosophy.

### **Races**

There are a number of races available to characters within the Fantasy Alive system. Basic information on each of the races is listed below. The number of skill points listed for each race is for experience Fantasy Alive players and is not applicable on new player templates.



## CURTAINBORN



***"And thus the babe was brought to bear, its blood tied to the Curtain. Their lineage touched by celestial or infernal origin will influence their path, but not determine it." - High Apencan Priestess Ellisandra***

Lovers trysts, pacts for power, distant blood reawakened, or even more strange and arcane dealings created the curtainborn; children seen as half mortal and half divine. Many have a Celestial or Infernal parent, though few are lucky (or unlucky) enough to ever meet them, and this connection to the divine grants them incredible power at the cost of their mortal bodies. Curtainborn take to divine casting with incredible ease, but their physical bodies are fragile and don't respond well to physical labour or even conventional doctoring.

Occasionally outcast for their differences, a curtainborn is just as likely to be welcomed with open arms by churches or communities dedicated to the gods. Born into nearly every society across Ariel, curtainborn tend to adopt the culture of their youth, their only unifying characteristic is their connection to the divine.

The divine nature of the curtainborn is physically visible. They appear at first glance to be the same race as their mortal parentage, but their divine nature manifests as purple, blue, or orange blood, occasionally dependent on the nature of the divine parent but just as often random. This colours the eye sockets and the veins around the eyes in the colour of their divine blood, sometimes also visible elsewhere on the face or across the body.

- Begin with 10 Skill Points (SP)
- Begin with 4 Life Points (LP)
- Begin with 2 Resurrections
- Begin with 5 *Spiritual Energy* skill
- Begin with the *Spirit Sense* skill
- May purchase LP up to a maximum of 10 LP
- May purchase *Devotion* skill for 4 SP each
- May purchase *Prayer* skill for 4 SP each
- Always receive +1 Armour Points (AP) from the Bless spell
- Always receive +1 Armour Points (AP) from the Aid spell
- No effect taken from healing from any *Herbalism*
- No effect from the *Physician Skills*: First Aid, Field Medic, Patient Care, Prolong, Restore, and Heal
- Cannot purchase *Rapid Healing* skill
- Must pay an additional 1 SP per level for all Trade Skills
- Must pay an additional 1 SP for the *Physical Endurance* skill

## MANDATORY COSTUMING

- Base Mandatory Costuming of race origin required
- Prominent veins around the eyes: Blue, Purple, or Orange

## D'SHUNN



***“There are two things that you should be afraid of at night, the most important being the faint glow of the D’Shunn you don’t see.” - Ancient Proverb***

The name D’Shunn is said to come from an old term for them meaning, “Day Shunned”. During the first Terror’s Breach many D’Shunn fled, joining their brethren that dwelled within caverns, and there their societies grew. It is difficult to say if this description is apt or propaganda, but what is true is the initial lives in caverns were harsh to the D’Shunn, leading to a competitive people driven to succeed, possibly at any cost. Over time stories of the D’Shunn spread, the enigma of their territories speculated and propagated. These are people that make the darkness their home, were molded by it, and embraced it. Said to be distant cousins with the Elves, physically they are similar in their ear shape but otherwise starkly contrast one another. D’Shunn are known for their pure white hair,

and their magical attunement manifesting in adapting to life in caverns with a bioluminescent glow to their skin, granting immunity to blindness of all magical natures. Physically D’Shunn are not known to be naturally exceptionally strong, and typically do not resurrect as many times as other races. However, their command of martial and magical prowess combined has led them to harness this power with great renown, having improved their control of the arcane, and being able to channel magical energy through their weapon with no prior training. Their aspirations formed them into masters of the arcane and of the night.

- Begin with 10 Skill Points (SP)
- Begin with 4 Life Points (LP)
- Begin with 2 Resurrections
- Immune to all magical Blindness effects, calling “No effect” (magery, clerical, and innate magic)
- May purchase LP to a maximum of 10 LP
- May purchase the *Magery* skill for half cost
- May purchase the *Catalyst* skill for 4 SP
- May purchase the *Concentration* skill for 4 SP
- May purchase the *Channel Spell* skill for 10SP (without any pre-requisites)
- Must pay an additional 5 SP for the *Spiritual Endurance* skill (15 SP total)
- Cannot purchase *Exceptional Strength*

### MANDATORY COSTUMING

- Bioluminescent face patterning (done with reflective paints or glow in the dark paints, that must be easily visible in daylight.)
- Patterning for bioluminescence must look natural, and not resemble symbols or tribal markings
- Pointed ears (elf-like)
- Recommended but not mandatory: White wig for hair



## DWARF



*"In the Seventh Age, Belfur, son of Toric, King of the Kuzaak Thoth Mountains, laid down in this stone, 'No living being may cripple Dwarven strength. Stone is of our flesh and steel our lifeblood.'" - Etched on the inner cloister of Dar Eknur*

In temperament, Dwarves are much like the stone of their mountain homes. They are unflinchingly stubborn, outwardly stoic and exceptionally patient. They venerate age and are loath to trust in anything that is not designed to last. This meticulous perfectionism makes them peerless craftsmen, who take fierce pride in their work. However, this same pride also leads to them being quickly offended, for there is no more valuable possession to a Dwarf than their honour. As such, Dwarves tend to be unquestionably loyal and take oaths with the utmost seriousness. The only thing that Dwarves disdain more than “finger-waving” arcane magic are those who would give their word and then break it.

Dwarven society is highly structured and rooted firmly in age-old tradition. Each Dwarf holds a particular place within their house, and each house holds a particular place within the clan. At present there are seventeen Dwarven clans who hold territory across the continent, most of whose populaces reside within a single, fortified hold.

Much like the labours of their hands, the Dwarves themselves tend to be sturdily built. Perhaps their most defining physical feature though is their bushy eyebrows and prodigious facial hair, commonly groomed into magnificent beards or sideburns.

- Begin with 10 Skill Points (SP)
- Begin with 6 Life Points (LP)
- Begin with 2 Resurrections
- Begin with the *Physical Prowess* skill
- May purchase LP to a maximum of 15 LP
- May purchase *Armour Smith, Weapon Smith, Mechanic*, and all *Craftsman* skills at 1 Skill Point less per level
- Must pay double (x2) Skill Points for the *Read Magic, Magery and Magical Energy (ME)* skills
- Cannot purchase the *Escape* skill

### MANDATORY COSTUMING

- A Dwarven character must choose one of the following options for racial representation:
- a long, thick beard
- thick sideburns and bushy eyebrows
- Dwarven facial hair must be false hair (of matching colour) attached to the face or woven into existing facial hair as extensions, clearly distinguishable from the player's natural hair

**ELF**



*“That is quite a stunning portrait of your grandmother, Ambassador. It looks like the artist has taken a few liberties, a true master of their craft that one. I wonder if they’d take a commission to capture the likeness of the Blythian Boar that plagued our lands a few years back... More wine?” – the final words spoken by the Elven diplomat Tethlir El’nain to the Dwarven ambassador before the Dwarves withdrew from the trade negotiations*

Apenca, the Great Matron, creator of all life and the most widely and openly worshipped of all the gods is said, by the Elves, to have created them first, though this simple statement has resulted in much bloodshed between them and their cousins the Dwarves, who also lay claim to be first. It has always been clear that the Elves have more openly devoted their lives in the service of Apenca, while the Dwarves appear more concerned in the worship of steel and gem.

Regardless of their order of their creation, the Elves are widely believed by most other races to be Apenca's first and most beloved creations. Elves at first-glance are elegant, serene, and wise, but extended interactions with them tends

to reveal otherwise. The Elven mind is naturally attuned with the flows of magic, making it easier for them to learn the arcane arts. The Elves' longevity is tempered by Apenca's love for them, making it very difficult for her to let them return to the world when she could keep them near her. As a result they typically only resurrect once, unlike the majority of other races. While their body is weaker, their mind is strong making it difficult to alter their thoughts. Elves are easily noted by their distinct pointed ears.

- Begin with 10 Skill Points (SP)
- Begin with 4 Life Points (LP)
- Begin with 1 Resurrection
- Begin with 1 *Iron Will* skill
- Begin with 5 *Magical Energy* skill
- May purchase LP to a maximum of 10 LP
- May purchase the *Magery* skill for half cost (rounded up)
- Must purchase the *Spiritual Endurance* skill for 5 additional SP
- Cannot purchase the *Exceptional Strength* skill

**MANDATORY COSTUMING**

- Pointed ears (latex/foam prosthetics) - jewelry may be worn over the prosthetic, but may not be used in place of it.

## GNOME



**"Hey! If I put some of those yellow leaves in this potion it starts making a loud whistling sound ... Oooh, look at the light!" - Last words of Tborren F'Norn, Gnomish Alchemist**

It's often said that it's easier to stop the passage of time than the racing mind of a gnome. Though something of a hyperbole, gnomish intellect is renowned in the worlds of alchemy and herbalism alike for their natural affinity for the complex sciences. Their metabolism allows them to process toxins far better than other races. However, this comes at cost to their muscle density. Though they are not limited in physical stature, they are simply incapable of ever achieving exceptional levels of strength. Gnomes are easily recognizable by their heads of intensely vibrant hair in shades of green, pink, yellow, orange, or blue. A gnome's eyebrows and any facial hair also grow in the same bright colours. Some gnomes have been known to freckles that match their hair as well. Some believe that a gnome's hair colour tells something of their personality. Blue hairs are thought to be more reasonable, at least by gnomish standards. Greens are talented herbalists and alchemists, or poisoners depending who you ask. Orange hairs are inquisitive and tend towards invention, and away from safety guidelines. Pinks are the

free spirits, or the sweetly naive of the race. And yellow haired gnomes are thought to be gifted as seers, though usually destined for madness. This 'gnomenclature,' as it is sometimes called, is typically rebuked by gnomes as nothing beyond a stereotype when confronted with it personally. However, it is hardly uncommon for them to buy into it themselves to some degree or another.

- Begin with 10 Skill Points (SP)
- Begin with 4 Life Points (LP)
- Begin with 2 Resurrections
- Begin with one *Resist Poison* skill
- May purchase additional *Resist Poison* skills without the prerequisite 8LP
- May purchase LP to a maximum of 8 LP
- May purchase *Herbalism* skill for 2 SP less per level
- May purchase *Alchemy* skill for 2 SP less per level
- Cannot purchase the *Physical Prowess* skill

### MANDATORY COSTUMING

- Brightly coloured hair: Green, Pink, Yellow, Orange, or Blue. This must be a worn wig completely covering all of the player's natural hair and any hair on the face must be coloured to match. (A player with their natural hair dyed is not acceptable)
- Optionally, costuming may include freckles of the same colour as the hair.

## GOBLIN



***“Stop looking at me like that, this’ll work! ...and if it doesn’t, the resulting confusion will be a great distraction and then we just stab ‘em in the back. Either way, job done, right?” - Gibrock the Singed, goblin General***

Goblins, identifiable by their green skin and pointed ears, are typically seen by other races as buffoonish. However, though it tends to manifest in unconventional ways, goblins are possessed of an interesting cunning and industrious nature. To those unfamiliar with their ways, their ideas can seem silly sometimes to the point of becoming dangerous. While this may be true on the surface, they are often no less effective. Goblins are often happy to play into this image letting people think them foolish and continue to underestimate them.

Goblins are a spiritually resilient race. Their spirits hold up to resurrections better than any other of the peoples in Ariel. They are also naturally agile, born with the ability to get out of the way of threats. These factors may have played a heavy role in the development of their penchant for risk taking. That said, they are not physically gifted people and when faced with the perils of combat, many lean on their natural talent for throwing weapons or sussing out an

enemy's weak spot from behind.

Perhaps the most curious element to goblin physiology is their complete lack of the ability to master the arts of magery. This deficiency is different to the difficulties other races have in learning to work arcane magics in that, regardless of the effort, their bodies are simply unable to conjure magical energy into a usable form. Spiritual energy and clerical workings are not affected by this trait. This unique facet has been the subject of much speculation and folklore. The stories range from them not coming from the same gods as the other races to it being the result of divine punishment, though no one is certain of the explanation.

- Begin with 10 Skill Points (SP)
- Begin with 4 Life Points (LP)
- Begin with 3 Resurrections
- Begin with the *Dodge* skill
- May purchase LP to a maximum of 8 LP
- May purchase the *Thrown Weapon* skill for half cost (rounded up)
- May purchase the *Backstab* skill for half cost (rounded up)
- Cannot purchase *Magery* skill
- Cannot purchase the *Physical Prowess* skill

### MANDATORY COSTUMING

- Green Skin (makeup or prosthetics should cover exposed skin)
- Pointed ears (elf-like)

**HUMAN**



*“Alone we are resourceful, we survive; but together ... together we can do what is thought to be impossible!” - King Lyryan Haro during the final conquest of the Kingdom of Gelria 1705 A.T.*

The most common of the races, humans are adventurous, industrious, and passionate. Inclined towards community, humans are responsible for the largest cities, guilds, and empires across Ariel, relying on their versatility and adaptability to overcome obstacles. While they have no natural affinities, such as elves with their magic or the renowned physical strength of minotaurs, humans also have no natural drawbacks, enabling them to devote themselves to a truly staggering array of pursuits. As a result, you can find humans nearly everywhere, in every walk of life, using their varied skills to achieve remarkable things.

- Begin with 15 Skill Points (SP)
- Begin with 5 Life Points (LP)
- Begin with 2 Resurrections
- May purchase LP to a maximum of 10 LP

**MANDATORY COSTUMING**

- No specific makeup or prosthetics are required.
- Avoid costuming that could be mistaken for another race, such as false beards.

## LIZARDFOLK



***“All life begins and ends with the tribe. Loyalty to your family is everything.” - Shaman Salazar Trueblood***

While no one statement easily describes the enigmatic Lizardfolk tribes, they come in essentially, one of three flavours; isolationist, reluctant participant, or outgoing adventurer. The Lizardfolk live within wet and swampy lands all over the world and are often ignored or left alone by most other cultures because of their reclusive nature and inhabitation of undesired land. This ‘let live and leave me alone’ attitude has led most Lizardfolk tribes to be more level-headed than other races, and this has afforded them unusual freedoms to spread across the continent relatively unhindered by borders or traditional land claims.

Lizardfolk populations are hard to estimate, as some clans migrate constantly across their territories, while others do set up slightly more permanent settlements in order to conduct trade or business with other local populations. The migrants are typically those who refuse to interact with members outside their species, whereas those that choose to live in their village swamps, are resigned to dealing with others, but are typically good-natured about it. Those few that leave their habitats are ready for a time of excitement and danger, but will usually rotate back to either a migratory or village living situation, depending on where

they are in their lifecycle.

While not physically strong, they are unnaturally tough and resilient, able to drop their tails to escape a sticky situation. The limb regrows usually within a month as their healing and regenerative properties are powerful. Lizardfolk are notorious for being unable to resist mind spells and other mind-altering effects. Lizardfolk focus on oral traditions and divine magic more than their counterparts.

The racial characteristics of Lizardfolk are scales covering the entire body and face which can be any colouration found on real lizards and a lizard-like tail.

- Begin with 10 Skill Points (SP)
- Begin with 6 Life Points (LP)
- Begin with 2 Resurrections
- Begin with *Escape* skill for free
- May purchase LP to a maximum of 15 LP
- May purchase the *Physical Endurance* skill for half cost (rounded up)
- May purchase the *Resist Movement* skill for half cost (rounded up)
- May purchase *Rapid Healing* skill without Prerequisites for half cost (rounded up)
- Cannot purchase *Iron Will* skill
- Must pay +2 SP to purchase *Exceptional Strength*
- Must pay double for *Read & Write* skill
- Must pay double for *Read Magic* skill

### MANDATORY COSTUMING

- Scaled Skin (makeup or prosthetics should cover exposed skin)
- Colouration representative of any real world lizards
- Solid, singularly black or brown make-up is not permitted
- Lizard-like tail

## MALKIN



***“Seek, first among all other things, one truth; that all who were born unto this world deserve their opportunity to find freedom.” – Alith-Handar, First Among the Free***

Though the Malkin themselves do not often take kindly to the comparison, physically they resemble a race of bipedal cats, fur-covered humanoids with pointed ears and a long, non-prehensile tail. Perhaps their most defining characteristic though is their innate resistance to spells, which cannot be controlled but can become stronger in some Malkin over time.

Many of the adult Malkin on the continent today were not born here, but were instead bred by the arcaners of Magedom as servants and soldiers in that far-away land. Under the leadership of Alith-Handar, a large number of these so-called Kargath managed to escape during the Great Uprising of 2014 A.T. and eventually made their way to the continent where they have sought to create a new home and cultural identity for themselves. Perhaps unsurprisingly, nearly all such Malkin possess an extreme distrust of mages and a fear of being confined.

The Malkin race claims no official nations or built-up cities of their own. Instead, those Malkin who have not

integrated themselves into the populations of other lands, live in a series of dispersed enclaves that maintain sizable territories in unclaimed areas across the continent, and they will fiercely defend their territory. Though natural-born hunters, and often possessing martial training from their former lives in Magedom, Malkin today can be found in nearly all walks of life.

- Begin with 10 Skill Points (SP)
- Begin with 6 Life Points (LP)
- Begin with 2 Resurrections
- Begin with one *Weapon Skill* (all pre-requisites must be met at character creation)
- Begin with one innate *Spell Shield* skill. This innate ability is always on until used. Once this ability is used it is treated as a per-encounter skill. Similarly, if used between encounters, it automatically returns after 5 minutes. The call for this is “Spell Shield”. This racial ability is an exception to the rule that you can only have 1 Spell Shield active at a time and functions as per the Spell Shield spell.
- May purchase additional innate Spell Shields for 6 SP each
- May purchase LP to a maximum of 12 LP
- Must pay double Skill Points for the Magery skill
- Must take double the amount of required time in order to regenerate Magical Energy
- Must take double the amount of required time in order to regenerate Spiritual Energy

## MANDATORY COSTUMING

- Prosthetic furry, pointed ears
- Make-up indicating the patterned skin of a large hunting cat (all exposed skin must be represented)
- Solid, singularly black or brown make-up is not permitted
- Long cat-like tail

## MINOTAUR



***“The next person who calls me a cow will die much slower than that man.” - Marthoon the Black***

Though the mere mention of it seems to infuriate them, physically Minotaur appear as a cross between a humanoid and a bull, with coarse fur and pair of bovine horns. Although their large, calloused hands are not suited to delicate tasks, Minotaur are incredibly strong and hardy, making them feared warriors on the battlefield and often sought out as labourers. Though their temperament may vary somewhat between kindreds, Minotaur are not generally known for their great patience and can be quick to react with aggression if provoked.

Minotaur are organized into kindreds, large tribal groupings that form their own distinct societies. There are eight major Minotaur kindreds on the continent, along with numerous minor kindreds. Extended families that share a common set of traditions and values, Minotaur society is largely based upon one’s place in these kindreds. Though none of the major kindreds claim territory with the established borders of separate nations, some minor kindreds have been known to live on such lands as migratory bands and lone Minotaur can often be found throughout their wilderness

and settlements.

- Begin with 10 Skill Points (SP)
- Begin with 8 Life Points (LP)
- Begin with 2 Resurrections
- Begin with the *Physical Prowess* skill
- May purchase LP to a maximum of 20 LP
- May purchase the *Exceptional Strength* skill twice
- May purchase their first *Exceptional Strength* skill for half cost
- May purchase the *Labourer* skill at 1 Skill Point less per level
- Must pay an additional 2 Skill Points for all *Trade Skills* other than *Labourer*
- Must pay double Skill Points for the *Magical Energy* skill
- Must pay double Skill Points for the *Spiritual Energy* skill

### MANDATORY COSTUMING

- Pair of bovine horns (if lost in-game, stubs must be represented)
- Fur (makeup or prosthetics should cover exposed skin)
- Solid, singularly black or brown make-up is not permitted



**ORC**



- Begin with 10 Skill Points (SP)
- Begin with 7 Life Points (LP)
- Begin with 2 Resurrections
- Begin with the *Physical Prowess* skill
- Begin with one *Fury* skill (any additional purchases require the pre-requisite skills)
- May purchase LP to a maximum of 15 LP
- May purchase the *Resist Poison* skill for 3 SP
- Must pay double for the *Read & Write* skill
- Must pay double for the *Read Magic* skill

**MANDATORY COSTUMING**

- Green skin (makeup or prosthetics should cover any exposed skin)
- Tusks (fangs jutting up from the lower jaw)

***“To bleed is to grow. It is through hard trial we find the weaknesses that must be cut out so that we might heal stronger.” - Chieftain Stora Truetongue***

Recognizable by their green skin and large tusks, Orcs are renowned for their inborn rage that pushes their already substantial physiques to exceptional levels in combat. This has fed into the long held belief by outsiders that they are little more than hot tempered and violent savages. However, continued interactions between orcs and other cultures has revealed that to be largely untrue. Though possessed of a certain brutal pragmatism, they are entirely capable of existing within a society. Orcs are one of the most physically robust peoples in Ariel. Even the average specimen can withstand grievous wounds and have been known to easily become resistant to toxins. They favour direct solutions and treat setbacks in their pursuits as opportunities to either prove their worth or learn from their failures. Conversely, orcs struggle with the more abstract concepts like reading, writing, and magery; often deeming them as overly complicated and unnecessary.

## Age

Upon creating a new character, players may choose the age of their new persona. If an age is not specified, the minimum starting age for their race will be assumed. Time and some spells will age characters; the results of these effects are described below.

Race	Youth	Elderly	Aging	Max. Age
<i>Curtainborn</i>	25	60	20	260
<i>D'shunn</i>	25	65	10	165
<i>Dwarf</i>	25	65	5	140
<i>Elf</i>	35	85	10	185
<i>Goblin</i>	14	30	5	70
<i>Gnome</i>	20	50	5	90
<i>Human</i>	17	45	5	95
<i>Lizardfolk</i>	16	40	2	70
<i>Malkin</i>	20	75	5	135
<i>Minotaur</i>	16	30	2	70
<i>Orc</i>	15	40	2	70

Table 6: Age ranges for PC races

**Youth:** This is the minimum starting age for a given race. This is also the minimum age that can be achieved through rejuvenating spells.

**Elderly:** This is the age when the effects of time begin to take their toll.

**Aging:** Upon reaching the age indicated in the “Elderly” column, a character’s maximum LP decreases 1 LP for every increment of years indicated in the “Aging” column. For example, if the racial maximum LP for a goblin is 8 LP, a 42-year-old goblin character would have a maximum LP of 6 (E.g. 42-year-old Goblin is 12 years over “Elderly” and, as can be seen on the age chart, every 5 years beyond “Elderly” will reduce the character’s life by 1).

## Multiple Characters

It is possible for players always have two (or more) characters on file at all times. As well, costuming, phys-reps, etc. for each character may be brought to every event.

If your character happens to take a final death during an event it may be necessary to switch to your backup character. There are however some restrictions on multiple characters:

- Two characters owned by the same player may not interact directly, in or out of game (e.g. you could

not have a weapon smith character that provided equipment for your warrior character or strike up a conversation with yourself on the website).

- Only 1 character can be played per event, barring final death of a character.



## Skills

Advancement in Fantasy Alive is based on the purchase of skills. Characters start with a number of skill points (15 for human characters, 10 for all other races) that are used for initial skill purchase. Whenever you “buy” a new skill, you will be given a new character information sheet with a listing of all your current skills (as well the number of levels in a particular skill, where applicable). Many in-game actions require a skill, from wielding a sword to literacy to the forging of weapons and armour. In order to learn a skill in the Fantasy Alive system you must have enough skill points to purchase it and, in many cases, find a tutor to help you learn the skill. Skill points can only be gained by redeeming experience points. Below are the two main rules regarding the purchase and improvement of skills.

**Training:** While day-to-day adventuring and gaining experience points comprises most of the training performed by characters, a short period of concentrated study is required when learning a new skill or advancing a current skill to a new level. A player may select a new skill for their character to learn by logging this selection when they log for an event. To do this, the character must have the appropriate number of skill points available, and spend a number of hours in between games equal to the number of skill points for the skill times 5. For example, learning the 1 Handed Blunt skill will require the player to spend 3 skill points and train for 15 hours.

There are three ways that a player can reduce the number of hours required to spend to learn a skill:

1. There are Tutor Books in-game, and using one of these reduces the time to learn by 50%.
2. Your character can also learn a new skill from another character who has that skill by having a roleplay scene at a game. Learning from a character in-game reduces the time to learn by 50% and gives 1 bonus XP to the teacher.
3. You may be able to arrange a NPC Tutor. There will be a fee involved, and once paid it will reduce the time to learn by 50%.

When learning a skill for a second time (e.g. purchasing Parry for the second time) training is not required. To train a second skill, characters must simply spend a number of hours refining the skill. This time to learn a skill for a second time is the same as if it was learned from a teacher.

The 9th level of Clerical Investment and Divination are important skills that can have a large impact on the game world, and as such require an NPC or PC tutor to learn.

**Once per Encounter:** A skill which states that it may be used “Once per Encounter” means that it can only be used once during the course of 1 battle or Plot. These skills are considered used upon calling them, whether the effect is defended against or not. The term ‘Encounter’ is defined below.

## **Encounters**

Armour offers a number of points of protection per encounter, many skills may be only used once per encounter and, as well, several spells have durations of 1 encounter. So, what defines an encounter and how long is it?

An encounter is any continuing period of danger. It lasts from the beginning of any hostile actions and continues until the character has a chance to rest and recover. This

works out to about 5 minutes of rest, where the player could put down their weapon, readjust their armour and assess their injuries. If more creatures attack during this rest then the encounter is not over (and therefore AP is not restored). Sometimes an entire dungeon or adventure may be a single encounter if the players never have time to come off “high alert” and rest. On the positive side, any beneficial spells that last for 1 encounter will still be active. You cannot walk away from an encounter with the sole purpose of resetting your skills.

<i>Combat Skills</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Aim</i>	4	Weapon Skill
<i>Ambidexterity</i>	4	Two Weapons
<i>Assassinate</i>	20	Vital Blow
<i>Backstab</i>	5	Weapon Skill
<i>Blinding Blow</i>	15	Disable Limb
<i>Channel Spell</i>	15	Weapon Mastery, 10 SE or ME
<i>Counter Attack</i>	4	Weapon Skill
<i>Critical Attack</i>	10	Backstab
<i>Decapitate</i>	20	Sever & Power Attack
<i>Disable Limb</i>	8	Subdue & Backstab
<i>Disarm</i>	6	Weapon Mastery
<i>Dodge</i>	10	None
<i>Florentine</i>	4	Weapon Skill
<i>Fury</i>	15	Rage
<i>Garrote</i>	8	Backstab (any weapon type)
<i>Knights Grip</i>	3	Weapon Skill
<i>Knockback</i>	4	Weapon Mastery, at least Exceptional Strength 2
<i>Knockout</i>	6	Backstab
<i>Lethal Hands</i>	2	Hand to Hand
<i>Master Dodge</i>	20	Dodge
<i>Muting Blow</i>	10	Disable Limb
<i>Parry</i>	5	Counter Attack
<i>Power Attack</i>	10	Weapon Mastery
<i>Rage</i>	4	Weapon Skill
<i>Ranged Pin</i>	6	Weapon Mastery in Ranged
<i>Resist Movement</i>	4	Shield, Physical Prowess
<i>Return Blow</i>	8	Disarm, Parry
<i>Ringing Blow</i>	8	Subdue
<i>Sever</i>	15	Weapon Mastery
<i>Shatter</i>	6	Power Attack & at least Exceptional Strength 2
<i>Shield</i>	4	Physical Prowess for largeshields
<i>Slay</i>	15	Power Attack
<i>Staggering Blow</i>	12	Ringing Blow
<i>Stunning Blow</i>	10	Subdue

<i>Weapon Skills</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>1-Handed Blunt †</i>	3	None
<i>1-Handed Sword</i>	5	None
<i>2-Handed Blunt</i>	6	Physical Prowess
<i>2-Handed Sword</i>	8	Physical Prowess
<i>Axe</i>	8	None
<i>Bow</i>	4	None
<i>Crossbow</i>	4	None
<i>Exotic (type)</i>	8	None
<i>Hand to Hand †</i>	2	None
<i>Improvised Weapons †</i>	2	None
<i>Dagger †</i>	2	None
<i>Pole Arm</i>	8	Physical Prowess
<i>Sling †</i>	4	None
<i>Spear</i>	3	None
<i>Staff †</i>	4	None
<i>Thrown Weapon</i>	4	None

<i>Academic Skills</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Appraising</i>	4	None
<i>Arcane Research</i>	2+lvl	Magery
<i>Astrology</i>	6	Read & Write
<i>Catalyst</i>	5	Magery
<i>Clerical Investment</i>	3×lvl	Theology
<i>Concentration</i>	5	Magery
<i>Devotion</i>	6	Clerical Investment
<i>Divination</i>	3×lvl	Astrology
<i>Draw Essence</i>	10	Magery or CI 1
<i>Expanded Domain</i>	7	Clerical Investment 7/8
<i>Magery</i>	6	Read Magic
<i>Master of Divination</i>	3	Divination
<i>Magical Energy</i>	2/pt.	Magery
<i>Prayer</i>	6	Clerical Investment
<i>Read &amp; Write</i>	6	None
<i>Read Magic</i>	6	Read & Write
<i>Spell Specialization</i>	6	See Text

<i>Combat Skills Continued...</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Subdue</i>	4	Weapon Mastery
<i>Sustaining Fury</i>	8	Fury, 10 LP
<i>Two Weapons</i>	6	Florentine
<i>Vital Blow</i>	15	Critical Attack
<i>Waylay</i>	10	Knockout
<i>Weapon Mastery</i>	10	Counter Attack or Aim
<i>Wear Heavy Armour</i>	2	Wear Light Armour & Physical Prowess
<i>Wear Light Armour</i>	1	None
<i>Wound</i>	8	Critical Attack

<i>Trade Skills</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Alchemist</i>	3+lvl	Read & Write
<i>Armour Smith</i>	2+lvl	None
<i>Craftsman(type)</i>	1+lvl	None
<i>Herbalist</i>	3+lvl	None
<i>Labourer (type)</i>	0+lvl	None
<i>Mechanic</i>	3+lvl	None
<i>Merchant</i>	5+lvl	Appraise
<i>Physician</i>	2+lvl	None
<i>Weapon Smith</i>	2+lvl	None

<i>Academic Skills Continued...</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Spiritual Energy</i>	2/pt.	Clerical Investment
<i>Syphon</i>	10	Magery
<i>Theology</i>	4	None
<i>Trade Adept</i>	4	Trade Skill 5
<i>Trade Master</i>	10	Trade Skill 10

<i>Abilities</i>	<i>Cost</i>	<i>Prerequisite</i>
<i>Escape</i>	3	None
<i>Exceptional Strength</i>	10	Physical Prowess
<i>Iron Will</i>	8	None
<i>Natural Threshold</i>	12	At least 12 LP
<i>Physical Endurance</i>	4	None
<i>Physical Prowess</i>	4	None
<i>Rapid Healing</i>	12	At least 10 LP
<i>Resist Poison</i>	5	At least 8 LP
<i>Spirit Sense</i>	4	None
<i>Spiritual Endurance</i>	10	None
<i>Toughness</i>	5	Natural Threshold

Table 7: Combat Skills, Weapon Skills, Academic Skills, Trade Skills, & Abilities

†These simple weapons do not require any skill training to use effectively. Characters wishing to specialize, learning additional techniques with these simple weapons, will require the skill in order to further their training.

## Skill Descriptions

### Abilities

These skills are not learned but are actually based on the character's physical body and racial abilities. Unlike other skills, abilities never require a tutor and take no time to learn, however in most circumstances there are very strict requirements for acquiring them.

**Escape:** Some people are just naturally flexible and skilled at

#### Appraising

Those with the appraising skill or an appropriate spell may determine an item's approximate value using the middle 12 digits on the items ID tag. These 12 characters are actually made up of 6 letter/number pairs.

**E0 F0 A0 C1 Av4 D3 B0**

Each letter from A to F represents a placeholder and the number represents the value stored there; placing each number in alphabetic order results in the item's value in Copper coins. In our example, only C and D have values (1 and 3 respectively) so our calculation would look like the following:

**A B C D E F**  
**0 0 1 3 0 0**  
**=1300 Copper, or**  
**=130 Silver, or**  
**=13 Gold coins**

wriggling out of ropes and bonds. Any character with this ability may escape being bound by ropes or manacles or any pin or bind effects after completing a 30- second count. More sophisticated restraints (jail cells, cages or confine effects) are not escapable using this ability.

**Exceptional Strength:** Characters with this ability may add +1 damage with melee or thrown weapons due to their Exceptional Strength. Minotaurs are the only race that may purchase this ability twice for a total of +2 damage. As well, players with this skill may use it for role-play purposes such as holding a door shut, pulling on a rope, etc. When using this skill for that, announce to a Plot member "Exceptional Strength X, I <action>" where X is your current level of the skill.

**Iron Will:** Characters with this ability have very strong willpower (or are just very stubborn). For each time this ability is purchased the character may resist 1 Mind Effect per encounter.

**Natural Threshold:** Some people are just incredibly tough. They can shake off blows that would easily hurt anyone else, even when fighting without armour. These people have toughened their skin enough to be granted a threshold. This skill grants a character a threshold of 3. This will not stack with any armour or magic which grants a threshold. This skill protects a character from Garrote, Knockout, and Waylay. This skill may only be purchased once.

**Physical Endurance:** For each time this ability is purchased 1 additional Life Point is granted to the character. This may be purchased several times until the race's maximum LP is reached.

**Physical Prowess:** Physical Prowess indicates an above average physical strength; it is the prerequisite for all 2-handed weapons skills as well as the Exceptional Strength ability and is required for the use of any shield in which the height plus width add up to over 32 inches. This skill also acts like a level of Labourer when using Labourer to Work for a Living. This additional level stacks with any Labourer skill already purchased.

**Rapid Healing:** Some people are just plain tough; this ability allows characters to heal much faster than a normal person. For every action that produces healing, a character with this skill will heal double. This includes herbal salves and magical or natural healing (including healing from 0 LP or 1 LP). The call when receiving healing with this skill is "Double."

**Resist Poison:** A strong immune system allows characters to be subjected to larger amounts of toxic substances than most. For each time a character purchases this ability they may resist 1 herbal mixture, a natural or magical Toxin or 1 natural or magical disease per encounter.

**Spirit Sense:** This is the unique ability to sense when spirits are nearby. A character with this skill can see spirits (of dead people or even some undead specters) and recognize them as spirits. The spirits cannot be physically interacted with or spoken to without the aid of magic. This ability is invaluable to those wishing to perform resurrections as well as some types of necromancy.

**Spiritual Endurance:** For each time this ability is purchased it allows the character to be able to live through 1 additional resurrection before their body is too frail to undergo the procedure. Although expensive, this ability can literally be a lifesaver. This skill can be purchased up to a maximum of 5 total resurrections before it becomes ineffective.

**Toughness:** Only the hardest can shrug off an opponent's strongest strike like it was nothing. This skill allows the character to Minimize the effect of any one attack which causes damage regardless of the source of the damage. This is useable once per encounter per purchase and the call is "Toughness".

### **Academic Skills**

The following skills are of particular interest to mages, clerics, seers, and sages. Additional information and the use of many of these skills can be found in the Magic section.

**Appraising:** While more commonly prized by merchants and traders than scholars, appraising can be used to estimate the value of nearly any given object. However, although an item may be appraised at a given value, finding an interested buyer given current levels of supply and demand is not guaranteed. To eliminate the need to find a marshal to utilize this skill, the value of any item can be determined by examining its item tag and applying a formula to its serial number. The use of the formula (found in the sidebar) prevents players from inadvertently seeing an item's value, while allowing those with the Appraising skill to determine the information they need. The code also contains the Availability of an item for use in the Merchant Skill. This is designated with a number following the letters "Av". This number corresponds to the Merchant Availabilities in order of rising rarity: 1 = Common, 2 = Uncommon, 3 = Very Uncommon, 4 = Rare, 5 = Very Rare and 6 = Unique.

Characters are free to charge whatever they like when selling or fencing an item; they are free to concoct any price to charge after evaluating an item's true worth. Using this information without the appraising skill is considered cheating.

**Arcane Research [Focus]:** This skill allows an arcaner to spend time manipulating magical force in order to create a desired effect. Once the arcaner has spent sufficient time, they culminate their research into a specific spell. When purchasing this skill for the first time, the focus is set at General. Details on other foci and specifics of this skill can be found in the Magic section of this book.

**Astrology:** This skill allows the player to "read" fortunes and the future and is the prerequisite for Divination spell casting. The skill must be used with either a clear view of the stars or a ritual involving other items, such as those used as foci for Divination. Players with this skill may approach a Plot member or Owner after performing appropriate RP and state that they are using their Astrology skill. The Plot member or Owner may then grant insight relevant to the situation.

**Catalyst:** This skill improves the character's ability to absorb magical energy from nodes. For each time this skill is taken the character gains an additional 1 ME for every 5 minutes spent at a node.

**Concentration:** This skill improves the character's ability to concentrate on their spell book entries to regain magical energy. For each time this skill is taken the character gains an additional 1 ME for every 10 minutes in study.

**Clerical Investment [Deity]:** This is the base skill for all cleric, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Deities section. Learning Clerical investment 9 is a major undertaking and can only be done with an NPC or PC teacher. To learn Clerical Investment 9 from an NPC, a player must inform Plot that they wish to do so, and an opportunity will be arranged as soon as possible. There are further options for growth for characters that reach Clerical Investment 9. Once reaching this level and wishing to develop further, the player should contact the Owner to discuss.

**Devotion:** This skill improves the character's ability to regain spiritual energy through acts honouring that character's deity. For each time this skill is taken the character gains an additional 1 SE for every 10 minutes spent role-playing actions of worship for their god or goddess. This time is reduced to 5 minutes if done within a church of the deity.

**Divination:** The base skill for fortune-tellers, seers and soothsayers. Divination is the ability to read items such as cards, palms, and the stars or to communicate with otherworldly creatures in order to discover or divine information. For each level purchased a new tier of Divination spells or rituals are acquired. Once the ritual is complete, damaging or removing the items used to enact the ritual has no impact on the effect. Learning Divination 9 is a major undertaking and can only be done with an NPC or PC teacher. To learn Divination 9 from an NPC, a player must inform Plot that they wish to do so, and an opportunity will be arranged as soon as possible. There are further options for growth for characters that reach Divination 9. Once reaching this level and wishing to develop further, the player should contact the Owner to discuss.

**Draw Essence:** Magic flows through the world and fuels all spectacular effects if you know how to utilize it. But sometimes that skill is not enough, and the caster needs to tap into their own life-force to cast in a time of desperation. This skill allows a caster to harm themselves a selected number of LP in order to gain SE or ME, doing damage to their spirit. This skill is used by calling "Draw Essence: # <Full spell prefix and incant>" where # is the amount of LP damage used

to fuel the spell. For example: “Draw Essence 1, With Will and Mind I Lend Health, 2 LP”. For each LP of damage taken, 2 ME or SE can be used for casting. This ME or SE must be immediately used in the casting of a spell or in a ritual and the LP damage cannot be healed by any means for 1 hour. After the hour the damage is still there but can be healed

normally. Because the skill draws from one’s own spirit, any spell cast using Draw Essence on the caster has no effect and the LP, ME and/or SE are wasted. A character can only use enough of their own LP to lower them to zero and temporary LP granted from any source are not usable with this skill. Draw Essence can be used to cover some or all of the energy cost of a spell and can be used at will.

**Expanded Domain:** The cleric has shown devotion to their deity so much so that the Deity is willing to more openly share their follower. This skill allows the cleric to pick one spell from a deity’s spell list that is Shared to their deity. That spell may now be cast without the addition 5 SE cost. This skill may be purchased once at Clerical Investment 7 and once more at Clerical Investment 8. Only spells of 6th level and lower may be selected for this skill.

**Magery:** Magery is the innate ability of a character to recognize the magical flux in the world and draw it into their body for focus into spells. This skill is a prerequisite to many arcane magic skills. This skill also grants the owner 1 ME.

**Magical Energy:** This skill measures the character’s knowledge of and ability to focus their control over magical energies. For each time this skill is acquired the character gains 1 Magical Energy point or ME (See the Magic section later in this manual for more information on Magic Energy).

**Master of Divination [Focus]:** This skill allows diviners to complete their rituals in a shorter time. This is accomplished by the diviner becoming more in tune with their ritual items. When purchasing this skill, the diviner must select a Focus for their mastery. This Focus determines what type of ritual items the diviner is more skilled with.

- Light: Candles of all colours.
- Sight: Divining rod
- Chance: Dice, cards, Jack of Spades, coins, rune- stones
- Sands: Sand, crystal, crystal ball, prism

For each time this skill is purchased for a Focus the diviner may subtract 5 seconds per spell level from the time necessary to complete a ritual requiring that type of Focus, to a minimum required time of 10 seconds. For example, a character with two ranks of Master of Divination [Sands] could cast the 2nd level spell Detect Undead (which requires a prism and originally takes 2 minutes) with a ritual that lasts a minimum of 1 minute and 50 seconds.

**Prayer:** This skill improves the character’s ability to regain

spiritual energy through prayer. For each time this skill is taken the character gains an additional 1 SE for every 10 minutes spent meditating on their holy symbol, or every 5 minutes spent meditating in a shrine.

**Read & Write [Language]:** A character needs this skill or they will be unable to read even the simplest of signs, letters, or maps.

**Read Magic:** The ability to understand the arcane symbols used in the scribing of spell books and scrolls is controlled by this skill. Magical writing, while not magical in itself, is so complicated that only the most dedicated people will learn this skill. Read magic is a prerequisite for anyone who wishes to learn arcane magic or to read and use scrolls.

**Spell Specialization [Spell]:** An Arcaner dedicated to his field of study may learn to shape the magic they wield more efficiently than another. This skill allows an Arcaner to choose one spell which they can now cast for one less ME. This can be any spell that the Arcaner has in their spellbook at the time of purchase and must be from the category of their Arcane Research focus. This skill may be purchased at Arcane Research 6 and again at 9 if a focus has been selected. If the researcher remains a Generalist the skill can only be purchased at Arcane Research 9 and they may select any spell in their spellbook. If the skill is purchased a second time at Arcane Research 9, a different spell that meets the criteria above must be chosen. Spells cannot be lowered below one ME with this skill. If this skill is purchased as a Generalist and then the character chooses a focus later, the focus must match the Spell Category of the spell selected for this skill.





**Spiritual Energy:** This skill measures the character's knowledge of and ability to focus the power and wishes of the gods. For each time this skill is acquired the character gains 1 Spiritual Energy point or SE for casting clerical spells. (See the Magic section later in this manual for more information on Spiritual Energy.)

**Syphon:** This vile and illegal skill allows the character to draw forth ME from the body of a Dying (or otherwise helpless) foe. Using a 10-count, "Syphon 1, Syphon 2, etc." the victim is sent directly to their Death Count and transfers all remaining ME to the character (to a minimum of 1 ME if the victim has none). This skill will allow the user to exceed their maximum ME, but excess ME cannot be regenerated. This skill is only effective on creatures who have the ability to hold ME. When used a burned imprint of the character's hand is left upon the victim's body. This skill is useable at will.

**Theology:** This skill refers the character's knowledge of the gods and other planar beings. Characters with this skill can instantly recognize holy symbols and emblems, as well as being able to discern a cleric's deity upon hearing a spell incant. This skill is a prerequisite for Clerical Investment and grants 1 SE.

**Trade Adept:** After extensive training in their field, a tradesperson can often perform astounding acts. The effects of this skill are unique to each trade and are described below. Any ability useable once per encounter may be purchased multiple times.

- Alchemist: Adept Alchemist - The Alchemist is so adept at their craft that they may take a 5-count to apply a Mixture or Oil. This ability is useable at will.
- Armour Smith: Field Repair - The smith has the skill necessary to repair armour even under the pressure of battle. During an encounter, the smith may repair 5 locations of armour with a minute count. At the end of the encounter, armour that has been repaired using Field Repair still experiences the permanent 1 AP reduction due to being damaged in combat. If a suit of armour has been reduced to 0 AP from damage during a combat and is Field Repaired it not only provides 5 AP, but it restores the Threshold and other benefits of the armour. You must have the necessary materials required to fix armour in order to use this skill and the materials are used up in the process.
- Craftsman: Quick Search – A skilled craftsman can easily spot variations and differences in most anything that can be crafted. Once per encounter, the craftsman can choose to spend 1-minute searching and receive everything that a 5-minute search would provide. The skill is not wasted if the search count is interrupted but must be started over again. At the end of the search count declare "Quick Search" to use this ability.
- Herbalist: Adept Herbalist - The Herbalist is so adept at their craft that they may take a 5-count to apply a

Mixture or Oil. This ability is useable at will.

- Labourer: Sudden Strength – Working their muscles for a living has given this character a hidden reserve of strength. Once per encounter the labourer may add one additional level of Exceptional Strength to one action. This stacks with any other Exceptional Strength they may have.
- Mechanic: Anticipation – Knowing the inner workings of most traps and triggers, the mechanic has gained an almost sixth sense for traps. Once per encounter a character may use this skill to avoid the effects of a trap. The call for this is "Anticipation." This skill does not work against a Death Trap.
- Merchant: Keen Eye – With enough experience a Merchant can spot valuable objects at a quick inspection. Once per encounter per purchase, the Merchant can call Sense Items as per the spell Fortunes of War to detect IG items or coins. This skill cannot be used to perform the quick search part of the same spell.
- Physician: Delay Onset – With a good knowledge of anatomy and quick reactions, a physician can put off illnesses that have just been inflicted. Once per encounter the physician can do a 5-count on a character that is suffering from a Disease, Toxin or other negative Herbal effect to delay its effects. The effect is then temporarily removed until the encounter is completed when it returns as if it had just been taken. This ability will only delay one effect per use and if the target receives another effect it will work as normal. If the target is struck with the same effect that has already been delayed, the effect will work normally and the delayed effect will not occur after the encounter. The call for this skill is: "Delay 1, Delay 2... Delay 5, <Effect>"
- Weapon Smith: Weapon Familiarity – Having crafted a wide range of weapons, the smith is familiar with the workings of each and is harder to battle when wielding one of their craft. Once per encounter a weapon smith may negate a Disarm effect by calling "Resist Disarm"

**Trade Master:** Mastering their craft, some Tradespeople can manage feats that extend beyond mere production. The effects of this skill are unique to each trade and are described below. Any ability useable once per day may be purchased multiple times.

- Alchemist: Quick Mix - Once per day a Master Alchemist can create an Alchemical Mixture requiring only 5 minutes of brew time per level. All the ingredients required in the Formula must be supplied and it must be completed uninterrupted or the ingredients are lost and the mixture fails. This skill does not allow batching and cannot be used during downtime.

Mixtures created by this skill expire at the end of the event.

- **Armour Smith: Enduring Threshold** – Once per day a Master Armour Smith may take a 1-minute count to grant the physical armour worn by a character the ability to maintain its threshold even if the AP is fully damaged during an encounter. This effect lasts for the remainder of the current Encounter (or 5 minutes).
- **Craftsman: Patch-Together** – Once per day a Master Craftsman can temporarily Repair any object broken or Shattered with a 5-count. The Repair lasts until the end of the encounter at which point it breaks or Shatters again.
- **Herbalist: Quick Mix** - Once per day a Master Herbalist can create an Herbal Mixture requiring only 5 minutes of brew time per level. All the herbs required in the Recipe must be supplied and it must be completed uninterrupted or the herbs are lost and the Mixture fails. This skill does not allow batching and cannot be used during downtime. Mixtures created by this skill expire at the end of the event.
- **Labourer: More Work to Do** – Once per encounter a Master Labourer can bring themselves from Unconscious (0 LP) to Semi-conscious (1 LP) with a 5-count. Using this skill does not count as Healing and so is not affected by any methods of raising LP healed (e.g. Rapid Healing or Healing Balm). This ability may also be used to remove a Sleep effect from the character. A 5-count of “More Work to Do 1, More Work to Do 2...” is the call for using this skill.
- **Mechanic: Wedge** – Once per encounter a Master Mechanic can temporarily block a door or other enclosure with hinges so that it requires a 1-minute count with Exceptional Strength 2 to open. The enclosure is also granted 1 Resist Shatter. Using this skill requires a 5 count of “I Wedge the door 1, I Wedge the door 2...”. The blockage on the door is permanent until removed. The Wedge can be removed by the Mechanic who set it with a 5-count.
- **Merchant: Calculating Mind** – A Master Merchant has such a keen mind for business that it is hard to sway them. Once this skill is purchased the character is Immune to the spell Charm. Other methods of causing the Charm effect, such as Greater Charm, work normally. This skill can only be purchased once.
- **Physician: Quick Drink** – A Master Physician has administered enough medicine in their time to make the process a simple and quick one. This skill allows the Physician to feed a drinkable Mixture to a willing, helpless or unconscious target without the need for a 5-count. Instead, the call is “Quick Drink <Mixture>”. This skill can only be purchased once.

- **Weapon Smith: Weapon Cover** – Once per day a Master Weapon Smith can take a 1-minute count to temporarily change the damage type of any weapon to one of these types: Steel, Wood, Silver, or add the Padded effect. The weapon returns to its original damage at the end of the encounter. This skill does not work on weapons that have been magically enchanted (e.g. Flame Blade). This ability changes the damage type, but not the weapon’s core properties so for example, an Adamantine weapon could swing for Wood damage but would still be immune to the Shatter effect.

## Combat Skills

These skills refer to the various fighting techniques and special attacks that a character may develop. Many of the following skills require the player to declare which weapon type they will apply their new skill to. For example, a character could have the skill Assassinate [Thrown Weapon] and Assassinate [Crossbow].

To use any combat skill, you must have the weapon skill for the weapon you are using. Most deadly combat skills may be physically blocked, avoided, or can be negated with the Dodge or Parry skills or the Magical Vestment spell.

**Aim** [Weapon Type]: This skill only applies to the use of ranged weapons (bows, crossbows, etc.). Characters with this skill have become particularly adept with their weapon of choice. They may “aim” by making a silent 5- count with weapon in hand and target in sight. After the 5-count they may release their shot with +1 damage.

**Ambidexterity:** This skill allows the character to use any skill they possess with the weapon (or Hand to Hand) in their off hand.

**Assassinate** [Weapon Type]: This deadly skill allows a character to kill most opponents instantly, bypassing any conventional armour (but not necessarily magical protections). Assassinate is considered a Surprise Attack and must be issued from behind the intended victim. The character strikes the victim’s back and calls, “Surprise <Damage Type> Assassinate.” This skill immediately drops the victim past their Dying Count and into their 5- minute Death Count. Only small, sharp weaponry may be used for this act (dagger, short sword, sharp thrown weapon, blowpipe, crossbow, hand axe). This skill is useable once per encounter per purchase.

**Backstab** [Weapon Type]: This skill allows the player to do 1 additional point of damage per purchase whenever attacking an opponent from behind. Surprise is not required; the additional damage can be called whenever there is a clear shot at the

opponent's back. This skill by itself cannot increase weapon damage beyond twice its initial base damage but does stack with Weapon Mastery.

**Blinding Blow** [Weapon Type]: The skilled warrior can disable his foe's senses through the use of a well-placed strike. This skill is only useable when attacking an opponent from the front and the call for this skill is "<Damage Type> Physical Blindness". The blindness lasts for 5 minutes or until a 1-minute count is spent clearing the eyes. The skill is useable once per encounter per purchase.

**Channel Spell** [Energy Type]: Passing Magical or Spiritual Energy through their weapons, warrior mages can strike blows with more than just muscle. This skill allows a character to cast a spell through a normal weapon strike, and the call "Channel Spell <Spell Incant>" is used instead of the weapon damage call. For example, "Channel Spell Holy Bolt, 4 Light!" Spells that allow multiple attacks must state the initial attack as described above, but then state "Channel Spell" before each following attack. For example; "Channel Spell Arcane Barrage, 8 Magic! Channel Spell, 8 Magic! Channel Spell, 8 Magic!" This allows the weapon to act as though it is a magical attack, which means it effects the target if it is blocked or strikes a shield. The only way to defend against this skill is by methods that work on spells such as Dodge or Spell Shield. Note that Return Blow will not work against this skill. When purchasing this skill, the player must select the type of energy able to be channeled, ME or SE. Players may use this skill with any weapon in which they have the Weapon Mastery skill. The spell channeled this way also requires an additional 2 ME or SE on top of the cost of the spell after any other modifiers have been applied. Due to the energy pushed into the weapons this way, only Master-Crafted quality weapons can survive the process. Any weapon of lower quality immediately Shatters upon completing a strike while channeling. When using a ranged weapon with ammunition, the launcher and the ammunition must be Master-Crafted or whichever one is lower quality (or both) take the Shatter effect. This skill is usable at will. This skill may not be used with a scroll, an activate item, or for any spell which requires a Component.

**Counter Attack** [Weapon Type]: The mark of any good fighter is a solid counter attack. Whenever a character with this skill successfully blocks an incoming attack with their weapon, shield/buckler or uses a Parry, their next swing causes 1 additional point of damage. This bonus is in addition to any other combat modifiers they may have.

**Critical Attack** [Weapon Type]: Battles can be won not only by brute strength but through finesse as well. This skill grants the ability to spot critical weaknesses in an opponent (e.g. a gap in armour, physically vulnerable location, etc.). When using this skill, the damage called is equal to the amount of damage the character normally swings with the effect Body added. This skill may be used once per encounter for each time the skill is purchased.

**Decapitate** [Weapon Type]: Causing your opponent to lose their head is a very effective way to end a battle. This skill may be used once per encounter to kill an opponent instantly, removing their head from their neck. Being decapitated causes the victim to skip past the Dying Count; they can only be revived by a Life spell or potion. Arrows and missile weapons cannot be used to perform a decapitation though blunt weaponry may be used to literally tear a head from its owner's shoulders. "<Damage Type> Decapitate!" must be called before the weapon is swung towards its target. This skill may be used once per encounter for each time the skill is purchased.

**Disable Limb** [Weapon Type]: With a precise strike a limb is just as useless as if it was removed. The call for this skill is "<Damage Type> Disable Limb" and must strike a limb to be effective. The limb struck then becomes useless until the end of combat or a 1-minute count to massage the feeling back into the limb. This skill may be used once per encounter for each time the skill is purchased.

**Disarm** [Weapon Type]: This maneuver allows a character to physically disarm their opponent. To use this skill the character simply calls, "Disarm" while making a strike for their opponent's weapon. This gives the target the opportunity to see such a deft attack coming and attempt to avoid it. If the swing connects with a weapon, the target takes a Disarm effect. This skill may be used once per encounter for each time the skill is purchased.

**Dodge**: The best way to survive a battle is to avoid being hit. With this skill a character may call, "Dodge" after being struck. Using this skill, a character may dodge the effects of any single blow whether physical or magical in nature. This skill does not grant the character any protection from area affect spells. Dodge cannot be used to escape Waylay, Assassinate or other Surprise Attacks. This skill may be used once per encounter for each time the skill is purchased.

**Florentine**: Florentine is a style of fighting with a dagger in the offhand. Any character with this skill may fight using their main weapon in their primary hand and a dagger in their off hand. Wielding a weapon in their offhand without the appropriate skill means that both weapons swing for 1 (strength, masterwork, and magical bonuses still apply).

**Fury**: This skill represents a berserker craze that some fighters whip themselves into before beginning battle. This skill grants the character an additional level of Exceptional Strength, which stacks with all other levels of Exceptional Strength. During a Fury, the character may not use any skills from the Academic or trade lists, or perform any non-offensive action, such as carrying wounded back to a healer or drinking a potion. Also, the character in the middle of a Fury must continue fighting until there are no enemies left standing. This skill ends when the encounter is over or the character is disabled in some way (e.g. dropped to 0 LP, paralyzed, etc.). A Fury must begin with a loud battle cry. This skill may be used once per encounter for each time the skill is purchased.

**Garrote:** Garrote is a deadly skill often used by bounty hunters and assassins. When holding an approved garrote (in one hand only; NEVER actually use or pretend to use the garrote) and standing behind your victim, place both hands on the victim's shoulders and begin a 30-count ("Exceptional Strength X <Damage Type> Garrote 1, garrote 2, etc."). During this time the victim becomes helpless, unable to move or speak. If the 30-second count goes uninterrupted the target then drops to 0 LP and is unconscious. Garrote is considered a Surprise Attack and is useable at will. Note: wearing a gorget (neck protection), having at least 1 Exceptional Strength greater than the attacker or a natural threshold (not due to armour or spell) can also cancel a Garrote attack.

**Knight's Grip:** With a firm grip, a trained warrior can wield longer weapons in a single hand. This skill allows the use of bastard length weapons in a single hand, also reducing the base damage of the weapon by one while doing so.

**Knockback** [Weapon Type]: With one mighty blow you send your opponent flying backwards. This skill causes a Repulse effect on the target when they are struck. Shields and weapons do not block this strike, though a Parry, Dodge, Magic Vestment or a similar skill will negate the effect. This skill can only be used when wielding large melee weapons (those which naturally deal 3 or more points damage) and when the character has at least two levels of Exceptional Strength. This may be achieved through natural, magical or herbal means, but can only be used in combat, learned or taught while the character has that many or more levels of Exceptional Strength. The call for this is "Physical Repulse." This skill may be used once per encounter for each time the skill is purchased.

**Knockout** [Weapon Type]: A powerful shot which renders the victim unconscious. Similar to Waylay, this skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is "<Damage Type> Knockout." and the victim takes a Sleep effect. This skill can be defended against normally (e.g. Parry, Dodge, Magic Vestment, etc.), by having a Natural Threshold and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons) or does not have a pommel. This skill may be used once per encounter for each time the skill is purchased.

**Lethal Hands:** Trained in fighting without weapons, characters with this skill are allowed to use two hand-to-hand reps while fighting (or one with another weapon in the other hand assuming they have the Ambidexterity skill). Along with this, the character can choose to swing for Wood damage instead of Wood Padded damage with a Hand to Hand rep. This skill also allows characters to use two Fighting Gloves without purchasing Ambidexterity.

**Master Dodge:** After years on the field, some gain an almost uncanny ability for sensing danger. This skill works

the same as Dodge, except even Surprise Attacks, traps or area effects may be dodged using Master Dodge. Things which are inescapable, such as the 10th level Mechanic trap Deathtrap, cannot be avoided using a Master Dodge. This skill may be used once per encounter for each time the skill is purchased.

**Muting Blow** [Weapon Type]: A properly placed hit can prevent your enemies from speaking for a time. This skill allows a player to call "<Damage Type> Physical Mute" with a weapon strike which causes the Mute effect to the target. This lasts for either 5 minutes or until the target spends a 1-minute count massaging their throat. If the target of this skill is wearing a gorget or similar neck protection, they are immune to the effects of this skill and call "No Effect." This skill may be used once per encounter for each time the skill is purchased.

**Parry** [Weapon Type]: The best offence is a good defense. This skill can be used to block any non-surprise physical attack. To use the Parry skill simply call, "Parry" directly after being struck. Parry works much the same way as Dodge, however it may only be used for physical attacks (not magical or alchemical attacks). This skill may be used once per encounter for each time the skill is purchased.

**Power Attack** [Weapon Type]: Some warriors wield their weapon in a seductive dance; others are closer to a hurled boulder or charging elephant. The Power Attack skill allows a character to use their weapon beyond its normal potency. When a Power Attack is used the player doubles the damage normally swung by the character, turning an ordinary weapon into a mighty killing machine. This skill may be used by calling, "x Steel" (where x is double the normal amount of damage) before swinging the weapon. This skill may be used once per encounter for each time the skill is purchased.

**Rage:** Don't get mad, get even! These warriors, upon taking a wound in battle, become enraged and deal a mighty blow in return. When a character has the Rage skill, whenever they take damage in combat (not to their armour) they can make their next swing for +1 damage.

**Ranged Pin** [Weapon Type]: A properly aimed shot makes sure the target stands still for the next attack. The call for this skill is "<Damage Type> Physical Pin" and takes effect as long as a valid target on the body is struck. The victim then takes a Pin effect. Blocking or using a defense such as Parry or Dodge on this skill negates the Pin effect. This skill may be used once per encounter for each time the skill is purchased.

**Resist Movement:** With a sturdy stance and a large enough shield, a warrior can shrug off attacks that would move them where they don't want to go. This skill may be used to negate these movement effects (skill or spell): Repulse, Knockback, Pull or role-play pushing. This skill is usable once per encounter per purchase and the call is "Resist Movement."

**Return Blow** [Weapon Type]: Turnabout is fair play, or so the warriors with this skill say. Return Blow allows a character to

“reflect” a physical blow back at their enemy. When struck with a melee combat attack or skill such as Sever or Vital Blow, a character with this skill can call “Return -” followed by the call they were hit with which must be used immediately after and swung against the opponent that made the original attack. The original attack does not affect the individual using the Return Blow skill. A Return Blow can be defended against with any normal defense that would stop it (Dodge, Parry, etc.), except Return Blow. Surprise attacks cannot be Returned with this skill. This skill may be used once per encounter for each time the skill is purchased.

**Ringing Blow** [Weapon Type]: A trick of bounty hunters, Ringing Blow is a hit that rattles a defender through even the thickest armour. This skill allows the character to swing for their normal damage with the call “<Damage Type> Padded Body.” This skill may be used once per encounter for each time the skill is purchased.

**Sever** [Weapon Type]: A man with no arms or legs makes a poor opponent indeed. The Sever skill can be used to remove (or in the case of blunt weapons, pulverize) any single limb of an opponent; the opponent must then cease to use that limb until such time as it has been restored. To use the sever skill call, “<Damage Type> Sever” with the swing of the weapon. The appendage that is struck will then be rendered useless. If an arm or leg is not hit with the swing, or the skill is successfully defended against, then there is no effect. This skill may be used once per encounter for each time the skill is purchased.

**Shatter** [Weapon Type]: This skill allows characters of great strength to deal blows with enough force to shatter weapons and shields. This skill can only be used when wielding large melee weapons (those which naturally deal 3 or more points damage) and when the character has at least two levels of Exceptional Strength. This may be achieved through natural, magical or herbal means, but can only be used in combat, learned or taught while the character has that many or more levels of Exceptional Strength. To use call, “<Damage Type> Shatter” while striking an opponent’s weapon or shield. This skill may be used once per encounter for each time the skill is purchased.

**Shield:** Without this skill a shield tends to get in the way more than it assists. Any character using a shield or buckler without this skill will swing for only 1 point of damage regardless of what weapon they are using (strength, masterwork, and magical bonuses still apply). They are also incapable of using any Combat Skills. When wielding a shield above a certain size (represented by a tag “Shield”, small shields are tagged “Buckler”), the player is required to purchase Physical Prowess to swing for regular damage. Otherwise they act as though the character did not have the shield skill and have to hold the shield with two hands. Refer to the Shield section of the manual for details on shield phys-rep sizes. If a shield is used on the same arm as a weapon is wielded (one or two-handed) the character must possess the Shield skill as well as any other skill necessary to do so (Florentine, Physical

Prowess, etc.).

While fighting in this style only Bucklers can be used (those not requiring physical prowess to wield) and the weapon being wielded by the shield arm acts as though the base damage was 1 less, to a minimum of zero. If too large a shield is used or the character does not possess all the skills necessary, then the character swings for 1 point of damage with any other weapons, zero with the weapon on the same arm as the shield or buckler (strength, masterwork, and magical bonuses still apply to damage on both). Additionally, they cannot use any Combat skills.

**Slay** [Weapon Type]: A seasoned warrior’s power strike. A Slay attack may be used, causing damage from the weapon to be tripled (after any modifiers) for 1 strike. This attack is called “x Steel,” where x is triple the normal amount the warrior would inflict with that weapon. This skill may be used once per encounter for each time the skill is purchased.

**Staggering Blow** [Weapon Type]: The quickest way to take down a target without lasting damage. This strike allows the character to swing for “x <Damage Type> Padded Body” where x is double the amount of damage the character normally swings. This skill may be used once per encounter for each time the skill is purchased.

**Stunning Blow** [Weapon Type]: An unexpected strike can send most anyone’s head spinning. This skill allows a character to make a single swing that causes the target to take a Stun effect. The call for this is “<Damage Type> Physical Stun” and must be done with a melee weapon. This skill may be used once per encounter for each time the skill is purchased.

**Subdue** [Weapon Type]: Often guards, bouncers, and bounty hunters may wish to keep their prey alive. This skill allows characters to add the effect Padded to their damage calls without having to use a non-lethal weapon.

**Sustaining Fury:** This skill grants the character 5 temporary LP whenever their Fury is activated. When the Fury ends, the character takes 5 LP damage. For example, if the Fury ends and the character is at 4 LP, they drop to their Dying Count (-1 LP). This skill stacks with other effects that grant temporary LP.

**Two Weapons:** Much like Florentine, this skill allows you to use your primary weapon and a secondary weapon in your offhand. There are no restrictions on what weapons can be used other than they must both be 1-handed. When using this skill, it is important to remember to call damage as it relates to each weapon, it is easily mistakable to accidentally call out the same damage for each weapon. Once per encounter skills (Disarm, Parry, Slay, etc.) cannot be performed with the secondary weapon. Wielding a weapon in their offhand without the appropriate skill means that both weapons swing for 1 (strength, masterwork, and magical bonuses still apply).

**Vital Blow** [Weapon Type]: Through much training, a character may find gaps in the target’s armour and may exploit these

weaknesses to inflict a deadly attack. This skill is much the same as Critical Attack, except that Vital Blow deals out double the amount of damage the character would normally swing with the Body effect. So, a character who swings for “3 Steel” normally would strike for “6 Steel Body” using Vital Blow. This skill may be used once per encounter for each time the skill is purchased.

**Waylay** [Weapon Type]: With this skill the character can knock a person out with a single blow. This skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is “Surprise <Damage Type> Waylay.” and the victim takes a Sleep effect. This skill can be defended against as any other surprise attack (e.g., Master Dodge, Magic Vestment, etc.), by having the Natural Threshold ability, and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons) or does not have a pommel. This skill may be used once per encounter for each time the skill is purchased.

**Weapon Mastery** [Weapon Type]: This skill enables the character to do +1 damage every time they strike with a given weapon class. This skill by itself cannot increase weapon damage beyond twice its initial base damage but does stack with Backstab.

**Wear Heavy Armour:** This skill allows the player to wear chain, scale, and plate armour. Without this skill any armour will cause the character to become awkward, preventing them from using any combat skills or casting spells if worn.

**Wear Light Armour:** This skill allows the player to wear leather, hardened leather and studded leather armour. Without this skill all armour will cause the character to become awkward, preventing them from using any combat skills or casting spells if worn.

**Wound** [Weapon Type]: A vicious attack that leaves the target with a large laceration. This skill allows the character to attack calling “Wound, 1 <Damage Type> Body”, where <Type> is the call for the weapon used. For example, a short sword used would call “Wound, 1 Steel Body.” A successful strike causes the Wound effect. This skill may be used once per encounter for each time the skill is purchased.

### Trade Skills

Trade skills allow characters to produce and manufacture a wide variety of items in game. Unlike most other skills, tradeskills require extended periods of time to use. While it is certainly possible to use any trade skill while at an event, production generally takes place between events. All trade skills are purchased in levels up to a maximum of 10. At each level a character develops the capability to create more items. Every trade skill may be used as if it were Craftsman

for the purposes of earning money, but other production skills also allow the creation of items.

### Alchemist

This is the practical knowledge of basic chemistry. Alchemists use complex formulae to combine basic Ingredients into a variety of useful substances such as chemical lights and acids. The level of a particular substance can vary from formula to formula; there is often more than 1 way to get the same effect.

The basic alchemy skills are listed and explained below. All of the items that can be created with alchemy; their approximate difficulties are listed later in the Production section of the manual.

Alchemist	
Level	Abilities
1	Identify Ingredients, Understand Formulae
2	Perform Level 1 Formulae
3	Perform Level 2 Formulae Identify Mixture
4	Create Ingredients, Material Extraction
5	Perform Level 3 Formulae
6	(Play-test ability)
7	Perform Level 4 Formulae Identify Potion
8	Perform Level 5 Formulae
9	Brew Potion
10	(Play-test ability)

- *Identify Ingredients:* This enables the character to identify all alchemical Ingredients. Without this ability characters cannot distinguish found Ingredients from garbage
- *Understand Formulae:* This enables characters to begin collecting a library of alchemical formulae. Without this skill characters do not have the ability to understand or remember formulae.
- *Perform Formulae:* Characters with this ability can use any acquired formula of an appropriate level to combine Ingredients into a finished substance. Alchemical equipment is required to use this skill.
- *Identify Mixture:* This ability allows characters to determine what an alchemical or herbal mixture is through a brief examination. After a 1-minute count, a character with this skill can determine exactly what the substance is, so long as it is listed as a Mixture on the tag. Characters without this skill must rely on the substance being labeled correctly.

- *Create Ingredients:* As rare and complicated as alchemical Ingredients can be, they are all extracted from relatively common sources. This ability enables characters to purchase the skill Craftsman <Ingredient Extractor>. This skill acts exactly like a normal Craftsman skill but with Alchemical Ingredients as the goods. Alchemical equipment is required to use this skill.
- *Material Extraction:* Alchemists of this level have learned to extract natural substances (such as minerals) from inorganic substances. This skill must be used to extract and retrieve any chemicals from an inorganic material. An empty container and tools are required for this skill.
- *Identify Potion:* This ability allows characters to determine what an alchemical or herbal potion is through a brief examination. After a minute count, a character with this skill can determine exactly what the substance is.
- *Brew Potion:* This is a powerful ability of master herbalists and alchemists to prepare potions that can hold the essence of a magical spell. Alchemical equipment is required to use this skill. Please see the Potions section in Alchemy and Herbalism later in the book.
- *Advanced Research:* These expert alchemists can research any formula including recipes for creating potions. Details on this skill can be found in the Alchemy and Herbalism section of this book. A laboratory is required to use this skill.

**Armour Smith**

Wherever you find soldiers you will surely find armour smiths nearby. Armour smiths are trained in the repair, maintenance and construction of a variety of armours. The basic armour smithing skills are listed and explained below. All of the items that can be created through this skill are listed later in the Production section of the manual including any special materials able to be used.

<b>Armor Smith</b>	
<i>Level</i>	<i>Abilities</i>
1	Repair Leather and Gambeson Armour
2	Pad Cloth, Form Leather 1, Repair Shield
3	Form Leather 2, Create Shield
4	Repair Chain Armour
5	Create Chain Armour
6	Repair Metal Armour
7	Form Metal 1
8	Form Metal 2
9	Expertise
10	Master-Craft Armour

- *Repair Gambeson and Leather Armour:* Allowsthe armour smith to repair any damage to gambeson and leather armour, including gambeson, leather, hardened leather, or studded leather (Repairing Gambeson requires Tools and 5minutes. Repairing Leather requires Tools, 1 unit of leather patching and 5 minutes). The smith mayalso create leather patching with the proper equipment. Tools are required to use this skill.
- *Pad Cloth:* Allows the smith to create Gambeson armour. Tools are required to use this skill.
- *Form Leather 1:* Allows the smith to manufactureleather and studded leather armour. Tools are required to use this skill.
- *Repair Shield:* Through combat and rough use, shields often break or chip. A good smith knows how to repair shields rather than building from scratch. Smiths with this ability may mend any Shattered (but not Destroyed) shield or buckler. Tools are required to use this skill. The smith mustspend 25% of the time required to create the item to repair it. Items repaired through this method also regain any resistances used.
- *Form Leather 2:* Can create hardened leather items.Tools are required to use this skill.
- *Create Shield:* Smith can produce shields or bucklers. Tools are required to use this skill.
- *Repair Chain Armour:* Smith can make units of chain links. Smith may also repair chain mail armour (requires 1 unit of chain links and 5 minutes per point.). Tools are required to use thisskill.
- *Create Chain Armour:* Character can manufacturechain mail items. Tools are required to use this skill.
- *Repair Metal Armour:* Character can create metal patches. Character can repair scale or plate armour (requires 1 metal patch and 5 minutes per point). Tools are required to use this skill.
  - *Form Metal 1:* Smith can produce scale mail. Tools and a forge are required to use this skill.
  - *Form Metal 2:* Smith may manufacture plate mail. Tools and a forge are required to use this skill.
  - *Expertise:* The smith has mastered his art to the point that all armour smith abilities from 1-8 maybe performed in half the time normally required.
  - *Master-Craft Armour:* Smiths who have reached this level of ability can produce Master-Crafted armours. To Master-Craft a suit of armour the smith must take triple the time the armour would normally take to create (Note: this multiplier on time occurs after any additional time required, such as for silver or mithril armour). Expertise does not reduce the time for the creation of any Master-Crafted item.

**Craftsman** [Type]

The Craftsman skills are used to transform base products (commodities) into finished products (goods). While most trade skills fall into this category, the Craftsman skill is used to represent all of the trades that don't warrant individual descriptions. For every 8 hours of time a character dedicates to using the Craftsman skill they will earn 5 Copper coins per level of skill. In addition, characters with the Craftsman skill may choose to keep what crafts they make instead of taking the specific amount of coin. Upon reaching 10th level in a type of Craftsman, Master-Crafted versions of items related to the type can be made. This requires triple the usual amount of time.

<i>Craftsman</i>	<i>Goods</i>
Seamstress / Tailor	Clothing
Jeweler	Jewelry
Blacksmith	Metal Goods
Tanner	Leather
Weaver	Cloth
Sawyer	Lumber
Carpenter	Woodwork
Mason	Walls
Herb Gardener <sup>1</sup>	Herbs
Ingredient Extractor <sup>2</sup>	Ingredients

<sup>1</sup> Requires Herbalist 4  
<sup>2</sup> Requires Alchemist 4

**Herbalist**

Herbalist is the title attributed to those that study the effects of plants and other substances on the body. While the tools of the herbalist are not limited to plants alone, most items created by the herbalist are designed to cause a pharmaceutical effect (for good or for ill) on a living creature. The level of a particular elixir can vary from recipe to recipe; there is often more than one way to get the same effect. The basic herbalist skills are listed and explained below. All of the items that can be created with herbalism, as well as their approximate difficulty are listed later in the Production section of the manual.

- *Identify Herbs:* This enables the character to identify all useful herbs. Without this ability characters will not be able to discern herbalist herbs even if looking at them.
- *Understand Recipes:* This enables characters to begin collecting a library of herbal recipes. Without this skill characters do not have the ability to understand or remember recipes.
- *Brew Level:* Characters with this ability may use any acquired formula of an appropriate level to combine herbs into a finished substance.

**Herbalist**

<i>Level</i>	<i>Abilities</i>
1	Identify Herbs, Understand Recipes
2	Brew Level 1,
3	Brew Level 2, Identify Mixture
4	Gland Extraction, Herb Garden
5	Brew Level 3
6	Mask Poison,
7	Brew Level 4, Identify Potion
8	Brew Level 5
9	Brew Potion
10	(Play-test Ability)

- *Identify Mixture:* This ability allows characters to determine what an alchemical or herbal mixture is through a brief examination. After a minute count, a character with this skill can determine exactly what the substance is, so long as it is listed as a Mixture on the tag. Characters without this skill must rely on the substance being labeled correctly.
- *Gland Extraction:* Herbalists of this level have learned to extract natural substances (such as poisons) from creatures as well as plants. This skill must be used to dissect and retrieve any chemical glands from a slain creature. An empty container and a knife are required for this skill.
- *Herb Garden:* As rare and fragile as Herbs can be, they can still be grown the same way as most plants. This ability enables characters to purchase the skill Craftsman <Herb Gardener>. This skill acts exactly like a normal Craftsman skill but with Preserved Herbs as the goods.
  - *Mask Poison:* Many poisonous substances are only effective when ingested. Unfortunately, they can often be noticed by a strong odor or flavour. Herbalists with this ability have learned to use masking agents to prevent the detection of poisons in food or beverages. Out of game note: rather than placing the poison tag on the bottom of a victim's glass or plate, the tag can be given to a marshal who will inform the target of the effects if the food is eaten.
- *Identify Potion:* This ability allows characters to determine what an alchemical or herbal potion is through a brief examination. After a minute count, a character with this skill can determine exactly what the substance is.
- *Brew Potion:* This is a powerful ability of master herbalists and alchemists to prepare potions that can



hold the essence of a magical spell. Alchemical equipment is required to use this skill. Please see the Potions section in Alchemy and Herbalism later in the book.

**Labourer** [Type]

This skill is nearly identical to the Craftsman [Type] skill. Labourers however do not create a finished product; labourers extract raw commodities from their source. Like craftsmen, labourers earn 5 Copper per level of skill for each 8 hours spent labouring. A complete list of labour types would be impossible; however, a brief list of the more common ones has been included here.

<b>Labourer</b>
Farmer
Hunter
Miner
Lumberjack
Shepherd

**Mechanic**

Experts in security, Mechanics specialize in the manufacture and use of complex devices. Specifically locks and traps. The basic Mechanic skills are listed and explained below. All of the items that can be created with this skill are described below and detailed later in the Production section of this manual. All traps require two parts, the trap and trigger. In order to attempt set a trap, these two parts must be combined and physically set up. Any trap can be used by anyone, but in order to setup or disarm a specific trigger, the character must have one less Mechanic level than is required to produce it. Level 1 triggers able to be set or disarmed by anyone. Please note that single target traps effect the creature that triggers them, while area effect traps are centered on the trap phys-rep and effect anyone within range of that.

- *Pick Lock:* A higher level of lock picking is required for more complex lock types. If a physical lock is provided, the player must actually pick open the lock. If no lock is provided, then Plot determines how long it takes to open.
  - Level 1 locks represent simple flat non-keyed locks that can be opened easily with a butter knife or even fingernail (like the little locking clasps on diaries).
  - Level 2 locks are simple padlocks that require a small bent piece of wire to open and are often about the size of a thumbnail and gold in colour (again, these are often found on diaries, or piggy banks). These locks are created with the ability to resist 1 Shatter effect. Once used, a resist is permanently gone until Repaired either through the Repair spell or through a level 5 Mechanic spending 25% of the time to create the item to repair it.
  - Level 3 locks are 3-number combination locks (like those commonly found on briefcases).

These locks are created with the ability to resist 2 Shatter effects. Once used, a resist is permanently gone until Repaired the same way as a Level 2 lock except that the Mechanic must be level 9.

<b>Mechanic</b>	
<i>Level</i>	<i>Abilities</i>
1	Dead Fall Trap, Trip Line Trigger, Pit Cover Trigger, Pick Lock 1
2	Pendulum Trap, Foot Trap, Hinge Trigger, Build Lock 1
3	Weapon Trap, Reverse Trip Line Trigger, Make Picks
4	Snare Trap, Pressure Trigger, Pick Lock 2
5	Tangle Trap, Reverse Pressure Trigger
6	Spring Snare Trap, Build Lock 2
7	Dangle Trap, Choke Trap, Timed Trigger
8	Spray Trap, Pick Lock 3
9	Fire Trap, Tripped Timer Trigger
10	Siege Engine, Deathtrap Trap, Build Lock 3

- *Make Picks:* With this ability the smith may manufacture their own picks.
- *Build Lock:* Often the only thing more lucrative than breaking into things is selling locks for them. Good-natured locksmiths often forego picking locks and concentrate on building locks for the safety of others. Tools are required to use this skill.
- *Deadfall:* One of the simplest of traps; the deadfall utilizes heavy objects (logs, boulders) and drops them on the target. The phys-rep(s) for this trap determine the damage done and are based on size and number. Phys-reps used which are the size of a tennis ball or smaller deal 1 Wood each, beach ball or smaller deal 2 Wood each and anything larger than a beach ball deal 4 Wood. This trap is reusable after being triggered. Please note that when setting up a Deadfall trap, the phys-reps for the falling items must be suspended above the top of the trap area. They must be secured firmly and not be an item which if accidentally falling from the perch could hurt a player.
- *Trip Line:* A small rope or wire that, when pulled, triggers a trap. Tools are required to use this skill. This trigger is reusable upon setting off a reusable trap.
- *Pit Cover:* A carefully disguised cover placed over a pit to disguise the pit's presence. Can be used to cover a 5-foot by 5-foot area. This trigger is Destroyed upon using to set off any trap.

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- *Pendulum*: A large weighty object (often sharpened) attached to a long pole or rope that swings down at the target. Tools are required. A pendulum trap deals 6 Wood. This trap is reusable after being triggered.
- *Foot*: A simple trap which is designed to maim, the Foot Trap is a small hole dug and lined with sharp spikes. A victim of this trap takes 1 Steel Body damage as well as a Disable Limb effect on the leg which triggered the trap.
- *Hinge*: A trap built into the hinge of a chest or door, designed to go off if opened. Tools are required. This trigger is reusable upon setting off a reusable trap.
- *Weapon*: A crossbow or other spring-mounted weapon, set to fire when triggered. Tools are required. This damage deals the base damage of the weapon used. This trap is reusable after being triggered.
- *Reverse Trip Line*: Identical to a conventional trip line, except that it is triggered if the rope is cut. Tools are required. This trigger is Destroyed upon using to set off any trap.
- *Snare*: A rope or wire snare that loops around the victim's leg and tightens, pinning them in place until cut free (e.g. a 5-count using a sharp weapon). This trap is reusable after being triggered.
- *Pressure*: A weight-sensitive trap that goes off if pressed. Tools are required to use this skill. This trigger is reusable upon setting off a reusable trap.
- *Tangle*: A net trap which Confines the victim. The victim can remove the net after 5 minutes of struggling or can cut themselves free with a sharp weapon in 1 minute. This trap effects anyone within 5 feet of the point of trigger. This trap is reusable after being triggered.
- *Reverse Pressure*: A weight-sensitive trap the goes off if the weight is removed. Tools are required. This trigger is reusable upon setting off a reusable trap.
- *Spring Snare*: Using a counterweight or bent tree, the spring snare flings its trapped victim into the air, holding them upside down. The victim may cut themselves out of the trap with a 5-count but they take 2 Wood Body from the fall to the ground. This trap is reusable after being triggered.
- *Dangle*: Using a counterweight or bent tree, a net is used to tangle the victim before lifting them into the air. The victim is considered under a Confine effect. This trap effects anyone within 5 feet of the point of trigger. This trap is reusable after being triggered.
- *Choke*: Essentially a spring snare, however carefully designed to loop around a target's neck, working exactly like a Garrote on its victim. This trap is reusable after being triggered.
- *Timed*: A carefully balanced trigger using a candle or hourglass timer, designed to go off after a set amount of time. Tools are required.
- *Spray*: Treated and pressurized skins used to spray a substance onto the target. The substance may be anything; common choices are acids and poisons. A wineskin and tools are required to use this skill. This trap effects anyone within 5 feet of the point of trigger. This trap is Destroyed after being triggered if a damaging material is sprayed (e.g. Acid) otherwise the trap is reusable. If the trap is Destroyed, the trigger is as well.
- *Fire*: Identical to the spray trap but utilizes flammable liquids as well as a spark mechanism to bath the target in fire. A wineskin and tools are required. This trap effects anyone within 5 feet of the point of trigger. This trap is Destroyed after being triggered. The trigger attached to the trap is also Destroyed.
- *Triggered Timer*: A very sophisticated trap using 2 triggers; the first trigger starts a timer, which then springs another trap. Tools are required. This trigger is reusable upon setting off a reusable trap.
- *Siege Engine*: Employing their advanced mechanical knowledge, trap smiths may build siege weapons such as ballista, catapults, trebuchets, and scorpions. Tools are required. Effects and damage depend on the siege engine. Consult Plot when considering creating one. This trap is reusable after being triggered.
- *Deathtrap*: Trap smiths of this level are true masters of their art, capable of building elaborate traps such as sliding walls, lowering ceilings and other large-scale dungeon traps. Tools are required. Consult Plot before setting up this type of trap. Deathtraps are reusable based on the setup of the trap. When building one, confirm with Plot whether it is reusable or not.

**Merchant**

The life of a merchant is one of connections and trades. This skill represents a character’s between game actions in building up relationships with smiths, merchants and other traders. Please note that this skill has no effect during game except for role-play at Plot’s discretion.

In order to use this skill, the character must travel to find buyers and sellers. For logistical purposes, this travel time is always 24 hours. Once there, they must spend 8 hours for each Item Group they wish to make deals in. For example, a merchant arriving in a local market could spend 8 hours buying and selling some common items such as Iron and Wood, and then spend an additional 8 hours buying and selling a Long Sword and Daggers, bringing that merchant’s downtime spent to a total of 16 hours plus the travel time to get to the city.

Each Item Group is broken down into categories of Availability which represent the rarity (and usually the cost) of the goods from that group. The Item Groups and item Availability are broken down in Table 12 with the items designated by what level of skill is required to make them, by what level of spell is used in the creation of the item, or by the Brew level.

Items in Common Availability can be purchased by anyone even if they do not have the Merchant skill. Selling goods with Availabilities of Very Uncommon, Rare or, Very Rare can only be done for 10% of the value if the character has not specialized in the Item Group that item falls within.

Items classified as the Availability Unique cannot be bought or sold through the Merchant skill and must be handled through Plot.

Items made from the following materials are considered Unique: Mithril, Kereste, and Adamantine.

The number of items possible to purchase and sell rises as higher levels of the skill are purchased. Higher levels also grant access to more Item Groups and provide the discounts to them shown in Table 13. If a character with the Merchant skill wishes to buy or sell items outside of their Item Groups or are selling more items than their skill allows, then they act as if they had no levels of the skill for those items. At each odd level the Merchant can select one more Item Group to specialize in. Once these selections are made they cannot be changed. This skill can be used fully for each time a character Logs (updates their character at Logistics) for an event. The amount of downtime between each Log does not change the number of items that can be bought or sold.

Merchant Level	Item Groups	<u>Total Items per Logistics</u>										Price as Percent of Item Value	
		Common		Uncommon		Very Uncommon		Rare		Very Rare		Sell	Buy
		# Sell	# Buy	# Sell	# Buy	# Sell	# Buy	# Sell	# Buy	# Sell	# Buy		
No Skill	0	2	2	1	0	0	0	0	0	0	0	25%	150%
1	1	2	4	1	2	0	0	0	0	0	0	30%	125%
2	1	4	8	2	4	1	2	0	0	0	0	35%	120%
3	2	8	16	3	6	1	2	1	2	0	0	40%	115%
4	2	10	20	4	8	2	4	1	2	0	0	45%	110%
5	3	12	24	5	10	2	4	1	2	1	2	50%	105%
6	3	14	28	6	12	3	6	2	4	1	2	55%	100%
7	4	16	32	7	14	3	6	2	4	1	2	60%	95%
8	4	18	36	8	16	4	8	2	4	1	2	65%	90%
9	5	20	40	9	18	4	8	3	6	1	2	70%	85%
10	5	22	44	10	20	5	10	3	6	2	4	75%	80%

Table 13: Merchant Item Maximums and Prices

Item Group	Common	Uncommon	Very Uncommon	Rare	Very Rare
Armour	Armour Smith 2	Armour Smith 3	Armour Smith 5	Armour Smith 8	Armour Smith 10
Equipment	Basic crafting materials, Tools, armour patching, gems and jewelry.				MC Tools
Formulae	None	None	Brew Level 1 & 2	Brew Level 3	Brew Level 4 & 5
Herbs	All	None	None	None	None
Ingredients	All	None	None	None	None
Mechanical	Mechanic 1	Mechanic 2	Mechanic 3 & 4	Mechanic 5 & 6	Level 3 Lock
Mixture - Alchemy	None	None	Brew Level 1 & 2	Brew Level 3	Brew Level 4 & 5
Mixture - Herbalism	None	None	Brew Level 1 & 2	Brew Level 3	Brew Level 4 & 5
Potions	None	None	None	Spell Level 1 & 2	Spell Level 3 & 4
Recipes	None	None	Brew Level 1 & 2	Brew Level 3	Brew Level 4 & 5
Scrolls	None	None	None	Spell Level 1 & 2	Spell Level 3 & 4
Spells	None	None	None	Spell Level 1 & 2	Spell Level 3 & 4
Tutor Books	None	Skill cost of 3 SP	Skill cost of 4 SP	Skill cost of 6 SP	Skill cost of 10 SP
Weapons	Dagger, Hand Axe	Weapon Smith 3	Weapon Smith 5	Weapon Smith 7	Weapon Smith

Table 12: Merchant Item Groups and Availability

### Physician

Every town and village has at least 1 skilled healer or physician, who are often sought out by soldiers and adventurers. There is always plenty of work for those skilled in healing. Characters with the Physician skill are skilled at the practical (non-magical) methods of healing and examining the body. While natural healing on its own can only do so much, when combined with herbalism and healing magic it becomes a powerful source. The skills and abilities acquired by the physician are listed below.

- First Aid:** The most common of Physician skills is First Aid; with a bandage rep and 60 seconds a physician can stop the bleeding in wounded individuals. When the physician begins tending the wound it causes any Death Count to stop. The target becomes unconscious and will wake with 1 LP after five minutes. If First Aid treatment is interrupted the target must continue their Dying Count from where they left off and First Aid will have to be started again. This ability used in conjunction with Patient Care can bring a target that is Dying or Unconscious to 1 LP. A Physician with Heal can use First Aid on a target that is Dying, Unconscious, Semi-Conscious or Wounded and heal them to 3 LP. First Aid can also be used to remove the Wound effect. Removing the Wound effect takes 60 seconds for most races, or 5 minutes for Curtainborn.
- Diagnose:** Anyone can ask OOG of a willing or incapacitated creature: Are you dead? Are you dying? Are you unconscious? While plot stories may provide a physician with more information, during regular play, with Diagnose 1 a physician can ask the target of

the skill the following questions: Are you Critical? Are you Diseased? Are you Asleep? Are you Blind? Are you Mute? Are you Paralyzed? With Diagnose 2 physicians can: tell the player to speak their Dying Count out loud, and can ask the following questions: What is your LP total? What is your current LP? Are you Berserk? Are you affected by Toxin? Are you affected by Weakness? Do you have the Wound condition? Is the <type of effect, such as Disease> a magical or poison effect?

- Revive:** Often physicians will need to wake a patient to make a proper examination; with this ability the physician can awaken any target from a natural or magical Sleep effect, (including the Waylay, or Knockout skills). Using the skill requires a 5-count.
- Patient Care:** While the body does heal naturally on its own, the constant care of a qualified physician can greatly accelerate this process. When using this skill patients will heal at twice the normal rate. For this skill to work the doctor and patient must be in close proximity and the patient cannot be performing any strenuous activity (such as fighting, running, or casting spells). This skill is cumulative with a patient's Rapid Healing ability and the Healing Balm herbal mixture. Patient Care boosts the effect of the following herbal mixtures: Energy Boost, Wonder Tonic, and Miracle Tonic. The additional effect of this skill on First Aid is included in the description of First Aid. Physicians can only effectively care for one patient at a time. Patient Care does not work with magical healing.
- Gland Extraction:** Physicians of this level have learned to extract natural substances (such as poisons) from creatures as well as plants. This skill must be used to dissect and retrieve any chemical glands from a slain creature. An empty container and a knife are required for this skill.

- *Cure Disable Limb*: A gentle massage done right does wonders for a numb limb. This skill allows the physician to cure the disabled limb effect with a quick 5 count.
- *Prolong*: On the battlefield there can often be too many fallen for a physician to help in time. Using a bandage rep and a 10-second “Prolong” count, the physician can reset the dying process. Patients will restart their Dying Count from zero. This skill also works on patients in critical condition. Careful use of this skill can allow a physician to tend several wounded, keeping them alive until time is available for first aid.

- *Cure Physical Blind*: a blind warrior is a useless warrior. A skilled physician with this skill can cure the physical blindness effect with a 5 count attending to the patient.

- *Field Medicine*: In the thick of battle it is often important to tend the wounded quickly before the physician is wounded themselves. Field medicine allows the physician to perform First Aid in 30 seconds rather than 60.

- *Autopsy*: Occasionally

repair broken and severed limbs; arms and legs that have been removed (by spell, combat, or torture) can be mended and restored. This skill requires a bandage rep and takes 5 minutes. In addition, the missing limb must be present and the wound must be less than 1 hour old. After 1 hour only magical healing can restore lost limbs. No healing may restore a lost head.

- *Master Crafted Bandages*: Master Crafted bandages can be created by a Physician. These bandages are used by treating a wounded character for 60 seconds. After that time, the target will either be brought to 3 LP, or the target will heal 2 LP if they are at, or above 3 LP.

## Physician

### Level Abilities

1	First Aid
2	Diagnose 1,
3	Revive
4	Patient Care Gland Extraction
5	Diagnose 2 Cure Disable Limb
6	Prolong
7	Cure Physical Blind Field Medicine
8	Autopsy
9	Cure Physical Mute Heal
10	Restore Master Crafted Bandages

physicians are needed to examine the dead as well as the living. After a 30-second examination a physician can determine the cause of death of any humanoid corpse, including poison, spells, and/or the type of weapon used.

- *Cure Physical Mute*: A scratchy rough throat makes it hard for a caster to vocalize their spells, getting struck in the throat being even worse. A skilled physician knows just the cure for such things. With this skill the Physician can do a 5 count to remove the physical mute effect on a patient
- *Heal*: Highly experienced physicians have mastered the art of repairing nearly any injury quickly so as to return their charge to battle. The Heal skill accelerates natural healing to 4 times its usual rate. The additional effect of this skill on First Aid is included in the description of that skill.
- *Restore*: The pinnacle of the surgeon’s art is to

## Weapon Smith

“Where there is a sword, there is a way,” is a common Orcish saying as well as definitely the mentality of most weapon smiths. These are craftsmen dedicated to the repair and manufacture of weapons of war. The basic skills of the weapon smith are listed and explained below. All of the items that can be created with weapon smithing are listed later in the Production section of the manual including any special materials able to be used.

- *Recover*: While quality iron and steel can often be found on the open market, the resourceful weapon smith learns to recover usable metal from old items as well. With this skill the character can smelt any metal weapon or armour back into an equal amount of raw materials. This takes 1 hour for any weapon and 1 hour per armour location. Tools are required to use this skill.
- *Sling & Stones*: The smith can put together the simplest of ranged weapons and craft a Sling & Stones
- *Hafts and Heads*: The most basic of weapon designs, maces and clubs are little more than a heavy head mounted upon a handle of wood or steel. Weapon smiths that have reached this level can fashion handles for all weapons, as well as build 1- and 2- handed blunt weapons of all kinds. Tools are required to use this skill.
- *Wide Blades*: Smiths at this level have mastered the art of fashioning a sharp edge, but do not yet have the precision needed for the long slender blades of swords. Short blades such as knives or daggers and axes of all sizes can be produced. This is also when Weapon smiths learn to produce fighting gloves. Tools and a forge are required to use this skill.
- *Repair*: Through combat and rough use, weapons often break or chip. A good smith knows how to repair weapons rather than building from scratch. Smiths with Repair 1 may mend any shattered (but not Destroyed) melee weapon, with the

exception of swords. Once acquiring Repair 2 even sword blades can be mended by the smith. Tools are required to use this skill. The smith must spend 25% of the time required to create the item to repair it. Corroded weapons can be brought back to normal quality through this skill. This requires the same amount of time as a regular repair, but also requires a Metal Polish mixture for each weapon. Items repaired through this method also regain any resistances used.

### Weapon Smith

Level	Abilities
1	Recover, Sling & Stones
2	Hafts and Heads
3	Wide Blades
4	Repair 1
5	Swords 1, Bow & Arrows
6	Repair 2, Crossbow & Bolts
7	Silver Blades
8	Swords 2
9	Expertise
10	Master Craft

- **Swords:** The ultimate refinement of the melee weapon is the sword. Swords 1 allows smith to fashion most common blades from short swords and cutlasses to long swords and scimitars. Swords 2 is required to manufacture the long true blades for bastard and 2-handed swords. Tools and a forge are required to use this skill.

- **Create Bow & Arrows:** Smith can create bow & arrows. Tools are required to use this skill.

- **Create Crossbow &**

**Bolts:** Smith can create crossbow & bolts. Tools are required to use this skill.

- **Silver Blades:** As adventures and deep wilderness hunters know all too well, some creatures cannot be slain with steel alone. Although crafting a weapon entirely from softer metals such as silver is impractical, smiths of this caliber have learned to create weapons with thin layers of other metals so precisely as to not affect the heft or aim of the weapon. Tools and a forge are required to use this skill.
- **Expertise:** The smith has mastered his art to the point that all weapon smith abilities from 1-8 may be performed in half of the time normally required.
- **Master-Craft:** The ultimate test of a smith is the ability to fashion Master-Crafted blades. Smiths who have reached this level have mastered every aspect of their art and are greatly sought for their artful productions. To Master-Craft a weapon the smith must take triple the time the weapon would normally take to create. (Note: this multiplier occurs after any additional time required, such as for silver or mithril weapons.) If the weapon does not have a value, and therefore takes no production time, creating a Master-Crafted version requires 3 hours. Expertise does not reduce the time for the creation of any Master-Crafted item. A smith of

this level may also restore the Master-Crafted quality to a weapon which has lost it. This requires 2 hours of work in a forge.



### Weapon Skills

Weapon skills indicate what martial weapons, if any, the character has had basic training or experience with. Characters may freely use any weapon in game without training, however weapons the character is not skilled with will be used awkwardly, doing only 1 point of damage (strength, masterwork, and magical bonuses still apply). Characters using two weapons or a shield without the associated skills will also wield all weapons as though untrained. Some very simple weapons (hand to hand, clubs, knives, staves) do not require any training to use effectively. Characters wishing to learn additional techniques with these simple weapons will require the base skill in order to further their training.

**One Handed Blunt:** This skill allows characters to wield all blunt weapons used with 1 hand, including maces, hammers, cudgels, clubs, saps and bludgeons. Blunt weapons cause no damage if used to stab.

**One Handed Sword:** This skill allows the character to wield a sword that is used in 1 hand, including longswords, and shortswords.

**Two Handed Blunt:** This skill allows the character to wield any bastard blunt weapon, 2-handed blunt weapon, such as a mace, club, maul or bludgeon. Blunt weapons do no damage if used to stab.

**Two Handed Sword:** This skill is required in order to use a bastard sword weapon or a 2-handed sword of any type.

**Axe:** This skill allows the character to use any 1- or 2- handed melee axe weapon that does not fall under the polearm category. This includes, hand axe, battle axe, bastard axe, or two-handed axe.

**Bow:** This skill is required before a character can use a bow. This skill allows the character to use any type of bow with the exception of a crossbow. Bows are restricted to a pull weight of 30 pounds or less, and are subject to individual safe use. It is

## *Fantasy Alive Rulebook*

encouraged that archers do not draw the bow all the way in combat.

**Crossbow:** This skill allows the use of 1-handed and 2-handed single-shot crossbows. Crossbows are restricted to a pull weight of 30 pounds or less, and are subject to individual safe use.

**Exotic:** Occasionally players will create exotic weapons that do not fall into any conventional weapon category such as blowpipe, double-swords, etc. Each of these exotic weapons requires a separate weapon skill. The following is a list of exotic weapons accepted by FA and their effects.

- **Blowpipe:** A tube with foam darts. This may be used as a projectile weapon, but not as a melee weapon.
- **Punch Shield:** A combination dagger and shield which have been fused together. This weapon acts as both a shield and dagger, so cannot be disarmed. The shield size for this weapon may not exceed the maximum size useable without the Physical Prowess skill.

**Hand to Hand:** This is the skill or art of unarmed combat. When using the hand-to-hand skill, a single red dagger-sized boffer is used to represent the character's attacks. Hand to hand combat results in Wood Padded damage. This skill also allows the use of a Fighting Glove, represented by a black dagger-sized boffer which when wielded in combat, changes the damage to Steel, and allows you to block blows with your hands.

**Improvised Weapon:** Refers to any small common 1-handed item which could be used to hit someone with. A frying pan, a rolling pin and a bunch of coins in a sock all fit into this category. These weapons' base damage is 1 Wood Padded.

**Dagger:** Allows the use of dagger-sized bladed weapons.

**Polearm:** This skill is needed for the use of any 2-handed weapon that does not fall into 1 of the other categories (e.g. halberds, glaives and any other large bladed weapon).

**Sling:** This skill allows spell packets to be thrown in combat as "sling-stones." Spell packets used as sling-stones must be grey.

**Spear:** This skill is used for both 1- and 2-handed spears of any kind.

**Staff:** This skill is needed for the use of any staff. Staves may be used to thrust.

**Thrown Weapon:** This skill is needed to effectively wield any weapon that is launched in a manner other than via bows or crossbows. These may include throwing daggers, ninja stars, javelins, throwing axes and similar.

<i>Item</i>	<i>Cost (copper)</i>
<b>Armour</b>	
0.5 Loc/AP/AP Gambeson Armour	5
0.5 Loc/AP Hardened Leather Armour	11
0.5 Loc/AP Leather Armour	6
0.5 Loc/AP Studded Leather Armour	14
0.5 Loc/AP Chain Armour	33
0.5 Loc/AP Plate Armour	86
0.5 Loc/AP AP Scale Armour	41
1 Loc/AP Gambeson Armour	9
1 Loc/AP Hardened Leather Armour	22
1 Loc/AP Leather Armour	12
1 Loc/AP Studded Leather Armour	28
1 Loc/AP Chain Armour	66
1 Loc/AP Plate Armour	173
1 Loc/AP Scale Armour	83
Buckler	67
Shield	77
<b>Weapons</b>	
1h Crossbow and Bolts	136
2h Crossbow and Bolts	152
Bastard Axe	81
Bastard Hammer	61
Bastard Mace	51
Bastard Sword	238
Battle Axe	68
Bow and Arrows	136
Club	0
Dagger	35
Fighting Glove	64
Garrote	58
Hand Axe	41
Knife	21
Long Sword	125
Mace	40
Polearm	61
Scimitar	125
Short Sword	88
Sling	7
1h Spear	46
2h Spear	53
Staff	0
Throwing Axe	43
Throwing Knife	43
Two Handed Axe	89
Two Handed Hammer	96
Two Handed Mace	96
Two Handed Sword	358
War Hammer	53

## The Shoppe

After selecting skills and fleshing out your character you must purchase the equipment that your character shall begin their adventuring days with. All new characters begin with 300 Copper coins (equivalent to 30 Silver or 3 Gold coins) to purchase their possessions, representing items collected and bought over the years. You may not bring any item into game unless you have purchased it during your initial character creation or acquired it in game (with the exception of free items; see Game Items for details). You must be able to supply your own phys- reps for any items purchased for your character (e.g. if your character purchases chain mail you will not gain any benefits until you are able to bring a suit of real chain mail to an event).

Supplied here is a list of costs for common items. The prices listed here are for use when creating a character only as prices frequently fluctuate in game. All prices are listed in Copper.

<b>Spells</b>	
Aid - Spell	575
Air Shield - Spell	542
Arcane Dart - Spell	509
Bless - Spell	542
Bravery - Spell	542
Detect Curse - Spell	542
Detect Magic - Spell	575
Detect Poison - Spell	542
Disarm - Spell	575
Extinguish - Spell	476
Fire Dart - Spell	509
Flame Blade - Spell	575
Frost Dart - Spell	509
Holy Dart - Spell	509
Lend Health - Spell	509
Light - Spell	476
Magic Script - Spell	542
Magic Stone - Spell	476
Mystic Robes - Spell	542
Pin - Spell	575
Repair - Spell	509
Repulse - Spell	542
Spark - Spell	542
Unholy Dart - Spell	509



**Herbal/Alchemical Mixtures**

Adrenal Rush Mixture	292
Arcane Ink Mixture	328
Awakener Mixture	205
Energy Boost Mixture	210
Fire Oil Mixture	328
Healing Balm Mixture	210
Illumination Mixture	238
Intoxicant Mixture	205
Leather Balm Mixture	200
Magical Litmus Mixture	328
Metal Polish Mixture	233
Minor Illness Mixture	292
Silk Bag Mixture	292
Slow Death Mixture	292
Spark Mixture	213
Sticky Foot Mixture	328
Thermal Gel Mixture	328
Timber Oil Mixture	285
Toxin Mixture	292
True metal Mixture	328
Wonder Tonic Mixture	285

**Alchemical Formulae**

Arcane Ink - Formula	175
Fire Oil - Formula	175
Illumination - Formula	63
Magical Litmus - Formula	175
Metal Polish - Formula	63
Spark - Formula	63
Sticky Foot - Formula	175
Thermal Gel - Formula	175
True metal - Formula	175

**Herbal Recipes**

Adrenal Rush - Recipe	175
Awakener - Recipe	63
Energy Boost - Recipe	63
Healing Balm - Recipe	63
Intoxicant - Recipe	63
Leather Balm - Recipe	63
Minor Illness - Recipe	175
Silk Bag - Recipe	175
Slow Death - Recipe	175
Timber Oil - Recipe	175
Toxin - Recipe	175

**Materials and Tools**

Alchemy Equipment	169
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Alchemical Ingredient (Any)	6
Candle (10)	1
Chain Links	6
Chest	42
Cloth	3
Container	3
Crystal	18
Crystal ball	38
Deck of Cards	13
Dice	3
Hardware	8
Herb (Any)	6
Hide	3
Hourglass	43
Iron	7
Leather	5
Leather Patching	4
Lumber	8
Metal Patching	21
Parchment (10)	3
Prism	25
Quill and Ink	9
Rope	14
Rune Stones	13
Spellbook	9
Stone	6
Tools (Trade Skill)	45
Wineskin	8
Wood	3
Wool	2

**Traps and Locks**

Dead Fall Trap	37
Hinge Trigger	37
Lock - Level 1	48
Lock - Level 2	184
Lock picks	43
Pendulum Trap	53
Pit Cover Trigger	9
Pressure Trigger	53
Reverse Pressure Trigger	97
Reverse Trip Line Trigger	37
Snare Trap	40
Spring Snare Trap	86
Trip Line Trigger	6
Weapon Trap	26

Table 14: The Shoppe – List of Common Items

# Equipment

## Game Items

When attending an event all items that your character comes in contact with can be divided into 3 categories: phys-reps, game items and Free Items.

- *Phys-reps (physical representations)*: These consist of foam weapons, costume, armour, lanterns, makeup and any other item that is used to represent something in game. Phys-reps are generally personal property, and sometimes very expensive. If a player wishes to steal from a phys- rep, please consult the Stealing and Theft section of the book for details.
- *Game Items*: Item tags are objects provided by Fantasy Alive that may be transferred amongst players and cast members freely. While most game items are represented only by an item tag, others (such as keys, props, and coins) may not require item tags.
- *Free Items*: Items listed on The Shoppe list with a cost of zero (club, staff) or simple mundane items (lantern, cup, etc.) maybe used in game without a tag so long as a phys-rep can be provided. Clubs and staves may be found in any wooded area with a 1-minute search count. Mundane items should be presented at log for approval before use in game.

Note: All item tags require a phys-rep in order to be used. The tag and phys-rep should be kept together at all times; keeping item tags in your pocket or back at your tent is not acceptable (and very unfair for thieves and game play). Players are responsible for all of their tags both during and between events. Lost tags mean that the IG item has also been lost. If a tag for an item is wearing out, the player may request a new tag for the item from Logistics. All in-game items that a player has for their character must be brought to every event that character is played.

## Item Tags

Besides being required in order to use any in-game item, item tags also contain a great deal of useful information. The type of item, the item's approximate value and whether or not the item has any magical powers can all be determined from the item's tag. Most of this information must be decrypted by characters with the appropriate skill. While this decryption process may seem somewhat awkward and time consuming, it does prevent unskilled characters from learning this information at a glance (accidentally or unintentionally) and also eliminates the need for a marshal or cast member to relay this information.

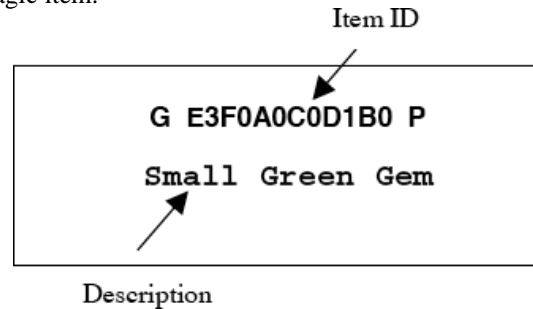
## Detecting Magic

Characters using appropriate skills or spells can use the item

ID found on the item tag to detect magical energy; only the very first and very last characters in the item ID are required for this information.

First determine if the first and last characters in the item ID are even or odd. If both characters are even, the item radiates a magical aura. Any other combination (either odd or one of each) means the item is non-magical. In our example "G" is the 7th letter in the alphabet (odd) and

"P" is the 16th letter (even) so unfortunately this is not a magic item.



## Armour

Armour is judged based on the type of material used and the number of locations covered. Armour coverage is judged by locations of coverage by an Armour Marshal. This is based on Table 15. Armour tags may then be acquired in-game up to the amount specified by the Armour Marshal. Any amount of armour can be worn at once, including multiple layers of the same type of armour. To get armour locations for each layer, they must be separate pieces as determined by an Armour Marshal. Please ensure that you wear armour and costuming responsibly so that problems such as over-heating and exhaustion are avoided.

## Thresholds

In order to gain the threshold bonus granted by a particular form of armour, the total location value covered by the armour in question must be 14 or more. Thresholds granted with Armour Points only grant that protection so long as the AP have not been fully damaged. For example, a suit of amour granting 10 AP and a 2 Threshold makes the wearer minimize any attack of 2 damage or lower. If the suit is struck once for 5 damage, the Threshold is still present. But if the suit is struck twice for 5 damage and is now at 0 AP, the Threshold is also removed and attacks of 2 damage start to injure the wearer fully. When the armour regains a portion of its Armour Points after the encounter or with the Armour Smith Trade Adept skill, the Threshold is regained until the suit drops to 0 AP again. The maximum Threshold achievable is 8.

Armour Type	AP (per location)	Threshold
Costume	0	0
Gambeson	1	2
Leather	1	3
Hardened Leather (Curboili)	1	4
Studded Leather/ Ring Mail	1	4
Chain Mail	1	5
Splint/Banded/ Scale Mail, Coat of Plates	1	6
Formed Plate Mail	1	7

Table 15: Armour points (per location) and threshold

Location	Value
Foot (each)	0.25
Hands (each)	0.25
Elbows (each)	0.25
Knees (each)	0.25
Shoulders (each)	0.5
Helmet	2
Neck	0.5
Rump	1
Groin	1
Upper Back	2
Lower Back	2
Stomach	2
Chest	2
Upper Arm (each)	1
Forearm (each)	1
Front Upper Leg (each)	1
Rear Upper Leg (each)	1
Front Lower Leg (each)	1
Rear Lower Leg (each)	1

Table 16: Armour locations and their coverage value

### Armour Guidelines

**Gambeson:** Sturdy cloth that has been stuffed to absorb the weight of additional armour and/or attacks.

**Leather:** Leather armour must appear to be armour to qualify as armour. Modern looking leather clothing does not qualify.

**Hardened Leather:** Hardened leather must be heat- or oil-treated leather that has lost most or all of its natural flexibility/plasticity. Like leather armour, it must be of good

craftsmanship.

**Studded Leather/Ring Mail:** Must be adorned so that the studs or rings comprise at least 1/3 of the surface area. Rings of less than 1-inch (2.5 cm) diameter are considered to cover the entire area of the ring. Studs must be rounded so as not pose a safety risk.

**Chain mail:** Can encompass a variety of weaving styles and patterns. Wire must be of a thick enough gauge to support the weight of the armour without separating the links. Individual rings cannot be more than 3/4-inch (1.9 cm) in size.

**Scale/Splint Mail:** Plates must be of at least 20-gauge steel or 1/4-inch (0.64 cm) of other suitable material (hardwood, bone, etc.). Plates must cover the entire area with little to none of the backing material showing.

**Plate Mail:** This grade of armour must be well formed and made of fitted steel pieces designed to hug the body and have little to no gaps. Other materials may be considered so long as they are of good craftsmanship and similar enough to steel.

### Shields

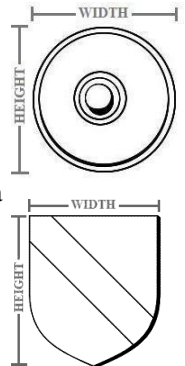
Having a shield does not add any additional armour points but it does aid in combat for blocking blows. Shields will not deflect the effects of spells or other similar attacks.

### Shield Guidelines

The maximum size of a shield is based upon the player using it. For height, a shield can be no more than the distance from the player's knees to shoulders while standing upright. In addition to that, the total width plus height of the shield cannot exceed 64 inches (162 cm). Measuring this is shown in the diagram below. A player using a shield that is larger than either criteria cannot use any game skills and must hold onto the shield with both hands. This is the same for a player without Physical Prowess using a shield with a width plus height greater than 32 inches (81 cm). A shield useable without Physical Prowess must have a Buckler tag attached while any shield requiring Physical Prowess will have a Shield tag.

Shields can be made from almost any material and in many different ways. For a shield to be approved for use in Fantasy Alive, it must be examined by a Weapon Marshal at each event. Here are some safety guidelines:

- Any nuts or bolts used to attach handles to a shield should be covered safely.
- The edge of a shield should be padded to avoid injury in case of accidental collision. Striking another player with a shield is not allowed in Fantasy Alive.



## Weapons

Because the game is based so highly on combat it is very important that only safe weapons are used. At the beginning of each event and before every game day all weapons must be checked for safety. Every weapon must be approved at the beginning of each event. Since safety is the main concern there are strict guidelines for weapon creation and weapon use; often several weapons will fail to pass inspection at an event. Weapons that passed in previous events still may fail (weapons wear out).

Weapons have come a long way since LARP first started and there are many manufactured latex style larp weapons now. Before purchasing one of these weapons be aware of the length and dimension guidelines in these rules. Manufactured weapons do not have thrusting tips and cannot ever be used to thrust.

Most of the time, if a weapon fails to pass inspection it can be fixed with minimal on-hand equipment, so it is a good idea to take both extra foam and duct tape with you to each event.

To determine the base damage of a weapon, refer to the number in Table 17 and add any bonuses from Master Crafting and/or any permanent magical enhancements. These bonuses are still accounted for if the wielder is unskilled in using the weapon.

### Weapon Phys-Rep Construction

When making a weapon, safety is the main concern. Because the rules on weapon construction are so rigid, weapon construction may require practice. It is very common for players to have their weapons denied during their first few events (weapons may be available to rent from log if your weapons fail the safety check).

### Safety Regulations

#### Latex Weapons

- Latex Weapons are allowed, but individual players may be disallowed after receiving two official warnings on their improper use.
- Thrusting is not permitted with latex weapons.

#### Boffer Weapons

- On boffer weapons, all tips and ends must be padded (even ones that aren't meant to come in contact with your opponents).
- Tips on spears, swords, daggers, javelins or any other weapon used for thrusting/stabbing must have at least 2 inches of collapsible padding. However too much padding is also a problem; with 4 inches or more the tip begins to become too large and is likely to tear off during combat.

Weapon	Blade Length Inches (cm)		Overall Length Inches (cm)		Base Damage
	Min	Max	Min	Max	
Dagger	10 (25)	18 (45)	>14 (35)	<24 (61)	1
Thrown Weapon/Sling	--	--	--	--	1
1h Bolt <sup>1</sup>	--	--	--	--	1
Blowpipe <sup>1</sup>	--	--	>12 (30)	<24 (61)	1
Punch Shield	10 (25)	18 (45)	>14 (35)	<24 (61)	1
Arrow/2h Bolt <sup>1</sup>	--	--	--	--	2
Club	--	--	>12 (31)	<32 (81)	2
Hand Axe	8 (20)	12 (30)	>14 (35)	<24 (61)	2
Javelin	--	--	--	--	2
Short Sword	18 (45)	24 (61)	>24 (61)	<32 (81)	2
1-Handed Spear	8 (20)	12 (30)	>34 (86)	<48 (121)	2
Staff	--	--	>55 (139)	<72 (182)	2
Axe	12 (30)	18 (45)	>24 (61)	<44 (111)	3
Hammer/Mace	--	--	>26 (66)	<44 (111)	3
Long Sword	25 (63)	36 (91)	>32 (81)	<44 (111)	3
2-Handed Club	--	--	>44 (111)	<62 (157)	3
2-Handed Spear	8 (20)	12 (30)	>48 (121)	<60 (152)	3
Bastard Axe	--	--	>40 (101)	<55 (139)	3/4 <sup>2</sup>
Bastard Mace	--	--	>40 (101)	<55 (139)	3/4 <sup>2</sup>
Bastard Spear	8 (20)	12 (30)	>41 (104)	<54 (137)	2/3 <sup>2</sup>
Bastard Sword	30 (76)	44 (111)	>40 (101)	<55 (139)	3/4 <sup>2</sup>
2-Handed Axe	12 (30)	24 (61)	>50 (127)	<62 (157)	4
2-Handed Hammer/Mace	--	--	>50 (127)	<62 (157)	4
Polearm	18 (45)	24 (61)	>60 (152)	<72 (182)	4
2-Handed Sword	40 (101)	48 (121)	>50 (127)	<62 (157)	4

Table 17: Weapon types – size and base damage

<sup>1</sup> Arrows and bolts do Wood Body damage

- All striking edges (e.g. any edge that may come in contact with your opponent) must be covered with the ½-inch light green foam pipe insulation or equivalent.
- The shaft as well as the blade must be covered in foam on weapons such as axes, halberds, hammers, maces and any other weapon with a device attached to a pole or staff.
- All weapons must be firm enough to prevent whipping, yet still have some give when struck.
- All weapons must be wrapped vertically so the foam will not be compressed (e.g. wrapping duct tape in a spiral around a sword is not allowed; it must run lengthwise with the blade).
- Bows and crossbows are restricted to a pull weight of 30 pounds or less and are subject to individual safe use.
- Arrows must be approved by the Weapons Marshal before use in combat. Suggested materials for shafts are aluminum, carbon fibre, or high-grade fiberglass. If a Weapons Marshal believes an arrow construction may be unsafe for use in game, players have the option to submit a sample that the Weapons Marshal can test up to its breaking point to attempt to demonstrate safety.

Note: If constructed with materials other than those listed here it is likely that your weapon will fail the safety check.

## Weapon Guidelines

The specifications for each of the weapons types are listed in table 17; all of the blade lengths are measured from the cross guard to the end of the thrusting tip. The following, listed in table 17, are the legal weapon types. All measurements are in inches. Claw reps and hand to hand attack reps are red in colour. No other weapon may be red. Black boffer weapons are used to represent claws or hand to hand attacks that can block attacks.

## In-Game Production Materials

In Fantasy Alive there are various materials from which weapons and armour can be crafted. Depending on which material is used, the end product may have different properties. The available in-game materials are listed here while the method of crafting with them is located in the Production Charts.

**Iron:** The base material used in the construction of any metal weapon or armour. This follows all normal rules for construction and weapons of this type have the damage type “Steel”.

**Wood:** The base material used in the construction of any wooden weapon. This follows all normal rules for construction and weapons of this type have the damage type “Wood”.

**Leather:** The base material used in the construction of any leather armour. This follows all normal rules for construction and use.

**Silver:** A special alloy of silver and iron which has a damage type for weapons of “Silver.” It is common for nobility and wealthier citizens of Harodom to carry these weapons as a symbol of their status. This material does not grant any additional bonuses over an Iron weapon.

**Kereste:** This material is made from a very rare tree that, when properly treated, can be made nearly as hard as steel. This material may be used in place of iron in any item that requires it, including the fashioning of edged weapons. Shields or bucklers of this material are immune to Acid damage, and do not require Physical Prowess to use. Weapons created out of Kereste swing for the <Wood> type. Scale and Plate armour may be fashioned of this material and grants the same AP and Threshold as if it was made from Iron. Any Kereste armour requires only the Wear Light Armour skill. Anything made of Kereste must be represented with a phys-rep that looks like wood.

**Adamantine:** A rare and incredibly hard material, this will result in extremely tough weapons and armour. Weapons, shields and bucklers made of Adamantine will be immune to Shatter effects and the player must call “No Effect” when struck with these. It also has one resistance to a Corrode effect (call “Resist”). Weapons created out of Adamantine swing for the <Steel> type. Armour made of this material grants an additional 25% more Armour Points per location as well as being immune to Acid damage (“No Effect”).

**Mithril:** While certainly not magical in nature Mithril items are of great importance to spell casters. This strange metal is moldable by only the most skilled of craftsmen. Mithril has the most unusual property of being completely unaffected by magic of any kind. No item containing mithril can be enchanted by any means and mithril weapons pass right through magical protections and barriers. Weapons created out of Mithril swing for the <Mithril> type. The favorite tool of high-priced assassins, mithril has earned the name of “mage bane.”

## Master-Crafted Items

As well as being true works of art, Master-Crafted weapons and armour have additional benefits. Master-Crafted weapons hold a keen edge and are perfectly balanced, allowing the user to attack for +1 damage. Master-Crafted armour gains an additional 50% armour points per location. Master-Crafted shields or bucklers can resist a Shatter effect once. A second Shatter effects the shield/buckler normally. Master-Crafted tools add 5 hours of production time per week to an appropriate trade skill. Any miscellaneous items which are Master-Crafted gain a role-play property of being obviously better at the task they were made for or appear obviously of the finest quality.

## Luxuries

Luxuries are things that can be owned by characters yet differ from conventional items in two ways. Luxuries represent possessions that are more or less stationary or many small items used over the course of an event, such as buildings, smithies, alchemical laboratories, arrows, bandages, etc. Luxuries are tracked on the character sheet and they cannot be stolen (at least not by conventional means). The second way in which luxuries differ is that they require upkeep, increasing the living expenses of those that own them.

Not paying to maintain the ammunition luxury makes weapons of those types unusable for the event. Not paying to maintain the bandage luxury prevents a Physician from using any skill that requires bandages. Luxuries for Trade Skill use such as a Forge and Laboratory may only be used by one character who pays for the upkeep. The available luxuries and a brief description of each can be found here, with additional details available in Table 21:

<i>Luxury</i>	<i>Cost/Wk.</i>	<i>Effect</i>
Alchemical or Herbalism Laboratory	1 Gold	Can create more complex recipes, ×2 Batch
Master-Crafted Laboratory	2 Gold	Can create more complex recipes, ×5 Batch
Forge	5 Silver	Can forge metal
Master-Crafted Forge	1 Gold	+10 hours for smith production
Servant (each)	5 Silver	Can handle menial tasks
Guard/Soldier (each)	1 Gold	Can handle menial tasks
Serfs	Income	Farming income
Cabin/House (per 10-foot square)	1 Silver	N/A
Shrine or Altar	2 Silver	Place of prayer
Church/Chapel	5 Silver	Acts as +1 level of C.I. when Working for a Cause
Horse	2 Silver	Adds +5 hours per week for Merchant skill
Mines	Income	Mining income
Ammunition	8 Copper	Can fire ammunition from a ranged weapon
Bandages	4 Copper	Can use Physician skills that require bandages

## Combat

There comes a time in an adventurer's life when they will be faced with a challenge of brute strength and battle skill, with the outcome often involving a fatality. At these times it is wise to be prepared with the best possible weapons, armour, and sly tricks. In Fantasy Alive it is essential that you know the rules!

The rules of combat are used to give the participants a feel for medieval battle without fear of pain or injury. These rules are designed to minimize injury and accidents, which is why all players must follow them carefully.

### Damage Types

Weapons, creatures, and spells may cause damage in a number of different ways. While most of these will affect characters in the same way as normal damage (unless they possess some form of magical protection) they may be necessary in order to injure certain creatures. Players are

required to be familiar with most if not all of these damage types, although the majority will be used rarely. If a situation arises where you do not know what a damage type means, ask.

**Acid:** Acid attacks damage armour. Rather than losing 1 AP after combat, the entire amount of acid damage is deducted from AP, possibly destroying armour completely. Any acid damage that breaches armour will affect the target normally.

**Alchemical:** An attack which has an alchemical base.

**Dark:** An unholy attack that causes normal damage except to certain creatures.

**Fire:** Causes normal damage unless the target is specifically resistant or susceptible to fire.

**Ice:** A frost or cold-based attack that does damage normally unless target is specifically resistant or susceptible to cold.

**Light:** An holy attack that causes normal damage except to certain creatures.

**Magic:** Magically enchanted attacks that cause normal damage, as well as affecting creatures resistant to other types of attack.

**Mithril:** Known as "mage bane," mithril attacks do normal damage but completely bypass all magical protections or enchantments.

**Physical:** A non-standard attack that is physical in nature. These attacks can be blocked with shields and weapons.

**Poison:** A harmful herbal substance attack that can be resisted with Resist Poison.

**Silver:** Silver-coated weapons cause normal damage, except to certain creatures resistant to normal weapons.

**Steel:** The most common damage call. Causes damage normally and is called for weapons where the striking surface is steel or iron.

**Wood:** Another common damage call. Causes damage normally and is called for weapons which are made of wood or any non-metallic material. This also includes natural weapons such as claws or hand-to-hand.

## Other Effects

In addition to damage affecting AP and LP, there are a number of magical and non-magical effects that may also come into play during an event. When used as part of spells, these calls will be included in the incant. When used as combat strikes, these effects are called after the normal damage (if any). For example, if a weapon is used that does the Body effect whose base material is Wood, the call would be “3 Wood Body.” A skill which does not include damage is called by itself (e.g. “Steel Shatter”). Some effects limit the ability for a character to properly defend themselves. If you cannot use your arms due to an Effect, you cannot Parry. If you cannot move either of your legs, you cannot Dodge or Master Dodge.

**Anti-Magic:** Anti-Magic has the following effects:

- Any magical effect is suppressed while under Anti-Magic and for 5 minutes after.
- Nothing under Anti-Magic will detect under any detection spells. During the 5 minutes after, any magical effects on the creature will still not detect, though the creature will detect as magic.
- A character will have no access to Spiritual or Magical Energy while under the effect of Anti-Magic or for 5 minutes after.
- All spells of 4th level and lower currently active on a character will be removed while under the effect of Anti-Magic. The spell(s) must be recast on the character once the Anti-Magic effect is over.
- Spells requiring a Magical Component to cast currently active on a character will be suppressed while under the effect of Anti-Magic and for 5 minutes after.
- A character attempting to cast while under the effect of Anti-Magic or for 5 minutes afterwards has the spell fail to cause an effect. No Magical Energy or Spiritual Energy is wasted as the character simply can't access the energy necessary to try to cast.
- Spells cast by another on a character who is under the effect of Anti-Magic or for 5 minutes afterwards fail and the ME/SE is wasted.
- A character who is under the effect of Anti-Magic or for 5 minutes afterwards that is struck by a weapon enhanced by a magical Damage Type (e.g. Magic, Fire, Ice, Light or Dark) will take no effect.

- In general, all magical properties of an item affected by Anti-Magic will be unable to be activated for the entire time it is under the effect and for 5 minutes after being removed. If affected by Anti-Magic again, the 5-minute suppression on removal is reset.
- Magical Items suppressed by Anti-Magic will not detect as Magical.
- Potions drunk while under Anti-magic suppression are used up with no magical result.
- Scrolls read while under Anti-Magic suppression cause no effect but are not used up.
- Magical Items cannot be activated while under Anti-Magic and for 5 minutes after.
- The time spent under Anti-Magic does not count towards the 24 hours required for a Daily Magical Item to recharge. For example, a Daily item used at noon will have the use recharged at noon the following day. If during that time the Daily item spends 1 hour under an Anti-Magic effect, the item will recharge instead at 1pm.
- Permanent Magical Items do not work while under Anti-Magic and for 5 minutes after.
- Contingency Magical Items cannot be activated while under Anti-Magic suppression.
- Vessels will maintain the same amount of Magical Energy contained within.
- While under Anti-Magic and for 5 minutes after, no Magical Energy can be put in or taken out of the Vessel. Attempts to draw energy from a Vessel fail with no other effect. Attempts to put energy into a Vessel fail to charge the Vessel and the ME is lost.
- A Relic's Once Ever, Daily, Permanent, Contingency and/or Vessel properties will react identically as described above.
- Any powers of a Relic that are not described within the Rulebook will be handled at Plot discretion.

**Banishment:** Only affects creatures not anchored to the existing plane, and not on their plane of origin. These creatures will be banished back to their plane of existence.

**Berserk:** Incites an uncontrollable rage and bloodlust in the target. Target will attack the nearest moving creature or anything considered a threat without any regard for their own safety. The victim will continue to attack until slain, cured or 5 minutes has passed. The target cannot use any Academic or Trade skills, ME/SE, or Innate Magical Abilities while under this effect.

**Bind:** Calls into existence strong cords, binding the target instantly. Target may move, but arms and hands become pinned tightly to the creature's sides. Bound creature may break free with at least two levels of Exceptional Strength (5-count) or be cut free with a sharp object and a 1-minute count. Otherwise Bind lasts 5 minutes.

**Blindness:** Causes the target to go completely blind. The player must look down and stare directly at their own feet (or

lap if sitting). Players are to role-play blindness and not actually proceed with their eyes closed unless they are in a situation where it is safe to do so (sitting in a tavern, etc.). Blinding effects last 5 minutes.

**Body:** Damage that bypasses armour and affects LP directly.

**Charm:** Causes the target to think of the caster as a good friend. While still in control of their actions, charmed individuals will be helpful and protective of the caster. The extent of this benefit depends on the victim. For a shady merchant this may mean offering a discounted price and not attempting to steal from the caster; for a gallant knight this may include risking their life to protect them. Once the spell wears off the target will remember all of their actions but may not realize they were charmed unless their actions were particularly uncharacteristic.

**Command:** This powerful charm spell allows the caster to impose one simple order into the target's mind. The target's mind will be warped to believe that the order is something that they really want to do and so will do their best to follow it. The orders possible to give are: "Come Here" – the target of the spell must move to within melee range and stay in that range for 5 minutes, "Attack <a specific target>" – the target of the spell views the specified target as extremely hostile and will attempt to kill them for 5 minutes, "Give me <a specific item>" – the target will give the specified item to the caster and consider the item their property for 5 minutes, during which the target will not attempt to take the item back.

**Confine:** Calls into existence strong cords, binding the target instantly. Target cannot move as their arms and legs are bound tightly together. Bound creatures may break free with at least three levels of Exceptional Strength (5- count) or be cut free from with a sharp object and a 1- minute count. Otherwise Confine lasts 5 minutes.

**Corrode:** This effect damages all metal weapons (and other metal objects at Plot's discretion) causing them to be less effective. A weapon struck by this effect becomes Corroded and does -1 Base Damage to a minimum of zero (possibly limiting backstab and weapon mastery damage bonuses). At the end of the encounter, the Corroded item Shatters. The Corroded weapon permanently does -1 Base Damage until the Corrosion is fixed. This has no effect on materials such as wood, stone or other non-metals. Corroded weapons should be marked with a green ribbon or tape as soon as possible.

**Curse:** This evil and deadly magic will cause the target to lose 1 permanent LP immediately. The target will continue to lose 1 permanent LP each following day until a cured, or a maximum LP of 1 is reached; gaining additional LPs will only lengthen the curse. This effect is removed by the Remove Curse spell.

**Decapitate:** This causes the target's head to take leave of their shoulders. This effect places the victim immediately into their Death Count.

**Destroy [Item]:** The item identified is instantly destroyed beyond repair.

**Detect [Type]:** Detects all items or creatures of that type in the area (e.g. within earshot). Upon hearing a detect call players must answer, "Here" if the type applies to them or anything currently on their person.

**Disarm:** This effect causes the target's weapon to be knocked cleanly out of their hand(s). When disarmed the opponent must completely drop the weapon in question, tossing it to the side. Shields and bucklers cannot be disarmed.

**Disease:** Causes normal damage. When called during a physical attack (sword blow, bite, etc.) it will infect the target with Disease if their armour is breached. If caused by a magical or similar attack (alchemy, spell, etc.), Disease will infect the target regardless of whether armour is breached. Disease incites intense and overwhelming nausea which prevents rigorous movement (running, combat, etc.) for five minutes.

**Double:** Some creatures are more susceptible to damage than others. This call is used as a reaction to an attack (physical or magical). When this is called, it signifies that the target has taken double the amount of damage dealt.

**Extinguish:** Immediately douses any torch, lantern, light or flame smaller than a campfire (including magical light).

**Fear:** Causes irrational fear. The target must flee from sight of the attacker until 5 minutes has passed.

**Feeble Mind:** A mind-affecting attack that lowers the target's intelligence drastically. Once affected the target cannot read, cast spells, or participate productively in intelligent conversation. This lasts for 5 minutes.

**Half:** Some creatures are more resilient than others. This call is used as a reaction to an attack (physical or magical). When this is called, it signifies that the target received only half of the damage dealt (rounded up).

**Innate:** Certain creatures or Relics have magic or effects that are natural to them. These effects are delivered with the Innate <Type> call, for example "Innate Magic Holy Dart 2 Light." Innate effects can be delivered when a creature might otherwise be restricted from making attacks, such as Bind, Mute, or other limiting effects. Some creatures have Innate effects that will be delivered by an out of character assistant to represent the special prevalence of these effects.

**Mind Effect:** These effects and spells are ones which directly target the mental processes. These will have no effect against something without a brain. Iron Will may be used to defend against these effects. Mind Effects are: Berserk, Charm,



Command, Euphoric, Fear, Feeble Mind, Hallucinogen, Intoxicant, Memory Alteration, Memory Wipe, Quest, Sleep, Stun, and Truth.

**Minimize:** This call is used by a creature as a reaction to a damage type that it takes very little damage from.

**Mute:** A character under this effect finds themselves unable to vocalize even the slightest sound. While Muted, characters cannot talk or use magical incantations. This effect lasts 5 minutes.

**Padded:** Non-lethal damage; a person cannot be taken below 0 LP with padded damage. If knocked unconscious with padded damage, the target will arise with 1 LP after the 5-minute count. A character cannot heal damage dealt by other types through padded damage or exceed their maximum Life Point total.

**Paralyze:** This spell completely paralyzes the target, preventing them from moving or talking. Victims will remain paralyzed for 5 minutes.

**Pin:** This spell pins the target to the ground, anchoring their right foot to the earth or floor for 5 minutes. Pins can be broken free of with at least one level of Exceptional Strength (5-count) or be cut free from with a sharp object and a 1-minute count. Otherwise, Pin lasts 5 minutes.

**Toxin:** An attack carrying with it the promise of a slow death. If called during a physical attack (sword blow, bite, etc.), it will infect the target with a Toxin only if their armour is breached. If caused by a magical or similar attack (alchemy, breath weapon, etc.), Toxin will infect the target regardless of whether armour is breached.

Toxin causes the victim to feel fevered and dizzy and lose 5 lp at the end of an encounter or 5 minutes later. While under a Toxin effect, the player cannot heal naturally, and magical or herbal healing grants half the LP that it normally does. Only removing the Toxin or waiting for it to run its course (1 day) will stop the lessened healing.

The call when receiving healing while under a Toxin effect is "Half."

**Reflect:** Called in response to a magical attack; Reflect causes the attack to be reflected back onto the caster.

**Repulse:** The target of the spell must move 10' directly away from the caster before being able to move or act in any way. If the target is unable to move the entire distance because of an immovable object (tree, wall, etc.), the movement ends at the barrier.

**Sever:** Removes (or, in the case of blunt weapons, pulverizes) a limb. If used in a combat strike, the limb which is struck takes the effect. If used as a magical attack, then the limb effected must be stated in the incant. The opponent must then cease to use that limb until such time as it has been restored.

**Shatter:** This effect immediately breaks a weapon, shield, buckler, or small mundane item at Plot's discretion. If used in a combat strike, the weapon or shield which is struck takes the effect. If used as a magical attack, then the effected item must be stated in the incant. The item is unusable and must be dropped. Picking up a shattered item requires a 5-count to phys-rep the retrieval of all of the item's pieces. Shattered weapons should be marked with a blue ribbon or tape as soon as possible.

**Sleep:** This effect puts the target to Sleep, causing them to fall to the ground and drop anything in their hands. They will stay asleep for 5 minutes but may be awakened by shaking them awake for a minute count or through the Physician skill.

**Stun:** Target is stunned and rendered motionless for a 5- count, dropping all handheld items.

**Surprise:** This type of attack is considered to have caught the defender unaware. Certain skills such as Waylay and Assassinate are Surprise Attacks, meaning that defensive skills requiring awareness of the attack are ineffective. The only defenses that will work against Surprise Attacks are Master Dodge or Magical Vestment.

**Weakness:** Causes the target to lose all levels of Exceptional Strength (natural or otherwise) and swing for -1 damage. For example, a minotaur with two levels of Exceptional Strength swinging a mace would normally do 5 Steel for damage. After being struck with a Weakness, the same minotaur would instead do 2 Steel (-2 from loss of strength plus the additional -1). The effect is permanent until cured.

**Wound:** A vicious attack that leaves the target with a large laceration. A successful strike causes the victim to reduce their max LP by 1 until treated with First Aid by a Physician. Healing LP by other means does not remove the Wound effect.



# Searching and Theft

## Searching a Player

If ever you are in a situation where you have complete control over another person or monster (e.g. they are dead, unconscious, bound, or under the control of a spell), you may search that person for any in-game valuables they may have. To do this you may perform either a 1-minute or a 5-minute search count. The 1-minute search represents a quick job and will provide only the in-game items held in the hands, in obvious pockets or pouches, or worn items (such as armour). A 5-minute search acts as a full-body search and, after that time is up, the person being searched must hand over all in-game items they have. In-game items include weapons, in-game money, scrolls, potions and other magic items, in-game jewelry, holy symbols, and anything else that has been issued a Fantasy Alive tag.

## Stealing Items

All weapons and in-game items can be stolen. In most cases after stealing an item you take the phys-rep and tag to a Plot member and they will remove the tag and give it to you. The Plot member will then return the phys-rep to the previous owner as soon as possible. In some instances (particularly if the item is of a rare variety) the owner of the phys-rep may request the phys-rep and the item tag stay together. In these cases, the phys-rep's owner will be informed by a Plot member and the item must be well taken care of by the current holder.

Cast member phys-reps may not be removed from cast members without the player's express permission. To take a weapon from a cast member, ask that player OOG if you can take the phys-rep. If the cast member says no, then you must leave the phys-rep with them but may state an action IG to the cast member, such as "I take your sword and throw it into the woods over there." Or "I take your weapon and tuck it into my belt." This is so that cast members can continue to use the phys-reps for future roles or find the phys-reps which are Fantasy Alive's property and return them to cast camp when their role is finished.

In the case of a Disarm effect, or some other method of forcing a weapon or item from an cast member's hands, then the item must be kept track of to the best ability of the cast member and the player who caused the Disarm effect. In the case of a lost item, the cast member may be required to call a 'Zebra' to find it as they need the item to continue casting. This is why we request players keep track of these items so that we limit the times we must stop the game.

## If Your Weapon/Item is Stolen

If your weapon or item is stolen, you will have to find, borrow or steal another for the event if you wish to continue to combat enemies. As soon as practical, your own weapon phys-rep will be returned to you, however you will be unable to use the in-game weapon it previously represented until you are able to gain (purchase, etc.) another similar weapon in game.

# Magic

Within the world of Fantasy Alive there are many different types and sources of magical energy, from the natural ebbs of magic to those that stem from astral bodies and even rare creatures, such as dragons. There are many types of spell casters within the world of Ariel; each type deals with the flux of magical energy in a slightly different manner. The three predominant types of spell casters within Fantasy Alive are arcaners, clerics and diviners. While characters are not restricted to only 1 of these types, those who have mastered two or more forms of spell casting are indeed very rare.

## Arcaners

While magic in the world is rare, arcaners are the most widely known and most prevalent type of casters. They are often recognizable by the large spell books they carry. Most arcaners (or mages as they are often called) are great students; they collect found spells and spell knowledge within their spell books, although they are only able to cast spells which they have been able to fully research.

The arts of arcane magic are difficult to master and slow to learn. (With their initial 15 skill points a new character can't even acquire all of the prerequisites, much less the Magical Energy points required to cast a single spell to begin the game with!) Mages do however have a few advantages over the other types of casters:

First, there are *many* more spells available to mages than for other types of casters.

Several of the most powerful spells are available only to those who cast arcane magic.

The greatest advantage the mage has is that, after acquiring the initial prerequisites (Read & Write, Read Magic and Magery), the arcaner may constantly learn new spells without any skill point cost.

The prefix for all spell incants cast through Arcane is "With Will and Mind..."

## **Clerics**

There are many names for the casters of clerical magic; throughout various cultures in Ariel they are known as clerics, shaman, wise ones, or templars. Unlike casters of arcane magic, they do not keep spell books, nor are they required to read magical texts. The cleric (as we will refer to them from hereon in) gains spell casting ability through a spiritual bonding with a god. Clerics, while not always following gods of “good,” always use spells that revolve around life, death, good, and evil.

Clerics can almost always find employment as healers and protectors, holding in their hands the ability to restore life to the lifeless and remove disease from the afflicted.

For each level of Clerical Investment purchased access to a new list of spells is granted. Clerical spells require the expenditure of Spiritual Energy points instead of Magical Energy points.

At Clerical Investment 6 and again at 9 clerics get access to a spell that they can cast “At Will.” This means that the spell listed may be cast at a cost of 0 Spiritual Energy. At Will spells cannot be cast at a cost of 0 Spiritual Energy in the process of Scribing a scroll. There is no limit to how frequently these spells can be cast.

## **Diviners**

Diviners, also known as seers, soothsayers, and fortune-tellers, are casters who specialize in the art of discovery.

All divination spells are based on discovery, whether of the future, truth, location of a person or object, etc. Like clerics, diviners do not require spell books and learn groups of spells 1 level at a time. Diviners do not have as many spells to choose from as clerics and mages do, but their spells are indeed useful.

Perhaps the most notable difference between diviners and other types of casters is the manner in which they cast spells; divination spells do not require the character to use any Magical or Spiritual Energy. Instead divination spells require ritual tasks such as surveying the stars, gazing into a crystal ball, reading dice or cards, or other methods of foretelling; a successful diviner will often have many of these items on them at all times.

## **Regenerating Energy**

Arcaners may regain Magical Energy when within areas which have a high magical flux. Mages instinctively know of these areas (players will be told by a marshal of where they exist when asked). Most often the areas of highest magical flux are claimed by powerful guilds that request money and services for membership and, in exchange, allow the members access to the area of magical energy so that they may replenish their reserves. A typical node of magical flux will replenish ME at a

rate of 5 minutes per point and continues as long as the character remains within the node. Alternatively, mages can study their spell books to regain 1 ME every 10 minutes.

Clerics may regain Spiritual Energy at a rate of 1 SE per 10 minutes when quietly concentrating (praying) with their hand upon their holy symbol; this time is cut in half if within a Shrine or Church dedicated to their deity.

A cleric may also regenerate SE by performing tasks which relate to their deity’s domain. This can be creating holy symbols of their god, preaching or performing a task related to their deity. This role-play worship acts the same as the normal methods of regaining SE at 1 per 10 minutes. During this time the cleric may not cast spells or use any combat skills. A quick list of possible actions that may regain SE are listed here; for any others, consult a Plot member for approval.

- Alejandro – Writing/reciting poetry
- Alwyn – Performing a rain dance
- Anajaream – Gambling
- Apenca – Healing/tending to wounds
- Arkady – Primping
- Astrid – Making traps or locks
- Atha – Tending a garden
- Balaxa – Writing in a journal
- Bard – Telling stories
- Beldon – Fishing
- Blythe – Tending poisonous plants
- Brack – Partaking in a trial
- Callis – Forging or tending a fire
- Clovis – Stargazing
- Elieff – Watching an hourglass
- Fiona – Appraising or divining
- Hemulis – Sparring or training
- Iccula – Torturing, interrogation, or self-mutilation
- Jerroh – Maintaining a graveyard
- Kazzok – Creating frightening images or masks
- Kell – Hiding from everyone
- Marius – Traveling to a destination or trading
- Sasha – Studying magical items or texts
- Stasa – Taxidermy/mummification or preparing a body for animation
- Strega – Overseeing Underlings or Being Served

Characters may also regain all of their SE and/or ME by sleeping. This only occurs when a character has had a full night’s rest, leaving the body, mind and, spirit refreshed. If a player is unsure if their sleep was sufficient for this recharge, consult a Rule Marshal at the event.

## **Ceremonial Magic**

Another option available to spell casters is the use of ceremonial magic; three or more spell casters of the same type (Arcane or Divine) may combine their efforts to cast powerful spells. In order to invoke ceremonial magic, the casters (minimum three, no maximum) must link hands and form a circle. For a caster to participate in a ceremony they must have either Magery or Clerical Investment and at least 1 Energy to contribute. The casters must then decide amongst themselves how many ME or SE each is going to contribute to the cost of the spell. Whoever puts forth the most ME into the spell is considered the ceremony leader.

Only the ceremony leader is required to know the spell being performed; any participant who is unfamiliar with the spell will be unaware of its effects until completion. Once each follower in the ceremony states their Energy contribution, the leader says their own and says the incantation for the spell. Should any of the members within the circle falter or become distracted (after being attacked for instance) they can no longer contribute their ME/SE to the spell and those ME/SE must be made up by the remainder of the group.

After the incantation is finished, assuming there is still enough ME/SE available to cast the spell, the casting is completed and proceeds successfully. If the spell being cast requires a spell packet to be thrown, the ceremony leader is required to throw the packet. The leader can wait up to 10 seconds before throwing the spell, however in this time none of the members of the circle (including the leader) may move from their positions without disrupting the spell. If the spell's target is inside the circle, no packet is required and the spell is assumed to strike successfully.

Clerics should use caution when participating in rituals. While they can assist those from other faiths, even of opposing deities, any cleric who joins in casting with those of other faiths may be judged, disciplined or even abandoned by their patron deity. Both clerics and arcane casters should be very cautious when participating in ritual magic when the result of the spell cast is known only by the ceremony leader.

## **Learning Spells**

Arcane casters learn spells somewhat differently than others; mages must find all their spells within the pages of spell books. Once a mage has learned the art of their craft, their advancement is slowed only by their ability to acquire knowledge of new spells and theories. When a new spell is obtained, a caster must spend time learning it before being able to cast it. The time required to learn a spell is 4 hours per ME required by the spell.

Alternatively, arcaners may scribe spells into their spell books with the use of Arcane Ink. This reduces the time required to learn the spell to 2 hours per ME and results in the mage

learning the spell and having a copy. Once you have a spell learned or copied in your spell book, you are no longer required to spend time to keep the ability to cast that spell. An arcaner can also learn spells from another's spell book. However, this process requires more time both initially learning the spells and refreshing the memory of them. To be able to use a spell during an event by learning from another's spell book, the arcaner is required to spend 8 hours per ME to learn the spell in-between events. This time is required for each event that the player wishes to be able to cast from another's spell book. Also, during the event the arcaner must spend 5 minutes per ME each 24 hours to refresh the memory of the spell and retain the ability to cast it. This time will also act as studying a spell book for the purposes of ME recovery.

## **Spell Books**

Every character possessing the Magery skill must own a spell book that shows what spells they have found and mastered. This book is what the character will use to study and reflect upon, refreshing and committing them to memory. The spell book does not need to be carried by the caster at all times, however the caster must be able to spend time reading their spell book each day in order to cast spells. Spell books are magical texts which require the Read Magic skill in order to interpret; this includes determining what spells are contained within.

Remember spell books are in-game items and may be stolen, so guard it carefully or you may be out of luck. If you do lose your spell book, you will have to find, steal, or purchase a new one before you will be able to cast any arcane magic. All spells previously known by the caster may be relearned and scribed in a new book (at twice the normal rate) within 3 logistics periods of when it was lost unless the original spell book is retrieved.

## **Casting Spells**

In order to cast a spell a character must either be touching the spell target or strike it with a spell packet. The short incantation that accompanies the spell's description must also be recited BEFORE the packet is thrown. If during this time the wording of the spell is fumbled, the packet misses the target or you take Life Point damage in combat then the spell is ruined and failed to work properly (and ME/SE are wasted). As the caster, if you do not see the target take the effect or call a defense to a spell delivered by a packet, you can let them know out-of-game that you hit them with the spell, as sometimes packets strikes are missed in a combat.

When casting a spell, the caster may run or walk except in the case of a spell which requires a Magical Component or are being Ritually Cast. These spells must be cast while standing firmly still. All spells must have the words recited loudly and

clearly. Also, upon casting a spell, the packet must be thrown within 1 second. For spells where multiple packets may be thrown, the packets may be thrown no more than 3 second apart. Spell packets are made of 1-inch diameter beanbags filled with birdseed.

Spell packets used for spells or magical effects can be made from any material so long as they are not the same as a reserved colour (e.g. Orange for Alchemical gases, or Grey for Sling ammunition). Characters holding these spell packets in between their fingers are 'Channeling' which represents a soft glow of magical energy coming from the casters hand. Players may Channel magic any time they have the ability to cast spells.

## Handling Spells

In general, there are two types of spell, those which take place immediately (like an exploding fireball) and those which cause a lasting effect on their target (like armour or shields).

## Starting Game Spells

Once log is finished for your character, you may immediately enter game. Often casters will decide to begin by casting protection or similar spells. In order to allow characters to start the game and not be immediately required to recharge their Magical or Spiritual Energy, characters are allowed to start game with some spells already active on them as if the character had cast the spells before the game began. In doing so, the character still begins the game with their full ME/SE totals. The spells are limited by Four factors. The spells cast are effectively cast at noon of the first day of the event, so only spells with a long enough duration would still be in effect. Secondly, the caster may only place spells on themselves. Third, the spells must actually be cast and cannot come from any Magic Items or Relics. Finally, the total ME/SE spent on these spells may not exceed the character's total ME/SE.

## Spell Categories

Every spell in Fantasy Alive falls into a set of categories. These categories determine what types of components may be used when casting the spell. If the component is not of a type listed for a spell then the component cannot be used to aid in casting that particular spell. The categories of spells in Fantasy Alive are:

- *Armour*: Spells which give magical protections.
- *Body*: Any spell that enhances the body to allow it to do exceptional things.
- *Creation*: A spell which brings items into being or erases items from existence.
- *Death*: Spells which are based on the spirits of the dead or their remains.
- *Detection*: Any spell used to discover information.

- *Divine*: Spells which deal directly with the will of the gods.
- *Elemental*: Any spell which uses one of the four classic elements (Air, Fire, Water, Earth) to achieve a result.
- *Healing*: A spell which mends bodies and cures afflictions.
- *Infliction*: Any spell which causes the target to become ill or hurt.
- *Magic*: Spells dealing with the primal energies of magic itself.
- *Mind*: Spells which alter the mind to think in different ways.
- *Summoning*: A spell which brings forth a being from beyond the curtain.
- *Universal*: The only category which all spells fall into.

## Components

Components are items which have, for some reason or another, become special. They have undergone something which has imbued them with potential or, in the case of some very prized items, they are simply naturally magical. Each Component falls under one of the categories shown above and is also assigned an energy level. This energy level is the amount of ME/SE the Component subtracts from the casting of any spell from the same category. However, once a Component is used to cast that spell, it is used up and is gone (after using a Component in a spell, please give the tag to a Plot member).

Components can lower the cost of a spell to a minimum of 0 ME/SE.

Components are easily identified as different from similar items by anyone but only in the hands of a character that has ME or SE is that difference known. These characters can determine exactly what category the Component falls into and how much energy the Component is worth.

Up to five Components can be used to cast a single spell with the energy from each Component lessening the cost of the spell. Spells cast with Components may also be used in conjunction with Vessels or ceremonial magic.

Powerful spells require a Component to cast. In these cases, the spell will give a Minimum Energy Level (MEL) in the description. That means that in order to cast this spell, a Component with at least that Minimum Energy Level must be used. Characters may still use additional Components up to the normal maximum of 5.

## Stacking Spells

A number of conflicts may arise when a character becomes protected by more than one form of spell or magical item. Rather than dealing with each individual combination of spells

possible, below is listed the general guidelines to follow when stacking spells:

- No spell may protect the same subject twice at the same time. (e.g. a character could be protected by a Spell Shield and Magic Vestment spell, but not two Spell Shield spells).
- Spells that imitate the use of armour (e.g. Mystic Plate) will have no effect when cast on a character wearing physical armour (with ME/SE lost). A spell that emulates armour cast will refresh the AP and duration of the same spell. A Mystic spell cast upon someone who already has one of the Mystic spells on them will take the effect of the higher-level spell. Permanent items that emulate armour never need repair. Note: The Aid and Bless spells act like regular armour and will stack with any other physical or magical AP.
- Spells which protect the target from magical attack (e.g. Reflect, Spell Shield) will repel even friendly spells and thus prevent further spells from being placed.
- With the exceptions covered in the magical weapons section of this manual, no item may be enchanted more than once or by more than one type of enchantment at any given time.
- Spells which completely block the next attack (e.g. Magical Vestment) or which provide a natural threshold (e.g. Aura of Resistance) protect the wearer from Knockout and Waylay attacks as well.

## Vessels

A vessel is a valuable tool to any arcane caster. Vessels are carefully crafted objects (often staves, wands, or scepters) that have been magically prepared; once created these Vessels can store Magical Energy. Anyone with the Magery skill in possession of the Vessel can transfer Magical Energy to or from it at will allowing mages to “save” Magical Energy to spend later. All Vessels are capable of holding different amounts of energy.

Information on Vessel creation is covered later.

## Divination Rituals

Unlike mages and clerics, the diviner has no need for ME, SE, or spell incantations. Seers gain their spells one level at a time much like clerics; however, they rely on minute signals in the world around them as well as complex procedures to work their magic. Each divination spell list has its own unique ritual that is required to ensure success. By performing these rituals diviners bypass the need to channel Magical or Spiritual Energy. Diviners require several tools of their trade: Crystals, cards, rune- stones, dice, crystal balls, palms, and divining rods.

Players choosing to take divination should see every spell ritual as an opportunity for role-playing. The diviner’s art is not a speedy one. In general, each ritual should take at least 30 seconds for each level of spell (see the minimum time requirements in the divination spell list). Many seers and fortune tellers have been known to draw out the suspense, adding flourish to the rituals and taking much longer periods than is strictly necessary.

## Magic Item Creation

Magic items are objects of an ordinary sort (jewelry, clothing, and household items) that have been enchanted with magical properties through the use of special spells or ceremonies. In general, there are four types of magical items: “once ever” items that allow a spell to be used once before the item is depleted, “daily” items that can produce the effect of a given spell a number of times per day, Contingency items which cause a spell to activate on the wearer when a specific condition is met, and “always on” items which continually grant the owner with some type of protection or ability. To create any magic item a marshal must be informed to receive the required magic item tags for the object.

## Once Ever Items

Once Ever items are created by first casting the Item spell upon the selected object followed by the spell to be imbued cast on the same object. For each time this 2-step process is performed on an object it will be capable of causing the effect of the spell once before becoming a normal non-magical object again.

For example: If someone were to cast Item followed by Frost Dart upon a ring 3 times, the wearer of the ring would be able to throw a dart that does 2 Ice damage 3 times total.

Magical items do have some limitations. Items may only be enchanted up to a maximum of 3 times. Also, no object can be endowed with more than 1 specific spell. A person could have a ring that caused Giant Strength twice per 24 hours but not one that caused Giant Strength as well as Detect Magic once every 24 hours.

A Once Ever Item must be activated by a phrase selected by the caster at the time of creation. This phrase must be at least 5 words long and contain the name of the spell. The effect of the spell must also be stated if the spell has it in the incant. The effect portion does not count towards the 5 words of the spell phrase.

For example: The phrase to activate the Frost Dart item above could be “With the chill of winter, Frost Dart. 2 Ice!” but it could not be “Winter Chill, Frost Dart. 2 Ice!”

## Daily Items

Daily items are created the same way as Once Ever items but with a third step in the process. After Item and the spell to be

emulated are cast, the spell Enchant Item must then be used to make the spell useable once per 24 hours. For each additional use this three-step process must be completed. Each use of a daily item recharges separately and takes 24 hours from the time of use to be able to be used again. A player does not have to use all of the item's effects before the recharge time starts. The number of spells, types of spells and activation phrase are all the same as Once Ever items.

## **Contingency Items**

Contingency items can also be created through addition of the Contingency spell; these items will automatically function when a set condition is met. Once prepared the Item spell is cast, followed by Contingency and then the spell to be endowed. This will create a Once Ever Contingency item. To make the item Daily a fourth step of casting Enchant Item is required. While the powers of the Contingency spell are quite limited, some very useful items can be created such as one that casts Heal on the wearer when they are knocked unconscious. Unlike other daily items, only 1 instance of a spell can be applied to these powerful tokens. Contingency items have no activation phrase that is required to say, but the call "Contingency <Spell>" is used when the condition of the Contingency is met.

## **"Always On" Items**

Some magical items continually endow their owner with some manner of magical protection or power. To create "always on" items a mage must cast the Permanency spell upon the object followed by the desired spell to endow the item with. Due to the huge cost involved with casting the Permanency spell, only very powerful mages ever create items of this type, and even then, not without good reason. Only spells which have a lasting effect can be placed upon items. For example, an object could be enchanted with Mystic Armour, but not with a Fire Ball.

## **Scrolls**

Scrolls are magical texts which provide the ability to cast a particular spell to the reader, anyone with the Read Magic skill is capable of invoking a scroll so long as the scroll is in hand and there is enough light to read the text. The Scroll must be read aloud in a loud speaking voice. If a scrolls incant is read incorrectly then there is no effect and the scroll remains until used properly. Creating Scrolls requires the following: The Scribe spell (and the necessary ME/SE to cast it), ME/SE enough to cast the spell to be scribed (in addition to the Scribe spell ME/SE cost), the Read Magic skill, parchment, Arcane Ink and a Magical Component (if required to cast the spell). All consumable items are used up with the casting of the Scribe spell. Once cast upon the parchment, the caster must immediately inscribe the incantation of any spell they have the ability to cast and imbue the text with the proper amount of ME/SE; after this process has been completed the character will

be given a tag to indicate the created Scroll. The scribing takes 2 hours per ME/SE of the spell.

## **Vessel Creation**

Although no one seems to know why, the secret to magical Vessels appears to be in the materials used. Gold, silver and especially gemstones seem to have the rare ability to maintain a magical charge; any Vessel must be carefully constructed by a jeweler, silversmith or goldsmith. The production of these works of art typically takes 32 painstaking hours.

Once crafted, the Vessel spell is cast upon the object; once Vessel is cast the object must be immediately charged with energy. The amount of energy fed into the Vessel upon creation determines the amount of energy it will be capable of carrying from then on; the initial filling of the Vessel is not the only factor that determines its strength however. The value of the gems used in the creation of the object play a very big factor in determining the maximum energy a Vessel can be infused with: 10% of the value of all the gems (expressed in terms of Gold coins) is typically the number of ME a Vessel can hold.

For example, a scepter encrusted with 600 Gold coins worth of rubies could (if charged fully at creation) hold 60 ME. These gem-studded items may sparkle in the eyes of thieves, but to a spell caster they are truly priceless.

## **Brewing Potions**

Any character possessing the Herbalism or Alchemy skills at level 9 or higher who has access to a laboratory can brew potions of a magical nature. To brew potions, a Recipe (or Formula) is needed as well as any Herbs (or Ingredients) listed within that recipe. On top of that, a method of casting the spell must be provided as well as a Magical Component for spells which require one.

It should be noted that not all spells are suitable to be crafted into potions, only spells which have a lasting effect. For example, a potion of Giant Strength is possible, but not a potion of Fire Ball.

## **Arcane Research**

This skill allows a player to research any spell which already exists in the game. This skill is similar to a Craftsman except that the character gets 5 Mana per 8 hours spent researching a spell per level of the skill. In order to complete the research of a new spell the character must expend 100 Mana per ME required to cast the spell. A character can only research a spell of ME equal to or lower than that character's total ME. At the end of the research the character requires 1 Arcane Ink in order to scribe the spell into their spell book. The normal scribing time is not required as it is included in the research time. Upon starting to research a spell, the character must declare what spell they are working towards. For example, a character with 3 levels of Arcane Research acquires 15 Mana per 8 hours

spent researching. In order to learn Lend Health, which costs 2 ME to cast, the character needs to expend 200 Mana (2x100). This will take 107 hours (200/15\*8). To research a spell of 5th level or higher, a Component of the same category and energy level necessary to cast the spell (or higher) is required.

Researching spells can be a long process. But this process may be completed faster through the use of aids such as magical Components and Scrolls. When using a Magical Component or Scroll with the Arcane Research skill, the items are used up in the process but can greatly reduce the amount of time necessary to create the spell. Magical Components or Scrolls used in this fashion are to be turned over to log when they are used in the research. The amount of Mana necessary to research a spell can be lowered to a minimum of 50 through any means.

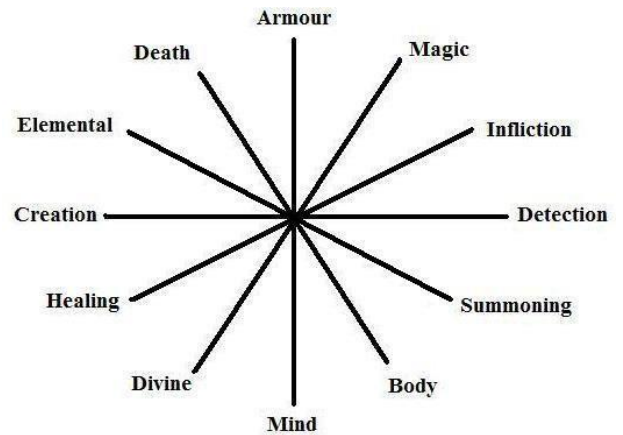
When using a magical Component, the total Mana required to learn the spell is lessened by 50 times the level of the Component. Up to 5 Components can be used during Arcane Research and the amount the Components lower the Mana cost is additive. The Components used must be of the same category as the spell being researched. To research a spell of 5th level or higher, a Component of the same category and energy level necessary to cast the spell (or higher) is required and does not reduce the time necessary to research the spell, although other Components may be used to reduce the time in addition to the required Component.

When using a Scroll with Arcane Research, the Mana total to learn the spell is cut in half. A Scroll can be used at any time during research, and the half is taken from the remaining Mana of the research and not from the initial total, unless the Scroll is used when the spell research first begins. A Scroll cannot be used to lower the remaining amount of Mana below the 50 Mana minimum. The Scroll used must be the same spell that is being researched and only 1 Scroll of that spell can be used.

Mages may also collaborate to research a spell faster. To do this, up to three players with the Arcane Research skill may agree to pool their Mana to achieve the spell, by spending at least 8 hours each researching. At least one player must have enough mana to be able to cast the spell being researched by themselves. The end result is a single copy of the spell which each of the players knows for the first event after the research is completed. To get additional copies the normal method of copying spells must be used.

When first purchased the skill comes with the focus "General." At Arcane Research 3, or any level after that, the character may choose a focus or remain a Generalist. The choices for the foci are the list of Spell Categories (Creation, Death, etc.). Once a focus is chosen it can never be changed or returned to General. Each focus has a Conflicting focus as shown in the diagram above. When a focus is picked, then the character researches spells from their chosen category as if they had one level more of Arcane Research. The same character researching a spell from the category of their Conflicting focus does so as if they had one level less. All other spells are researched at the

character's current level. The Spell Category Universal may not be selected as a focus.



## Clerical Domains

Upon taking the Clerical Investment skill characters must decide which deity to dedicate themselves to. The Fantasy Alive system contains a very extensive pantheon of fictional deities for characters to choose from. Once the god or goddess of choice has been selected the player will gain access to 3 classes of spells: primary domain spells, shared domain spells, and opposed domain spells.

*Primary Domain Spells:* These are the spells listed under the god's description. The main collection of the cleric's power. These spells can be cast for the standard cost at any time (provided the character has sufficient levels of clerical investment and SE).

*Shared Domains:* These are the spell lists of other deities who are closely related to the character's chosen faith. These spells can be cast by the cleric at an additional 5 SE. While at low levels these additional domains often share many of the same spells, at higher levels shared domains can offer powerful and unexpected tools to the caster.

*Opposed Domain:* Opposed domains are the spell list of the god most directly opposed the cleric's deity. Characters may cast spells from their opposed domain for an additional 10 SE. While some preach that to be successful one must "know thy enemy," using opposed domains is a very treacherous slope. Using the opposed domain, even for noble purposes, is often the fastest way for a cleric to fall from grace with their god.

Regardless of what domain a cleric is casting from, they always use the same spell prefix, determined by their chosen deity.

## Holy Symbols

A cleric's powers stem from their belief in their cause and their ability to promote their god's ideals. Part of this is



accomplished by adorning themselves with recognizable symbols of their deity. When holding their holy symbol (any easily seen, handheld symbol of their faith) outstretched in their off hand, the cleric will be able to cast any granted spell for 1 SE less than listed in the spell's description. This CAN reduce the cost of some simple spells to 0 SE, allowing the cleric to cast them freely while the symbol is held.

The cleric's holy symbol is also used as a visible representation of their beliefs. Concentrating quietly upon one's symbol will allow clerics to regain SE at a rate of 1 every 10 minutes. Being inside a Shrine or Church of their deity reduces this time to 1 SE every 5 minutes. It must be noted that if the cleric is disturbed during this time (by talking, entering combat, etc.) the concentration is disturbed and no SE are gained.

### **Divine Blessing**

Many of the enchanted items used by clerics to serve their cause are far too valuable to let fall into enemy hands.

Upon reaching 9th level clerics gain the ability to cast Divine Blessing. This spell transforms any magical item into a holy relic. Holy relics are imbued with the beliefs of the ethos and fail to function at all for anyone who has not been Invested by the same deity as the relic's creator.

### **Relics**

Rules exist in this book for how to create general magic items. Magic items do exist in the game that go beyond these rules and they are referred to as Relics. Relics are put into play as part of plot story and not made by players.

## ***Alchemy and Herbalism***

In some ways almost rivaling magic, alchemy and herbalism are delicate arts, turning carefully prepared components into mixtures of great power.

### **Recipes and Formulae**

Recipes and formulae are the keys to all alchemical and herbal creations. Before a character can attempt to create anything using these skills an appropriate recipe must be found or researched. Without a laboratory, a character can only produce 1 mixture in the time listed in the recipe. With a laboratory or a Master-Crafted laboratory the same character can create 2 or 5 mixtures in the same time, respectively. To do this batching the

character must also have the necessary number of herbs or ingredients to create that number of mixtures.

In order to copy a Recipe or Formula, the character must have the level of Herbalism or Alchemy necessary to brew that Level. Then the character must spend 10 hours per level of the Recipe or Formula to copy it, using up 1 Quill and Ink and 1 Parchment per level as well. An Herbalist or Alchemist may also rewrite a Recipe or Formula from memory within 3 logistics periods of when it was lost. This process is identical as for copying but requires twice the amount of time (20 hours per level).

In order to research a Recipe or Formula the character must have the level of Herbalism or Alchemy necessary to create a mixture of that level. At the time of starting the research, the player must give three of each Herb/Ingredient required in the final Recipe/Formula (if the result will require multiples of the same Herb/Ingredient, multiples of three of that Herb/Ingredient will be required). Also required are one Quill and Ink and one Parchment per level of the Recipe/Formula. These Herbs/Ingredients and materials are used up in the research process. Then the player must spend downtime equal to the level of the Recipe/Formula x 40 in hours. Once this is completed, the player will receive a tag for the researched Recipe/Formula at their next log.

### **Mixture Types**

The Alchemical and Herbal mixtures vary in their usages. The table below gives the basic information on each recipe's results with further information found below. The Types of mixtures are described here:

*Drink:* This mixture must be imbibed by the target to take effect. This requires a 5-count ("I drink the mixture 1, I drink the mixture 2" ... etc.). This can be done by the target or fed to a willing or unconscious target.

*Thrown:* This mixture must be thrown at a target in order to be used. This is a packet-delivered attack with specific calls for each mixture. These calls can be found in the mixture's description.

*Apply:* This mixture must be applied to a character or item to take effect. Please check the mixture description for details on what it must be applied to. This application process requires a 1-minute count.

*Product:* This mixture has no specific use by itself. These mixtures are meant to be mixed with another, or to be used with various other skills to create special products. *Special:* This mixture has an effect that is specific to this recipe. Please consult the mixture description for details on its use.

<b>ALCHEMY FORMULAE</b>				
<b>Recipe Level</b>	<b>Name</b>	<b>Effect</b>	<b>Type</b>	<b>Required Ingredients</b>
1	Illumination	Light for 24h	Special	Alum, Manges, Pitchblend
1	Metal Polish	Used in Repair and Production	Apply	Brimstone, Naptha, Zinken
1	Spark	Fire Starter for Fire Oil or Traps	Product	Chamomile, Mondragora, Orpiment
2	Arcane Ink	Required for scribing spells of scrolls	Product	Aqua Regia, Chamomile, Napatha, Zinken
2	Fire Oil	6 Fire damage with Spark	Thrown	Alum, Brimstone, Manges, Zinkenblend
2	Magical Litmus	Will glow on magical object	Apply	Aqua Regia, Manges, Melanic Base, Mondragora
2	Sticky Foot	Pin effect	Thrown	Brimstone, Mondragora, Orpiment, Pitchblend
2	Thermal Gel	Half Damage from Fire and Ice	Apply	Antimoni, Aqua Regia, Manges, White Cinnabar
2	True metal	Temporarily upgrade metal armour	Apply	Alum, Antimoni, Gum, Pitchblend
3	Acid	6 Acid Damage	Thrown	Chamomile, Manges, Melanic Base, Mondragora, White Cinnabar
3	Blade Oil	Temporarily upgrade bladed weapon	Apply	Alum, Antimoni, Aqua Regia, Melanc Base, Zinkenblend
3	Gas Cloud	Mix with Herbal mixtures for traps	Apply	Brimstone, Chamomile, Napatha, Pitchblend, White Cinnabar
3	Grease	Creates a frictionless surface	Apply	Antimoni, Chamomile, Gum, Napatha, Zinken
3	Harden Flesh	Preserves corpse, toughens undead	Apply	Alum, Aqua Regia, Melanc Base, Orpiment, Pitchblend
3	Lasting Ice	6 Ice Damage	Thrown	Antimoni, Brimstone, Chamomile, Napatha Zinken
3	Mysterious Goo	Creates an incredibly sticky surface	Apply	Antimoni, Aqua Regia, Gum, Mondragora, Orpiment
3	Neutralizing Paste	Half Damage from Acid	Apply	Antimoni, Aqua Regia, Gum, Mondragora, Orpiment
4	Flameless Fire	2 Fire Body Damage	Thrown	Aqua Regia, Brimstone, Gum, Melanic Base, Naptha, White Cinnabar
4	Flash Powder	5 minute Blindness effect	Thrown	Chamomile, Manges, Melanc Bse, Mondragora, Orpiment, Pitchblend
4	Hovering Gas	Mix with Herbal mixtures for Thrown	Apply	Alum, Gum, Manges, White Cinnabar, Zinken, Zinkenblend
4	Magical Absorbant	Grants 1 resistance to magic	Drink	Antimoni, Brimstone, Manges, Mithril Dust, Pitchblend, Zinkenblend
4	Mana Water	Restores 5 ME	Drink	Chamomile, Melanic Base, Mithril Dust, Orpiment
5	Arcane Death	Drain 5 ME, then 1 ME per minute for 1 hour	Drink	Brimstone, Gum, Mithril Dust, Mondragora, Pitchblend, White Cinnabar, Zinken
5	Dragon Breath	Required for mithril production	Product	Alum, Aqua Regia, Brimstone, Melanc Base, Orpiment, White Cinnabar, Zinken
5	Spectacular Reflection	Reflect spell effect	Drink	Gum, Manges, Mithril Dust, Mondragora, Napatha, Orpiment, Zinken
5	Thunderstone	Stun effect	Thrown	Antimoni, Mondragora, Naptha, Pitchblend, Zinkenblend, Orpiment, White Cinnabar

## Potions

Potions are the marriage of natural and magical through the cooperation of an expert herbalist or alchemist and a mage or cleric. In order to accomplish this feat, the herbalist or alchemist must follow a recipe or formula similar to a standard one, including time and components. However, the creation of potions differs in a few key ways. To start with, normal equipment is insufficient for such a complex procedure, so an alchemical laboratory is necessary. Secondly, once the time is spent and the components are mixed correctly, the mixture needs to have the spell listed in the recipe or formula cast upon it immediately. Only then will the potion retain the magic and pass it on to whoever drinks it. This can be achieved by an alchemist or herbalist who also dabbles in arcane or divine magic, or through a contact willing to cast the spell. Either way, log should be informed of who is casting the spell when potions are created. Also note that if the spell being cast into the potion normally requires a magical Component, that must also be provided to log.

## Oils

Spells which are cast upon an object can be made into a liquid and act as an Applicable Mixture. The same methods for creation are required as any potion, but the result is an Oil. The spells which can be created into potions can be found in the full spell list.

## Alchemical Creations

**Acid:** Powerful acids can be made in a number of different ways and have a number of ingenious uses once produced. When spilled from its protective jar, Acid causes 6 Acid damage to anything it comes in contact with.

**Arcane Death:** This illegal mixture is despised by Arcane casters. When ingested, the victim of this poison immediately loses 5 Magical Energy to a minimum of zero ME. After that, the victim continues to lose 1 ME each passing minute until cured or 1 hour passes. Arcane Death is cured by imbibing Mana Water. If ingested by someone who does not have the ability to hold any Magical Energy, this mixture has no effect.

**Arcane Ink:** Prized by scholars and mages, Arcane Ink is of a quality and nature that is capable of entrapping a small amount of ME and binding its magical essence to the page. Arcane Ink is required by a number of spells and is necessary for the scribing of Scrolls. *Table 18: Alchemical Formulae*

**Blade Oil:** A mixture that when applied while sharpening a weapon creates a razor-sharp edge. This mixture grants +1 damage to any bladed weapon for 24 hours. The oil takes 1 minute to apply to a weapon.

**Dragon's Breath:** A combination of elements which, once

ignited, will burn at extreme temperatures. Dragon's Breath is the only method known for forging strong metals such as adamantite and mithril ore.

**Fire Oil:** A very flammable substance with many uses other than to start fires, Fire Oil may be bottled and in combination

with a Spark stick (see below) to make a trap/projectile that erupts in a ball of flame when released. Fire oil causes 6 Fire damage when used in this manner.

**Flameless Fire:** A truly terrifying substance, this fine grey powder burns intensely without flame when coming in contact with any living creature. The powder, by its very nature, tends to slide between clothing and armour, scorching the victim. Flameless fire does 2 Fire Body when striking a living target.

**Flash Powder:** Similar in substance to a Spark stick, Flash Powder reacts violently when struck forcefully. A bright flash of light, often accompanied by a sharp crack or puff of smoke, occurs when Flash Powder is thrown against another object. As well as creating an impressive show, this flash will temporarily blind anyone struck by it. The call, "Alchemical Blindness" should be used.

**Gas Cloud:** By aerating and vaporizing herbal substances and then mixing them with the Gas Cloud concoction they become gaseous themselves. Although this form of delivery can be effective when using a trap or confined area to direct any material onto a recipient, the gas disperses quickly and is of little use when out in the open. Herbal formulae that can be combined with Gas Cloud are shown on the Herbal Recipes table. Once released, the call for this mixture is "Alchemical [Herbal Mixture] Poison!" For example, if a Sleep mixture was used with a Gas Cloud, the call for the trap would be "Alchemical Sleep Poison!" Anyone can combine an Herbal mixture with a Gas Cloud mixture with a 1-minute count. Once combined, the two mixtures are inseparable and the tags for each should be attached together.

**Grease:** A thin oil that is slippery beyond any normal lubricant, Grease causes the surface to which it is applied to become nearly frictionless. Any character coming in contact with Grease will be unable to grasp, hold or otherwise manipulate whatever it covers. This effect will last for 1 hour before the oil hardens and flakes away.

One mixture of Grease will cover 1 hand-held object or 1 sq. ft. of surface area. If Grease is applied to an area already covered in Mysterious Goo (or vice versa) the two mixtures counteract each other and leave behind a small puddle of salty water.

**Harden Flesh:** A recipe meant for the dead, this mixture will toughen or preserve decaying flesh. If used on a corpse, the body will not rot or decay at all. If applied to an undead creature, it will harden the rotting flesh granting it a threshold of 4 for 24 hours. This mixture is not recommended for living flesh as it will not provide any Threshold and will cause 4

Wood Body damage to any living creature it is applied to.

*Hovering Gas:* An improved version of the Gas Cloud formula, Hovering Gas creates a thick, heavy cloud that surrounds the target hit with the vial. When combined with any of the same herbal mixtures usable with Gas Cloud, a throwable chemical bomb is formed, able to release the substance directly upon whomever it strikes, even outdoors. Similar to Gas Cloud, when an herbal mixture is combined with a Hovering Gas, the call when it is thrown is “Alchemical [Herbal Mixture] Poison!” The Phys-rep for Hovering Gas (combined with an Herbal mixture or not) is an orange spell packet. Anyone can combine an Herbal mixture with a Hovering Gas mixture with a minute count. Once combined, the two mixtures are inseparable and the tags for each should be attached together.

*Illumination:* A small rod or orb filled with a phosphorescent powder or liquid capable of producing light without flame or heat. This light will last for 24 hours.

*Lasting Ice:* Once created, this mixture contains the potential for intense cold when broken open. When thrown, this mixture causes 6 Ice damage to anyone struck with it. The call for this is “Alchemical 6 Ice.”

*Magical Absorbent:* This incredible mixture will grant the drinker a temporary resistance to magic. The next spell cast on the recipient will have no effect and the drinker will simply call, “Resist.” This resistance will last for 24 hours or until it is used.

*Magical Litmus:* Much like all other substances, magical items have a unique chemical makeup. When a liberal amount of Magical Litmus is spread across an item the gel will glow lightly if the item contains any magical properties. This glow will last for 5 minutes.

*Mana Water:* This concoction is highly prized by Arcaners and is sometimes known as “Liquid Node”. When drunk, this mixture will recover 5 Magical Energy. This cannot give more ME than the drinker can hold normally and has no effect on anyone without Magery.

*Metal Polish:* A useful mixture, this can bring an old weapon back to prime condition. A Corroded weapon can be brought back to normal quality with a dose of this and the Repair skill. See the Repair skill in Weapon Smith for further details. When the mixture is applied to a non-corroded weapon it will grant 1 resist to the Corrode effect. This defense will last for 24 hours or until it is used. One mixture can cover one weapon of any size and can be done by anyone with a 1-minute count.

*Mysterious Goo:* A thick gel-like substance that is a superior form of glue. Anything coming in contact with a surface coated in Mysterious Goo will become instantly stuck. Stuck objects can be pulled free with at least one level of Exceptional Strength by using a 5-count, though the creature pulling free of this goo takes 1 Wood Body damage. The glue retains its stickiness for 1 hour before dissolving away. One mixture of

mysterious goo will cover 1 hand-held object or 1 sq. ft. of surface area.

*Neutralizing Paste:* This paste is remarkably good at reducing chemical burns. Once this mixture is applied to a creature, it creates a barrier against Acid damage. This translates to the creature covered with this mixture taking only half damage from the Acid affect for 1 Encounter or 5 minutes. The call for this is “Half.”

*Spark:* A small stick-like object that sparks violently when struck against any another material. This object can be used as an efficient fire starter or combined with other items to create complex traps and devices.

*Spectacular Reflection:* This incredible mixture will grant the drinker a temporary defense against magic. The next spell cast on the recipient will be reflected back at the caster, as per the Reflect spell. This defense will last for 24 hours or until it is used.

*Sticky Foot:* A concoction that falls to the ground and immediately sticks a foot there. This mixture is thrown with the call “Alchemical Pin” and will cause the target to take a Pin effect.

*Thermal Gel:* This gel has the interesting property of being incredibly resistant to changes in temperature. As such, once this mixture is applied to a creature, it creates a barrier against extreme heat or cold. This translates to the creature covered with this mixture taking only half damage from any Fire or Ice effects for 24 hours. The call for this is “Half.”

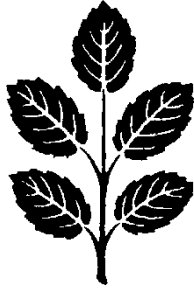
*Thunderstone:* Very similar to Flash Powder, the Thunderstone reacts to sudden impact, maximizing the chemical components to create a deafening clap of thunder. Anyone struck by it will be left temporarily stunned. “Alchemical Stun” is called when the packet is thrown.

*True Metal:* A mixture that hardens steel beyond normal forging. When applied to chain, scale or plate armour, that armour gains 0.5 AP per location which lasts for 24 hours. Each dose of True Metal contains enough to apply to 10 locations; if the full amount is not used within an hour, the remainder is wasted. Anyone can apply a True Metal mixture so long as they spend a 1-minute count per location. The AP granted by this mixture is removed first when the armour is damaged.

<b>HERBALISM RECIPES</b>					
<i>Recipe Level</i>	<i>Name</i>	<i>Effect</i>	<i>Type</i>	<i>Mixed with Gas</i>	<i>Required Herbs</i>
1	Awakener	Immediate Wake-Up	Drink	Yes	Bittermourn, Barberry, Kathkusa
1	Energy Boost	Heal 1 LP	Drink	Yes	Aloe, Callin, Culkas
1	Healing Balm	Double Natural and Herbal Healing	Apply	No	Aloe, Bloodmoss, Saffron
1	Intoxicant	Drunk	Drink	Yes	Woodrose, Alkanet, Blackroot
1	Leather Balm	Temporarily upgrade Leather Armour	Apply	No	Dragon Tears, Burdock, Ash
2	Adrenal Rush	Temporary +1 Strength	Drink	Yes	Bullrush, Ebur, Cats Tail, Bastit
2	Minor Illness	Weakness + Drop to 2 LP	Drink	Yes	Alkanet, Blackroot, Draff, Hemlock
2	Silk Bag	Bind effect	Thrown	No	Flax, Spider Venom, Ash, Bishops Weed
2	Slow Death	Resist Wound or Doubles Dying or Critical count	Drink	Yes	Aloe, Bastit, Bloodmoss, Lungwort
2	Timber Oil	Temporarily upgrade wooden weapon	Apply	No	Barberry, Ergot, Hemlock, Bullrush
2	Toxin	Applies Toxin to weapons	Apply	Yes	Adders Tongue, Coltsfoot, Fetherfew, Hemlock
2	Wonder Tonic	Heal 2 LP	Drink	Yes	Aloe, Kathkusa, Colewort, Flax
3	Antidote	Cure Toxin	Drink	Yes	Bishops Weed, Colewort, Darnell, Ergot, Lungwort
3	False Death	Appear dead to all but trained Physicians	Apply	No	Bittermourn, Bishops Weed, Dragon Tears, Periwinkle, Flax
3	Greater Adrenal Rush	Temporary +1 Strength and 1 Dodge	Drink	Yes	Ash, Coltsfoot, Caffar, Ergot, Mandrake
3	Illness	Weakness + Drop to 1 LP	Drink	Yes	Bloodmoss, Dragon Tears, Mandrake, Henbane, Fetherfew
3	Leather Skin	Temporary +1 Threshold	Apply	No	Kathkusa, Henbane, Dog Weed, Cats Tail, Alkanet
3	Liquid Serenity	Calms Fear, Berserk or Fury	Drink	Yes	Lungwort, Periwinkle, Bastit, Culkas, Spider Venom
3	Miracle Tonic	Heal 4 LP	Drink	Yes	Aloe, Caffar, Draf, Henbane, Saffron
3	Tongue Bind	Mute effect for 5 minutes	Drink	Yes	Adders Tongue, Bittermourn, Bullrush, Periwinkle, Harfry
4	Creeping Death	1 Permanent LP damage every 5 minutes.	Drink	Yes	Alkanet, Blackroot, Dog Weed, Nightshade, Periwinkle, Saffron
4	Cure All	Cure Toxin, Disease and all Herbal Effects	Drink	Yes	Wolfsbane, Woodrose, Aloe, Callin, Hemlock, Flax
4	Disease	Disease effect.	Drink	Yes	Bittermourn, Blackroot, Culkas, Ebur, Dog Weed, Ergot
4	Hallucinogen	See visions and cannot read or cast spells.	Drink	Yes	Lungwort, Woodrose, Bishops Weed, Cats Tail, Burdock, Darnell
4	Heroes Last Stand	Temporary +2 Strength and 1 Dodge	Drink	Yes	Bullrush, Darnell, Spider Venom, Wolfsbane, Draff, Barberry
4	Lethal Poison	Lose 10 Life Points	Drink	Yes	Adders Tongue, Culkas, Ebur, Mandrake, Nightshade, Falsifal
4	Sleep	Sleep effect	Drink	Yes	Wolfsbane, Periwinkle, Harfry, Drgons Tears, Coltsfoot, Bastit
5	Berserk	Berserk effect	Drink	Yes	Dragon Tears, Falsifal, Lungwort, Periwinkle, Adders Tongue, Ash, Caffar
5	Euphoric	Incredibly addictive Intoxicant	Drink	Yes	Nightshade, Fetherfew, Dog Weed, Colewort, Clin, Bloodmoss, Bittermourn
5	Immunity	Immune to Herbal effects	Drink	Yes	Colewort, Harfry, Kathkusa, Mandrake, Bastit, Falsifal, Woodrose
5	Paralyze	Paralyze effect	Drink	Yes	Spider Venom, Periwinkle, Henbane, Fetherfew, Ebur, Burdock, Bishops Weed

## Herbal Creations

**Adrenal Rush:** By mixing the right amounts of various stimulants, the herbalist can create a tonic that temporarily lends great strength. When the Adrenal Rush elixir is consumed the user suddenly gains one level of Exceptional Strength in addition to any levels of Exceptional Strength they may have. This mixture's effects do not stack with other herbal mixtures that grant a bonus to strength. This boost lasts for 1 encounter before wearing off. Unfortunately using Adrenal Rush is extremely hard on the system and as soon as the effect wears off the recipient loses 1 Life Point as their system recuperates from the effects. This damage can be healed normally. **Antidote:** While many toxic substances can be made from the local plant life, they offer many curative possibilities also. This Antidote formula will instantly cure the Toxin effect.



**Awakener:** This simple mixture creates a small amount of sharp, foul-smelling smoke when opened. Applying Awakener to the base of the nose of any sleeping, unconscious or hallucinating person cause them to instantly recover.

**Berserk:** This nasty little concoction causes a Berserk effect on the target.

**Creeping Death:** Creeping Death poison takes somewhat longer to extinguish a victim than lesser poisons but is difficult to be rid of. If ingested, Creeping Death causes 1 permanent LP damage every 5 minutes until cured. If a target is slain by Creeping Death, the foul concoction will begin anew upon resurrection as long as the subject's body is used, potentially resulting in several deaths until it is discovered. Creeping Death is cured by the Cure All mixture.

**Cure All:** This mixture will cure all Toxin and Disease effects. In addition, this will also negate any other ongoing herbal effects on the target (such as Adrenal Rush or Healing Balm).

**Disease:** A mixture that causes intense sickness in the target. When drunk, this mixture causes the victim to take a Disease effect.

**Energy Boost:** Found in the supplies of many physicians, Energy Boost instantly restores 1 LP to the recipient. Unfortunately, the Energy Boost elixir is only capable of restoring a small amount of energy at a time.

**Euphoric:** A powerful and addictive substance, Euphoric seems much like Intoxicant on first use. However as soon as the effects wear off the user will find themselves desperately craving more. By the third use the addiction is so strong that Iron Will must be used to resist any offer of the substance. By the 10th use the victim is hopelessly addicted and no longer enjoys the effects of intoxication while using Euphoric; the addict will be reduced to 3 LP any time they have been more than 3 hours without taking the substance. Euphoric addiction

can be treated with the Greater Cure spell. Characters left with Euphoric addiction between events will be unable to use any available time unless they have or can afford at least 7 Euphoric doses a week.

**False Death:** Drinking this mixture will put the imbiber in a state of suspended animation. To all but the well trained you will appear dead. Physician Diagnose 2 is required to tell the person is still alive otherwise they appear dead. This effect lasts 5 minutes during which time the player acts as they are under a Sleep effect but cannot regain consciousness except by an Awakener mixture.

**Greater Adrenal Rush:** This mixture will grant the drinker an additional level of Exceptional Strength (which stack with any existing Exceptional Strength) and 1 Dodge for the duration of an encounter. However, after the encounter the recipient will lose 4 Life Points due to the intense strain on their system. This mixture's effects do not stack with other herbal mixtures that grant a bonus to strength. This damage

can be healed normally.

**Hallucinogen:** Thought to be originally discovered by gnomes, Hallucinogen is a powerful substance that displaces the recipient from reality. After consuming this toxin, the character will see a myriad of hallucinations and images completely unrelated to the world around them. Once affected the target cannot read, cast spells or participate productively in intelligent conversation. The effects wear off after 5 minutes.

**Healing Balm:** Another common tool of physicians is Healing Balm. When spread across an injury this balm rapidly increases the effects of healing over time (twice the normal rate for the next 24 hours). These effects stack with the effects of the Rapid Healing ability and the Physician skill Patient Care.

**Hero's Last Stand:** This mixture will grant the drinker an additional two levels of Exceptional Strength (which stack with any existing Exceptional Strength) and 1 Dodge for the duration of an encounter. However, after the encounter, the recipient's LP will immediately drop to -5 or critical condition, and that character will take a Toxin and Weakness effect due to tremendous overexertion. This mixture's effects do not stack with other herbal mixtures that grant a bonus to strength.

**Illness:** A powerful toxin that will quickly debilitate an opponent, Illness will immediately reduce the victim to 1 LP when ingested, as well as afflict them with Weakness (as per the spell of the same name).

**Immunity:** This mixture strengthens the drinker's immune system to the point where no herbal mixtures can heal or harm. For 24 hours after consuming this mixture, any and all herbal concoctions have no effect. The call for this is "No effect."

**Intoxicant:** Made from fermented and distilled elements of various plants, Intoxicant creates a powerful alcohol-like

substance which causes an intoxicated state, much akin to drunkenness, in the recipient. While often used to poison or dull the senses of an individual, some drink intoxicant willingly and often. Intoxicant wears off after 5 minutes.

*Leather Balm:* A mixture that toughens leather beyond normal tanning and hardening methods. When applied to leather, hardened leather or studded leather armour, that armour gains 0.25 AP per location which lasts for 24 hours. Each dose of Leather Balm contains enough to apply to 10 locations and if the full amount is not used within an hour, the remainder is wasted. Anyone can apply a Leather Balm so long as they spend a 1-minute count per location. The AP granted by this mixture is removed first when the armour is damaged.

*Leather Skin:* A mixture that when rubbed into skin toughens it to a leathery hardness. After taking 1 minute to apply the character gains a +1 threshold for 24 hours before the skin returns to normal. This bonus will stack with magical spells, armour, or natural thresholds, but will not stack with any other herbal mixtures which grant a threshold.

*Lethal Poison:* A vile poison capable of slaying most opponents instantly, Lethal Poison causes the target to lose 10 Life Points when consumed. This damage can be healed normally.

*Liquid Serenity:* Music isn't the only thing that soothes. This mixture causes a sudden quieting in the mind of the target which removes any Fear, Berserk or Fury effects (and associated bonuses/negatives).

*Minor Illness:* A mild but fast-acting poison, when ingested Minor Illness will instantly drop someone to the wounded condition of 2 LP as well as causing a Weakness effect. While not fatal, this poison does leave the victim very vulnerable to subsequent attack.

*Miracle Tonic:* This mixture acts much like Energy Boost or Wonder Tonic, except the healing effects are much greater. A character who drinks a Miracle Tonic will instantly heal 4 LP.

*Paralyze:* Though the effects of this toxin are brief, they are undoubtedly effective. Upon ingesting the Paralyze poison the victim becomes rigid, completely unable to speak or move in any way. The effects of this poison last for 5 minutes before dissipating.

*Silk Bag:* A concoction based on spider webs, this mixture will cause the target's arms to be tightly bound to their torso. The call for this thrown mixture is "Alchemical Bind" and causes a Bind effect.

*Sleep:* A handy little elixir useful as an anesthetic or by the capful for putting rambunctious children to sleep. When ingested this tonic will cause a Sleep effect.

*Slow Death:* This is a beneficial herbal recipe, despite the name. Once taken, this mixture will grant the character either a

resistance to a Wound effect or a double length Dying Count, whichever comes first within the 24 hours the mixture is active. Note that the doubled time for Dying Count also works for a Critical Count, extending it to 2 minutes. The call if struck for a Wound effect is "Resist, Slow Death."

*Timber Oil:* An oil that makes wooden objects suppler. If the oil is applied to a bow or crossbow, that weapon will shoot for +1 damage for 24 hours. If used on any other wooden weapon (staff, club, axe handle, etc.) the oil gives the weapon 1 resistance to a Shatter effect. This effect lasts for 24 hours or until used. Applying the oil takes 1 minute.

*Tongue Bind:* A common mixture used by bounty hunters to collect on spell-casting targets, this Herbal concoction renders the victim speechless. The target of this mixture is under a Mute effect.

*Toxin:* Similar to the poisons secreted by spiders, scorpions and their ilk, the skilled herbalist can make a thick gel-like toxin that can be applied to the blade or point of a weapon. Once applied the weapon will call Toxin damage for the next encounter. One dose of toxin is enough to coat 1 weapon, 5 arrow/bolts or 3 throwing knives/hatchets.

*Wonder Tonic:* This mixture acts much like Energy Boost, except that the healing effects are greater. A character who drinks a Wonder Tonic will instantly heal 2 LP.

## *In-Between Games*

Most exciting and adventuring elements of your character's life will generally take place during events. There are many mundane functions that your character may wish to take care of between events, and while there are many actions that may fall into this category the most common examples are:

- Covering living expenses
- Working (and earning money)
- Crafting new items
- Researching new recipes

Your character will receive downtime between events that can be used towards the above actions and many other things. The amount you receive is determined by your class which can be seen in Table 20: Weekly Free Time and Upkeep. At logistics you will show how you wish to spend your downtime and determine how it will affect your character, such as through working you will earn money that will be given to your character at log before you enter game. Any time not spent at log is considered to be wasted for the month. Skills and production items may be worked on over the course of multiple

logistics. To do this you must declare to log how much time you are spending on the skill or item and log will enter that on your character sheet. Please note that this may not be possible due to Plot reasons, so please confirm with logistics and Plot before attempting this. If you miss an event, time will be saved until the next event you attend as long as your character remains active.

### Living Expenses

Most characters will require constant upkeep and living expenses in-between games. Even when living off the land basic equipment is required (or at the very least hiding from or obtaining permission from the landowner). Living expenses are a catchall that covers everything from food and lodging, taxes and the day-to-day costs of living. A character’s social class, as well as any luxuries owned, determines the amount of expenses incurred each week

Any week in which the character is unable or unwilling to pay their living expenses will cause the player to fall into the vagabond class. Not only does the vagabond lifestyle limit the amount of free time available to the character, but it may also cause problems with local law as well.

Class/Title	Weekly Free Time	Weekly Upkeep Cost
Outlaw	30	5 Copper
Vagabond	10	None
Serf	10	5 Copper
Yeoman/Citizen	40	1 Silver
Knight	40	2 Silver
Ward	40	None
Lord/Lady	20	2 Silver
Baron/Baroness	15	5 Silver
Duke/Duchess	10	1 Gold
King/Queen	5	10 Gold

Table 20: Weekly free time and upkeep

### Training and Teaching

Whenever a character has gained enough experience and wishes to learn new skills, training is required. 5 hours per skill point will be deducted from the character’s available free time; with some more complex skills this can be a significant amount of time (see skill tables). Having another character teach you about a new skill, or reading a skill book can reduce the time required to learn a skill by 50%.

### Apprenticeships

Apprenticeships are a staple of medieval life. A player may arrange with logistics to spend Ogre Chips (OC) to mentor an NPC apprentice.

An apprentice grants an additional 10 production hours per week, allowing the mentor to work far more efficiently..

### Books

Occasionally when a tutor is required but unavailable, a good book can work instead. Training books can be used to replace a tutor. When doing so, the additional skill point cost for learning without a tutor is avoided. However, the time required to learn the skill still increases as if a tutor was not present (×3).





### **Writing Books**

Anyone with the Read & Write skill as well can pen an instructional guide. The author must also have the skill to be taught (at 2 levels higher than the skill to be illustrated, in the case of level-based or incremental skills). Book creation requires an empty book (spell book), a quill and ink (both expended after creation), as well as 20 hours of production time per skill point required to learn the skill naturally. Note: For purposes of duplication an instructional book is considered to have 10 pages per skill point required.

### **Copying Books**

If books are to be copied (anything from instructional, fictional or topical interest books) an empty book (see spell book price) and a quill and ink is required (both expended after creation), as well as 1 hour per page copied and the skill Read & Write.

### **Working for a Living**

While any character may spend extra time working to provide various services to outside communities, characters with the labourer or craftsman skills can opt to spend extra time working and earning even greater funds.

Characters without any Trade Skills will gain 1 Copper for each 8 hours spent. Characters with the labourer or craftsman skill may gain 5 Copper per level of skill for each 8 hours spent.

### **Working for a Cause**

Clerics may spend time supporting the interests of their faith by using Clerical Investment to work for money. When working for a cause only Clerical Investment can be used, and it functions similar to the way Craftsman or Labourer skills are used to Work for a Living. Characters may only work for their own god's cause in this way. The amount that is earned is calculated as 5cp for each level of Clerical Investment per 8 hours worked, divided by two. This is less efficient than Working for a Living as half of everything earned is used up in day-to-day religious activities and costs. This amount can also be modified by other influences, such as having a church. Clerical Investment may only be used to make money through Working for a Cause.

### **Making Things**

In game, most skills rely on the use of 1 or more in-game items. Whether these are weapons, armour, or mundane items such as candles or alchemical components, they are all producible by characters. To produce any item 3 elements are

required: Raw materials, time, and the appropriate skill(s).

For information on producing items in-between games consult log or a member of the Plot team.

### **Character Inactivity**

When a player does not play a character at an event for 3 events, that character becomes inactive. When a character is inactive, they are not allowed to use their downtime for anything. In game, that character is considered to be unavailable and as such cannot interact with other characters. The character becomes active again when the player plays them at an event.

# ***Deities***

## **Calendar of Holidays**

- Jan. 1 - Year's End (Jerroh)
- Jan. 13 - Loving Lash (Iccula)
- Feb. 14 - Lover's Dance Festival (Alejandro)
- Feb. 29 - Time's Paradox (Elieff)
- Mar. 3 - Festival of Sails (Beldon)
- Mar. 21 - Spring's Birth Festival (Apenca)
- Apr. 1 - Fates (Anajaream)
- Apr. 21 - Dragon's Feast (Strega)
- Apr. 23 - April's Thunder (Goblins)
- May 9 - Order's March (Brack)
- May 27 - Twilight Festival (Sasha)
- Jun. 12 - Mother's Blessing (Atha)
- Jun. 19 - Maiden's Rest (Elves)
- Jun. 30 - King's Day (Humans)
- Jul. 10 - Hand's Day (Astrid)
- Jul. 16 - Summer's Fair (Marius)
- Aug. 8 - Mushroom Feast (Blythe)
- Aug. 19 - Mountain Wake (Dwarves)
- Aug. 28 - Hammer's Toll (Orcs)
- Sep. 17 - Tournament of Horns (Minotaur)
- Sep. 18 - Day of the Blade (Hemulis)
- Oct. 6 - Dreamers Wake (Bard)
- Oct. 15 - Harvest Song (Arkady)
- Oct. 30 - Banishment (D'Shunn)
- Oct. 31 - Terror Breach (Kazzok)
- Nov. 5 - Curtain's Watch (Clovis)
- Dec. 23 - Frost's Sacrifice (Balaxa)
- Blue Moon - Second Rising (Fiona)
- Friday 13th - Stasa's Harvest (Stasa)
- Summer Equinox - Sun Shower (Callis)
- Winter Equinox - Kell's Embrace (Kell)

**Pantheon Family Tree**

**Grandfather of the Gods**

Elieff  
(Time)

**High Gods**

Anajaream  
(Chaos)

Atha  
(Earth)

Beldon  
(Water)

Fiona  
(Moon)

Callis  
(Sun)

Clovis  
(Stars)

Apenca  
(Life)

Stasa  
(Death)

Jerroh  
(Death)

Alwyn  
(Weather)

Sasha  
(Magic)

Fiona

Kell  
(Darkness)

Blythe  
(Disease)

Arkady  
(Beauty)

Alejandro  
(Love)

Balaxa  
(Winter)

Fiona

Kazzok  
(Terror)

Bard  
(Dreams)

Strega  
(Greed)

Iccula  
(Pain)

**The Mortal Gods**

**Patrons**

Balaxa Brack

Callis Mortal

Brack Mortal

Sasha Mortal

Astrid  
(Thieves)

Brack  
(Law)

Hemulis  
(War)

Marius  
(Trade)

## Deity Descriptions and Spells

### Alejandero

#### The Eternal Lovers

#### The Order of Alejandero

Alejandero is an inspiration to lovers everywhere, and any who have been touched by love mutter a silent thanks to the Poet King. Followers of Alejandero are diverse both in their heritage as well as their philosophy of worship. The prominent ideology of Alejandero's church discusses love as divided into seven aspects: romantic love, friendship, playful and flirtatious love, familial love, love of self, enduring love, and empathetic love for all.

While many of Alejandero's clergy preach love in all its forms, some choose to specialize in a particular aspect. For instance, some will focus on friendship and cultivate and support a close-knit group of friends. Others preach self-love and often form close ties with the church of Arkady. It is not uncommon to find a disciple dedicated to goodwill and community leading by example and taking charge of large groups of people in political and community building endeavours. When a group of Alejandero's disciples gather, their meetings often appear more as a gathering of artists and dreamers than any form of organized religion, and how each group selects their leaders varies as widely as the forms of love they dedicate themselves to.

The symbols of Alejandero include the heart, harp, and two people embracing. Occasionally a rose (likening to Arkady's symbol) with a single drop of blood hanging from a thorn is used, often by those suffering painful moments of love, and are known to cease using it when ready to move on.

Principle Holiday: February 14th – Lover's Dance Festival

Devotion – Writing/reciting poetry

Spell incants are prefixed by "In love's name"

At Will spells: 6<sup>th</sup> – Bravery, 9<sup>th</sup> - Charm

Shared Domains: Apenca, Arkady

Opposed Domain: Iccula

#### Spell List

##### Level 1

**Bless**  
**Bravery**  
**Lend Health**

##### Level 2

**Empower**  
**Grant Health**  
**Resist Frost**

##### Level 3

**Charm**  
**Resurrect**  
**Strength**

##### Level 4

**Champion**  
**Truth**

##### Level 5

**Life**

##### Level 6

**Greater Charm**

##### Level 7

**Remove Curse**

##### Level 8

**Holy Aura**  
**True Charm**

##### Level 9

**Divine Blessing**  
**Quest**

*Alwyn*

**The Storm Walkers**

**The Disciples of Alwyn**

Son of the moon and sea, Alwyn the god of weather has many names: Storm Bringer, Thunder God, Skywalker. Revered by the farmers and sailors that depend on his fickle moods, temples to Alwyn can be found in nearly every farming and portside village. Calm and gentle one moment and filled with unimaginable wrath the next, Alwyn is difficult to predict. His followers seem to follow suit; they are generally serene yet passionate people capable of uncontrollable tantrums when angered. The importance of Alwyn's temples to the common folk and the subsequent tithes that they bring in has managed to form this group of chaotic souls into a somewhat organized hierarchy.

Their temples rarely interact formally with each other; they exist largely as gathering points for collecting tithes and meetings of the clergy, most of whom work independently. A temple will always be run by most powerful member in residence, who will handle all temple administration as well as the distribution of the sect's funds. This policy has been known to cause great power struggles within the church. Alwyn's faithful are respected on the battlefield for their ability to turn the tide of a battle as well as the force of a storm, the neighboring countryside often bearing the scars of these conflicts.

The symbols of Alwyn include a bolt of lightning, the clouds, and a whirlwind.

Principle Holiday: April 23rd – Alwyn's Thunder

Devotion – Performing a rain dance

Spell incants are prefixed by "With wind and rain"

At Will spells: 6<sup>th</sup> – Spark, 9<sup>th</sup> – Wind Message

Shared Domains: Beldon, Callis

Opposed Domain: Atha

**Spell List**

*Level 1*

**Air Shield**

**Bless**

**Extinguish**

**Light**

**Spark**

*Level 4*

**Blink**

**Hail Storm**

**Lightning Bolt**

*Level 7*

**Conjure <Air> Elemental**

*Level 2*

**Aura of Protection**

**Grant Health**

**Wind Message**

*Level 5*

**Chain Lightning**

*Level 8*

**Black Wind**

*Level 3*

**Aura of Resistance**

**Stun**

*Level 6*

**Blink Walk**

*Level 9*

**Divine Blessing**

**Maelstrom**

**Anajaream**

**The Jesters of Chaos  
The Sect of Anajaream**

Very little is known about Anajaream, perhaps because there is very little to know. Created by Elieff as one of the High Gods, Anajaream quickly disappeared into the void, only to appear briefly at crucial moments. He is known as the essence of chaos or chance. When impossible tragedies or miracles appear, it is he who is responsible. Often called the Luck Monger, Bastard of Fate or, by some, Elieff's One Joke, Anajaream seems to show even less concern for the affairs of man than the rest of the already aloof High Gods. He is often called upon by gamblers, lunatics and fools, but seldom worshiped in any consistent form.

No real church of Anajaream exists, nor would any of his few dedicated followers be willing to submit to such a foundation or hierarchy. With no true acknowledgement of either good or evil, nomads and prophets believing in no power but luck and fate are the core of Anajaream's flock.

The symbols of Anajaream include rolling dice, playing cards, and the jester, and are often prominently displayed wherever wagers are taken.

Principle Holiday: April 1st – Fates

Devotion – Gambling

Spell incants are prefixed with "By way of chance"

At Will spells: 6<sup>th</sup> –Disarm, 9<sup>th</sup> - Berserk

Shared Domains: Elieff, Sasha

Opposed Domain: Brack

**Spell List**

*Level 1*

**Disarm**  
**Extinguish**  
**Magic Stone**

*Level 2*

**Fear**  
**Open Lesser Lock**  
**Web**

*Level 3*

**Berserk**  
**Holy Smite**  
**Open Lock**  
**Shatter**  
**Stun**  
**Unholy Smite**

*Level 4*

**Battle Rage**  
**Dispel**  
**Feeble Mind**

*Level 5*

**Brittle Walls**  
**Erase**

*Level 6*

**Free Action**

*Level 7*

**Anti-Magic Shell**  
**Regression**

*Level 8*

**Mind Wipe**

*Level 9*

**Destroy**  
**Divine Blessing**  
**Fate**

**Apenca**

**Womb Children  
Followers of Apenca**

“The first child of Atha and Beldon, the lady Apenca looked upon of her mother and cried. For while the earth was lush, green and beautiful beyond measure, it was at the same time static and sterile. Nothing stirred, save the waves crashing against the shores. It was then that Apenca, the Life Mother, opened her soul to the world and life streamed forth.” *Foundations 2:13*

Often called the Breath Giver, Life Mother, and Great Matron, Apenca created all life. She is the most widely and openly worshiped of all the gods. All races pay homage to her temples, which are known as safe havens everywhere. While her followers are predominantly female, no one is ever turned away. Believing all life is sacred, Apenca’s followers are true pacifists, knowing violence is naught but a disease. Temples of the Life Mother can be found in nearly every town; even small rural villages will have some form of chapel erected for the sick and weak to ask for the lady’s grace. The priestesses of Apenca will rarely if ever deny healing to those in need. Their temples are invariably run by the highest- ranking female in attendance.

Apenca’s symbols include babies and children of all kinds, as well as mother figures, often with breasts bared, possibly nursing 1 or more children.

Principle Holiday: March 21<sup>st</sup> – Spring’s Birth  
Devotion – Healing/tending to wounds  
Spell incants are prefixed by “With love of life”  
At Will spells: 6<sup>th</sup> – Lend Health, 9<sup>th</sup> – Resurrect  
Shared Domains: Arkady, Alejandro  
Opposed Domain: Stasa

**Spell List**

*Level 1*

**Bless  
Detect Curse  
Detect Poison  
Lend Health  
Light**

*Level 2*

**Grant Health  
Purify**

*Level 3*

**Cure Blindness  
Heal  
Remove Disease  
Remove Poison  
Restore Strength  
Remove Paralysis  
Resurrect  
Speak to Dead**

*Level 4*

**Mend Body  
Restore Limb**

*Level 5*

**Life**

*Level 6*

**Restore Body**

*Level 7*

**Greater Cure  
Remove Curse**

*Level 8*

**Holy Aura**

*Level 9*

**Cleanse  
Divine Blessing**

*Arkady*

**The Hands of Beauty  
The Followers of Arkady**

Sometimes called the Lady of Wonders or Innocent Sister, Arkady is the embodiment of beauty. It is said that any mortal man who lay eyes on her shall be forever entranced and blinded by her radiance.

Amongst her followers two distinct schools of thought exist. There are those who believe that they should display beauty in their own selves, spending days at a time preening and preparing themselves. These followers of Arkady are vain beyond measure and in a constant search of methods to improve their appearance. The remainder of Arkady’s faithful, often painters, artists, or curators, search instead for examples of their lady’s beauty elsewhere, preserving and displaying it whenever possible.

No formal shrines to Arkady exist, her clerics often working alone or in small bands and gathering wherever beauty can be found in abundance. Violence and bloodshed are abhorrent to the messengers of Arkady, who often use their renowned charm to disarm such situations.

The symbols of Arkady include the mirror, rose, and pearl.

Principle Holiday: October 15th – Harvest Song  
Devotion – Primping  
Spell incants are prefixed by “With beauty and grace”  
At Will spells: 6<sup>th</sup> – Bless, 9<sup>th</sup> - Stun  
Shared Domains: Alejandro, Apenca  
Opposed Domain: Blythe

**Spell List**

*Level 1*

**Bless  
Disarm  
Light**

*Level 2*

**Bladeturn  
Grant Health  
Remove Charm**

*Level 3*

**Barrier  
Charm  
Heal  
Resurrect  
Stun  
Remove Disease**

*Level 4*

**Blindness  
Command  
Sleep**

*Level 5*

**Life**

*Level 6*

**Greater Charm**

*Level 7*

**Youth**

*Level 8*

**True Charm**

*Level 9*

**Divine Blessing  
Flesh to Stone  
Quest**



*Astrid*

**The Unseen Hand  
The Followers of Astrid**

Son of Brack and Balaxa, Astrid lived much of his early life in the realms of man, where he became the notorious ruler of an underground organization of thieves. Most thieves whisper his name to this day when attempting a particularly difficult or impressive act. Followers of Astrid truly believe that they perform a valuable service to society by teaching people to better defend their possessions.

Temples of Astrid often serve as fences and safe houses for the local rogue population. Because of this fact their headquarters are often well hidden and guarded from local authorities. Typically, the most respected of their members is agreed upon as the ruler of their organization or guild. While it is said there is honour amongst thieves, displeasing the local guild master can have swift and often lethal repercussions.

The symbols of Astrid are a key, a purse, a sack/chest of gold, and a set of lock-picks.

Principle Holiday: July 10th – Hand’s Day

Devotion – Making traps or locks

Spell incants are prefixed by “While you sleep”

At Will spells: 6<sup>th</sup> – Open Portal, 9<sup>th</sup> – Open Greater Lock

Shared Domains: Kell, Marius

Opposed Domain: Brack

**Spell List**

*Level 1*

**Detect Poison**  
**Disarm**  
**Extinguish**  
**Mystic Robes**

*Level 2*

**Arcane Lore**  
**Open Lesser Lock**  
**Pull**

*Level 3*

**Open Lock**  
**Open Portal**  
**Stun**

*Level 4*

**Blindness**  
**Blink**  
**Dispel**  
**Fortunes of War**  
**Open Greater Lock**  
**Sleep**

*Level 5*

**Passwall**

*Level 6*

**Free Action**  
**Zone of Silence**

**Atha**

**The Stone Ones  
The Followers of Atha**

The Great Mother or Earth Mother, as the lady Atha is sometimes called, is one of the first of Elieff's children. Her domain encompasses the very earth itself and every plant that springs forth from it. Every farming community will invariably contain one or more shrines to the goddess Atha, as the workers of the land pay homage and beg for a bountiful year. The teachings of Atha are greatly respected, all life's existence dependant on her in one fashion or another.

The followers of Atha revere the land upon which they walk, tending the soil and forests. While generally passive, they have been known to strike with intense ferocity to protect their lady Atha and are said to be able to bring the very rock to life in their defense. This, in addition to their healing skills, makes them valuable members of any society. Temples of Atha communicate constantly and work together to ensure success of their goals, each temple run by the most skilled of their order in residence.

The symbols of Atha are a mountain range or peak, a fern, and oak.

Principle Holiday: June 12<sup>th</sup> – Mother's Blessing

Devotion – Tending a garden

Spell incants are prefixed by "With earthen patience"

At Will spells: 6<sup>th</sup> – Thorn Staff, 9<sup>th</sup> – Mystic Leather

Shared Domains: Callis, Beldon

Opposed Domain: Alwyn

**Spell List**

*Level 1*

**Bless**  
**Lend Health**  
**Magic Stone**  
**Pin**  
**Thorn Staff**

*Level 2*

**Barrier Pit**  
**Mystic Hide**

*Level 3*

**Aura of Resistance**  
**Bramble Wall**  
**Mystic Leather**

*Level 4*

**Corrode**  
**Forbiddance**  
**Fortify**

*Level 5*

**Brittle Walls**  
**Fool's Adamant**

*Level 6*

**Floor of Binding**

*Level 7*

**Conjure <Earth> Elemental**  
**Stone Skin**

*Level 8*

**Holy Aura**

*Level 9*

**Animate Statue**  
**Cleanse**  
**Divine Blessing**  
**Flesh to Stone**

**Balaxa**

**The Frozen Ones**

**The Followers of Balaxa**

The daughter of Fiona and Beldon, the goddess Balaxa grew bitter as her father left Fiona to return to Atha's embrace. Jealous of the relationship between Beldon and her brother Alwyn, her rage grew. With the malice of a woman scorned Balaxa blew across the earth and sea, freezing all she passed with her icy stare. Known as the Ice Queen or the Lost Daughter, Balaxa, goddess of winter, turns her rage upon the sea and earth each year.

The followers of Balaxa tend to be fiercely passionate individuals, prone to rage, jealousy and bitter grudges. Currying the goddess favour, they beseech calm winters for warmers and sailors while directing Balaxa's wrath on their enemies. Temples are found mainly in the northernmost regions in the land, where winter's bite is deepest. Ruled by the cleric in the greatest graces of the goddess, their bitter nature makes upheavals within the church common and devastating events.

The symbols of Balaxa are an icicle, snowflakes, and a dagger made of ice or glass.

Principle Holiday: December 23rd – Frost's Sacrifice

Devotion – Writing in a journal

Spell incants are prefixed by "With frozen resolve"

At Will spells: 6<sup>th</sup> – Frost Dart, 9<sup>th</sup> – Protection from Frost

Shared Domains: Alwyn, Kell

Opposed Domain: Callis

**Spell List**

*Level 1*

**Aid**

**Frost Dart**

**Pin**

*Level 2*

**Bolt of Frost**

**Frost Blade**

**Resist Frost**

**Unholy Bolt**

*Level 3*

**Ball of Frost**

**Confine**

**Magic Vestment**

**Protection from Frost**

*Level 4*

**Hail Storm**

**Reflect**

*Level 5*

**Brittle Walls**

*Level 6*

**Curse**

**Frost Weapon**

*Level 7*

**Frost Ward**

**Remove Curse**

**Conjure <Ice> Elemental**

*Level 8*

**Black Wind**

*Level 9*

**Divine Blessing**

**Maelstrom**

**Bard**

**The Dreamers**

**The Followers of Bard**

“And under the skies strode forth the storyteller, and she wore a thousand faces. Everywhere that she went, she told the tales of heroes and villains, of the divine and the infernal, of the world that was seen, and that which was beyond seeing. And as she strode forth, telling these tales, the world that Elieff had made seemed somehow more real, for that which had once been abstract was now relatable, for Bard knew that it was through stories that the world was understood.

What she could not know however was that her words that made the divine seem more relatable were binding the deities to their fates – that the tales that she told, even of those great powers, were forming beliefs that such beings began to conform to. And so, the gods came to Bard, and put her to sleep, to dream for all of time.

But there is no dream so deep that the dreamer will not someday awake...” *Source Unknown*

The child of Fiona and Anajaream, Bard’s tales were the foundations of many of the stories now told of the gods. Awoken from her eternal slumber by the people of Yorik, she has remained the god of dreams, and now protects dreamers and storytellers alike, although her faith is not widespread due to her legends being stricken from the world.

The symbols of Bard are a horse’s head (such as a chess piece), a closed book and quill, an owl, or a hearth.

Principle Holiday: October 6 – Dreamers Wake

Devotion – Telling stories

Spell incants are prefixed with: “In tales and dreams”

At Will spells: 6<sup>th</sup> – Translate, 9<sup>th</sup> – Sleep

Shared Domains: Kell, Fiona

Opposed Domains: Kazzok

**Spell List**

*Level 1*

**Aid**  
**Bravery**  
**Light**  
**Magic Script**

*Level 2*

**Arcane Lore**  
**Death’s Delving**  
**Empower**  
**Unbind**  
**Translate**

*Level 3*

**Cure Blindness**  
**Heal**  
**Open Portal**

*Level 4*

**Champion**  
**False Eye**  
**Sleep**

*Level 5*

**Erase**  
**Identify**

*Level 6*

**Contingency**  
**Enchant Armour**  
**Legend**

*Level 7*

**Regression**  
**Sacrifice**

*Level 8*

**Mind Wipe**

*Level 9*

**Destroy**  
**Divine Blessing Fate**

**Beldon**

**The Wave Riders**

**The Followers of Beldon**

One of Elieff's children, the High God Beldon rules the seas. Bound to Atha, the earth, he controls water in every form. Portside villages are assured to contain at least one temple paying homage to Beldon, called the Sea Father or Prince of Tides. Flowing as his mood suits him, Beldon is neither definitively good nor evil. His followers learning to control water's powers of life as well as its powers of destruction. It is said in times of great evil Beldon's waters flood the lands, washing them clean of taint.

Frequently hired on by merchants and sea captains, the followers of Beldon often spend more time traveling than attending temples. They do however have several shrines in order to gather tithes from the populace in return for Beldon's favour. Run by the most advanced of the Sea King's disciples, these temples serve as a gathering point for traveling templar, to refresh themselves before their next journey.

The symbols of Beldon are a breaking wave, a water drop, and a school of fish.

Principle Holiday: March 3rd – Festival of Sails

Devotion – Fishing

Spell incants are prefixed by "With water's might"

At Will spells: 6<sup>th</sup> – Purify, 9<sup>th</sup> – Remove Poison

Shared Domains: Atha, Alwyn

Opposed Domain: Callis

**Spell List**

*Level 1*

**Bless**  
**Bravery**  
**Disarm**  
**Extinguish**  
**Lend Health**

*Level 2*

**Empower**  
**Purify**  
**Resist Fire**  
**Resist Frost**

*Level 3*

**Cure Blindness**  
**Protection from Fire**  
**Protection from Frost**  
**Remove Poison**  
**Resurrect**  
**Remove Disease**

*Level 4*

**Ogre Strength**

*Level 5*

**Giant Strength**  
**Life**

*Level 6*

**Free Action**

*Level 7*

**Conjure <Water> Elemental**

*Level 8*

**Holy Aura**

*Level 9*

**Cleanse**  
**Divine Blessing**

**Blythe**

**The Bile Walkers**

**The Followers of Blythe**

“The progeny of Stasa and Anajaream, Blythe took quickly after his mother’s influence, though his methods differed greatly. Unlike his mother Blythe cared nothing for the thrill of the chase but preferred to wait and watch his work slowly overcome his victims. So, it was then that Blythe sow the seeds of sickness, disease, and poison across the land; carefully baited traps, to catch the unaware, and bring them to their grave.” *Mortalis 13:3*

Known to the world as the Carrion Hand or Life Bane, Blythe controls the realm of sickness and disease. While no open church of Blythe can be found, his followers do exist, secretly meeting in the darkened shadows where few others will tread. No formal hierarchy controls his temples. Followers struggle for power, often leaving the bodies of the unaware poisoned in their wake.

The symbols of Blythe include the rat, the vulture, and the fly.

Principle Holiday: August 8th – The Mushroom Feast

Devotion – Tending poisonous plants

Spell incants are prefixed by “With carrion hands”

At Will spells: 6<sup>th</sup> – Detect Poison, 9<sup>th</sup> - Disease

Shared Domains: Kazzok, Iccula

Opposed Domain: Apenca

**Spell List**

*Level 1*

**Detect Poison**

**Disarm**

**Pin**

*Level 2*

**Bind**

**Fear**

**Web**

*Level 3*

**Disease**

**Enfeeble**

**Poison Strike**

*Level 4*

**Corrode**

**Feeble Mind**

**Venom Script**

*Level 5*

**Wither Limb**

*Level 6*

**Age Curse**

*Level 7*

**Affliction**

*Level 8*

**Drain Life**

**Rotting Flesh**

*Level 9*

**Divine Blessing**

**Plague**

**Steal Life**

**Brack**

**The Order**

**The Followers of Brack**

The only of the lesser gods to have divine Children of his own, Brack is the steadfast god of law and order. His temples often intertwine with the quarters of guards, soldiers and watchmen everywhere. Followers of Brack follow a strict hierarchy of status within the church, each rank controlling those of the ranks beneath them. Unwavering in their belief in law and order, the followers of Brack bring punishment swiftly to those who fail to adhere.

The symbols of Brack are the gavel, the scale and an arrow.

Principle Holiday: May 9th – Order’s March

Devotion – Partaking in a trial

Spell incants are prefixed by “In the name of the law”

At Will spells: 6<sup>th</sup> – Aid, 9<sup>th</sup> – Aura of Resistance

Shared Domains: Clovis, Fiona

Opposed Domain: Anajaream

**Spell List**

*Level 1*

**Aid**

**Bless**

**Mystic Robes**

*Level 2*

**Aura of Protection**

**Holy Bolt**

**Mystic Hide**

**Pull**

**Bind**

*Level 3*

**Aura of Resistance**

**Mystic Leather**

*Level 4*

**Find Things**

**Forbiddance**

**Fortify**

**Mystic Chain**

**Truth**

*Level 5*

**Mystic Plate**

*Level 6*

**Holy Weapon**

**Interrogation**

**Mystic Armour**

**Callis**

**The Sun Servants**

**The Followers of Callis**

“With fiery passion they flock to the flame and the sun beats down upon the earth, scorching the wicked, and warming the pure.”

*Unknown Author*

High God and one of Elieff’s children, Callis, often called Lord of Light, the Sun’s Grace or the Flame Bringer, shines down upon the lands, casting his light to warm us. Acknowledged by all, the god Callis is particularly revered by the Dwarves, who believe the Callis’ very own fire burns within their forges, lending divine direction to their works.

Temples to Callis appear across the landscape, generally attended by small groups of followers, unified by their beliefs. Not given to control, these shrines often work as a gathering of equals as opposed to having any true leadership. Often found as protectors, the followers can be quick to anger, their tempers burning even hotter than the flame they adore.

The symbols of Callis are the sun or an open hand holding a flame.

Principle Holiday: Summer Solstice – Sun Shower

Devotion – Forging or tending a fire

Spell incants are prefixed by “With flame and fury”

At Will spells: 6<sup>th</sup> – Flame Blade, 9<sup>th</sup> – Protection from Fire

Shared Domains: Atha, Alwyn

Opposed Domain: Beldon

**Spell List**

*Level 1*

**Bless**

**Bravery**

**Fire Dart**

**Flame Blade**

**Light**

*Level 4*

**Champion**

**Flame Script**

**Fire Storm**

*Level 7*

**Conjure <Fire> Elemental**

**Fire Ward**

*Level 2*

**Fire Bolt**

**Purify**

**Resist Fire**

*Level 5*

**Fool’s Adamant**

**Life**

*Level 8*

**Holy Aura**

**True Charm**

*Level 3*

**Aura of Resistance**

**Fireball**

**Protection from Fire**

*Level 6*

**Fire Weapon**

**Interrogation**

**Legend**

*Level 9*

**Divine Blessing**

**Maelstrom**

**Soldier’s Blessing**



**Clovis**

**The Curtain Guards  
The Followers of Clovis**

“Enamored he was of his sister Fiona, but Clovis could not compete with her insane jealousy over Beldon, nor the radiant light his brother Callis shone upon her. So, to gain her attentions Clovis drew his blade, a sabre long and sleek, and cut the holes in the curtain between this realm and the void beyond. Through the holes light flared, like a thousand burning candles suspended in the night sky. Thus, the stars were formed, to light Fiona’s way whenever the sun was not near.” *Foundations 3:1*

“The mistake was realized too late, for through the weakened curtain all manner of horrors appeared. Clovis left the side of Fiona and bore his new duty, to heal the damage he’d done and guard this realm from the terror he unleashed from beyond.” *Foundations 3:6*

The great god Clovis goes by many names: The Night Father, Curtain Breaker, Candle Bearer, and Great Protector. Sworn to protect the realm from the demonic creations beyond the void, his followers are often warriors and knights. A strict hierarchy of command is kept within his temples, which keep a careful vigil over the land, crusading against any creature that breaches the curtain.

The symbols of Clovis are a star or stars, a ray of energy rebounding from a shield and a barred doorway.

Principle Holiday: November 5th – Curtain’s Watch

Devotion – Stargazing

Spell incants are prefixed by “In defense of all”

At Will spells: 6<sup>th</sup> – Holy Dart, 9<sup>th</sup> – Detect Infernal

Shared Domains: Jerroh, Brack

Opposed Domain: Kazzok

**Spell List**

*Level 1*

**Air Shield**  
**Bless**  
**Bravery**  
**Holy Dart**  
**Lend Health**  
**Light**

*Level 4*

**Champion**

*Level 7*

**Banishment**  
**Remove Curse**

*Level 2*

**Detect Infernal**  
**Grant Health**  
**Holy Bolt**

*Level 5*

**Giant Strength**

*Level 8*

**Enchant Item**  
**Holy Aura**

*Level 3*

**Holy Smite**  
**Magic Vestment**

*Level 6*

**Hero’s Feast**  
**Holy Weapon**  
**Legend**

*Level 9*

**Anchor Infernal**  
**Cleanse**  
**Divine Blessing**  
**Fate**

*Elieff*

**The Candle Watchers  
The Followers of Elieff**

“At first there was nothing. Just the void, dark, empty, eternal. Time slipped ever forward for ages beyond the imagination of man. Until time itself, Elieff, Grandfather of the Gods, reached into the void and crafted six forms; His children, the High Gods.

The sisters: Fiona, the lonely moon, and Atha, mother of earth, circling each other forever. Their brothers: Beldon, master of the seas and lord of water, Callis, the sun that shone upon them all, keeper of flame, and Clovis, who was to be keeper of the skies and guard, ever vigil of the void beyond. Finally, the sixth, the final child, Elieff’s one mistake, or perhaps his own subtle joke: Anajaream, god of chance and chaos, ruler of what might be, keeper of all that might go astray.

And so, existence came to be. With that awesome creating Elieff retreated again to the depths of the void, watching, waiting silently for the rest of time.” *Foundations 1:1*

Father of the gods, ruler of time, Elieff seldom takes an interest in the affairs of man. Constant and inevitable, time slowly keeps moving onward. The dedicated followers of Elieff are few. Masters of the tide of time, they often ignore the current events of society and politics, caring instead only for the progress of their understanding. Most of Elieff’s clergy are advanced in years; often one only grows concerned with time when one is running out of it. The temples of Elieff, what few there are, tend to be quiet bastions of learning and study. His clerics are ranked in the order of their years, not necessarily in the breadth of their training, for time is a greater teacher of wisdom than any book.

The symbols of Elieff include a melting candle, an hourglass, and a sundial.

Principle Holiday: February 29<sup>th</sup> – Times Paradox

Devotion – Watching an hourglass

Spell incants are prefixed by “With time’s patience”

At Will spells: 6<sup>th</sup> – Death’s Delving, 9<sup>th</sup> – Barrier

Shared Domains: None

Opposed Domains: Anajaream, Atha, Beldon, Fiona, Callis, Clovis

**Spell List**

*Level 1*

**Aid**  
**Bless**  
**Light**

*Level 2*

**Arcane Lore**  
**Bladeturn**  
**Death’s Delving**

*Level 3*

**Barrier**  
**Enfeeble**

*Level 4*

**Corrode**  
**Paralyze**  
**Sleep**

*Level 5*

**Brittle Walls**  
**Wither Limb**

*Level 6*

**Age**  
**Zone of Silence**

*Level 7*

**Regression**  
**Youth**

*Level 8*

**Mind Wipe**

*Level 9*

**Destroy**  
**Divine Blessing**  
**Fate**  
**Undying**

**Fiona**

**The Spies of the Sky Queen  
The Followers of Fiona**

High God and one of Elieff's children, Fiona's story has never been a happy one. Jealous of the love and eternal companionship between her siblings Atha and Beldon, the earth and the sea, she has circled them, lonely and bitter. Fiona, the Sky Queen or Night Beacon, as she is sometimes called, has always been the object of attention from each of her brothers Callis and Clovis, yet the Jealous Sister could not tear her gaze from Beldon, her true desire.

Akin to diviners, followers of Fiona make it their business to know ever secret and every shadow. Like their lady the moon, the all-seeing eye, they sit silently and watch the earth. Often hired as spies or seekers, formal temples of Fiona do not exist, however it is said that all clerics of the Sky Queen form a secret underground society, holding clandestine meetings to share their knowledge. It is rumoured that somewhere lies a great library where all the collected secrets of the lands are kept. Even the greatest of kings dares not offend the believers of Fiona.

The symbols of Fiona include the moon in its various forms and an all-seeing eye.

Principle Holiday: Blue Moon – Second Rising

Devotion – Appraising or divining

Spell incants are prefixed by “In search of knowledge”

At Will spells: 6<sup>th</sup> – Arcane Lore, 9<sup>th</sup> – Detect Enemies

Shared Domains: Alwyn, Balaxa

Opposed Domain: Kell

**Spell List**

*Level 1*

**Bless  
Detect Curse  
Detect Magic  
Light**

*Level 2*

**Arcane Lore  
Detect Celestial  
Detect Infernal  
Detect Undead  
Remove Charm**

*Level 3*

**Detect Enemies  
Magic Vestment  
Stun**

*Level 4*

**False Eye  
Feeble Mind  
Find Things  
Fortunes of War  
Truth**

*Level 5*

**Erase  
Explosive Runes  
Identify**

*Level 6*

**Legend**

*Level 7*

**Regression  
Zone of Truth**

*Level 8*

**Holy Aura  
Mind Wipe**

*Level 9*

**Divine Blessing  
Fate  
Quest**

***Hemulis***

**The Brethren of the Sword  
The Followers of Hemulis**

The son of Brack and a mortal woman, Hemulis was raised with his fate and duty laid before him. Born at the dawn of the Age of Legends, Hemulis spent the first part of his life in the realm of man. A soldier, he believed in honour, steel, and little else. Hemulis traveled the earth, mastering one heroic quest after another. The greatest of his exploits are recorded in the oft-read 24 Deeds of Hemulis.

The patron of soldiers and warriors everywhere, Hemulis is worshiped openly in nearly every city large enough to support a militia. The temples of Hemulis follow a strict hierarchy of leadership, with each templar controlling those of lesser rank. Ranks are awarded based on experience and deeds of valour. Disobedience is dealt with quickly and efficiently.

The symbols of Hemulis include the sword, a fist and the helm.

Principle Holiday: September 18th – Day of the Blade

Devotion – Sparring or training

Spell incants are prefixed by “With steel and blood”

At Will spells: 6<sup>th</sup> – Empower, 9<sup>th</sup> - Strength

Shared Domains: Brack, Marius

Opposed Domain: None

**Spell List**

*Level 1*

**Aid**  
**Air Shield**  
**Bless**  
**Bravery**

*Level 4*

**Battle Rage**  
**Champion**  
**Ogre Strength**

*Level 2*

**Aura of Protection**  
**Empower**  
**Grant Health**  
**Pull**

*Level 5*

**Fool’s Adamant**  
**Giant Strength**  
**Mystic Plate**

*Level 3*

**Aura of Resistance**  
**Strength**

*Level 6*

**Enchant Weapon**  
**Hero’s Feast**

**Iccula**

**The Scream Bringers  
The Followers of Iccula**

It is whispered that there is a fine line between pleasure and pain. For the sadistic followers of the Maiden of Pain, this line does not exist. Daughter of Kell and Balaxa, Iccula lives for the torment of other souls and nothing else. Seldom killing their victims, followers of the Screaming Crone prefer to keep their prey, human or otherwise, alive for days, weeks and even years, extending their torture and relishing the screams.

Surprisingly some temples of Iccula exist openly, particularly in lands where slavery is widespread. Occasionally used as interrogators, the tools of the Pain Maid are said to be capable of breaking any spirit.

The symbols of Iccula are a body impaled on a spike or any type of whip.

Principle Holiday: January 13th – The Loving Lash  
Devotion – Torturing, interrogation, or self-mutilation  
Spell incants are prefixed by “Amid screams and pain”  
At Will spells: 6<sup>th</sup> – Pin, 9<sup>th</sup> - Command  
Shared Domains: Blythe, Kazzok  
Opposed Domain: Arkady

**Spell List**

*Level 1*

**Disarm**  
**Pin**  
**Repulse**

*Level 2*

**Bind**  
**Fear**  
**Lesser Mage Lock**  
**Pull**  
**Web**

*Level 3*

**Barrier**  
**Confine**  
**Question**

*Level 4*

**Blindness**  
**Command**

*Level 5*

**Mass Fear**  
**Wither Limb**

*Level 6*

**Curse**  
**Interrogation**

*Level 7*

**Death Curse**  
**Sacrifice**

*Level 8*

**Drain Life**  
**Rotting Flesh**  
**Trap Spirit**

*Level 9*

**Divine Blessing**  
**Steal Life**

***Jerroh***

**The Harvesters**

**The Followers of Jerroh**

“Jerroh looked out upon the earth and wept. Apenca’s creatures great and small thrived and multiplied until every surface of the land and sea was choked with their presence. With somber resolve Jerroh strode across the land and began the harvest. With sickle and scythe, he collected the old, the weak, and the sick, carefully escorting each spirit to the world beyond the void.” *Twins 4:1*

Jerroh and Stasa are the twin children of Atha and Beldon. Known as the Death Guide or Spirit Escort, Jerroh has a following in nearly every civilized establishment. Despite being the god of death, Jerroh is seldom feared, gently taking only those whose time has come. The followers of Jerroh often take residence as the caretakers of graveyards and catacombs, assisting the spirits of the dead find their way across the void and protecting the land from the spirits that have gone astray.

The symbols of Jerroh are a tombstone, coffin, and mysterious cloaked figure.

Principle Holiday: January 1st – Year’s End

Devotion – Maintaining a graveyard

Spell incants are prefixed by “With deaths embrace”

At Will spells: 6<sup>th</sup> – Detect Undead, 9<sup>th</sup> – Rebuke Undead

Shared Domains: Clovis, Apenca

Opposed Domain: Stasa

**Spell List**

*Level 1*

**Bless**

**Bravery**

**Disarm Repair**

*Level 2*

**Death’s Delving**

**Detect Undead**

**Holy Bolt**

**Rebuke Undead**

*Level 3*

**Remove Poison**

**Speak to Dead**

**Resurrect**

*Level 4*

**Forbiddance**

**Harm Undead**

*Level 5*

**Life**

*Level 6*

**Restore Body**

*Level 7*

**Banishment**

**Destroy Undead**

**Remove Curse**

*Level 8*

**Holy Aura**

*Level 9*

**Cleanse**

**Divine Blessing**

**Undying**

**Kazzok**

**The Terror Bringers  
The Followers of Kazzok**

“... And with a scream that echoed across time itself he fell upon his knees. Rage filled him and evil and terror burst forth from him. For his grief he vowed to ravish the lands and minds of those upon it. Reaching to the sky’s starry curtain he brought forth every imaginable terror.” *The Book of Elves 12:3*

Perhaps one of the most feared of all the deities, Kazzok, god of nightmares and terror, is known by many names: Evil’s Gift, Screambringer, and Elf Slayer. Son of Fiona and Anajaream, it is said that Kazzok turned to the terrors beyond the curtain when his love was slain. Followers of Kazzok are often sadists and madmen, gaining pleasure from exposing the world to the worst of the void’s terrors. Temples of Kazzok are rare, as worship of the Screambringer is illegal in nearly all lands. When followers of Kazzok gather it is often whoever can inspire the most fear and power who wrests control of the group.

The symbols of Kazzok are a face locked in a scream, a hand reaching up through the ground, and all manner of demonic creatures.

Principle Holiday: October 31st – Terror’s Breach  
Devotion – Creating frightening images or masks  
Spell incants are prefixed by “From beyond the curtain”  
At Will spells: 6<sup>th</sup> – Unholy Dart, 9<sup>th</sup> - Fear  
Shared Domains: Stasa  
Opposed Domain: Clovis

**Spell List**

*Level 1*

**Aid**  
**Unholy Dart**

*Level 2*

**Detect Celestial**  
**Fear**  
**Unholy Bolt**  
**Web**

*Level 3*

**Berserk**  
**Confine**  
**Unholy Smite**

*Level 4*

**Blindness**  
**Command Lesser Undead**  
**Fire Storm**

*Level 5*

**Mass Fear**  
**Summon Infernalspawn**

*Level 6*

**Curse**  
**Summon Imp**  
**Unholy Weapon**

*Level 7*

**Affliction**  
**Death Curse**  
**Summon Manes**

*Level 8*

**Trap Spirit**  
**Summon Devil**

*Level 9*

**Divine Blessing**  
**Summons**

***Kell***

**The Shadow Stalkers  
The Followers of Kell**

“With immortal cunning the darkness gathers. Cloaking the world in uncertainty, it conceals both friend and foe, growing thicker, until all that is known are the far-off whispers of men afeared.” *Unknown Author*

Little is known about the god Kell, son of Fiona and Clovis. Mystery seems to pool about the Prince of Night much like the darkness he represents. Known as the Eyeblihter and the Bringer of Darkness, Kell is said to be behind every clandestine meeting and secret society. While it is assumed that followers of Kell must exist, there has never been any evidence of their existence.

The symbols of Kell include obsidian, jet, a lantern, and torch.

Principle Holiday: Winter Solstice – Kell’s Embrace

Devotion – Hiding from everyone

Spell incants are prefixed by “In the cloak of night”

At Will spells: 6<sup>th</sup> – Bladeturn, 9<sup>th</sup> - Blindness

Shared Domains: Astrid, Balaxa

Opposed Domain: Fiona

**Spell List**

*Level 1*

**Bravery  
Extinguish  
Light**

*Level 2*

**Aura of Protection  
Bladeturn**

*Level 3*

**Aura of Resistance  
Stun**

*Level 4*

**Blindness  
Sleep**

*Level 5*

**Passwall**

*Level 6*

**Free Action  
Zone of Silence**

*Level 7*

**Regression**

*Level 8*

**Teleport  
Mind Wipe**

*Level 9*

**Anti-Magic Zone  
Divine Blessing  
Memory Alteration**



**Marius**

**The Coin Talkers**

**The Followers of Marius**

One of the lesser gods, Marius's interests sit deeply within the affairs of man. Patron of travel and trade, Marius's name is revered by merchants everywhere. Often traveling with merchant caravans, followers of Marius ensure protection and fair trade of goods. Nearly every city large enough to support a permanent market square contains a temple to Marius, the location often doubling as a customhouse, trade centre, and coin exchange.

Followers of Marius are renowned for their knowledge of rare wares and their values. Selling wards and protections to those with a desire to protect their valuables from thieves, the coin talkers are known to occasionally act as bankers and moneylenders to supplement their income.

The symbols of Marius include a pile of coins, a wagon or cart and the wheel.

Principle Holiday: July 16<sup>th</sup> – Summer's Fair

Devotion – Traveling to a destination or trading

Spell incants are prefixed by "With fair exchange"

At Will spells: 6<sup>th</sup> – Repair, 9<sup>th</sup> – Mage Lock

Shared Domains: Brack, Sasha

Opposed Domain: Astrid

**Spell List**

*Level 1*

**Air Shield**

**Light**

**Repair**

**Repulse**

*Level 4*

**Flame Script**

**Forbiddance**

**Fortify**

**Fortunes of War**

**Greater Mage Lock**

*Level 2*

**Arcane Lore**

**Lesser Mage Lock**

**Translate**

**Wind Message**

*Level 5*

**Explosive Runes**

**Identify**

*Level 3*

**Detect Enemies**

**Mage Lock**

**Magic Vestment**

**Remove Paralysis**

*Level 6*

**Floor of Binding**

**Sasha**

**The Divine Mages  
The Followers of Sasha**

Known as the Mage Maid or Unlocker of Secrets, the lady Sasha opened her arms and sent magic forth into the world. Often confused for mages, the followers of Sasha worship magic in its rawest of forms. While they often consort with arcane casters, the followers of Sasha are disdainful of the way their counterparts obtain their power, believing that spell casting is a privilege granted by the goddess, and not to be torn from its resting places through research and study.

Often found serving the courts of the nobility and wealthier merchants, Sasha’s followers are prized for their abilities of enchantment. When not in private employ, divine mages often spend their time exploring the corners of the earth, seeking out the areas where magical energies are the strongest.

The symbols of Sasha are an open book, a prism or crystal, and a rainbow.

Principle Holiday: May 27th – Twilight Festival

Devotion – Studying magical items or texts

Spell incants are prefixed by “With will and faith”

At Will spells: 6<sup>th</sup> – Detect Magic, 9<sup>th</sup> - Dispel

Shared Domains: Callis, Fiona

Opposed Domain: None

**Spell List**

*Level 1*

**Aid**  
**Detect Magic**  
**Light**  
**Magic Stone**  
**Mystic Robes**

*Level 2*

**Arcane Lore**  
**Bind**  
**Lesser Mage Lock**  
**Open Lesser Lock**

*Level 3*

**Mage Lock**  
**Magic Vestment**  
**Open Lock**  
**Spell Shield**

*Level 4*

**Dispel**  
**False Eye**  
**Fortify**  
**Greater Mage Lock**  
**Reflect**  
**Scribe**

*Level 5*

**Erase**  
**Identify**  
**Protection from Magic**

*Level 6*

**Contingency**  
**Enchant Armour**  
**Enchant Weapon**  
**Magic Mouth**

*Level 7*

**Anti-Magic Shell**  
**Greater Dispel**

*Level 8*

**Enchant Item**  
**Item**

*Level 9*

**Anti-Magic Zone**  
**Destroy**  
**Divine Blessing**  
**Permanency**

*Stasa*

**The Vengeful Reapers  
The Followers of Stasa**

Once known as the Twisted Twin and believed to relish in the agony of early mortal death. Stasa has ascended to the deity of Endings. Stasa pushes forward a plan to end all things that spans thousands of years, and even the other deities fear that she will succeed.

Opposed by most, Stasa stands alone and strong. Her domain resides in what is left behind from those that pass before they are ready. Their grief, anger, and fear provide her with ever expanding power. Recent investigations have shown that undead, and other necromantic magics further empower the deity of the end of all things.

Followers of Stasa are divided following her recent ascension. Some believe in the old ways, promoting reckless murder and necromancy, while others have accepted that all things must end, finding comfort and a calling in endings in general. Regardless of the focus of their faith her faithful are expected to accept death when it comes for them and those who escape it may find Stasa's wrath soon to follow.

The symbols of Stasa are a skeletal corpse, a body slain in a graphic or gruesome manner, or a babe hanging from the gallows.

Principle Holiday: Friday the 13th – Stasa's Harvest

Devotion – Taxidermy/mummification or preparing a body for animation

Spell incants are prefixed by "Heeding death's call"

At Will spells: 6<sup>th</sup> – Repulse, 9<sup>th</sup> – Paralyze

Shared Domains: None

Opposed Domain: Elieff

**Spell List**

*Level 1*

**Aid**  
**Detect Curse**  
**Extinguish**  
**Pin**

**Repulse**

*Level 4*

**Blindness**  
**Blink**  
**Command Lesser Undead**  
**Paralyze**

*Level 7*

**Death Curse**  
**Sacrifice**  
**Torment Soul**

*Level 2*

**Anti-Healing Shell**  
**Detect Undead**  
**Fear**  
**Unholy Bolt**

**Web**

*Level 5*

**Animate Dead**  
**Bone Warrior**  
**Identify**  
**Mass Fear**  
**Passwall**

*Level 8*

**Drain Life**  
**Rotting Flesh**  
**Spirit Curse**  
**Trap Spirit**

*Level 3*

**Barrier**  
**Disease**  
**Enfeeble**  
**Speak to Dead**

*Level 6*

**Age**  
**Command Undead**  
**Unholy Weapon**  
**Zone of Silence**

*Level 9*

**Divine Blessing**  
**Eternities Ritual**  
**Fate**

**Strega**

**The Cult of the Wyrn  
The Followers of Strega**

Known as the Great Wyrn, Dragon Empress, and God-Killer, Strega is a the only goddess to not fall within the family tree of Elieff. She rose to power and attained deity status through her own actions and followers. This power was wrested from the other gods during her ascension which has led to bad blood between her and the other gods which often spills down to their followers.

Seen as an upstart and unwelcome deity, Strega’s followers worshipped in secret until only recently. Her worshippers generally follow the Dragon Empress’ desire to gain power and wealth at any cost.

The symbols of Strega include a vial of blood, a fang and an animal scale.

Principle Holiday: April 21<sup>st</sup> - Dragon’s Feast

Devotion – Overseeing Underlings or Being Served

Spell incants are prefixed by “With Power and Greed”

At Will spells: 6<sup>th</sup> – Arcane Dart, 9<sup>th</sup> – Find Things

Shared Domains: Astrid, Marius

Opposed Domain: Elieff

**Spell List**

*Level 1*

**Arcane Dart**  
**Detect Magic**  
**Repulse**

*Level 2*

**Arcane Bolt**  
**Bind**  
**Translate**  
**Unbind**

*Level 3*

**Arcane Strike**  
**Charm**  
**Shatter**  
**Strength**

*Level 4*

**Arcane Barrage**  
**Find Things**  
**Ogre Strength**

*Level 5*

**Giant Strength**  
**Passwall**

*Level 6*

**Greater Charm**  
**Legend**

*Level 7*

**Banishment**  
**Youth**

*Level 8*

**Mind Wipe**  
**Teleport**

*Level 9*

**Divine Blessing**  
**Mass Teleport**  
**Memory Alteration**

# Spell List

This section lists all of the spells within the game including all the necessary details. The columns are:

*Lvl*: The level of the spell for Clerical Investment.

*Name*: The name of the spell.

*Energy*: The amount of ME or SE required to cast the spell.

*Incant*: The words spoken after the character's prefix in order to cast the spell.

*Description*: Effect and any other required information about what the spell does.

*Duration*: The length of effect of the spell.

*Category*: This lists the type of components that can be used for the spell.

*MEL*: Minimum Energy Level. This is the energy level of a single component needed in order to cast the spell. If the number is zero, then no component is required.

*Mix*: Listing if the spell can be made into a Potion or an Oil or cannot be brewed.

<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
1	Aid	4	I Grant Aid – 4 AP	Grants the target a protective aura that provides 4 AP. These AP act like regular armour and will stack with any other physical or magical AP.	24 hours	Divine	0	Potion
1	Air Shield	3	I form now an Air Shield. Missile Deflection	A magical barrier of air is formed and surrounds the target causing the next missile weapon to be deflected away harmlessly. The call for this is "Air Shield."	24 hours	Armour, Elemental	0	Potion
1	Arcane Dart	2	Arcane Dart. 2 Magic	A simple battle magic spell which inflicts 2 magic damage.	Instantaneous	Magic	0	No
1	Bless	3	I grant you my Blessing. 2 AP	This act places the divine blessing of the caster's deity on an object or creature. If cast on a creature 2 AP are awarded. These AP act like regular armour and will stack with any other physical or magical AP. Casters should take care not to bless those at odds with their deity's teachings. Items that have been blessed do not have any special effects in combat but may have roleplay effects at Plot's discretion.	24 hours	Divine	0	Potion
1	Bravery	3	I mark now your Bravery.	This enchantment will remove a Fear effect from a target should that character be under a one. Otherwise, it protects the recipient from the effects of one fear-based attack. When struck with a Fear effect, the recipient calls "Resist".	Until Used or 24 hours	Mind	0	Potion
1	Detect Curse	3	I Detect Curse	When "Detect Curse" is called by the caster any character or creature in the vicinity possessing cursed items or having curse effects on their character must announce "Here" loudly. The caster may continue to Detect until any other spell is cast, or 1-minute passes.	1 Minute	Detection, Infliction	0	Potion
1	Detect Magic	4	I Detect Magic	When "Detect Magic" is called by the caster any character or creature in the vicinity possessing items of a magical nature or have any active spells on them must announce "Here" loudly. The items section of the manual has instructions for examining any item tags to determine the presence of magic. The caster may continue to Detect	1 Minute	Detection, Magic	0	Potion

*Fantasy Alive Rulebook*

<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
				until any other spell is cast, or 1-minute passes.				
1	Detect Poison	3	I Detect Poison	When "Detect Poison" is called by the caster any character, creature, or marshal in the vicinity possessing harmful herbal items or having harmful herbal effects on their character must announce "Here" loudly. The caster should also check the bottom of any food or beverage container for the presence of an Herbal mixture tag. The caster may continue to Detect until any other spell is cast, or 1-minute passes.	1 Minute	Detection, Infliction	0	Potion
1	Disarm	4	Disarm <item>	This spell causes the target to drop one hand held item specified by the caster, as per the Disarm effect.	Instantaneous	Body	0	No
1	Extinguish	1	Extinguish	This simple cantrip instantly extinguishes small flames (torches or lanterns) as well as alchemical or magical light. This spell has no effect on larger fires such as stoves or campfires.	Instantaneous	Magic	0	No
1	Fire Dart	2	Fire Dart. 2 Fire	Calls forth a swirling ball of flame to smite the casters enemies for 2 Fire.	Instantaneous	Elemental	0	No
1	Flame Blade	4	I make now this Flame Blade. Fire Damage	This spell causes the target weapon (but not a claw, fist, or other natural attack) to ignite changing the damage called to "Fire". At the end of the duration the weapon becomes Corroded. This spell will not work on a weapon which already has magic effecting its damage, permanent, or temporary.	1 Encounter or 5 Minutes	Elemental	0	Oil
1	Frost Dart	2	Frost Dart. 2 Ice	An orb of Ice and cold strikes the target for 2 Ice.	Instantaneous	Elemental	0	No
1	Holy Dart	2	Holy Dart. 2 Light	Calls forth a flickering ball of light to strike the casters enemy for 2 Light.	Instantaneous	Divine	0	No
1	Lend Health	2	I Lend Health. 2 LP	Heals 2 LP.	Instantaneous	Healing	0	Potion
1	Light	1	I call Light	Instantly creates a magical light. Glow sticks or a properly modified flashlight or similar lighting device can be used.	Permanent	Magic	0	No
1	Magic Script	3	I convert now this Magic Script	This simple spell instantly converts any written text, readable by the caster, into arcane symbols which can only be understood by those with read magic. Once cast, an OOG note must be placed on the text notifying the reader that it is magical writing.	Instantaneous	Magic	0	Oil
1	Magic Stone	1	Magic Stone. 1 Magic	A simple cantrip that does 1 Magic damage.	Instantaneous	Elemental, Magic	0	No
1	Mystic Robes	3	I summon Mystic Robes. 4 AP	Grants the target minor physical protection (4 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell.	24 hours	Armour	0	Potion
1	Pin	4	I Pin	This spell causes a Pin effect on the target.	5 Minutes	Body	0	No

*Fantasy Alive Rulebook*

<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
1	Repair	4	I now Repair	This spell will repair any weapon, shield, or buckler which is Shattered (but not Corroded or Destroyed) so long as all of the pieces of the item are present. A Master Crafted item requires two castings of this spell to return to its expert quality. Small mundane objects may also be repaired at Plot discretion.	Instantaneous	Creation	0	Oil
1	Repulse	2	Repulse	This incantation is used to forcibly move an enemy away. The target of the spell must move 10' directly away from the caster before taking any offensive actions, but may use defensive actions. If the target is unable to move the entire distance because of an immovable object (tree, wall, etc.), the movement ends at the barrier.	Instantaneous	Body	0	No
1	Spark	3	Spark. 1 Magic Body	A simple lightning spell causing 1 Magic Body.	Instantaneous	Elemental	0	No
1	Thorn Staff	5	I form a Thorn Staff	This spell causes long thorns to grow from a staff doing +1 damage	1 Encounter or 5 Minutes	Elemental	0	Oil
1	Unholy Dart	2	Unholy Dart. 2 Dark	Calls forth a murky ball of darkness to strike the casters enemy for 2 Dark	Instantaneous	Divine	0	No
2	Anti-Healing Shell	8	I shield you from life, Anti-Healing Shell 2	Cancels out magical healing equal to or below the value of 2. This happens before effects that would increase healing. This affects healing from healing spells or healing from damage types	1 Encounter or 5 Minutes	Death	0	Potion
2	Arcane Bolt	4	Arcane Bolt. 4 Magic	A simple battle magic spell which inflicts 4 Magic damage	Instantaneous	Magic	0	No
2	Arcane Lore	5	I reveal the secrets of Arcane Lore.	This spell grants the caster the ability to read any language or written text including magical writings. This spell will not decode messages written in cipher or solve textual puzzles.	1 Hour	Magic	0	Potion
2	Aura of Protection	4	I form an Aura of Protection. 3 Threshold	Protects the target with a magical field granting a Threshold of 3.	1 Encounter or 5 Minutes	Armour	0	Potion
2	Barrier Pit	5	I open now this Barrier Pit	Calls into existence a 10x10x10 pit in earth. This area must be marked clearly. This spell cannot be used on the same location to create a deeper than 10ft hole. Falling into a Barrier Pit will cause 1 Wood Body damage. Intentionally climbing or jumping down requires a 5-count and causes no damage. Climbing out requires a minute count or a 5-count with help.	24 hours	Elemental	0	No
2	Bind	6	I Bind	This spell causes a Bind effect on the target.	5 Minutes	Body	0	No
2	Bladeturn	4	I Protect myself as I Bladeturn that <Weapon>	This spell allows the caster to become immune to one weapon carried by the target of this spell. The selected weapon will simply have no effect on the caster causing no damage. The weapon in question must be chosen explicitly "Bob's long sword", "The weapon in your left hand", "The arrow in your bow" etc. When struck by a weapon which has been Bladeturned, the caster must call "Bladeturn".	5 Minutes	Armour, Elemental	0	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
2	Bolt of Frost	4	Frost Bolt. 4 Ice	A magical bolt of frost causing 4 Ice damage.	Instantaneous	Elemental	0	No
2	Death's Delving	5	I begin Death's Delving	This spell can be used to examine a corpse or body of any creature for 1 minute. Upon completion the caster will learn in vivid detail the time and manner of the creature's death.	Instantaneous	Death	0	No
2	Detect Celestial	4	I Detect Celestial	This spell detects the presence of any celestial creatures in the area. Upon stating "Detect Celestial" any celestial creature within ear shot must state "Here" loudly. Any exposed creatures are not required to make themselves seen, nor will they be immediately aware of their detection. The caster may continue to Detect until any other spell is cast, or 1- minute passes.	1 Minute	Divine, Detection	0	Potion
2	Detect Infernal	4	I Detect Infernal	This spell detects the presence of any infernal creatures in the area. Upon stating "Detect Infernal" any infernal creature within ear shot must state "Here" loudly. Any exposed creatures are not required to make themselves seen, nor will they be immediately aware of their detection. The caster may continue to Detect until any other spell is cast, or 1- minute passes.	1 Minute	Divine, Detection	0	Potion
2	Detect Undead	4	I Detect Undead	This spell detects the presence of any undead creatures in the area. Upon stating "Detect Undead" any undead creature within ear shot must state "Here" loudly. Any exposed creatures are not required to make themselves seen, nor will they be immediately aware of their detection. The caster may continue to Detect until any other spell is cast, or 1- minute passes.	1 Minute	Detection, Death	0	Potion
2	Empower	4	I Empower thee, +1 Exceptional Strength	This brief enchantment endows the target with one additional level of Exceptional Strength for the next performed action. This may be 1 swing in combat, or a strength related feat (lifting, breaking a pin, etc.).	1 Action	Body	0	Potion
2	Fear	6	Fear	This terrorizing spell causes the target to flee from the caster.	5 Minutes	Mind	0	Potion
2	Fire Bolt	4	Fire Bolt. 4 Fire	Calls forth a swirling ball of flame to smite the casters enemies for 4 Fire.	Instantaneous	Elemental	0	No
2	Frost Blade	6	I make now this Frost Blade. Ice Damage	This spell causes the target weapon (but not a claw, fist or other natural attack) to freeze changing the damage called to "Ice". At the end of the duration the weapon takes a Shatter effect. This spell will not work on a weapon which already has magic effecting its damage, permanent or temporary.	1 Encounter or 5 Minutes	Elemental	0	Oil
2	Grant Health	4	I Grant Health. 4 LP	This simple spell heals 4 LP of damage.	Instantaneous	Healing	0	Potion
2	Holy Bolt	4	Holy Bolt. 4 Light.	Calls forth a bright streak of light to strike the casters enemy for 4 Light.	Instantaneous	Divine	0	No



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2	Lesser Mage Lock	6	I create a Lesser Mage Lock	Creates a level one lock that shimmers magically. The lock can be dispelled with any spell that removes locks or anything which disrupts magic (e.g. Shatter, Mithril, etc.). The lock may be opened and relocked at any point during the duration by touching any item designated at the time of casting as the 'key' to the lock. The lock can also be picked by a mechanic. Once the lock is disrupted or opened with anything but the key, it is Destroyed.	1 Week	Creation, Magic	0	Oil
2	Mystic Hide	6	I summon Mystic Hide. 6 AP	This enchantment protects the target as if they were wearing a full suit of hide armour (6 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell.	24 hours	Armour	0	Potion
2	Open Lesser Lock	5	I Open Lesser Lock	This spell instantly opens any level 1 lock.	Instantaneous	Magic	0	Oil
2	Pull	6	Pull	This incantation is used to forcibly pull an enemy closer. The target of the spell must move 10' directly toward the caster before being able to move or act in any way. If the target is unable to move the entire distance because of an immovable object (tree, wall, etc.), the movement ends at the barrier.	Instantaneous	Body	0	No
2	Purify	4	I Purify	This simple enchantment will remove all poisons from one item of food or drink.	Instantaneous	Healing	0	Oil
2	Rebuke Undead	5	I Rebuke Undead	This spell will cause a zombie, skeleton, wraith or ghoul to flee from the caster as if under a Fear effect.	5 Minutes	Death	0	No
2	Remove Charm	5	I Remove Charm	This ritual can be used to break any charm placed upon the target.	Instantaneous	Mind	0	Potion
2	Resist Fire	4	I Resist Fire	This enchantment protects the target from heat-based attacks. The target will receive only half damage from any fire-based attack. The call for this is "Half. The minimum damage an attack can be reduced to is 1. Thresholds are considered before this damage reduction."	1 Encounter or 5 Minutes	Elemental	0	Potion
2	Resist Frost	4	I Resist Frost	This enchantment protects the target from cold based attacks. The target will receive only half damage from any ice-based attack. The call for this is "Half. The minimum damage an attack can be reduced to is 1." Thresholds are considered before this damage reduction.	1 Encounter or 5 Minutes	Elemental	0	Potion
2	Translate	5	I now Translate	This ritual allows the caster to understand (but not speak) any verbal language.	1 Encounter or 5 Minutes	Mind	0	Potion
2	Unbind	4	I Unbind	This incantation will instantly negate any pin, bind, or confine spells as well as removing any non- magical ropes.	Instantaneous	Body	0	No
2	Unholy Bolt	4	Unholy Bolt. 4 Dark	Calls forth a pulsating shadow of darkness to strike the casters enemy for 4 Dark.	Instantaneous	Divine	0	No

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2	Web	6	I spin this Web	This spell will cover up to a 10'x10' area with thick spider like webs (suitable markings must be provided by the caster before casting). Anyone touching the webs will become stuck. The web may be cut from with 1 minute of cutting with a sharp object or ripped free with at least one level of Exceptional Strength (5-count).	1 hour	Creation	0	No
2	Wind Message	4	I send this Wind Message	This interesting spell sends a short verbal message from the caster to another person. To cast an available cast member, spirit, or marshal should be found and told the target and message. Only a person the caster has met before can be targeted by this spell. The winds will carry this message to the target (as quickly as they can be found) only the intended target will hear the wind message.	Instantaneous	Elemental, Mind	0	No
3	Arcane Strike	6	Arcane Strike. 8 Magic	A simple battle magic spell which inflicts 8 Magic damage.	Instantaneous	Magic	0	No
3	Aura of Resistance	8	I form an Aura of Resistance. 4 Threshold	Protects the target with a magical field granting a threshold of 4.	1 Encounter or 5 Minutes	Armour	0	Potion
3	Ball of Frost	6	Ball of Frost. 8 Ice	A combat spell which hurls forward a massive ball of ice and unnatural cold, causing 8 Ice damage.	Instantaneous	Elemental	0	No
3	Barrier	6	Barrier	This incantation is used to protect the caster from one target. The target will be pushed back 10' from the caster as per a Repulse spell and then will be unable to approach within 10' of the caster for the duration.	5 Minutes	Body	0	No
3	Berserk	8	I make ye now Berserk	This spell causes a Berserk effect on the target.	5 Minutes	Mind	0	Potion
3	Bramble Wall	8	I bring life to this earth and make my Bramble Wall.	This spell must be cast directly upon an earthen floor, causing a dense wall of vegetation immediately grow into place. This wall is 10' in height, and up to 20' long. The length of the wall may go in any direction up to 20' (straight, curved, circle, etc.). Bramble walls must be marked clearly and may only be climbed if empty handed (1 minute) or it may be cut down (5 minutes)	24 hours	Elemental	0	No
3	Charm	10	I Charm you	This charm allows the caster to make friends rapidly. Once struck with this spell the target is under a Charm effect towards the caster.	1 Hour	Mind	0	No
3	Confine	8	I Confine you	This spell causes a Confine effect on the target.	5 Minutes	Body	0	No
3	Cure Blindness	8	I Cure Blindness	This incant will remove any form of blindness from the target.	Instantaneous	Healing	0	Potion

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3	Detect Enemies	6	I Detect Enemies	This useful spell alerts the caster of any hostile presences in the immediate area. Upon stating "Detect Enemies" any creature within ear shot with the immediate intention of physically harming the caster must state "Here" loudly. Any exposed enemies are not required to make themselves seen, nor will they be immediately aware of their detection. The caster may continue to Detect until any other spell is cast, or 1-minute passes.	1 Minute	Detection	0	Potion
3	Disease	11	I infect thee with Disease	This incantation inflicts the target with disease. Disease causes a Disease effect on the target that should be roleplayed as an extreme nausea, that limits movement and activity.	5 Minutes	Infliction	0	Potion
3	Enfeeble	10	I Enfeeble thee. 1 Magic Body, Weakness	This incantation causes Weakness in the target as well as 1 point of Magic Body damage.	Instantaneous	Infliction	0	Potion
3	Fire Ball	6	Fire Ball. 8 Fire	Calls forth a swirling ball of flame to smite the casters enemies for 8 Fire.	Instantaneous	Elemental	0	No
3	Heal	6	I Heal you. 6 LP	This spell heals 6 LP	Instantaneous	Healing	0	Potion
3	Holy Smite	6	Holy Smite. 8 Light	Calls forth a blinding ray of light to strike the casters enemy for 8 Light.	Instantaneous	Divine	0	No
3	Mage Lock	10	I create a Mage Lock	This spell acts like Lesser Mage Lock except that the lock that is created is level two.	1 Week	Magic, Creation	0	Oil
3	Magic Vestment	13	I create for thee a Magic Vestment	A potent protection, the target becomes immune to the very next attack against them either physical or magical in nature.	Until Used or 24 hours	Armour	0	Potion
3	Mystic Leather	10	I summon Mystic Leather. 8 AP	This enchantment protects the target as if they were wearing a studded or hardened leather armour (8 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell.	24 hours	Armour	0	Potion
3	Open Lock	7	I Open Lock	This spell will instantly open any level 1 or 2 lock.	Instantaneous	Magic	0	Oil
3	Open Portal	10	I slide by this Open Portal	This spell allows the caster to immediately open and pass through any non-magically locked portal (such as a door). This spell does not actually unlock the opening and only the caster may pass. The portal closes after the caster passes through.	Instantaneous	Body	0	No
3	Poison Strike	8	I inflict a Poison Strike, Toxin	This spell causes the target to take a Toxin effect.	24 hours	Infliction	0	Potion
3	Protection from Fire	10	I Grant Protection from Fire	This enchantment protects the target from heat-based attacks. The target will receive only half damage from any fire-based attack. The call for this is "Half. The minimum damage an attack can be reduced to is 1" Thresholds are considered before this damage reduction.	24 hours	Elemental	0	Potion

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3	Protection from Frost	10	I Grant Protection from Frost	This enchantment protects the target from cold based attacks. The target will receive only half damage from any ice-based attack. The call for this is "Half. The minimum damage an attack can be reduced to is 1." Thresholds are considered before this damage reduction.	24 hours	Elemental	0	Potion
3	Question	6	I ask this Question. Pin	Target is under a Pin effect until one direct question is answered. If the question is not answered truthfully, the victim will receive 1 Magic Body damage. The Pin acts normally.	5 Minutes	Body, Mind	0	No
3	Remove Disease	8	I Remove Disease	This spell will remove any disease which is affecting the target.	Instantaneous	Healing	0	Potion
3	Remove Paralysis	8	I Remove Paralysis	This spell cures the target of a Paralysis effect.	Instantaneous	Healing	0	Potion
3	Remove Poison	8	I Remove Poison	This spell will remove any harmful herbal effect which is effecting the target.	Instantaneous	Healing	0	Potion
3	Restore Strength	6	I Restore Strength	This spell cancels the effect of Enfeeble, Weaken, and similar strength related afflictions.	Instantaneous	Healing	0	Potion
3	Resurrect	25	I call upon this spirit and Resurrect this life.	This powerful spell is used to bring a spirit back to life. To use this spell, the caster must be aware that the spirit is present and the spirit must still have Resurrections available on their character. This spell may be cast with or without a body, but the spell is much easier to cast if a body is present (less 10 energy if the body is present). Any physical ailments present in the old body (e.g. missing limb, poison, etc.) are not healed by Resurrection. Once the spell has been cast, the target's spirit is returned to their body or if no body is present, then a new fully formed body is created. In either case, the character returns to life at full LP. A person just Resurrected has no memory of events up to 1 hour before their death.	Instantaneous	Divine, Healing	0	No
3	Shatter	8	I Shatter <Item>	This spell will immediately Shatter a specified weapon, shield, or buckler held by the target. The item will be broken and must be dropped as it is no longer usable.	Instantaneous	Creation	0	Oil
3	Speak to Dead	8	I Speak to Dead	This spell allows the caster to speak with any nearby spirits. Spirits (unlike those recently Resurrected) remember everything up to their death. This spell is of little use unless the caster is aware of spirits nearby.	5 Minutes	Divine, Detection	0	Potion
3	Spell Shield	10	I form this Spell Shield	This protective enchantment will completely block the next spell cast upon the target.	Until Used or 24 hours	Armour	0	Potion
3	Strength	5	I endow Strength. Exceptional Strength 1	This enchantment makes the target as strong as an Orc. For the duration, the target's level(s) of Exceptional Strength are set to one.	1 Encounter or 5 Minutes	Body	0	Potion
3	Stun	10	I Stun thee	Target is stunned, dropping all hand-held items and rendered motionless for a 5-Count (Stunned 5, Stunned 4, etc.)	Instantaneous	Mind	0	Potion

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3	Unholy Smite	6	Unholy Smite. 8 Dark	Calls forth pitch blackness to strike the casters enemy for 8 Dark.	Instantaneous	Divine	0	No
4	Arcane Barrage	12	Arcane Barrage, 8 Magic	Calls forth three intense blasts of magical power to cause 8 Magic damage each. These attacks are made consecutively after casting the spell.	Instantaneous	Magic	0	No
4	Battle Rage	12	I incite Battle Rage. Berserk, Exceptional Strength 2	This spell causes a Berserk effect on the target and also sets the creature's level(s) of Exceptional Strength to two.	5 Minutes	Mind, Body	0	Potion
4	Blindness	10	I cause Blindness	This spell causes the target to be struck blind for 5 minutes until cured.	5 Minutes	Infliction	0	Potion
4	Blink	15	I Blink, Blink Out... Blink In	Caster may "teleport" to any location in sight (within 15') provided passing through a barrier (wall, door, Forbiddance spell, etc.) is not required. The caster calls "Blink Out" and then signifies they are out of game by placing an out of game headband on or resting a hand or weapon on top of their head. After moving directly to the location selected, the caster calls "Blink In" while removing their out of game head band or action.	Instantaneous	Magic	0	Potion
4	Champion	19	I name my Champion. 10 LP, Exceptional Strength 2	This spell sets a selected champion's level(s) of Exceptional Strength to 2 as well as granting 10 temporary LP. These temporary LP allow the character to exceed their normal LP maximum for the duration of the spell. After the combat any remaining LP above the characters maximum disappear.	1 Encounter or 5 Minutes	Body	0	Potion
4	Command	12	I Command you to <Order>	This powerful charm spell allows the caster to impose one simple order into the target's mind. The target's mind will be warped to believe that the order is something that they really want to do and so will do their best to follow it. The orders possible to give are: "Come to Me and Stay" The target of the spell must move to within melee range and stay in that range for 5 minutes. "Attack <a specific target>" The target of the spell views the specified target as extremely hostile and will attempt to kill them for 5 minutes. "Give me <a specific item>" The target will give the specified item to the caster and consider the item their property for 5 minutes, during which the target will not take the item back.	Instant	Mind	0	No
4	Command Lesser Undead	16	I Command Lesser Undead	This necromantic spell allows the caster to gain control over a target zombie or skeleton.	Permanent	Death	0	No
4	Corrode	12	I Corrode <Item>	This spell will immediately Corrode a specified weapon held by the target.	Instantaneous	Creation	0	Oil
4	Dispel	12	I disrupt your magic as I Dispel <Spell Name>	This spell ends the named Spell currently active on the target creature. Dispel will not remove any spell with a duration of Permanent, Concentration or Instantaneous. Anti-magic cannot be Dispelled.	Instantaneous	Magic	0	No

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4	False Eye	12	I use now my False Eye	This magical protection allows the caster to read guarded scripts without setting off any enchantments (explosive runes, venom script, etc.).	1 Hour	Magic, Armour	0	Potion
4	Feeble Mind	11	I inflict Feeble Mind	This nasty spell causes a Feeble Mind effect on the target.	5 Minutes	Infliction	0	Potion
4	Find Things	10	I attempt to Find Things. Detect <object>	This spell allows a character to search for a specific item. Searching for "A holy symbol of Brack" will not work, but searching for "Samwise's holy symbol of Brack" would work. If the item declared in the incant is held by any nearby person, they must then announce loudly "Here". The caster may continue to Detect until any other spell is cast, or 1-minute passes.	1 Minute	Detection	0	No
4	Fire Storm	12	Fire Storm, 8 Fire	Calls forth three swirling blasts of flame to smite the casters enemies for 8 Fire each. These attacks are made consecutively after casting the spell.	Instantaneous	Elemental	0	No
4	Flame Script	10	I protect these words by Flame Script	This ritual causes a text to become magically protected. Once read by anyone other than the caster, the text will erupt destroying the document and causing 5 Fire to the reader. Once cast the words "Flame Script 5 Fire damage" should be added to the bottom of the text. Reading any of the text or noticing this addition causes the spell to go off.	Permanent	Elemental	0	Oil
4	Forbiddance	16	I ward this place with Forbiddance	This spell places a magical ward upon an entrance. No one may pass through the opening without first speaking the correct password.	24 hours	Magic, Body	0	No
4	Fortify	8	I Fortify and ward this place	This valuable ward fortifies up to 20'x20' space making the wall area within immune to Passwall and Brittle Wall spells. The walls in the area are immune to physical damage that is intended to breach them. If tents are inside the space, they become immobile.	24 hours	Elemental	0	No
4	Fortunes of War	15	I collect my Fortunes of War.	Caster can declare "Sense Items" and anyone with an IG item or coin must say "Here". Also, any time during the duration the caster may declare "Sense Items" instead of a search count and immediately be given all in game items that a 5-minute search would have granted.	1 Minute	Detection	0	Potion
4	Greater Mage Lock	14	I create a Greater Mage Lock	This spell acts like Lesser Mage Lock except that the lock that is created is level three.	1 Week	Magic, Creation	0	Oil
4	Hail Storm	12	I call a Hail Storm. 8 Ice	This powerful combat spell allows the caster to throw 3 globes of frost at their opponents. Each globe strikes for 8 Ice. These attacks are made consecutively after casting the spell.	Instantaneous	Elemental	0	No

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4	Harm Undead	10	I Harm Undead, 10 Light	This spell allows the caster to throw a packet which causes any skeleton or zombie struck by it to be immediately destroyed. The spell will also do 10 Light damage to any other undead creature. This spell has no effect on anything other than Undead	Instantaneous	Death	0	No
4	Lightning Bolt	10	Lightning Bolt. 4 Magic Body	A bolt of lightning causes 4 Magic Body.	Instantaneous	Elemental	0	No
4	Mend body	12	I Mend this Body. Heal All LP	Instantly heals all LP.	Instantaneous	Healing	0	Potion
4	Mystic Chain	16	I summon Mystic Chain. 12 AP	This enchantment protects the target as if they were wearing a full suit of chainmail (12 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell.	24 hours	Armour	0	Potion
4	Ogre Strength	8	I endow Ogre Strength. Exceptional Strength 2	This enchantment makes the target as strong as an Ogre. For the duration, the target's level(s) of Exceptional Strength are set to two.	1 Encounter or 5 Minutes	Body	0	Potion
4	Open Greater Lock	9	I Open Greater Lock	This spell will instantly open any level 1, 2 or 3 lock.	Instantaneous	Magic	0	Oil
4	Paralyze	12	I Paralyze	This spell completely paralyzes the target, preventing them from moving or talking in any way.	5 Minutes	Body	0	Potion
4	Reflect	14	I protect thee with a Reflect Magic	This enchantment surrounds the target with a magical shield. The next spell cast upon the target will be reflected back against its source.	Until Used or 24 hours	Armour	0	Potion
4	Restore Limb	10	I Restore Limb	This ritual will restore and regrow any one lost limb or appendage on the target, with the exception of horns or other organs taken for spell components.	Instantaneous	Healing	0	Potion
4	Scribe	12	I Scribe	This spell is used to transfer spell powers to parchment in the making of Scrolls. Detailed explanation of item creation is found in the magic section. Clerics always pay the base cost of the spell when scribing a Scroll and cannot do so with spells from their Opposed Domain.	Instantaneous	Magic, Creation	0	No
4	Sleep	12	I put thee to Sleep	This spell puts the target to sleep, causing them to fall to the ground and drop anything in their hands.	5 Minutes	Mind	0	Potion
4	Truth	12	You will speak only Truth	Once cast, the target will find themselves compulsively truthful. While fully in control of all other actions, the target will diligently answer the next 3 direct questions someone else asks them truthfully.	3 Questions or	Mind	0	Potion
4	Venom Script	11	I protect the words with Venom Script	This ritual causes a text to become magically protected. If read by anyone other than the caster, the reader will take a Toxin effect. Once cast the words "Venom Script, Toxin" should be added to the bottom of the text. Reading any of the text or noticing this addition causes the spell to go off.	Permanent	Infliction, Creation	0	Oil

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5	Animate Dead	21	I raise this corpse to life. Animate Dead	One of the most common of necromancy's dark arts. When cast on a corpse the body will rise as a zombie ready to follow the casters command. Zombies will follow any simple direct order by the caster and turn to dust upon death.	Permanent	Death	1	Oil
5	Bone Warrior	25	I form now my Bone Warrior	One of the most common of necromancies dark arts. When cast on a corpse the body will rise as a skeletal warrior ready to follow the casters command. Skeletons will follow any simple direct order by the caster and turn to dust upon death.	Permanent	Death	1	Oil
5	Brittle Walls	17	I crush these Brittle Walls.	This spell opens a 5'x5' hole in non-magical walls less than 1' thick. The created hole should be clearly marked.	Permanent	Creation	1	No
5	Chain Lightning	20	Call Chain Lightning. 4 Magic Body	This powerful combat spell allows the caster to throw 3 bolts of lightning at their opponents. Each bolt strikes for 4 Magic Body.	Instantaneous	Elemental	1	No
5	Erase	13	I Erase this script	Removes magically protective writings from an object (Explosive runes, venom script, etc.)	Instantaneous	Magic, Creation	1	Oil
5	Explosive Runes	26	I place now these Explosive Runes	This ritual causes a text to become magically protected. Once read by anyone other than the caster, the text will explode causing 5 Fire to the reader and anyone else within 5 feet as well as destroying the text. Once cast the words "Explosive Runes 5 Fire damage 5' radius" should be added to the bottom of the text. Reading any of the text or noticing this addition causes the spell to go off.	Permanent	Elemental, Creation	1	Oil
5	Fool's Adamant	15	I make this <item> into Fool's Adamant, to better serve our ends.	This spell temporarily confers onto an item of wood or metal the properties of adamantine. This renders the item immune to the Shatter effect and grants 1 resist Corrode. The Resistance to Corrode once used can be fixed with the Weapon or Armour Smith skills just as if the item was real Adamantine.	24 hours	Creation	1	Oil
5	Giant Strength	14	I endow Giant Strength. Exceptional Strength 3	This enchantment makes the target as strong as a Giant. For the duration, the target's level(s) of Exceptional Strength are set to three.	1 Encounter or 5 Minutes	Body	1	Potion
5	Identify	17	I Identify this <item>	This spell will determine the properties of a magic item. Upon using this spell, the caster learns what effects the item has and how to activate them (if necessary).	Instantaneous	Detection	1	No
5	Life	21	I bring thee to Life.	This powerful spell returns life to the lifeless. Any creature that is dead but not yet a spirit (has not completed the Death Count) can be brought back to life (at 1 LP) with this spell.	Instantaneous	Healing	1	Potion
5	Mass Fear	21	I call Mass Fear. Fear	The caster may throw up to 5 Fear effects at, each at separate targets.	Instantaneous	Mind	1	No



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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
5	Mystic Plate	21	I summon Mystic Plate. 22AP	This enchantment protects the target as if they were wearing a full suit of plate armour (22 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell.	24 hours	Armour	1	Potion
5	Passwall	15	I slip by and Passwall	This spell allows the caster to open and pass through any non-magically protected wall of less than 1' thick. Immediately after the caster passes through, the wall closes again. This spell does not actually damage the wall and only the caster may pass.	Instantaneous	Body	1	No
5	Protection from Magic	17	I Grant Protection from Magic	This enchantment protects the target from magical attacks. The target will receive only half damage from any packet delivered spell that does damage or physical strikes with the damage type "Magic". The call for this is "Half."	24 hours	Armour	1	Potion
5	Summon Infernal spawn	22	I Summon an Infernal spawn	Summons a single generic Infernal pawn under the casters control. Remains until slain or banished.	Instantaneous	Summoning	1	No
5	Wither Limb	13	I Sever that <Limb>, 2 Magic Body	This spell withers a limb of the target with age until it simple falls off. The chosen limb must be stated by the caster while casting the spell. As well as rendering one limb useless this spell also causes 2 Magic Body damage.	Permanent	Infliction	1	Potion
6	Age	28	I sap your spirit. Age 10 years.	This spell drains life from its target. Victims instantly ages by 10 years.	Permanent	Infliction	3	Potion
6	Blink Walk	21	I Blink Walk, Blink Out... Blink In	Caster may "teleport" to any location in sight (within 100') provided passing through a barrier (wall, door, Forbiddance spell, etc.) is not required. The caster calls "Blink Out" and then signifies they are out of game by placing an out of game headband on or resting a hand or weapon on top of their head. After moving directly to the location selected, the caster calls "Blink In" while removing their out of game head band or action.	Instantaneous	Magic	3	Potion
6	Command Undead	23	I Command Undead	This powerful necromantic incantation allows the caster gain control of a targeted undead creature of power. This spell is effective against skeletons, zombies, ghosts, wraiths, and ghouls. Once controlled the caster can give any simple direct orders to the target creature to follow.	Permanent	Death	3	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
6	Contingency	20	I prepare now this Contingency.	This powerful and complex spell can be used to delay the response of a second incantation. The contingency spell is cast first, and the contingency conditions stated before the second spell is cast. When the stated condition is met, the secondary spell will take effect. Note: Contingencies must be simple and easily determined, the spell itself is not intuitive. A contingency of "cast Heal upon myself if I reach unconsciousness" is possible. Contingencies such as "cast Heal if I am attacked by surprise" or "cast Resist Fire if I am attacked by a fire weapon" or "cast Fireball at anyone wishing to attack me" are not. Marshals have the final word on the acceptability of a contingency.	Until Used or 24 hours	Magic	3	No
6	Curse	33	I Curse you	This evil and deadly curse will cause the target to lose 1 permanent LP immediately. The target will continue to lose 1 permanent LP each following day until a cured, or a maximum LP of 1 is reached. Gaining additional LP's will only lengthen the curse. This spell is removed by the Remove Curse spell.	Permanent	Infliction	3	Potion
6	Detect Presence	18	I leave these weaves to Detect presence	This tricky spell requires a special phys-rep supplied by the caster, the Detect Presence spell allows for the use of electronic infrared or proximity detectors (or in the case of some Plot adventures, an informed marshal to watch the area). While this spell has no effect of its own, it is a form of contingency spell that can activate a second spell when triggered.	24 hours	Detection	3	No
6	Enchant Armour	21	I Enchant this Armour. +1 Threshold	This spell grants an additional +1 threshold to a suit of armour.	24 hours	Magic	3	Oil
6	Enchant Weapon	21	I Enchant this Weapon. +1 Magic Damage	Weapons (but not a claw, fist, or other natural attack) enchanted with this spell will swing for +1 Magic damage.	24 hours	Magic	3	Oil
6	Fire Weapon	21	I make this now a Fire Weapon. +1 Fire Damage	Enchants a weapon (but not a claw, fist, or other natural attack) to swing for +1 Fire damage.	24 hours	Elemental	3	Oil
6	Floor of Binding	21	I enchant this Floor of Binding	This incant will enchant up to a marked 10'x10' area of floor so that anyone entering the area will become stuck to the ground with each step. The area affected must be clearly marked before casting. Exceptional Strength 3 is required to pull free (5-Count). Creatures stuck in a Floor of Binding cannot be cut free.	24 hours	Creation, Body	3	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
6	Free Action	25	I grant Free Action.	This powerful enchantment causes the target to become immune to all movement hindering effects: Barrier, Pin, Repulse, Pull, Bind, Confine, Paralyze, Flesh to Stone, Web, or tying up (such as with ropes or chains). This spell can also be used to negate the effects of a similar hindering spell already in effect. If used in this manner no additional protection is granted.	24 hours	Body	3	Potion
6	Frost Weapon	21	I make this now a Frost Weapon. +1 Ice Damage	Enchants a weapon (but not a claw, fist, or other natural attack) to swing for +1 Ice damage.	24 hours	Elemental	3	Oil
6	Greater Charm	28	I use my Greater Charm	This charm allows the caster to make friends rapidly. Once struck with this spell the target is under a Charm effect towards the caster.	24 hours	Mind	3	No
6	Heroes Feast	23	I bless now this Heroes Feast	This unique spell is cast upon a feast or meal before serving. The first 10 people eating of the blessed food become immune to Toxin, Fear, and Charm.	24 hours	Body, Mind	3	Oil
6	Holy Weapon	21	I make this now a Holy Weapon. +1 Light Damage	Enchants a weapon (but not a claw, fist, or other natural attack) to swing for +1 Light damage.	24 hours	Divine	3	Oil
6	Interrogation	33	I begin this Interrogation, Confine	Target is Confined and for the next five minutes all questions must be answered truthfully. Questions not answered or not answered truthfully will result in 2 Magic Body. The Confine acts as the normal spell.	5 Minutes	Body, Mind	3	No
6	Legend	23	I scour time for the Legend of this <item>	This powerful divination will impart clues to the history and origin of any legendary object. If cast on mundane objects no information is revealed. Players should contact Plot marshal when using this spell.	Instantaneous	Detection	3	No
6	Magic Mouth	19	I ward this place with a Magic Mouth	This spell causes a pre-recorded message to be recited when the target is approached. Use of this spell requires considerable phys-reps (tape recorder, possibly with proximity sensor.) which must be supplied by the caster, in some Plot run situations an attentive marshal may be used instead.	24 hours	Magic	3	No
6	Mystic Armour	27	I summon Mystic Armour. 30 AP	This enchantment protects the target as if they were wearing a full suit of formed plate armour (30 AP). This spell is designed as an alternative to a physical suit of armour and so voluntarily donning anything that provides AP from physical armour dispels this spell..	24 hours	Armour	3	Potion
6	Restore Body	23	I now Restore Body	This ritual will restore and regrow all lost limbs and appendages on the target, with the exception of horns or organs taken for spell components.	Instantaneous	Healing	3	Potion
6	Summon Imp	33	I Summon an Imp	Summons a single generic Imp under the casters control. Remains until slain or banished.	Instantaneous	Summoning	3	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
6	Unholy Weapon	21	I make this now an Unholy Weapon. +1 Dark Damage	Enchants a weapon (but not a claw, fist, or other natural attack) to swing for +1 Dark damage.	24 hours	Divine	3	Oil
6	Zone of Silence	27	I expel sound as I make this Zone of Silence	This handy enchantment protects an area up to 10'x10' in size. While within the area all creatures are under the Mute effect. This effect is gone once the creature leaves the area of this spell.	1 hour	Body	3	No
7	Acid Ward	29	I ward this place with an Acid Ward.	When cast upon a door or other closable opening, the caster wards the entrance from passage by any undesired parties. The entrance must be marked to indicate the presence of a ward as well as name of the caster and any others granted passage by the caster are written below. Anyone not on the list passing through the warded area receives 15 Acid damage.	24 hours	Elemental, Creation	5	No
7	Affliction	31	I call Affliction. Weakness, Disease	A powerful curse. Victims will be struck with Disease and Weakness permanently until cured. The curse can only be removed by the caster or by the Greater Cure spell. Remove Weakness and Remove Disease will cure the related symptom for a period of one day before returning.	Permanent	Infliction	5	Potion
7	Anti-Magic Shell	50	I ban magic from this Anti-Magic Shell. Immunity to magic	This incantation creates a close fitting shell around the target. The target is under the Anti-Magic effect for the duration of the spell.	24 hours	Magic	5	Potion
7	Banishment	34	I Banish you from this place. Banishment	This powerful ritual banishes any other worldly creature such as elementals, ghosts and demons back to their plane of origin.	Instantaneous	Divine	5	Potion
7	Conjure Elemental	35	I Conjure forth a(n) <Type> Elemental	This ritual summons an elemental creature from its native plane of existence. The type of elemental summoned is determined by the deity invested in or at the time of casting by an Arcaner. The types of elementals possible to summon are: Earth, Fire, Air, Water, and Ice. These creatures will follow the casters commands. After 24 hours, if not destroyed, the elemental will return to its own plane. Elementals which have been unduly tormented or abused by their summoner may choose not to return and will instead remain until revenge can be extracted upon their tormentor.	24 hours	Elemental	5	No
7	Greater Dispel	30	I disrupt this magic. Greater Dispel <Spell Name>	This spell ends the named Spell currently active on the target creature, object or location. Greater Dispel will not remove any spell with a duration of Permanent, Concentration or Instantaneous. If cast on a conjured elemental, this spell will remove the original caster's control, but the elemental will not be returned to its own plane by this spell. Anti-magic cannot be Greater Dispelled.	Instantaneous	Magic	5	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
7	Death Curse	40	I send out this Death Curse	A most powerful and evil spell. This rare spell does not require a packet to be thrown, the selected target may be chosen by name (the characters true name is not needed, any used alias or accurate description will suffice) and the caster must have a personal item of the victim. The caster must confirm the personal item with Plot before casting. Once inflicted, the target loses 1 permanent LP every 2 hours until cured or killed. This spell is cured by Remove Curse.	Instantaneous	Infliction	5	No
7	Destroy Undead	32	I Destroy Undead	Immediately destroys any Ghoul, Wraith, Skeleton or Zombie. Other undead take 15 Light Damage. This spell has no effect on anything other than undead.	Instantaneous	Death	5	No
7	Fire Ward	29	I Ward this place with Fire.	When cast upon a door or other closable opening, the caster wards the entrance from passage by any undesired parties. The entrance must be marked to indicate the presence of a ward and the name of the caster and any others granted passage by the caster are written below. Anyone not on the list passing through the warded area receives 15 Fire damage.	24 hours	Elemental, Creation	5	No
7	Frost Ward	29	I Ward this place with Frosts bite	When cast upon a door or other closable opening, the caster wards the entrance from passage by any undesired parties. The entrance must be marked to indicate the presence of a ward and the name of the caster and any others granted passage by the caster are written below. Anyone not on the list passing through the warded area receives 15 Ice damage.	24 hours	Elemental, Creation	5	No
7	Greater Cure	21	I offer this Greater Cure	This mighty restorative spell cures the target of all Disease, Toxin, Blindness, Mute, Paralyze, Affliction, and Weakness effects. This spell also cures the target of Euphoric Addiction.	Instantaneous	Healing	5	Potion
7	Regression	25	I begin your Regression	This incant will restore a specifically targeted, or the most recent memory of the target that has been removed or altered with the mind wipe or memory alteration spells.	Instantaneous	Healing	5	Potion
7	Remove Curse	30	I Remove Curse	This ritual can be used to break any curse placed upon the target.	Instantaneous	Healing	5	Potion
7	Sacrifice	15	I make thee my Sacrifice	This vile necromantic spell steals life essence from the target when used before another powerful spell. When cast upon a helpless target (unconscious or held) this spell will cause any components which cause negative effects to the caster to instead will affect the victim of this spell.	Instantaneous	Body	5	No
7	Stone Skin	35	I grant Stone Skin. 5 Threshold	This powerful protection grants a natural threshold of 6 to the target.	1 Encounter or 5 Minutes	Armour, Elemental	5	Potion
7	Summon Manes	37	I Summon a Manes	Summons a single generic Manes under the casters control. Remains until slain or banished.	Instantaneous	Summoning	5	No

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<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
7	Torment Spirit	34	I grip thy spirit and Torment Soul	This foul necromantic spell is targeted on a nearby spirit. The spirit will be wrenched into the corporeal realm, losing all sense of its former self. This trapped spirit takes on the form of a wraith, hungry for the spirits of the living. Wraiths will follow any simple direct orders of the caster and return to spirits upon death.	Permanent	Death	5	No
7	Youth	38	I revert thee to thy Youth. Remove 10 Years.	This spell restores youth to its target. The target instantly becomes 10 years younger (note this spell cannot lower someone beyond the minimum age for their race).	Instantaneous	Healing	5	Potion
7	Zone of Truth	30	I form this Zone of Truth	This handy enchantment protects an area roughly 10'x10' in size. While within the area, no lie may be told. While those inside the area may choose to avoid questions or not speak at all, any words spoken will be entirely truthful.	1 Hour	Mind	5	No
8	Black Wind	54	I call upon the Black Wind and scar this land. Blindness, Weakness, 1 Magic Body	This dark spell causes a gale force wind to blow forth from the caster. The wind remains only as long as the caster remains concentrating. The caster may continue to throw packets until they move or change direction. Anyone Struck is afflicted with Blindness, Weakness, and 1 Magic Body damage.	Concentration	Infliction	7	Potion
8	Drain Life	47	I Drain Life, Lose 1 Life Point, Permanent	This vile enchantment causes one permanent LP damage from the target. This damage cannot be restored or healed but may be regained through using skill points to purchase the Physical Endurance skill.	Permanent	Infliction	7	Potion
8	Enchant Item	40	I Prepare now to Enchant this Item	Used to further enchant items empowered by the Item spell, causing the power to be retained permanently. Detailed explanation of item creation is found in the magic section.	Instantaneous	Magic	7	Oil
8	Holy Aura	46	I Ward this place with a Holy Aura	This divine spell blesses a 10' circle that no undead or infernal creature may enter. Creatures may not physically enter the blessed area; however, spells and missiles may be fired into the protected zone. The zone must be clearly marked.	24 hours	Divine	7	No
8	Item	37	I endow power to this Item. May it serve well	This spell empowers an ordinary object with the power to hold and cast a spell (like a wand). This spell must be immediately followed with the spell being granted. To use the newly enchanted object just the name of the spell needs to be spoken and, if appropriate, a packet thrown. An object can be enchanted a maximum of 3 times. Once all spells are cast the object loses all magical powers.	Instantaneous	Magic	7	Oil
8	Mind Wipe	32	I Wipe this memory from your Mind	This powerful enchantment allows the caster to remove any one memory in the targets mind.	Instantaneous	Mind	7	No

<i>Lvl</i>	<i>Name</i>	<i>Energy</i>	<i>Incant</i>	<i>Description</i>	<i>Duration</i>	<i>Category</i>	<i>MEL</i>	<i>Mix</i>
8	Rotting Flesh	62	I Afflict you with Rotting Flesh	A horrible curse, the targets flesh melts away, immobilizing them in pain while taking 1 Magic Body per minute until dead or the curse is removed. Upon death the spirit is bound to the empty skeleton. The target will become a Skeleton Lord, under their own control, but bent on the destruction of all life (and likely the caster), until Banished. Command Undead will control a Skeleton Lord for 1 Encounter or 5 Minutes before losing effect. If slain, Skeleton Lords re-animate nearby one hour later.	Permanent	Death	7	Potion
8	Spirit Curse	42	I Place on thee a Spirit Curse	This foul necromantic spell is targeted on a nearby spirit. The spirit will be wrenched into the corporeal realm, losing all sense of its former self. This trapped spirit takes on the form of a ghoul, hungry for the flesh of the living. Ghouls will follow any simple direct orders of the caster and return to spirits upon death.	Permanent	Death	7	No
8	Summon Devil	47	I Summon a Devil	Summons a single random Devil under the casters control. Remains until slain or banished.	Instantaneous	Summoning	7	No
8	Teleport	47	I now Teleport	Caster teleports to a well-known location (local tavern, their cabin, etc.) The teleport spell cannot pass through magical barriers (wards, etc.) The player travels immediately to the new location out- of-game. The location must be stated verbally before travel is started.	Instantaneous	Magic	7	No
8	Trap Spirit	64	I hold thee and Trap thy Spirit	This hideous spell traps a target spirit. Locking them in a provided container. The victim spirit will be unable to escape or resurrect until the imprisoning container is broken.	Permanent	Infliction, Divine	7	No
8	True Charm	52	I enact a True Charm	This charm allows the caster to make friends rapidly. Once struck with this spell the target is under a Charm effect towards the caster.	Permanent	Mind	7	No
9	Anchor Infernal	50	I bind you to this place to Anchor Infernal	Causes the targeted demon to be anchored in this realm permanently, and when killed here it dies, it does not return back to whence it came.	Permanent	Divine	10	Potion
9	Animate Statue	47	I bring life to the earth, and Animate Statue	This intricate spell will create an automation of any carefully crafted statue (or petrified creature). The new golem will follow any simple direct command given by the caster. If made from a petrified creature Remove Curse or Free Action will release the victim and cancel the spell. If slain as a Golem the character will take a death and must be resurrected. If not cast on another player, casters must find a cast member to portray the golem.	Permanent	Creation	10	Oil
9	Anti-Magic Zone	85	I ban magic from this place and make my	Identical to Anti-Magic shell, except this spell creates an unmovable 10'x10' area (which must be marked clearly) that is	24 hours	Magic	10	No

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			Anti-Magic Zone	completely immune to magic and magical effects.				
9	Cleanse	75	I now begin to Cleanse this area.	This spell is used to sanctify an area. Successful casting cleanses and heals an area stricken by haunting, plague, or similar afflictions.	Instantaneous	Healing	10	No
9	Destroy	70	I Destroy <Item>	This ritual can be used to completely destroy an object. Any non-living object (with the exception of those made of mithril) targeted will be instantly and irrevocably destroyed, including any magical endowments.	Permanent	Creation	10	Oil
9	Divine Blessing	75	I make now this holy relic, to serve our purposes and no one else's. Hear my Divine Blessing	This powerful enchantment guards a magic item, or relic from inappropriate use. Once blessed an object will cease to function properly unless wielded by an invested follower (cleric) of the same faith. This spell is an exception to the rule that prevents a magic item from being endowed with more than 1 specific spell. This spell may be cast on existing magic items and relics.	Permanent	Divine	10	Oil
9	Eternities Ritual	107	I enchant my very flesh, to maintain me within this Eternities Ritual.	This rare powerful spell transforms the caster into an undying abomination known as a lich. The results of this spell are largely unknown. Plot should be informed immediately upon casting.	Permanent	Death	10	Potion
9	Fate	50	I view beyond the bonds of Fate.	This complex divination is used to learn more about the fate of one object or individual. When used the spell caster may ask Plot to reveal information regarding plans for the target individual or object.	Instantaneous	Detection	10	Potion
9	Flesh to Stone	45	I turn now Flesh to Stone. Paralyze Permanent	The unfortunate target of this spell is petrified and turned into a statue. This spell is permanent and is only cancelled by the spells Remove Curse or Free Action.	Permanent	Infliction	10	Potion
9	Maelstrom	55	I unleash the Maelstrom <Damage>	This powerful unleashing of energy allows the caster to hold off an army of attackers. Once cast the user may consecutively hurl an unlimited number of Fireballs, Balls of Frost, or Lightning Bolts. The caster can continue the onslaught until another action is taken (running, talking, etc.) or if they run out of spell packets.	Concentration	Elemental	10	Potion
9	Mass Teleport	75	We now Mass Teleport to <location>	Caster and up to two others teleport to a well-known location (local tavern, their cabin, etc.). The teleport spell cannot pass through magical barriers (wards, etc.). Players travel immediately to the new location out-of-game. The location must be stated verbally before travel is started.	Instantaneous	Magic	10	No
9	Memory Alteration	55	I begin your Memory Alteration	This powerful enchantment allows the caster to replace any one memory in the targets mind with a constructed memory of their choosing.	Instantaneous	Mind	10	No



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9	Permanency	60	I wrap the bands of Permanency here.	This powerful ritual is used to bind enchantment permanently to their target. Detailed explanation of item creation is found in the magic section.	Permanent	Magic	10	Oil
9	Plague	70	From the foulest depths I incite forth a Plague	This terrible curse affects an entire area. Any creature that comes in contact with the given area, previously afflicted creature, or corpse contracts this deadly plague. Stricken individuals will suffer the effects of the Affliction spell. While creatures may be cured one by one, only a Cleanse spell will eliminate the curse. As well, several note cards, describing the effects of the spell should be made available to give to all affected characters.	Permanent	Infliction	10	No
9	Quest	60	I bind thee to this Quest	A powerful enchantment, the target must fulfill a task given by the caster to the best of their ability before they may further advance (spend skill points). This spell can only be countered by a Greater Cure spell or revoked by the caster.	Permanent	Mind	10	Potion
9	Soldiers Blessing	60	I give thee each this Soldiers Blessing	This mighty enchantment allows the caster to bless as many as 10 people with immunity to Toxin, Fear and Charms. Recipients will also gain the benefits of a Magic Vestment and Champion spell.	Until Used and/or 24 hours	Body, Mind, Armour	10	No
9	Steal Life	55	I open your spirit and Steal Life	This nasty incantation steals one permanent LP from the target adding the life energy to the caster. While the target will still lose a permanent LP, the caster cannot benefit from this spell if they have already reached their maximum attainable LP. Plot and Log must be informed when this spell is cast.	Permanent	Body	10	Potion
9	Summons	55	I make this call and Summon <name>	A powerful ritual this spell summons a creature from another plane. To use this spell the creature must be called by name. A Plot marshal should be found prior to casting this spell.	Instantaneous	Summoning	10	No
9	Undying	52	I wrestle time and make thee Undying	This mighty enchantment removes the target from the effects of time. The target will become ageless, no longer affected by age or youth spells, and eliminating any effects of old age already encountered.	Permanent	Death, Body	10	Potion
9	Vessel	30	I bind arcane power and make this Vessel	This sought-after enchantment enables a properly prepared vessel to Store ME. The amount of Energy stored by the vessel is determined by the object itself as well as the initial amount of ME channeled into the vessel. Detailed explanation of item creation is found in the magic section.	Permanent	Magic	10	Oil

## Divination List

<i>Lvl</i>	<i>Spell</i>	<i>Items Required</i>	<i>Minimum Casting Time</i>
1	Detect Curse	Divining Rod	30 Seconds
1	Detect Magic	Sand	30 Seconds
1	Detect Poison	Divining Rod	30 Seconds
1	Light	Crystal	30 Seconds
2	Arcane Lore	Crystal Ball	60 Seconds
2	Death's Delving	Palm	60 Seconds
2	Detect Celestial	Prism	60 Seconds
2	Detect Infernal	Prism	60 Seconds
2	Detect Undead	Prism	60 Seconds
2	Fear	Jack of Spades	60 Seconds
2	Remove Charm	2 Silver Coins	60 Seconds
2	Translate	Prism	60 Seconds
3	Charm	1 White Candle	2 mins
3	Detect Enemies	Divining Rod	2 mins
3	Speak to Dead	Crystal Ball	2 mins
4	False Eye	Crystal	3 mins
4	Find Things	Divining Rod	3 mins
4	Fortunes of War	Divining Rod	3 mins
4	Truth	Crystal	3 mins
5	Erase	Playing Cards	4 mins
5	Identify	Sand	4 mins
6	Greater Charm	1 Blue Candle	5 mins
6	Legend	Dice	5 mins
7	Regression	Rune Stones	6 mins
7	Zone of Truth	3 White Candles	6 mins
8	Mind Wipe	1 Black Candle	7 mins
8	True Charm	3 Blue Candles	7 mins
9	Fate	Playing Cards	10 mins
9	Memory Alteration	Crystal	10 mins

# Production List

## Armour Supplies

<i>Item</i>	<i>Time</i>	<i>Materials</i>	<i>Skills</i>
Chainmail (1 location)	4h	2 Chain Links	Armour Smith 5
Gambeson (1 location)	1h	1 Cloth	Armour Smith 2
Hardened Leather (1 location)	2h	1 Leather	Armour Smith 3
Leather Armour (1 location)	1h	1 Leather	Armour Smith 2
Plate Armour (1 location)	8h	1 Iron	Armour Smith 8
Scale Armour (1 location)	4h	1 Iron	Armour Smith 7
Buckler	6h	1 Lumber and 1 Hardware	Armour Smith 3
Shield	6h	2 Lumber and 1 Hardware	Armour Smith 3
Studded Leather	2h	1 Leather and 1 Hardware	Armour Smith 2
Chain Links	4 per h	4 per Iron	Armour Smith 4
Leather Patching	5 per h	5 per Leather	Armour Smith 1
Metal Patching	6 per h	2 per Iron	Armour Smith 6
Master Crafting Armour	x3 hours	Same as Base Armour	Armour Smith 10
Silver Armour	x2 hours	Half of Iron in Silver	Armour Smith 7
Kereste Armour	x2 hours	All Iron in Kereste and 1 Timber Oil per Kereste	Armour Smith 8
Adamantine Armour	x3 hours	All Iron in Adamantine and 1 Dragon's Breath per Adamantine	Armour Smith 9
Mithril Armour	x3 hours	All Iron in Mithril and 1 Dragon's Breath per Location	Armour Smith 10

Miscellaneous Equipment

<i>Item</i>	<i>Time</i>	<i>Materials</i>	<i>Skills</i>
Wine Skin	1h	1 Hide	Craftsman(tanner)
Spell book	2h	10 Parchment	Craftsman (book binder)
Container	1h	none	Craftsman(potter)
Lockpicks	4h	1 Iron	Mechanic 3
Parchment	10 per h	none	Craftsman (parchment maker)
Hardware	2 per h	2 per Iron	Craftsman(blacksmith)
Tools	8h	2 Iron	Craftsman(blacksmith)
Knife	2h	2 per Iron	Craftsman(blacksmith)
Rope	4h	1 Wool	Craftsman(weaver)
Chest	8h	2 Lumber	Craftsman(carpenter)
Quill and Ink	2h	2 Copper	Craftsman(scribe)
Deck of Cards	16h	1 Quill and ink and 2 Parchment	Craftsman(artist)
Lantern	4h	1 Iron	Craftsman(tinker)
Cart	25h	12 Lumber, 25 Hardware	Craftsman <Carpenter> 1
House (For each 100sq.ft. of floor space)	50h	Hardware: 25, Lumber: 50, Land	Craftsman (Carpenter) 1
Alchemical Equipment	10h	5 Silver Pieces	Alchemy 1 and Craftsman (Glassblower) 1
Laboratory	75h	Iron: 2, Hardware: 4, Container:20, Chest: 2	Alchemy 5 or Herbalism 5 and Glassblower 5
Master Crafted Laboratory	225h	Iron: 2, Hardware: 4, Container: 20, Chest: 2	Alchemy 10 or Herbalism 10 and Glassblower 10
Shrine	8h	10 Candles, 5 Hardware, 1Chest, 5 Cloth, 3 Containers, 3Lumber, 2 Iron	Theology
Church (10ftx10ft)	58h	10 Candles, 30 Hardware, 1 Chest, 5 Cloth, 3 Containers, 53 Lumber, 2 Iron	Theology and Craftsman <Carpenter>
Forge	75h	5 Iron, 5 Hardware, 5 Stone, 5 Lumber	Craftsman <Blacksmith> and Craftsman <Carpenter or Mason>
Master Crafting Item	x3 hours	Same as Base Item	Craftsman 10
Vessel	32h	5 Gold or Silver per Gem	Craftsman(jeweler)
Master Crafted Bandages	4/hour	1 Cloth	Physician 10

Weapons

<i>Item</i>	<i>Time</i>	<i>Materials</i>	<i>Skills</i>
1h Crossbow and Bolts	8h	1 Wood, 1 Hardware	Weapon smith 6
1-Handed Spear	3h	1 Wood and 1 Iron	Weapon smith 3
2h Crossbow and Bolts	8h	2 Wood, 2 Hardware	Weapon smith 6
2-Handed Spear	4h	2 Wood and 1 Iron	Weapon smith 3
Bastard Axe	6h	2 Wood and 2 Iron	Weapon smith 3
Bastard Mace	4h	1 Wood and 2 Iron	Weapon smith 2
Bastard Spear	5h	2 Wood and 1 Iron	Weapon smith 3
Bastard Sword	10h	3 Iron	Weapon smith 8
Battle Axe	5h	1 Wood and 2 Iron	Weapon smith 3
Blowpipe	4h	1 Wood	Weapon smith 5
Bow and Arrows	10h	2 Wood	Weapon smith 5
Dagger	3h	1 Iron	Weapon smith 3
Fighting Glove	6h	1 Iron, 1 Leather	Weapon smith 3
Garrote	2h	1 Iron and 1 Wood	Weapon smith 8
Hand Axe	3h	1 Wood and 1 Iron	Weapon smith 3
Bow	10h	2 Wood	Weapon smith 5
Long Sword	8h	2 Iron	Weapon smith 5
Mace	3h	2 Iron	Weapon smith 2
Polearm	5h	2 Wood and 1 Iron	Weapon smith 3
Punch Shield	12h	1 Iron, 2 Lumber and 2 Hardware	Weapon smith 4 and Armour Smith 4
Scimitar	8h	2 Iron	Weapon smith 5
Short Sword	6h	1 Iron	Weapon smith 5
Sling	1h	1 Cloth	Weapon smith 1
Throwing Axe	4h	1 Iron	Weapon smith 3
Throwing Knife	4h	1 Iron	Weapon smith 3
Two Handed Axe	7h	2 Wood and 2 Iron	Weapon smith 3
Two Handed Hammer/Mace	4h	2 Wood and 2 Iron	Weapon smith 2
Two Handed Sword	16h	3 Iron	Weapon smith 8
War Hammer	3h	3 Iron	Weapon smith 2
Master Crafting Weapon	x3 hours	Same as Base Weapon	Weapon smith 10
Silver Weapon	x2 hours	Half of Iron in Silver	Weapon smith 7
Kereste Weapon	x2 hours	All Iron in Kereste and 1 Timber Oil per Kereste	Weapon smith 8
Adamantine Weapon	x3 hours	All Iron in Adamantine and 1 Dragon's Breath per Adamantine	Weapon smith 9
Mithril Weapon	x3 hours	All Iron in Mithril and 1 Dragon's Breath per Mithril	Weapon smith 10

Traps and Locks

<i>Item</i>	<i>Time</i> *	<i>Materials</i>	<i>Skills</i>
Level 1 Lock	5h	1 Iron and 1 Hardware	Mechanic 2
Level 2 Lock	10h	1 Iron and 2 Hardware	Mechanic 6
Level 3 Lock	15h	1 Iron and 3 Hardware	Mechanic 10
Trip Line Trigger	5 per h	1 Rope	Mechanic 1
Pit Cover Trigger	2 per h	3 Cloth	Mechanic 1
Hinge Trigger	3h	2 Hardware	Mechanic 2
Reverse Trip Line Trigger	1h	1 Rope and 1 Hardware	Mechanic 3
Pressure Trigger	3h	1 Iron and 1 Hardware	Mechanic 4
Reverse Pressure Trigger	5h	1 Iron and 2 Hardware	Mechanic 5
Timed Trigger	3h	1 Timing device (Water clock, Hourglass, etc.) and 1 Hardware	Mechanic 7
Tripped Timer Trigger	5h	1 Rope, 1 Timing Device (Water clock, Hourglass, etc.) and 1 Hardware	Mechanic 9
Dead Fall Trap	2h	1 Hardware and Items dropped.	Mechanic 1
Pendulum Trap	2h	3 Lumber and 1 Hardware	Mechanic 2
Foot Trap	3h	Pit Cover Trigger: 1, Hardware:2	Mechanic 2
Weapon Trap	2h	1 Weapon and 1 Hardware	Mechanic 3
Snare Trap	1h	1 Rope and 1 Hardware	Mechanic 4
Tangle Trap	5h	10 Rope and 1 Hardware	Mechanic 5
Spring Snare Trap	3h	1 Rope and 2 Hardware	Mechanic 6
Dangle Trap	7h	10 Rope and 2 Hardware	Mechanic 7
Choke Trap	3h	1 Garrote and 1 Hardware	Mechanic 7
Spray Trap	5h	Wineskin, 2 Hardware and Liquid to be sprayed.	Mechanic 8
Fire Trap	7h	1 Wineskin, 2 Hardware, 1 source of ignition and Flammable liquid to be sprayed.	Mechanic 9
Siege Engine	20h	10 Lumber, 3 Iron and 10 Hardware	Mechanic 10
Deathtrap Trap	30h	5 Lumber, 5 Iron, 5 Hardware plus possible additional materials determined by Plot.	Mechanic 10

\*Note: Production times are hours spent creating the trap. After that, the trap must also be setup at the event which takes however long the player requires to assemble the phys-rep.