

Alliance

Live Action Role-Playing

Rule Book

version 2.04

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This book is for use in official Alliance games only.

This book is not designed as a stand-alone game system, but only as a supplement for the player in an Alliance sponsored game.

Use of these rules in any unsanctioned game where admission is charged is prohibited.

Introduction

by Mark Waid

So there's this girl.

Don't be alarmed. Most of my better stories start with that sentence.

So there's this girl. And she's visiting me for an extended period in Philadelphia, and we're in the early stages of dating, and she's a frustrated actress who, I've gleaned, was heavily into the live-action role-playing scene back home in California. Fair knights, lovely maidens, corsets, lances, the whole nine yards. Moreover, she was quite a stickler for authenticity, this girl, as were (I was told) all her cohorts back home—cohorts she was considering leaving behind in order to come east and live with me. Waitress, I'll have an extra order of guilt, please.

So I'm trying to figure out how to seal the deal and smooth her transition when I see TV spots for something called the Mid-Pennsylvania Renaissance Festival. Naturally, I—because this is exactly the kind of trouble only someone in the early stages of dating will go to—I arrange to make a Surprise Mystery Date of it and spirit her three hours west by car. A long drive, true—but she'll have such a great time, I figure, she'll be so enthralled by her surroundings and impressed by the trouble I went to that I'll be *gold*. On top of which...who knows? Maybe I'll dig it, too. After all, how bad could it be?

Most of my better stories also include that sentence.

It... it... well, let's just say "authenticity" isn't the buzzword of the day. This isn't exactly "by the people, for the people," if you know what I mean, as we realize pretty early on when a gum-chewing "varlet" in a period shirt, Gap chinos, and a Yankees baseball cap takes our tickets and big cartoon sweat starts to come off my head.

Sure enough, it only gets more horrifying inside. Oh, sure, there are lots and lots of dedicated attendees wandering around in their leather armor trying to make the best of it... but they're nonetheless surrounded (or assailed, take your pick) by local vendors hawking the same state-fair foods you'd find at Six Flags. Most of the vendors, of course, have made some sort of "extra effort" to fit in, but having signed up their corn dog huts in old English lettering just doesn't cut it. In fact, renaming an establishment "Sir Nachos of Nottingham"—I'm not making this up—only makes it worse, somehow.

To say my date is underwhelmed would be hedging. She's crestfallen. All this buildup to what a great adventure we'll be undertaking that day, and here I am trying to impress Walt Disney with a parking lot carnival.

As we stand witness to the world's lamest hunting falcon demonstration, in which a sole falcon is set free by his master and immediately takes off for parts unknown, never to be seen again, I realize that this has been the high point of the day and honestly think to myself, "God, I wish Mike Ventrella were here to see this." And because I need some way to fill my mind while staring at an empty sky waiting for a bird that was by now somewhere over Iowa, I begin to think back to college and to and Mike and his clan. Like most every college student of the Eighties, our weekends revolved around D&D all-nighters and arguing vehemently into the wee hours about whether or not a chaotic neutral elf would help an old lady across a moat. The actual seeds of the Alliance—see, this introduction does, too, have something to do with this book—the actual seeds of the Alliance were planted during this period, as well, the night Mike (DMing) took all his regular players out to the woods behind his house and plunged us into a carefully choreographed scenario that depended on live-action play. The novelty wasn't lost on us, and we had a



great time. Maybe we weren't in full body armor; maybe we were wearing our Keds and carried Ray-O-Vac flashlights—much like way too many of the festival attendees working Sir Nacho's—but there was a difference. This was just sad. That was fun. But not even as much fun as it is to watch my date's eyes light up when I mutter, "The Alliance guys could kick all these guys' asses."

"You know about the Alliance?" she asks incredulously. "Why the hell didn't you tell me that *before*?"

And there's your happy ending. I score my longed-for points just by reminiscing all the way home about Mike and some of the other people behind the Alliance—and even the most pedestrian of my anecdotes is more entertaining than staring at empty skies for an escaped falcon. By the time we got home, Lord Pretzelot and his ilk have been driven totally out of the girl's mind—and for the rest of the weekend, we live *very* happily after. Thank you, Mike, and thank you, Alliance. I owe it all to you. Next time I'm around, the mead's on me!

Mark Waid is an Eisner Award-winning American comic book writer, known for his work on titles for DC Comics such as The Flash, Kingdom Come, and Superman: Birthright, and for his work on Captain America, Fantastic Four, and Daredevil for Marvel Comics. From August 2007 to December 2010, Waid served as Editor-in-Chief, and later, Chief Creative Officer of Boom! Studios, where he wrote titles such as Irredeemable, Incorruptible, and The Traveler.

Welcome

by Michael A. Ventrella

Welcome to the Alliance!

This book is full of the information you need to enjoy the game, but not *all* the information.

Originally, everything was all in one book, but with the 2.0 version, we have increased the font size (for better readability on electronic devices) and added more information—and rather than have a huge gigantic book, we have removed much of the background material to the Players Guide.

So this book can't be used without its companion The Alliance Players Guide. There are policies and advice in the Players Guide which carry the effect of rules, and you are expected to know and follow those as well. In fact, if you are new to LARPing and the Alliance, you really should read the Players Guide first.

Although most of the words in these books are mine, I am merely the editor. There have been dedicated members of various rules committees over the past 30 years since the founding of this game who have worked very hard to produce these books.

But for this edition, I specifically wish to thank the current Alliance Rules Committee: Chair Bryan Gregory, Will Kinkaid, James Pocklington, and Grant Winter. Other previous ARC members who worked hard on this edition include Carly Baehr, Mike Chagnon, Sean Metzler, and Alison Thornton. Thanks to Chris Ingebrigtsen and Ken Watford, who worked hard on the database that needed major rewriting with the new rules. Special thanks to Ali Buntmeyer, who really got the effort off the ground, Alliance General Manager Matt Watkins, and of course current Alliance owner Jesse Grabowski.

And last but far from least, thanks to all the playtesters, as their feedback made a huge difference in shaping progress as we moved along.



Races



The human race is not the only race in the world of Fortannis. There are many mythical and unusual races, such as Elves, Dwarves, Hobblings, Wylderkin, and other more exotic races. Within each race, there are various cultures that define the race even further. This provides for the widest possible amount of character development.

Playing your race means knowing and understanding your race’s culture and society in your particular campaign—just like not all Humans are alike, you shouldn’t expect all Elves to act identically. Some races have their culture based on certain societies in our own world and other races are purely fantastic like Wylderkin or Hobblings. Others are based on popular mythology or folklore. Still other races such as the Biata have been created from scratch, providing a unique aspect to our game.

Descriptions of each race follow. There are more detailed “race packets” available to download from the Alliance web page, and your local campaign will have information on the local culture(s) of that race.

Make up and Prop Requirements: All races other than Human have a makeup and/or prop requirement associated with it. If you wish to play one of these races, you must wear the appropriate makeup or props to distinguish yourself.

Any props (such as Elf ears) must be worn at all times, even under a hood or when hidden by hair. You cannot use makeup to represent Biata eyebrows, High Ogre and High Orc teeth, or Hobbling sideburns. If you have a real beard and wish to play a Dwarf, the beard must be braided so that it is clear you are a Dwarf and not just a bearded Human (if your beard isn’t long enough to braid, then you will have to wear a fake beard over your real one.) If you play a race that requires makeup, all exposed skin must be covered with the appropriate makeup. If you don’t want to paint your hands, gloves are a good substitute.

The rules were specifically designed to take into consideration the relative discomfort and bother these things will give you and to compensate you accordingly with beneficial skills and plot for your race. Thus, if you want the benefits of your racial skills, you must take the disadvantages (which include the make-up) as well. You cannot be a Hobbling who shaves their sideburns or a High Orc without protruding teeth. You must not only *act* the race, you must also *look* the race. If you do not, you will not be allowed to continue playing the race and will be forcibly changed into a boring Human.

You cannot wear makeup to disguise yourself to appear as a race you are not, nor can you act in such a way as to mislead others as to your race. If you are not playing a High Orc or a Stone Elf for instance, you cannot dress, talk and act like one.

Role-playing Requirements: We expect you to play your character's race properly. High Orcs should be slow witted and Dark Elves should shun the sunlight whenever possible.

You must abide by your racial characteristics. You cannot write your history to be the "outsider" of your race and be the one High Orc who is an elocution professor, the one Stone Elf who is easily overcome with emotion, or the one Biata who hangs out in the Celestial Mages' Guild.

There is no such thing as a true "half" race. If your character history has your father as an Elf and your mother as a Human, that is fine, but you can only take the attributes of one of those races. You can tell everyone you're "half Elf/half Human" if you want, but in our game, you are one race or the other. You must then take *all* the advantages, disadvantages and physical characteristics of that single race and *none* of the unique characteristics of the other. It should always be very clear to everyone exactly what race you are.

Nor can you be raised by another race and thus take on the characteristics of that race. A Hobbling raised by Stone Elves will still act, look, and dress like a Hobbling. After all, a dog raised in a house full of cats may become more tolerant to felines, but he will never meow or ask for a saucer of milk.

Remember, the Alliance uses the word "race" differently from the real world meaning. Races in the game are unique species, evolving (or being created) in vastly disparate ways. They are not merely minor variants of the same creature. A Biata is not a Human with feathers.

These role-playing rules are put in place to allow players to make assumptions about the races. When you see someone wearing pointed ears, you know that they may have certain abilities such as *Resist Command* and that may change your strategy with dealing with them. You can conclude that every Biata you see will dislike celestial magic and every Dwarf will appreciate and study well-made weapons. Every race must act like and be identifiable as that race by all other players. By adhering to racial characteristics, this fantasy world of ours becomes much more real.

This adds up to more fun for you as well. By playing your race properly, other members of that race (and the NPCs of that race) will be more willing to role-play with you, get you involved in their plots, and otherwise include you in the goings-on of that race.

The chart on the next page gives a brief overview of the advantages and disadvantages of each race. It does not list makeup and prosthetic requirements as disadvantages because they are not "skills"; however, they are definite requirements.



RACE	ADVANTAGES	DISADVANTAGES
Biata	Break Command Resist Command Mental Abilities	Cannot learn Read Magic Allergy to Celestial Magic
Dark Elf	Resist Command Resist Spell Half cost for Archery	
Dryad	Resist Binding Half cost for Herbal Lore	Allergy to Metal Limited Armor Types
Dwarf	Resist Element Resist Poison -1 cost for Blacksmith -1 cost for Hardy	
Elf	Resist Command Half cost for Archery	
High Ogre	Racial Resolute Resist Necromancy Half cost for Weapon Skills -1 cost for Hardy	Double cost for Read Magic
High Orc	Racial Resolute Resist Poison Half cost for Weapon Skills -1 cost for Hardy	Double cost for Read Magic
Hobling	Racial Evade Resist Poison -1 cost for Create Trap	
Oathsworn	Racial Resolute Resist Element -1 cost for Hardy	
Selunari	Resist Curse	
Stone Elf	Break Command Resist Command Mental Abilities -1 cost for Create Scroll	
Sylvanborn	Break Command Resist Command -1 cost for Craftsman	Must buy one Craftsman skill per level (up to 5th level)
Wylderkin	Any two Racial Abilities Claws Scenting Ability	Double cost for Read Magic

Biata

Legend says that Biata were created by gryphons from Stone Elves, and Biata certainly have characteristics of each. Remember that gryphons are half eagle and half lion, so don't go thinking that Biata are simply cute little budgie-people. Whatever birdlike qualities they may have come from birds of prey, which are imposing indeed.

All Biata have feathery eyebrows and often grow feathers in their hair as well. Sometimes, older Biata may also grow one "claw." This claw is decorative in nature and cannot be used as a weapon; it is merely a feathery glove with long claw-like fingernails.

Biata tend to be very orderly in their philosophy of life—they always act with a purpose. They will not do things "on a whim" and are always working towards some goal. Biata never see themselves as performing "bad" or "evil" acts; they feel that the things they do are necessary for a greater good. That greater good may be the ascension of that Biata to a position of power so that some deed or deeds may be performed, but it is never for the sake of chaos or power itself. There will *always* be a reason.

Biata have a strong sense of secrecy with regard to all things that relate to their racial heritage. Their traditions are held highly sacred, the details of which are never shared with other races. To do so would be an extreme disgrace, with dire repercussions for those with loose lips. This is somewhat perpetuated by a Biata sense of superiority and personal honor. While not having to be snobs, all Biata view their race as a higher life form than others. Close behind would be other long lived races, like the elves, but their celestial nature tends to lead to obvious problems.

Another role-playing perk is that Biata don't get drunk off of alcohol. They do have a weakness though—believe it or not, fudge. It acts as both an intoxicant and/or an aphrodisiac depending on how you want to play it. Remember that *Intoxicant* elixirs will work on everyone, no matter what their race.

Each Biata carries with them at all time a small hematite Stone which "records" their memories. When they die, the Stone is taken to a large "homestone" watched over by the Biata elders of an area, and the memories can then be viewed by others visiting the homestone.

Biata feel that certain colors represent emotions, and this is based on the fact that the colors of a Biata's feathers relate to the Biata's individual personalities. The colors can change over the years as the Biata's personality changes, and a Biata may have more than one color feather at a time, but no more than three.

Black: stubbornness / lawful

Blue: tranquility / passive

Brown: isolationism

Gray: neutrality / shy / passive / kind

Green: hatred / jealousy / cruel

Orange: rigidity / firm emotions

Purple: calculating / serious

Red: anger / fierce emotions / mood swings

Tan: mercenary

White: mischief / lust / impulsive

Yellow: love / honesty / trust

Having celestial protective spells cast upon Biata causes great discomfort. Many will refuse to sleep behind *Wards* and will not use celestial magic items. Biata who accept celestial magics or sleep behind celestial protectives find that other Biata will shun them, and may find that their ability to use their mental skills will stop working temporarily until they cleanse themselves from the celestial taint.

Biata live a very long time, like the Stone Elves from which they are descended. Biata, like Stone Elves, have spent years honing mental skills and as such can perform certain mental mind abilities. These abilities are all completely role-playing in nature. For more information about these skills, see the "Mental Abilities" section.

Biata can buy the skills *Resist Command* and *Break Command*. Biata are attuned to earth magics and as such, cannot learn *Read Magic*.



Dark Elf

Dark Elves are a mysterious race that mostly live underground, shunning sunlight. When role-playing a Dark Elf, you should feel uncomfortable in the bright daylight and should prefer traveling at night.

Dark Elves have gray, dark blue, or purplish skin, white or silver hair, and pointed ears. They rarely socialize with other races and keep to themselves, generally considering themselves to be superior to all other races.

The primary requirement for the Dark Elf is a dedication to honor. Their laws and culture are based around this concept in very rigid and labyrinthine ways, and are largely incomprehensible to the other races. Once their word is given, or a promise made, a Dark Elf will stick to it to the letter. Because of this, they do not give their word lightly. Swearing upon their honor, or particularly by the honor of their family, is the most solemn of Dark Elf oaths.

This does not mean that Dark Elves cannot lie. What is important in the consideration of honor is the intent and the result that the Dark Elf is trying to achieve. In their opinion, there are times when lying is the honorable thing to do, considering the result that will come.

Dark Elves are absolutely certain that their race is superior to all others, and they display absolute dedication to the protection and furthering of their race. This does not mean that Dark Elves treat other races unfairly—just never as equals. Dark Elves often ally with other races and so treat them with honor appropriate to that relation. Regardless, Dark Elves will never betray their race or prefer another race to their own if there is ever a choice.

When Dark Elves are outside of their own lands, they do their best to follow the local laws rather than to bring dishonor upon themselves and their family.

Dark Elves do not fear death. To them, an honorable and sometimes “beautiful” death is as important as a well-lived life. Many people misinterpret this attitude as meaning that Dark Elves throw their lives away, or love death more than they love life. This is not the case; they simply put as much care into the manner of their death as they do in every other aspect of their lives, and they do not understand why other races seem to fear such a natural and inevitable event.

There are occasions where death is preferable to life. One of them is when a Dark Elf has disgraced himself or herself in some way. True remorse followed by a brave and formal suicide can do much to revoke some of the grievances caused by the individual’s life, or at least make the best of a bad situation. Also, if a very heroic act will result in death, particularly if it benefits the Dark Elf race as a whole, a true Dark Elf will embrace the opportunity as they will find no better or more glorious end to their lives. Again, this is not the same as wandering through life hoping to die and dwelling upon the idea of death.

Although Dark Elves appear to be serious and dour much of the time, they are not without a sense of humor. They are not flighty and jovial, but they are passionate and when something does amuse them greatly (usually things other races might consider sick or weird), they will laugh. Some races say the laughter is even worse than their usual dour demeanor. In the same token, they are quite capable of sorrow, although it is considered excessive to weep too much. It is a sign of weakness if a Dark Elf allows him or herself to be completely overcome by emotion.

Dark Elves as a whole admire beauty, but the things they consider beautiful do not always appeal to the tastes of other races. Silence, the dark, jagged or sinuous lines and unsettling colors appeal to their aesthetic senses. Things that seem particularly ‘appropriate’ to their culture, whether actions or music or clothing, are considered beautiful even if they might otherwise seem strange or violent to others.

The sun is uncomfortably bright to this race, although it does not damage them. Given a choice if they are above ground, they would rather sleep during the day and come out at night when “It’s nice out.” If someone casts a *Light* spell nearby, a Dark Elf will often find it momentarily painful to the eyes and be rather annoyed.

Dark Elves are capable of living for great lengths of time. They are not sure themselves how long they might live if left to it; however, due to the often deadly nature of their existence, and their lack of fear toward death, actual numbers aren’t likely to be acquired anytime soon.

Dark Elves pay half price for *Archery*. They can purchase the skills *Resist Command* and *Resist Spell*.



Dryad

According to their stories, Dryads were once the caretakers of a great forest. When First Forest told them to sleep, they gave stewardship over to the Elves under the condition that they would wake once again if the Forest called to them. Having recently woken from what they now call the Great Sleep, these plantlike people are remembering more of their culture each day.

Although they all share the same racial skills, Dryads are classified into four different subtypes. There are the **Thorns**, the most common of the four, resembling flowers or leafy plants; the **Barkskins**, most akin to the trees of the forest; the **Reeds**, who dwell in swamps, ocean shores, and rivers; and the **Spores**, fungal types who prefer the damp darkness of caves. Spores are the youngest, living only a few mere decades. Thorns' and Reeds' average lifespans tend to be about a century, while Barkskins' lifetimes are closer to those of the elves.

Dryads (who often refer to themselves as the “Children of Autumn”) consider all forests to be descendants of First Forest and will defend them to the last.

They are an egalitarian people who tend to group together in small unnamed tribes. All consider one another brothers and sisters and live in remarkable harmony with each other. They tend to avoid confrontation with those of their own race and often “agree to disagree” in strained situations.

Dryads are unaware of their own oddity and will take no offense to staring, often thinking it some sort of game. They are childlike in their happy demeanor, with a tendency to be mischievous. They love playing innocent pranks and tricks on those around them so long as no one is harmed.

Dryads will often claim an area to be the “First Forest” and they protect it as if this is fact. It is their belief that one of their kind will find it, and since none of them can be sure, they all treat “their” forest as the true “First Forest.”

All Dryads hate the wanton destruction of their lands, but do not see a problem with the judicious use of plants for housing and food. They believe it is their duty and calling to protect their land against the forces of chaos, which would destroy it.

All Dryads hate necromancy and the harm it can cause to the Forest. While some Dryads take a more fanatical view, the majority find those who cast it worthy of great pity and disdain. They would first seek to reeducate someone charged with necromancy, but failing that would have little regret punishing or executing them.

Processed metal of any type generates discord within Dryads and they therefore tend to shy away from metal weapons or metal armor. A few gold coins in a pouch may not be much of a bother, nor would metal rivets in leather, but a metal bracer wrapped around the forearm would feel extremely, distractingly uncomfortable. It is not just the iron content of any particular metal that bothers the Dryads. It's the manipulation of the mineral through heating, melting and forging that throws off its “energy,” generating discord to any Dryad who is near it. The level of discord becomes unmanageable when the quantity of metal is large enough to serve as armor.

It must be noted that Dryads are *not* plant Wylderkin. You may not play a “pine tree Dryad” or a “sunflower Dryad.” Think more in terms of the natural environment the Dryad comes from or the general type of plant to which the Dryad has an affinity.

To play a Dryad, you must use makeup and costuming appropriate for the type. All must have some sort of leafy prosthetic, such as flowers in the hair or vines around the body. Makeup can be as simple or as creative as you wish, as long as it is nature-inspired. The makeup and costuming can change with the seasons; thus a Barkskin Dryad could be primarily gray in the winter, green in the spring and summer, and orange in the fall.

Due to their connection with the lands, Dryads can purchase *Herbal Lore* at half price (rounded up) and *Resist Binding*. Because of their aversion to metal, they cannot wear armor of a grade higher than 2 points per location, though they may use the armor layering rules to achieve higher values in a location—see the “Armor” section for details. Dryads may learn to use any weapons, but should avoid metal ones—a Dryad might use an obsidian sword, but not an iron one.



Dwarf

Dwarves are sturdy individuals who usually live in mountainous regions, and are not necessarily short. Remember that all players and monsters are the same size as the person playing them.

Dwarves all have beards of which they are fiercely proud, although female Dwarves sometimes prefer a long “goatee.”

Dwarves are a very proud race of fierce warriors that absolutely refuse to take any guff from anyone. Since their life span is much longer than that of humans and other races (up to five hundred years or so), they often approach and take on tasks at a somewhat slower pace than others. They are meticulous about detail almost to the point of obsession, a fact that sometimes infuriates the other races.

Despite this, they are quick and decisive when it comes to any type of warfare, for to them battle is the very stuff of which glory is made—especially when it is in defense of their race, their friends, or their ideals.

Dwarves greatly pride themselves in their craftsmanship, be it smithing or anything else. Their creations rank among the best in all of Fortannis and they are not amused by any unwarranted criticism done of their handiwork.

The generally peaceful Dwarves have no problem with other races—although they think Elves are pompous, Humans are impatient, Hobblings are troublemakers, and Oathsworn are incapable of understanding the finer things in life (like a well made weapon and a fine Dwarven ale).

When it comes to trolls, Ogres and Orcs, Dwarves have a notoriously legendary intense hatred for all them and will seek them out and destroy them whenever they can. All of these monsters often savagely compete with Dwarves for basic resources, and attack Dwarven cave systems in order to take them over for themselves. Trolls are considered to be the worst of the lot and are often shown the most malice. No respectable Dwarf would ever trust a troll, and if at all possible, would never allow one to walk away alive.

In short, Dwarves make for noble steadfast allies and dreadful unrelenting enemies.

Dwarves go out of their way to take care of their own. This kind of clan loyalty will even find itself expressed by certain individuals who join up with adventuring parties that prove themselves to be exceptionally trustworthy and honorable. To have a Dwarf as a friend is a hard task to accomplish, but to have one as a friend is to have a true steadfastly loyal friend for life.

Dwarves marry for life and have no concept of divorce. Such courtships are long, drawn-out affairs that often take decades before being consummated, the couple having only eyes for one another during the entire process. A Dwarf’s heart is nothing to be trifled with, and when it is given, it is given freely without reserve for life.

When a Dwarf becomes of age, they participate in an elaborate ceremony whereupon the candidate recites their clan’s lineage and history in front of the entire community and then makes a presentation of an item of the finest quality that they themselves have forged/created. (These items are highly symbolic of the completion of their life’s apprenticeship (i.e. “childhood”) and such items are often used in the making of very powerful artifacts used in the clan’s defense due to the detail, care, and infusion of the very life essence, if you will, of the individual who created it.

Their history is very lengthy and mostly comprised of stories and legends of great Dwarven heroes. Some of these stories can take hours or even days to tell completely, and no self-respecting Dwarf would consider telling an abridged version.

Dwarves can purchase the skill *Resist Poison*. This is primarily due to their lengthy exposure to certain harmful trace mineral poisons and gasses that commonly waft about the shafts of their beloved mines. This has caused their biological make-up to evolve to the point where they can readily resist nearly all poisons in single doses.

Due to their rigorous physical regimens, Dwarves are also hardier than other races, giving them a benefit of -1 XP cost per purchase of *Hardy*. Their continual exposure to varying degrees of stone, heat, cold, and other elemental-based phenomenon makes them able to purchase *Resist Element* as well.

They can also purchase *Blacksmith* for one Experience Point less than any other race.



Elf

Elves are the second most common race after humans. They are long-lived people with pointed ears.

There is almost as much variety in elven culture as there is in human culture. There are mountain Elves and desert Elves and sea Elves and wild Elves and just about every variety one could conceive, each with their own views and beliefs on life.

In general, no matter where they come from, Elves consider themselves to be the most civilized race; all others are barbaric in comparison. To some degree this is true—Elves usually have the oldest culture, the greatest cities, and the most learned scholars. Indeed, it is rare to encounter an Elf who does not know how to read and write and probably even be able to cast a few spells.

Elves vary in their cultures and traditions, but not in how their bodies and minds work nor in their abilities.

All Elves are very interested in the natural patterns of life. Whether they live on mountains, in swamps, sail the seas, or wander the deserts, they are very aware of natural events and pattern their celebrations and lives around them. Solstices, equinoxes, phases of the moon, harvests, seasons, and the like are carefully noted by Elves and given special attention in their culture.

Related to this is the seemingly unflagging need of Elves to celebrate. The form their celebrations take vary a great deal, but often are related to the natural patterns they have observed, as well as the social patterns of the Elves themselves. If there is some excuse to have a cultural ritual or a celebration, Elves will rarely pass it by.

An elven tribe or group's 'atmosphere' will depend heavily on the natural features surrounding it. They are less likely to force nature to do their bidding as they are to bend and conform to nature.

Elves also have very long life-spans. They mature at the same rate as Humans until they reach their late teens, and then they age much more slowly and remain in maturity for many years. An Elf that appears old is very old indeed.

Due to their long life-spans, Elves live at a different pace than Humans. They are less likely to hurry, unless it is necessary, taking the time to savor and enjoy everything that happens. The Human drive to achieve greatness quickly and pass it on to their family is much less common among Elves, who feel (rightfully so) that they have all the time in the world to achieve their goals. Those Elves who harbor a desire for power or other machinations will create very long term plans, often beyond the comprehension of the shorter-lived races. This leads to a subtlety that is difficult for the other races to counteract or foresee.

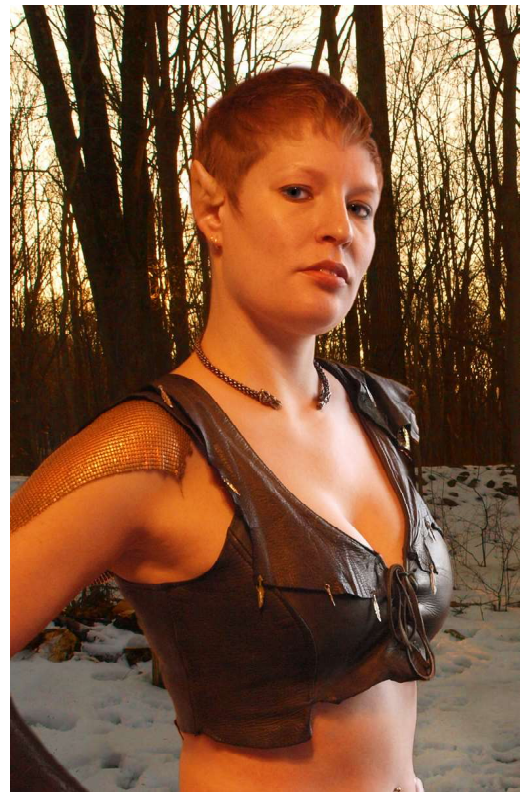
However, Elves can often appear lazy or frivolous due to their relaxed concept of time and achievement.

Due to these long life-spans, Elves typically have two ways of bonding in marriage. These include some form of temporary partnership, and a permanent bonding. The latter is obviously invoked more rarely due to the fact that Elves know they will live a very long time, and circumstances (and people) change. They are typically more likely to accept an arrangement that allows for this change.

Elves will mingle fairly often with the other races, but generally feel that these people cannot really understand elves. This often leads other races to perceive that Elves keep a benign distance at best, and cold disinterest at worst. Most Elven groups discourage marriage with non-Elves due to the heartbreak of losing a much shorter-lived spouse.

When fighting, they tend to prefer bow and short swords, but even then, fighting is seen as a last resort when peaceful negotiations are unsuccessful.

Elves pay half price for *Archery* and can purchase the skill *Resist Command*.



High Ogre

High Ogres are a race apart from the monstrous ogres, although like ogres they have yellow skin and protruding lower fangs.

High Ogres are perhaps one of the bravest of all sentient species. They live for good combat, and seek any opportunity to prove their prowess in the battlefield. They are very proud of their deeds and often brag endlessly on past victorious battles in which they've participated. At the same time, they often willfully try to forget their defeats as well and when these embarrassing defeats are brought up in conversation, the High Ogre will feel uncomfortable and agitated and try to change the subject.

High Ogres see feebleness as the ultimate curse of life. Better to die in the glory of battle than to waste away in some obscure way. If an elderly High Ogre feels he's become too much a burden on his household and tribe, he or she will travel deep in the woods to find a troll or goblin in order to die fighting until they no longer resurrect.

High Ogres eat all kinds of food. Fructose, the natural sugar in all fruits, makes their blood sugar rise in their body to astronomical heights. If they don't fight soon after eating an apple or orange, they'll be crawling up the walls in agitation. Often whole tribes eat lots of fruit before going out into big battles.

There is a common misconception that High Ogres are dumb. This is due to the fact that their racial intelligence makes it very difficult to comprehend scholarly skills. They find it difficult to grasp abstract concepts like the Code of Chivalry, nobility, and political intrigue.

High Ogres make up for this with a strange form of lateral thinking and an innate understanding for the ecology of the land. They can often tell when something is going to shift the balance of nature—things such as natural disasters, man-made disturbances, magical rifts, plagues, and animal, plant and creature imbalance (when the delicate balance of predator/prey is way off due to migrating creatures, plants or animals). This means they can also sense when there is “too much necromancy” around, and will react accordingly.

Necromancy and undead are more than just taboo to a High Ogre. These things just feel wrong and the presence of such abominations makes the High Ogre itch and squirm in discomfort. This sort of thing has no place corrupting the lands.

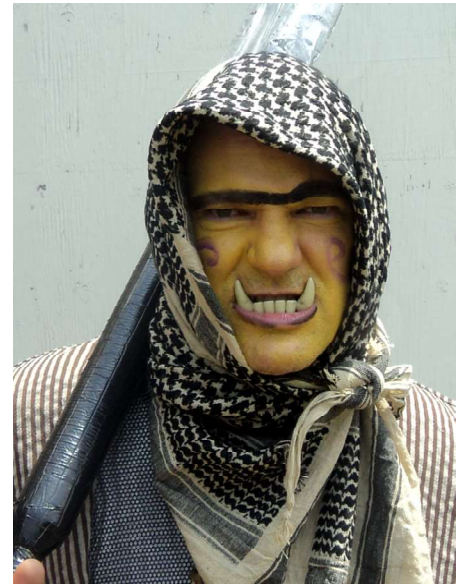
Consequently, High Ogres hate any type of undead or necromancy and will do everything in their power to destroy such beings as well as those who would use necromancy. This means that a High Ogre may do some pretty suicidal things in order to attack that undead creature or necromancer.

Because of their hatred and feelings about undead, High Ogres often become experts in the types of undead that exist and what are the best ways to destroy them.

High Ogres are constantly trying to prove to other High Ogres their abilities in strength and combat. When approached by a High Ogre they had never seen before, they are compelled to prove themselves to be the dominant High Ogre. The duel must then take place, regardless of whether or not one High Ogre obviously outclasses another. The fight is never to the death but only until one of the High Ogres acknowledges the other's superiority. There is never any cheating nor are there sneak attacks in this sort of battle; there is great honor at stake in the High Ogre community. The defeated High Ogre must treat the victor as a superior until one day, they can fight as well or better than their superior and perhaps take his or her place. Re-matches do not happen that often, and usually a whole season passes by before one is decreed.

High Ogres have a very short life expectancy compared to other races, and they mature faster, so that your starting player may only be four years old!

They must pay double for the *Read Magic* skill, but are physically tough and pay 1 less XP for *Hardy*. High Ogres can purchase the skills *Racial Resolute* and *Resist Necromancy*. Finally, High Ogres purchase all Weapon Skills at half cost (rounding up).



High Orc

High Orcs have green skin and protruding lower fangs or teeth. They are tougher than average and are almost always fighters. They are related to the monstrous orcs but are not in any way compatible. There is no interbreeding between the monster orcs and any PC race. There are no “half orcs.”

High Orcs enjoy being bossy, loud, outspoken, and picking fights. It is their nature to express their great strength and show all of those around them just how powerful they are. They tend to be rather blunt, and rarely is a member of this race shy or soft-spoken. Tactfulness is not a quality known among High Orcs. Although they may not mean to be disrespectful, their society and culture often make etiquette a foreign concept.

All High Orcs love battle. A High Orc will prefer battle to surrender and an honest fight to an underhanded trick.

A High Orc is not much of a forward-thinker or a schemer. Once they develop a not-too-involved plan, they usually stick to it. Also, High Orcs use physical means to accomplish their goal whenever possible. In High Orcish culture “Might Makes Right” is not a philosophy; it is a fact.

Many High Orcs are very superstitious. If there is a soothsayer or an astrologer around who believes themselves to have the power to read the future, the High Orc will listen carefully and give respect to the individual. The future holds everything, and they live by these superstitions.

Curiosity is also a large part of the High Orc’s nature. A High Orc may interrupt a conversation, no matter how important, just for the sake of understanding what a word means.

The High Orc society is clan-based, where families and blood relations are regarded as most important. Individual High Orcs may leave the family to adventure with other races in order to establish glory and a name for themselves.

When one High Orc meets another, generally they greet each other warmly. High Orcs realize that they are a minority and feel that they must make good with all their kind. It is not unusual, after only ten minutes, for two High Orcs that have just met to behave as if they are old friends.

Depending on a character’s personality, a clanned High Orc would either show an unclanned High Orc pity (they were raised without the advantages and knowledge of clan life) or with indifference (they have no clan and, therefore, are nothing). Unclanned High Orcs, on the other hand, would either regard their brethren with suspicion (those monsters from the hills) or curiosity (they are my people). Most likely they would seek out friendship with their kindred.

High Orcs must pay double for *Read Magic*. All High Orcs have a natural talent for learning weaponry, and may purchase all Weapon Skills at half cost (rounding up). They can also purchase *Resist Poison* and *Racial Resolute*.

The extra cost for *Read Magic* represents the extra time a High Orc must spend in order to comprehend scholarly subjects such as reading and skills that rely on reading. Remember though, once the skill is bought you can use it as well as anyone else from any other race.



Hobling

Hobblings are peaceful people and generally are smaller than average. Both male and female have bushy sideburns.

Primary among all other considerations, Hobblings love comfort. They enjoy a pleasant home, a warm fireplace, good food, fancy clothing, fine wine, and excellent distractions. Hobblings love a good story, play, book, or bard, and will actively seek out entertainment when it is available.

Their love of living well means that most Hobblings are businesspeople first. Living well costs money! The thought of doing something for free is appalling to them, and Hobblings consider this common sense. Hobblings, with their “doctrine of mutual self-interest,” believe that is just how the world works. This does not mean they are all unkind or selfish; they just think everyone always acts in their own self-interest and it’s foolish to deny that.

In many Hobbling societies, there is an expression that explains their culture a bit better: “You can judge worth by wealth.” Hobblings believe that you rise in society due to your hard work, business dealings, and wise investments. If you are poor, it is your own fault. In real world terms, this is “Social Darwinism” taken to the extreme. The opportunities are out there for everyone, Hobblings believe, so if you are poor it is because you are not taking advantage of the situation.

Of course, for every society to exist, someone has to be at the bottom of the ladder, washing the dishes and working the fields. Hobblings who take these jobs see them as investments towards their future, and always have some get-rich-quick scheme at the ready.

For many Hobblings (and most of the Hobbling player characters), the get-rich-quick scheme is adventuring. Hobblings basically hate adventuring and the risks it involves, but the possibility of earning rewards or finding treasure in some long-forgotten dungeon is often just too tempting to resist. However, it will be rare for any Hobbling to desire to be an adventurer for too long, and the plan will be to do so “just until I’m rich.” (Then again, you can never be too rich...)

Since the business of Hobblings is business, fair dealing is important. Hobblings who cheat or steal are shunned by their society. They always keep to their promises once made—however, you’d better read any contract with a Hobbling very carefully, as they know all the loopholes.

But, when it all boils down, Hobblings are generally simple folks. They don’t want others disturbing their comfort and relaxation so their code is written to encourage noninterference with everyone. They tend to stay neutral in political affairs and “mind their own business” (in more ways than one).

Hobblings take pride in what they do, and consider their reputation among fellow hobblings to be extremely important. A Hobbling does not place necessarily their reputation in such high regard in regards to other races. Seldom does a Hobbling do something without considering the impact to his or her reputation.

Hobblings are competitive; they love games of chance and skill. Hobblings view life as a game in many ways, they like to compete and they like to win. Of course victory over members of the other races is somewhat expected, but a victory over a fellow Hobbling makes the win twice as sweet.

Hobblings are not necessarily direct; they tend to look at problem solving through every possible angle before they implement a decision. Hobblings aren’t warriors; they don’t just step up to a foe and start swinging, they think before they act. In this way a hobbling tends to be “obtuse” in dealing with things, and sometimes other races consider this to be laziness and procrastination. A hobbling likes to set up the trap before springing it.

They love tradition, whether it be personal traditions like watching the dawn every morning or baking the same pie every Friday. These things are developed within families, communities, and within ones self. In the same way that hobblings hold traditions to be important, invariably a few things fall into the mix that are completely bizarre.

Hobblings are big storytellers; the more exaggerated the better. Many hobblings can realize that a story is a “Big Fish Story” but sit down to listen nonetheless. It amuses a hobbling to hear someone tell a whopper. Even so, oral history and written history is extremely important to a hobbling. A hobbling dedicated to such an art sticks with the facts... who wants to be remembered as a slipshod?

Hobblings can buy the skills *Resist Poison* and *Racial Evade*. They also pay 1 less XP for each purchase of Create Trap.



Human

Humans are, in essence, the default race. Humans have no advantages over the other races, but then again they have no disadvantages either. If you are playing a Human, you never have to worry about whether you are playing your race correctly. Since you’ve been a Human in real life for so many years, you’re pretty good at it by now!

Oathsworn

The Oathsworn are a reserved and honorable race. They live in small practical societies that hold warriors in highest esteem. To the Oathsworn battle is a regretful necessity, marked with solemnity and a respect for their opponents' willingness to place their cause over their own life. This is tempered by the First Oath which requires them to protect Fortannis from enemies from other planes, which they do with fervor. An example of this type of creature would be Outsiders or Elementals but is not limited to them. For this reason, warriors are viewed with utmost respect amongst their people.

When not engaged in combat, the Oathsworn derive much joy in the simple things that life and nature have to offer. Poetry, gardening, weaving, music, hunting, fishing, and all sorts of activities that require simple tools fill the life of an Oathsworn, keeping them centered and grounded.

Oathsworn will often choose to keep to themselves rather than give offense and will choose to hold their tongues rather than speak rashly. When they are asked or are driven to speak they tend to speak plainly, honestly, and are forthright. An Oathsworn tends to be calm and reserved, bending before the wind like a reed rather than being torn up by the roots like an oak tree, or flowing like a river rather than trying to part the waters like a stone. Nations rise and fall, but Fortannis and the First Oath remain.

An explicitly given promise, oath, or word is nigh unbreakable to the Oathsworn. More so, a promise given upon a physical ring, known as an Oathring, bonds the words of the Oathsworn, and most would rather die than knowingly violate an oath given. The rite associated with the taking of an oath varies widely throughout different lands and tribes, but the importance of an oath is universal.

Oathsworn are particularly proud of the Oaths that they have taken, and will often display their Oathring for all to see on the outside of their clothing. Oathrings can be made of any material, but must be circular in design and at least 2" in diameter.

The First Oath is a shared burden between all Oathsworn in Fortannis. The connection to Fortannis and the Oath manifests physically on them as rocky or bone-like protrusions on their head, forever reminding them of their duties.

The First Oath that all Oathsworn take is:

With my mind, body, and spirit I commit myself to Fortannis;

To be a warden against its corruption wherever I may travel.

To maintain planar balance by seeking out and removing forces not native to Fortannis.

I shall remain true and steadfast to this and any other oath I take.

May Fortannis and my people bear witness; to this I swear!

As part of the First Oath, Oathsworn harbor particular dislike towards creatures that are alien to Fortannis, including Elementals and Outsiders. This aversion takes many forms, from simply being annoyed at their presence, begrudgingly entering into diplomacy, or to being particularly aggressive in removing them from Fortannis.

Oathsworn do not eschew the use of Celestial magic, unlike their "unsworn" predecessors. The Oathsworn are a practical species and as such will use "sky magic" proficiently and without mercy against those that they deem Oathbreakers or whom harm Fortannis, specifically.

An Oathsworn is deeply connected to Fortannis and the natural plane it resides in, thus gaining the ability to *Resist Elements* and *Racial Resolute*. In addition, Oathsworn have a discount of 1 XP when purchasing the *Hardy* skill. Note that they do not pay extra for any skills such as *Educated* or *Read Magic*.



Selunari

To be a Selunari is to be a member of the largest extended family in the world. This is not merely a colorful boast: every Selunari, regardless of blood relation, is connected to one another by a deep empathic bond called *sela*. Even a Selunari who has never encountered one of their kin feels the pull of this bond, sometimes causing strife when a Selunari is raised by other races (known as *eshdir*). Likewise, an Elf or High Ogre raised by Selunari might love the race and their adopted family, but they will never feel the true bond of *sela*.

The *sela* manifests as an intense wanderlust that some describe more as a genuine physical need than simply a personality trait. Because of this, it is nearly impossible for Selunari to stay in one place for very long. Selunari are also known to place family concerns over all others, making any bonds the Selunari form with *eshdir* societies highly conditional. However, Selunari harbor no animosity toward the *eshdir* as a whole; there is simply a fundamental gap between Selunari and *eshdir* that cannot truly be bridged.

Selunari hold tradition in very high regard. Every caravan has its own Code of Honor by which all the families within it abide. These Codes are not as mandatory as a Code of Chivalry might be for *eshdir*; rather they are descriptions of the customs and expectations that each caravan places on all its members. Thus, the Codes may vary widely across the lands of Fortannis. A Selunari travelling without their familia always seeks to learn the specifics of the Code of Honor in any new land or area so as to avoid inadvertently embarrassing their familia name.

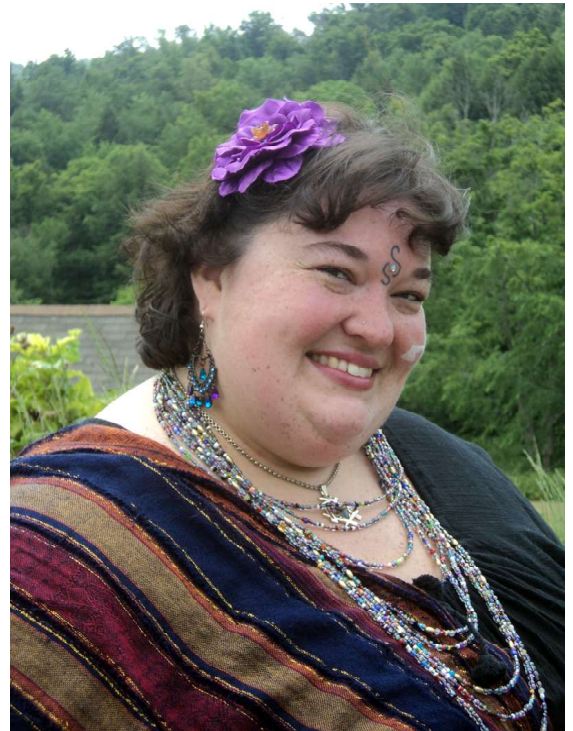
Every family has its fair share of conflict and the Selunari are no exception. Sibling and generational rivalries are common, and with no ruling body making decisions for the Selunari as a whole, caravans often find themselves at odds over preferred traditions. Nevertheless, Selunari try to keep these disputes “within the familia”. When these clashes become too intense, Selunari may leave their caravan and travel with *eshdir* for a time, hoping the change in environment will give them a new perspective and allow them to return with solutions.

Selunari personalities are as varied as the stars in the sky. However, the *sela* does bring certain traits to the forefront; Selunari have a tendency to be rakish, outgoing, friendly and irrepressibly free-spirited. Their lust for life is legendary, and some might even be considered wild or unruly by *eshdir*.

The one absolute truth is that Selunari are loyal to each other to a fault. Familia needs and familia business come before all else, and those who choose to contradict this may face extreme social consequences. The wandering nature of the Selunari brings them into contact with myriad peoples and cultures, and everything from their dress to their superstitions are influenced by the world around them. Selunari possess a wide variety of accents in their speech, which may differ even within one familia, depending on where each member spent their formative years. In fact, these differences are a point of pride: while their accents set them apart from *eshdir*, Selunari appreciate the variety each person brings to their own familia.

The Selunari are consummate travellers and their dress reflects their endless wandering. Selunari clothing is a vast and varying mixture of styles, colors, fabrics and adornments from all corners of Fortannis. Most familias have a signifying color or palette present in their clothing, though the meanings of colors vary from one familia to another. The one physical marker that ties all Selunari together is the large gems that grow from their foreheads (must be at least the size of a US penny), representing their connection to the distant constellation from which they got their name. Some Selunari possess only one gem, while others may have two, three or even more.

Selunari may draw upon the power of the *sela* to prevent some magical curses from taking their full toll. This is represented by their ability to purchase the *Resist Curse* skill.



Stone Elf

Stone Elves have white skin, pointed ears, and black lips. Their legends claim that they were once carefree and selfish Elves who were magically cursed, but they now accept their lives as an improvement over the emotion that had previously led to their ruin.

Stone Elves show no emotion, and have the appearance of being eternally calm. Their discipline and their mental strength have made it possible to suppress or rid a Stone Elf of such a burden.

On average, Stone Elves live to be approximately 1200 years old, and as such they have a different view on matters than humans and other short-lived races. Patience is easier to learn for them, and it is a common belief that most conflicts resolve themselves with time.

Few Stone Elves experience the desire to leave their home community, but often the quest for knowledge takes one all over the lands. These quests can take several hundred years.

Most Stone Elves follow the career path of one parent, with the goal of contributing to the community as a whole.

The specifics of a Stone Elf society will differ, however it is always based upon a logical format. Typically, the culture will arrange itself into houses and elders, which can manage parts of the community rather than every issue requiring the attention of every adult; this particularly happens in any Stone Elf community that reaches any real size.

Marriages are carefully considered, and require compatible traits and logical reasons for the pairing that can work to the couple's advantage their entire lives. This is essential, because during the marriage, the two bond mentally in a way that can never be broken.

Role-playing a Stone Elf is no easy task; in fact, it is probably the hardest race to play. It can be mentally draining to watch yourself for any sign of emotion and repress it.

Stone Elves have a natural affinity for celestial magic and make excellent celestial casters. Although there are of course healers in their society, most Stone Elf casters are celestial.

Stone elves, like Biata, have spent years honing mental skills and as such can perform certain mental mind abilities. These abilities are all completely role-playing in nature. For more information about these skills, see "Mental Abilities" on page 74.

Stone Elves pay half price for *Archery* and may purchase the *Create Scroll* skill for one less Experience Point than other races. They can also purchase the skills *Resist Command* and *Break Command*.



Sylvanborn

Sylvanborn are a strange race. It is not clear if they are related to elves; they have elven ears but also small horns on their foreheads, pointing more to a satyr parentage.

Sylvanborn are very strong believers in freedom, and as such are opposed to slavery and anything that removes free will. This does not mean that they object to the effect in and of itself. For instance, a Sylvanborn may not object to someone taking a *Sleep* effect if they requested it. Players may choose to play this aversion to greater degrees if they so desire. Similarly, a Sylvanborn may suffer under the same racial prejudices of any other character and define some creatures as "inhuman" and therefore have no problem with the use of these effects on them.

It is inconceivable that any Sylvanborn would ever knowingly take advantage of another person against their will, although there are many spirited debates among them as to whether it is fine to do so against obvious enemies and monsters.

Sylvanborn are innately curious beings, and they enjoy learning a great deal. Insofar as they are somewhat

preoccupied with learning and trying new things, they enjoy craft making of all sorts. Those who are masters of their craft are highly regarded in Sylvanborn society.

In general, the gaining of knowledge of all types is a habit and preoccupation of all Sylvanborn. Some enjoy specializing and mastering one art first before moving on to the next thing, but dabbling in many different skills is also generally acceptable in their culture.

Sylvanborn also tend to have a somewhat hedonistic view of life, indulging actively in wine, women/men, and song. They possess no cultural taboos in regard to sex and gender preference, as long as everything is completely consensual. Individual Sylvanborn may vary from prim to promiscuous, based upon their character concept.

Sylvanborn have no official documented life span. For all intents and purposes, they seem to be immortal. They never seem to die of old age, but instead of accidents, battles and other causes. However, remember when starting a new Sylvanborn character that you should probably be quite young, for otherwise you would have gained many skills.

Sylvanborn tend to share their possessions with others who may need them, and do not understand the preoccupation with money that other races have. As long as they have enough to get by on and lots of friends, they are happy.

Sylvanborn must purchase a *Craftsman* skill at every level until five craftsman skills at a minimum have been obtained. They only pay one Experience Point per craftsman skill. They can buy *Resist Command* and *Break Command*.



Wylderkin

“Wylderkin” is a generic term used for any character creature not covered by the other races. They are humanoids with animal-like characteristics (rat, badger, skunk, snake, etc.). A Wylderkin cannot be based on a fictional creature (no dragon, centaur, or goblin Wylderkin).

Players are free to use their imagination in creating a Wylderkin as long as makeup is worn and it is obvious that the player is not playing another player race.

Wylderkin do not refer to themselves as such; instead they tend to use the suffix “kin” to whatever animal to which they are related: raccoon-kin, bear-kin, fox-kin, and so on.

The most important part of role-playing a Wylderkin is in understanding the animal type you are emulating. Do research; look up the qualities of the creature, and find ways to incorporate that into your role-play. Some animals are cunning, some are slow-witted, some are solitary, some live in groups, some are nocturnal, some are playful.

Although survival is a core element of Wylderkin role-play, different animals survive using different tactics. A wolf-kin is very likely to enjoy cooperating with others to bring down prey, for example. A rabbit-kin runs and hides when in danger, while an armadillo-kin hunkers down and relies upon his or her armor.

Due to their lack of a social structure, Wylderkin tend to look for security within themselves or perhaps within a small group of companions. They are likely to make little patterns of behavior concerning themselves or their group in order to gain a sense of belonging and stability. The patterns and habits often make no sense to other people, but are comforting to the Wylderkin.

There are certain aspects of Wylderkin that are consistent, however. Due to their solitary outcast natures, they are very uncivilized. This does not mean they are rude and obnoxious; simply that civilization is unfamiliar to them. Money seems highly artificial and social structures more complex than “I can beat you up, so do what I say” seem nonsensical.

Wylderkin are survivalists. Their bottom line is living from day to day, not gathering immense wealth or political power, or other things that people whose basic needs are looked after can contemplate. To the typical Wylderkin, people from organized cultures are out of touch with what is really important; if such civilized folk fell into bad circumstances, and were not supported by their artificial network, they would starve and die. A Wylderkin can always survive.

Wylderkin possess a special advantage over the other races. A Wylderkin can purchase two racial abilities accessible to any other race (as long as these skills require an XP Cost; in other words, they can't buy "mental abilities" or "half cost for archery"). This means no two Wylderkin, even of the same kin, are necessarily alike.

There are limitations: The racial skills must be announced and placed in the character database at the time the character is created, and the skills must make sense based on the type of Wylderkin being played. For example, a monkey Wylderkin may wish to purchase a *Racial Evade*; a snake Wylderkin a *Resist Poison*; an owl Wylderkin a *Resist Command*; a polar bear Wylderkin a *Resist Element*.

Wylderkin are also the only player race which may use Claws. All Wylderkin may purchase the Claw skill (this is in addition to the two Racial Skill choices they make).

As they do not have the upbringing and education of other races, Wylderkin must pay double cost for *Read Magic*.

Wylderkin have very strong scent abilities, which might interact with the game world in interesting ways at the discretion of a chapter's Plot staff. Additionally, after examining a substance for a minimum of three seconds, a Wylderkin can detect whether the substance is poisoned or alchemical in nature via their Scenting Ability. This will not determine the specific type of substance or poison.



Monster Characters

Many players have the dream of playing monster characters as their PCs. The thought of playing a goblin PC or werewolf PC or vampire PC can be lots of fun for the player, but is not allowed by the Alliance rules.

The Alliance game system is designed to be fairly balanced between all of the classes. Monster abilities were never meant to be given to players, because it would throw that balance off.

PC "monsters" only foster unwanted conflicts between players. PCs playing these monsters are bound to be attacked or hunted down by other players, and the hard feelings that erupt from players who are trying to play true to their monster form often turn into out-of-game arguments. PC verses PC conflicts are important to the game, but when one PC is seen as having an unfair advantage due to powers that cannot be achieved by other PCs, then out-of-game arguments ensue.

Most importantly, it should be noted that monsters are all controlled by the Plot Committee. This allows us to monitor and properly scale events to make sure that the challenges out there are proper for the level of the player base. It also allows us to decide when NPCs are to enter the game and how they will act, and when to pull them if things are getting out of control or if the direction of the game needs tweaking.

PC monsters throw all that out the window, because unlike NPCs, PCs have free will. With PC monsters out there, the Plot Committee spends all its time trying to deal with these wild cards instead of running its own plots.

If you become cursed to turn into a vampire or werewolf in-game, you will be completely under the control of the Plot Committee for the time when you are cursed. You will only be allowed to change into your new form when the Plot Committee tells you. Once changed, you are a temporary NPC under the control of the Committee and must act as the Plot Committee instructs you, even if it is harmful to your character.

Classes

Classes are used to describe your character's natural talents. This may or may not have anything to do with your character's profession—for example, not all rogues are thieves and not all scholars are spellcasters.

Your own physical characteristics and abilities need not match those of your chosen character but it can help you in your adventuring career if your actual physical skills are congruent with your character's fantasy skills. Still, you are encouraged to “be all that you can't be!”

The three main classes are Fighter, Rogue, and Scholar. Then there are the three hybrid classes: Scout is a cross between Fighter and Rogue, Adept is a cross between Rogue and Scholar, and Spellsword is a cross between Scholar and Fighter. Finally, there is Artisan which is a class all by itself.

Choosing which class you wish to play should be based upon what skills you wish to purchase, as class is out-of-game.

Classes

Fighter: Fighters take naturally to the physical combat arts and rely mainly on strength and stamina to accomplish their goals. They can wear any type of armor and can learn a number of interesting battle skills to aid them with their chosen weapons. If being on the frontline and bashing in the enemy is what you want, this class will give you the most power to accomplish that goal.

Scout: The swashbuckling Scout can learn both fighting and rogue skills easily and so tends to become an expert at damage from any direction. They may not be able to do as much as Fighters and Rogues at their level but versatility can make up for that. Scouts can avail themselves of skills available to rogues at a reasonable price and at the same time learn basic fighting skills which can be useful, making them a threat from front and back.

Rogue: Rogues have a natural bent towards dexterity based skills. The lower Body Points, lighter armor and relatively high costs for combat skills does not make them well suited for front line combat roles, but Rogues always find a way to make up for this injustice. If you wish to play a sneaky, backstabbing, and cunning character, this is the class for you.

Adept: When it comes to skills required to get a task done, the Adept is most likely to use the fastest and most expedient means available. Their ability to cast spells, use alchemy, backstab, and use many other skills makes them very, well, *adept* in adventuring. They are most successful when using a combination of spellcasting and backstabbing.

Scholar: Scholars are good at many mental skills and the magical arts. You will find Scholars in the midst of battle throwing their spells, on the outskirts healing those in need, and deep in study in the guilds researching arcane texts and documents. Scholars cannot wear heavy armor, and weapon skills are difficult for them, but for sheer spell power, none can compare.

Spellsword: Spellswords are spellcasting fighters who can use a weapon as easily as they can throw a spell. Their combat training leaves them better able to fight but takes away from their studies. Spells are a bit harder for them than Scholars and weapons a bit harder for them than Fighters, but at higher levels, Spellswords are a good match for either of those two classes.

Artisan: The Artisan class is exceptionally tuned to the manufacturing and sale of trade items. The Artisan has power not through spells or weapons but through wealth. Artisans do not excel in weapon use or spellcasting, but can be excellent merchants, craftsmen, and pure alchemists.

Two important statistics, Body Points and Armor Points, are based on a character's class. A character gains Body Points at a rate based on their class:

Fighter: 1 Body Point every 5 XP

Scout: 1 Body Point every 7 XP

Rogue: 1 Body Point every 8 XP

Spellsword: 1 Body Point every 9 XP

Adept: 1 Body Point every 10 XP

Artisan: 1 Body Point every 12 XP

Scholar: 1 Body point every 15 XP

Thus, a Fighter would receive an extra Body Point at 30 Experience, a Spellsword at 34 Experience, and an Artisan at 37 Experience. The *Hardy* skill can be used to purchase additional Body Points no matter what Class you are.

In addition, all classes are limited in how many Armor Points they can use. These maximum Armor Points are as follows:

Fighters are limited to 35 points

Scouts are limited to 30 points

Rogues are limited to 25 points

Spellswords are limited to 25 points

Adepts are limited to 20 points

Artisans are limited to 20 points

Scholars are limited to 15 points

The skill *Wear Extra Armor* allows classes to wear one point of armor above their maximums for each time the skill is purchased.



Changing Your Class

These classes are out-of-game categories to determine the amount your character will have to pay for their skills. As such, they can change so long as the skills themselves stay the same.

At any time prior to the start of an event, you can choose to change your character's class by speaking to the appropriate staff member of your character's Home Chapter. Your actual skills will not change; only the amount you have spent to obtain them.

Additionally, a character may swap their choice of Primary and Secondary schools if they reach a point where doing so would work to their advantage in terms of XP allocation.

You must have enough Experience Points available to make the change, and cannot go into negative Experience Points. Therefore, if you wish to change your class, you may have to wait until you have enough free XP to make the change.

It is easier to change to and from related classes (fighter to spellsword or scout) than it is to go from one of the "primary" classes to another (fighter to scholar or rogue).

Individual chapters may have additional out-of-game requirements not listed here.

The Skill System

Gaining Skills

Alliance is literally a fantasy game. It is a compilation of rules and policies by which we allow people to simulate doing things that they cannot really do. This means that your character's skill may be far greater or far less than your own real life skills.

For instance, you must have the *One Handed Edged* weapon skill before you are allowed to use a sword. If you do not have this skill, then you cannot even use the sword to block blows. This skill represents an ability that your character has spent hours of practice a day for months to gain. When such an individual is faced with a person totally unskilled in weapon use, they would easily strike the person down.

Similarly, the *Weapon Proficiency* skill—which grants a permanent bonus in damage with every swing of a weapon—represents a level of skill that the player might never obtain. We use it as a way to artificially give a *character* an advantage over another character not as skilled, regardless of the *player's* skill with the weapon.

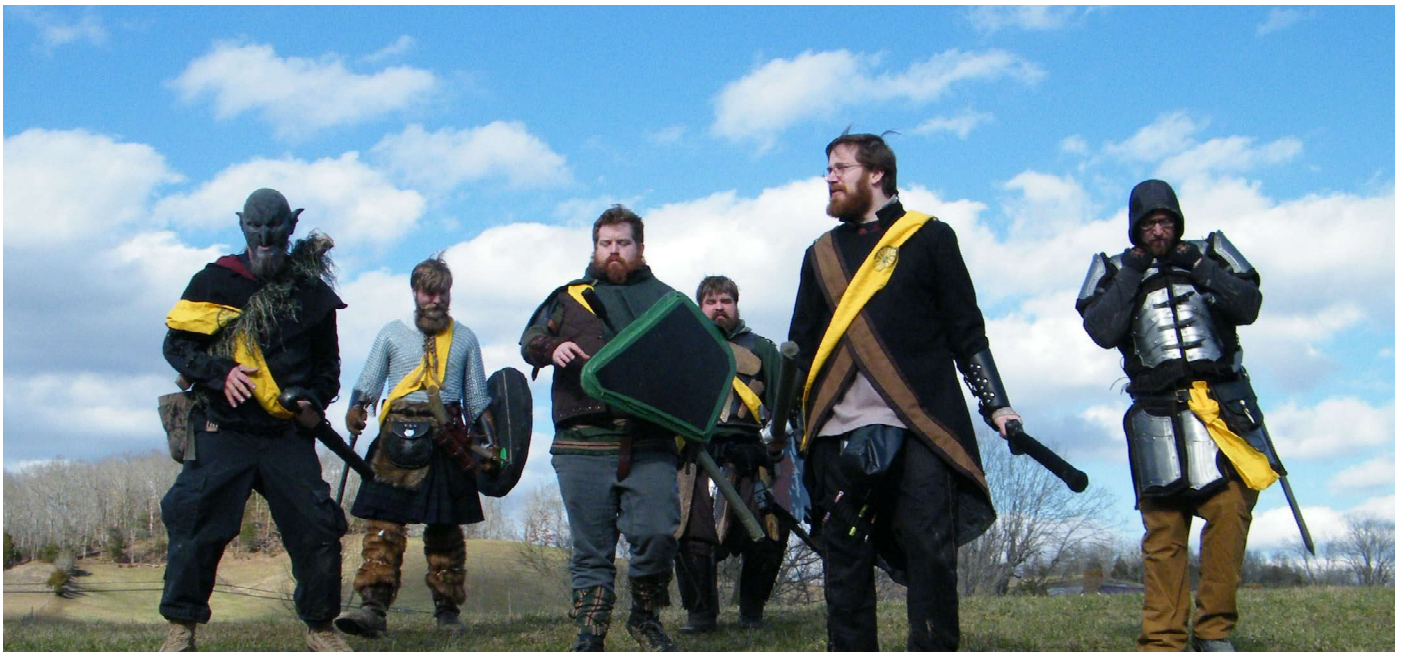
Personal skills still come into play, of course—if you just stand there holding your weapon, you are going to lose every battle. Even if you buy the skill allowing you attempt to disarm a trap, you still have to disarm the trap. And having powerful spells does you no good if you can't hit your target with your throws. Still, the purpose of our game is to be all that you *can't* be by buying skills for your character.

You purchase these skills with Experience Points (“XP”) to help enhance your character. As you gain Experience Points, you can then buy more skills. Each skill allows you to perform a particular task or group of tasks. Many can only be used a limited number of times per day. Some skills allow you to improve your abilities when the skill is bought multiple times.

Many skills can't be purchased until certain prerequisites are met. Sometimes these prerequisites are per purchase—for example, you can purchase the *Improved Channeling* skill once for every 20 ranks of *Channeling*. Similarly, you can only purchase the *Dodge* skill for every 30 XP your character has spent in the *Stealth Skills* category.

Other prerequisites need only be met once. For example, you can purchase *Critical Attack* as often as you want once you have a *Weapon Skill*. Similarly, you can purchase *High Magic* for your Primary School as many times as you like once you've spent 75 XP in Scholarly Skills.

Both types of prerequisites are outlined in the Skills chart, which lists all skills along with their prerequisites and their XP cost for each class.





In any case where a skill can be used only a certain number of times per day (such as a *Slay* or spells), you must keep track of your skill uses until the next Logistics Period starts. This is accomplished using Battle Boards, as described in the Logistics section of the Player's Guide.

On a full weekend event, the "day" runs 24 hours from when the game starts (approximately) and so the time you reset your daily skills is usually at 6 p.m. This is known as the start of the game day. On a Game Day one-day event, the start and stop times for the game constitute the entire game day.

Game Abilities

As you read this book, you will see references to "Game Abilities." This refers generally to the skills you buy for your character with Experience Points. In general, it's safe to assume that if a particular skill or ability may be used at the character's choice (like swinging a weapon, using a *Dodge*, or casting a spell from memory), it's a Game Ability. If it's a skill or ability that *must* be used (such as additional Body Points from the *Hardy* skill or the Threshold monster ability), it's not a Game Ability. Game Abilities (for items not otherwise defined under PC-obtainable abilities and skills) also covers anything that is usable a certain number of "times per day."

This is important because some effects can prevent you from using your "Game Abilities." If you are under the effect of *Enfeeble*, for instance, you cannot cast any spells, fight, or throw any gas globes since all of these are "Game Abilities." However, you can still talk, drink a potion, activate a magic item, or perform other actions that do not fall under the "Game Abilities" list.

Wear Extra Armor and *Hardy* are the two skill exceptions to this. These skills affect what a character is instead of what a character does. Similarly, three High Magic abilities will continue to function when you are unable to use Game Abilities: Celestial Armor, Earth's Bounty, and Rebirth.

All other PC skills count as Game Abilities. This means that while under a "no Game Abilities" effect, you can't identify Production items, can't use Focus abilities, will be unable to read Ritual Scrolls, cannot apply Alchemical coatings, cannot disarm traps, and cannot evaluate items using the *Merchant* skill.

The mechanism of activating a Magic Item is exempted from negative effects which restrict Game Abilities. You must be able to at least move your mouth to vocalize (though the Spell and Arcane qualifiers may be used while under the effect of a *Silence*). For example, you could activate a Magic Item while under a *Web* effect, which holds you in place from the neck down, but not while under a *Paralysis* effect, which completely paralyzes you.

Note that you cannot use Magic Items which require expending a skill if you can't use Game Abilities. For example, you could use a Memory Strike Ritual, since it doesn't require using a skill at the time it's activated, but you could not use a Battlemage's Strike, since that Ritual requires expending a spell from memory.

NPC Game Abilities

This rule also applies to NPCs even though most do not buy skills with Experience Points. For NPCs, Game Abilities would include:

- Duplicates of PC Game Abilities (such as *Dodge* or *One-Handed Edge*);
- “Times per day” abilities which they may choose whether or not to activate, such as *Phase* or *Engulf*;
- The ability to strike or block with *Claws*;
- The ability to rip from various binding effects.

It does not cover any abilities an NPC might have which are not activated a certain number of times per day, or which they have no choice when to use or not to use. For example, NPC Game Abilities do *not* include:

- “Times per day” abilities which automatically activate, such as *Spell Block*;
- Monster strength;
- Threshold;
- Natural Armor;
- Immunities;
- Vulnerabilities.

Experience Points

Your character will receive Experience Points at Alliance events which they can subsequently use to buy skills. Each skill you buy costs a certain number of Experience Points.

A character’s level is determined by how many Experience Points they have attained. It takes 10 Experience Points to gain a level. All characters start in the middle of 2nd level with 25 Experience Points that are used for initial skill purchase. (Farmers and other NPCs will often be 1st level.) Once you reach 30 Experience Points, you have achieved 3rd level, and so on.

Note that “levels” are an out-of-game description used for scaling encounters and figuring out the rate at which a character gains Experience Points. In-game, your character should never refer to his or her “level”. You might instead talk about how many seasons your character has been adventuring or how skillful they are in using weapons or spells.

You do not have to spend all of your Experience Points at any one time, and you do not lose your Experience Points if you do not spend them. After all, some skills require “saving up” Experience Points to be able to purchase them. You can only spend whole Experience Points; you do not “round up” partial Experience Points when calculating what you can spend.

A character will gain Experience Points for every Logistics period they attend (these are sometimes referred to as “experience blankets”). This chart will show you how many Experience Points you will attain for each Logistics period you attend. As your character attains higher levels, it takes longer to gain Experience Points.

For Example: A new character has 25 Experience Points and attends a 3-day Long Weekend game. After the event, the chapter staff applies 3 experience blankets to the character, one for each Logistics Period of the event.

Since the character is 2nd level, the first blanket gains them 6 Experience Points putting them at 31 total. Now that they are at 3rd level (over 30 XP), they gain 5 for the second blanket, and another 5 for the third blanket, leaving them with 41 Experience Points total—4th level!

These experience blankets are always applied one by one no matter how many are gained at one time, with subsequent blankets adjusting the Experience Point rate if the previous one put the character into a new level range. Note that a character may have fractional Experience Points at certain points in their career depending on their level; as noted above only whole Experience Points may be spent on skills. The fractional Experience Points simply track how far your character has to the next Experience Point.

All classes start off at 25 XP with 10 Body Points. Your total Experience Points determine your Body Points at a ratio based on your class; see the Classes section for details.

Level	XP Per Blanket
1 - 2	6
3 - 4	5
5 - 6	4
7 - 8	3
9 - 10	2
11 - 15	1
16 - 20	0.9
21 - 25	0.8
26 - 30	0.7
31 - 35	0.6
36 - 40	0.5
41 - 45	0.4
46 - 50	0.3
51+	0.2

Learning Skills

When your character first comes into game, they can use their starting Experience Points to buy whatever skills they want. As your character gains more XP over time, they may continue to purchase skills that they are interested in. We strongly encourage characters to find others in game with those skills to learn from; while that step is not required to purchase a skill, you may find other characters able to explain how to most effectively use it while adventuring in Fortannis. In-game teaching can prove rewarding to both the teacher and the student.

Note that many skills have prerequisites. These might be other skills (such as having a Weapon skill or the *Claw* skill to learn *Back Attack*) or a certain amount of Experience Points spent in an appropriate skill category. Some skills may have “either / or” prerequisites from multiple skill categories; the prerequisite must be fulfilled completely from one or the other category. You may not “combine” Experience Points from two different skill categories to satisfy these prerequisites.

For example, Rendal has spent 45 Experience Points in the Martial Skills category. He has purchased Intercept twice and Slay once. He may purchase another Intercept (which may be purchased once for every 10 XP spent in the Martial Skills category), but not another Slay (which may be purchased once for every 30 XP spent in the Martial Skills category).

His friend Ena has spent 35 Experience Points in Martial Skills and 25 Experience Points in Stealth Skills. Riposte requires 60 XP from either Martial Skills or Stealth Skills. She cannot purchase that skill as she does not have a full 60 spent in either Martial or Stealth Skills.

Weapon Proficiency and Backstab each have an additional prerequisite. These skills require another skill to be traded in when purchased.

For example, Ena has purchased six Back Attacks. She may trade two of them in to purchase her first Backstab (note that she must also pay the appropriate Experience Point cost for the Backstab itself; if she is a Rogue, she would pay 3 Experience Points in addition to trading in the Back Attacks).

These skills require additional trade-ins as you purchase them multiple times. To purchase a single *Weapon Proficiency* you must trade in two *Critical Attacks*. If you wish to learn *Weapon Proficiency* a second time, you must trade in three *Critical Attacks*. Similarly, a character’s third *Backstab* would require four *Back Attacks* to be traded in.



Spell Slots

There are special rules for spell acquisition that are unlike most other skills in the game. What you actually do is learn the *ability* to cast a spell of a particular level, and not the specific individual spell. This is known as a “Spell Slot.” You can then fill that Spell Slot with any spell you can memorize of that level or lower.

For example: Belthivis purchases a 1st level Spell Slot. He has a spell book with three 1st level spells in it. He picks one spell at that level and memorizes it for that day. The Logistics staff checks his spell book to make sure he has the spell in front of him to memorize and then gives adds that spell to his battle board.

Belthivis later learns another 1st level Spell Slot. He can now memorize two different 1st level spells from his spell book or can memorize a single spell twice.

Spell Slots are purchased in a proportional pyramid as described in the examples below. If you wish to buy a particular Spell Slot, you must first have two more Spell Slots on the level below in order to support it. Imagine the pyramid as needing the proper support to keep it from collapsing from being top heavy.

Similarly, you can’t have more than one “gap” of two spells between two levels—for example, you couldn’t have four 1st level spells, two 2nd level spells, and zero 3rd level spells.

This means that a character has very little choice in the manner in which spells may be purchased when starting their career; if you have three 1st level Spell Slots and two 2nd level Spell Slots, the next Spell Slot you will have to buy is 3rd level. Once you have purchased four Spell Slots of any particular level, you need not buy any more Spell Slots of that level to support the level above. Imagine now the pyramid being an obelisk like the Washington Monument.

You may buy more than four Spell Slots per level but there must always be at least as many Spell Slots below that level in order to support the new amount. Further, the pyramid must be constantly building, which means that the level above must have only one less than the amount you are buying.

This means that in order to buy a fifth 2nd level Spell Slot, you must have a fifth 1st level Spell Slot and a fourth 3rd level Spell Slot.

For example: Belthivis has a 3rd level Spell Slot, two 2nd Spell Slots, and three 1st level Spell Slots. His pyramid is fine (see figure one).

He wants to learn a 4th level Spell Slot eventually. He must build the foundation of the pyramid so it can support a 4th level Spell Slot.

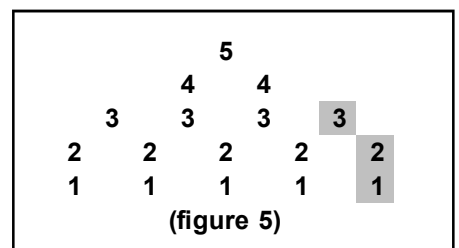
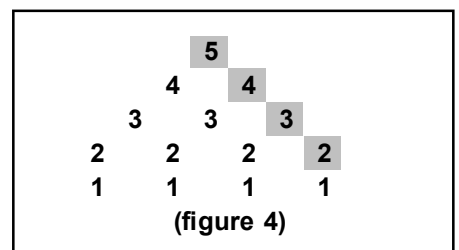
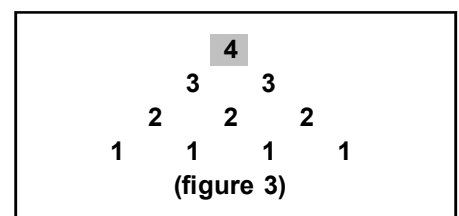
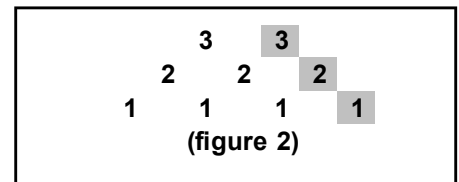
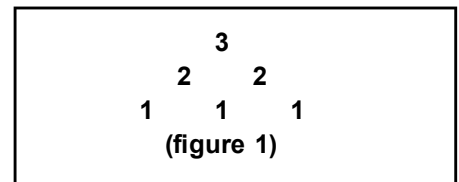
First he buys another 1st level Spell Slot and another 2nd level Spell Slot. He must next purchase another 3rd level Spell Slot (see figure two).

Now his pyramid is ready for the new Spell Slot. The foundation of support for the 4th level Spell Slot has been made by making sure there are two 3rd level Spell Slots below. He can now buy his first 4th level Spell Slot (see figure three).

If Belthivis wants to buy a 5th level Spell Slot, he can do so without buying any more 1st level Spell Slots because four is the maximum required. He must support the 5th level Spell Slot by buying a 2nd, 3rd and 4th in that order to make the pyramid (see figure four).

Belthivis now has a perfect pyramid and is the envy of all his friends. If he wants, he can stop buying 2nd level Spell Slots, as four is the minimum required. His pyramid will then progress with the purchase of a 3rd level Spell Slot, then a 4th, 5th and finally his first 6th level Spell Slot, in that order.

If Belthivis has all of the Spell Slots listed in figure four and then decides that he wants a fifth 2nd level Spell Slot, he must first buy another 1st level Spell Slot to support the 2nd level Spell Slot. After that, he must buy the 3rd level Spell Slot (see figure five).



Note that the pattern is very set as to which Spell Slots have to be purchased unless you wish to buy more than four Spell Slots of any one level.

There is potentially no limit as to the number of Spell Slots per level that can be purchased as long as this pattern is maintained.

You can have a pyramid with nine 1st level Spell Slots, eight 2nd level Spell Slots, seven 3rd level Spell Slots, and so on up to one 9th level Spell Slot.

Meditate

Players can regain certain expended skills and spells by Meditating them back. This includes any spell that missed or failed due to an incorrect incantation, as well as any Meditable Martial or Stealth skill that misses. To do so, the player must spend 10 uninterrupted minutes of appropriate Focus.

If Meditate is being used to replace expended spells, the character must roleplay studying from a spellbook which contains the spell to be remembered. If Meditate is being used to replace expended weapon skills, the character must hold, wield, or otherwise focus on a weapon they are proficient with. During this time, no game skills may be used other than Educated. The player should feel free to roleplay discussion, teaching or usage of appropriate subjects (magic or physical combat) with other players during this period of Focus. Once the meditation period has passed, the player may write the spell or skill back in on their Battle Board with an “M” instead of a circle, to denote that it was Meditated back into memory.

After this point they may utilize it normally as though it had not been expended in the first place.

Each use of Meditate will return a single expended and missed spell or attack. Multiple Meditated skills or spells may be returned over time with multiple uses of Meditate.

For spells, a player may only regain the use of a memorized spell that did not resolve in any way - that is, it completely missed all targets or the incantation failed. This ability does not work on spells that resolved in any way, including a call of “No Effect” or “Altered Effect” or being expended on any other active or passive defense. This ability may not be used to regain charges of spent magic items, potions, or scrolls. Any augmentations gained via High Magic are lost when the spell is Meditated. Note that Signature Spells have special Meditation rules; the section on Signature Spells can be found in the Player’s Guide.

For weapon skills, a player may only regain the use of a Meditable per-day weapon attack that did not resolve in any way. This includes blockable attacks (for example, not using the Strike keyword) that were blocked by another player’s weapon or shield and did not trigger any defenses. It also includes weapon swings that completely missed and weapon swings required to be From Behind which did not hit a target From Behind. If an attack struck an opponent and was taken or resulted in a defense being called or expended, it may not be Meditated.

Characters may purchase the Enhanced Meditate skill to reduce the necessary Focus time.

Successful Resurrection (or Ritual-based alternatives such as Regeneration) automatically Meditates any applicable abilities for a character.





Skill Costs

On the following pages are the charts listing the Experience Point costs for each skill based on each class. Note that any class can buy any skill; they just might have to pay more Experience Points for it.

When buying skills, be sure to check the prerequisites. For instance, to buy *Weapon Proficiency*, you must first have a weapon skill to be proficient in and two *Critical Attack* skills to trade in. To learn *Alchemy*, you must first be *Educated* and must know *Herbal Lore*.

These charts are organized based on the three main classes (Fighter, Rogue, Scholar) and the classes that come between them. Since a Scout is a cross between a Fighter and a Rogue, it is listed between those two classes, and since an Adept is a cross between a Rogue and a Scholar, it is placed accordingly. A Spellsword is between a Scholar and a Fighter, and Artisan stands alone.

Each class is the best at something. Fighters specialize in Weapons and Martial skills. Rogues specialize in Stealth skills. If you want both Proficiencies and Backstabs, the Scout is the best. Scholars are the best at spells, and Adepts are best at a combination of spells and Backstabs. Spellswords are best at a combination of spells and Weapon Proficiencies, and Artisans are the best at a wide variety of crafting skills.

Your character will probably be more well rounded and take more than one basic skill, so the best thing to do is to pick the skills you would really like to eventually have for your character and then figure out which class is best for you.

Remember: This is not a computer game or a battle game; it's a *role-playing* game. Don't create your character based on what statistics will give you the most power. Decide what kind of character you would enjoy playing first and then decide which skills to buy. Choose a race and a personality and it will help you decide the skills that would go along with that character.

If you are choosing many types of skills, you may end up with numbers which show that there is not much difference between the classes. For instance, if you are making a character that is a good fighter, can throw spells, is good at backstabs, and can throw alchemy, you may not be able to tell which class is best for you until you decide how you will eventually start specializing in one of these things. Just keep picking skills until it is obvious that one class is better than the others, and then when you create your character you will know which class is best for your long term goal. Keep in mind that you can change your character's class over time if something else turns out to be a better fit based on how they grow within the game—you're not locked forever into what you first choose.

Skill Cost Chart

RACIAL SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Break Command	2	2	2	2	2	2	2	Biata, Stone Elf, Sylvanborn
Claws	8	8	8	8	8	8	8	Wylderkin
Racial Evade	6	6	6	6	6	6	6	Hobling
Racial Resolute	2	2	2	2	2	2	2	High Ogre, High Orc, Oathsworn
Resist Binding	4	4	4	4	4	4	4	Dryad
Resist Command	4	4	4	4	4	4	4	Biata, Dark Elf, Elf, Stone Elf, Sylvanborn
Resist Curse	4	4	4	4	4	4	4	Selunari
Resist Element	3	3	3	3	3	3	3	Dwarf, Oathsworn
Resist Spell	5	5	5	5	5	5	5	Dark Elf
Resist Necromancy	4	4	4	4	4	4	4	High Ogre
Resist Poison	4	4	4	4	4	4	4	Dwarf, High Orc, Hobling

TRADES & CRAFTS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Craftsman (Type)	2	2	2	2	2	2	2	none
Enhanced Meditate	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	none
Educated	6	6	6	3	3	3	3	none
Merchant	3	2	1	2	3	3	1	none

STEALTH SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Alchemy	6	5	3	4	4	6	3	Herbal Lore
Assassinate	4	1	1	2	4	4	4	1 per 30 XP in Stealth Skills
Back Attack	5	3	3	3	7	6	6	Any Weapon Skill
Backstab	6	6	3	6	8	6	6	Back Attack x2 (plus 1 for each existing Backstab)
Counteract	4	3	2	3	4	4	4	1 per 10 XP in Stealth Skills
Create Trap	6	4	3	4	6	6	3	none
Dodge	8	6	5	6	8	8	8	1 per 30 XP in Stealth Skills
Doom Blow	12	6	5	6	12	12	12	1 per 60 XP in Stealth Skills
Enhanced Strike	6	6	5	3	4	4	4	1 per 20 XP in Stealth Skills, must have a 3rd level Spell Slot
Evade	5	4	3	4	6	5	5	1 per 20 XP in Stealth Skills
Fear/Berserk Blow	7	5	5	5	8	7	7	1 per 45 XP in Stealth Skills
Herbal Lore	6	5	3	4	4	6	3	Educated
Improved Assassinate	4	2	2	2	4	4	4	1 per 30 XP in Stealth Skills
Opportunistic Attack	4	2	2	2	5	4	4	1 per 60 XP in Stealth Skills
Silence/Stun Blow	6	5	4	5	7	6	6	1 per 30 XP in Stealth Skills
Sleep/Paralysis Blow	5	3	2	3	6	5	5	1 per 15 XP in Stealth Skills
Slow/Weakness Blow	5	4	3	4	6	5	5	1 per 20 XP in Stealth Skills
Surprise Attack	8	7	6	7	9	8	8	90 XP in Stealth Skills
United Blow	15	15	15	10	12	12	12	75 XP in Scholarly Skills and 60 XP in Stealth Skills

WEAPON SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	PREREQUISITE
Archery	6	6	6	8	12	8	8	none
Florentine	4	6	6	6	8	6	6	Any Weapon Skill or Claw
One Handed Blunt	3	4	4	5	6	5	5	none
One Handed Edged	5	5	5	7	10	7	7	none
One Handed Master	7	8	8	10	14	10	10	none
Polearm	8	12	12	12	16	12	12	none
Shield	6	10	10	10	12	10	10	none
Small Weapon	2	2	2	2	2	2	2	none
Staff	4	4	4	4	4	4	4	none
Style Master	10	15	15	15	20	15	15	none
Thrown Weapon	2	4	4	4	4	4	4	none
Two Handed Blunt	6	8	8	8	12	8	8	none
Two Handed Sword	8	12	12	12	16	12	12	none
Two Handed Master	10	16	16	16	20	16	16	none
Two Weapons	2	4	4	4	4	4	4	Florentine
Weapon Master	15	20	20	20	25	20	20	none

MARTIAL SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	PREREQUISITE
Blacksmith	3	3	4	4	4	3	3	none
Combined Strike	15	15	15	12	12	10	12	75 XP in Scholarly Skills and 60 XP in Martial Skills
Critical Attack	3	3	5	6	7	3	6	Any Weapon Skill or Claw
Destruction/Stun Blow	4	5	6	6	8	5	8	1 per 45 XP in Martial Skills
Empowered Strike	5	5	5	4	4	3	4	1 per 20 XP in Martial Skills, must have a 3rd level Spell Slot
Eviscerating Blow	5	7	14	14	14	7	14	1 per 60 XP in Martial Skills
Fast Refit	2	3	4	5	6	3	2	1 per Blacksmith level
Foundation Strike	4	4	4	3	3	2	3	1 per 10 XP in Martial Skills, must have Read Magic
Hardy	5	6	6	6	7	6	6	1 per character level
Intercept	2	2	3	4	4	2	4	1 per 10 XP in Martial Skills
Improved Slay	2	2	4	4	4	3	4	1 per 30 XP in Martial Skills
Magisterium Strike	4	4	4	3	3	2	3	1 per 10 XP in Martial Skills, must have Healing Arts
Mettle	3	4	5	6	6	4	5	1 per 20 XP in Martial Skills
Parry	4	4	8	8	8	5	8	1 per 30 XP in Martial Skills
Precise Blow	3	3	4	4	5	3	5	1 per 20 XP in Martial Skills
Repel Strike	2	3	4	4	5	3	5	1 per 20 XP in Martial Skills
Resolute	2	3	4	4	5	3	5	1 per 25 XP in Martial Skills
Riposting Blow	4	4	4	5	8	5	8	1 per 60 XP in Martial or Stealth Skills
Shatter/Disarm Strike	3	4	5	6	7	4	7	1 per 20 XP in Martial Skills
Sleep/Enfeeble Blow	4	5	6	7	7	5	7	1 per 45 XP in Martial Skills
Slay	2	2	4	4	4	2	4	1 per 30 XP in Martial Skills
Weakness/Shun Strike	4	5	6	6	8	5	8	1 per 30 XP in Martial Skills
Weapon Proficiency	3	6	6	6	8	6	6	Critical Attack x2 (plus 1 for each existing Weapon Proficiency)
Wear Extra Armor	1	1	1	1	1	1	1	none

SCHOLARLY SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Channeling	6	6	6	4	3	4	5	Must have a Primary 1st level Spell Slot
Channeling (Secondary)	8	8	8	5	4	5	6	Must have a Secondary 1st level Spell Slot
Improved Channeling	10	10	10	6	5	6	6	1 per every 20 levels of Channeling
Create Potion	6	6	6	4	3	4	3	Earth Spell Slot
Create Scroll	6	6	6	4	3	4	3	Celestial Spell Slot
Dispelling Strike	7	7	7	3	4	3	4	1 per 30 XP in Martial or Stealth Skills, must have a 7th level Celestial Spell Slot
First Aid	2	2	2	2	2	2	2	none
Flexible Casting	5	5	4	3	2	3	4	Must have a 2nd level Spell Slot
Healing Arts	6	6	4	2	2	2	4	Educated, First Aid
High Magic	4	4	4	3	2	3	3	75 XP in Scholarly Skills and a 1st level Primary Spell Slot
High Magic (Secondary)	8	8	8	6	4	6	6	150 XP in Scholarly Skills and a 1st level Secondary Spell Slot
Purifying/Draining Strike	7	7	7	3	4	3	4	1 per 30 XP in Martial or Stealth Skills, must have a 7th level Earth Spell Slot
Read Magic	8	8	6	4	4	4	6	Educated

PRIMARY SPELLS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Level 1 Spell Slot	3	3	2	1	1	1	1	Read Magic (Celestial) or Healing Arts (Earth)
Level 2 Spell Slot	3	3	2	1	1	1	2	Level 1 Spell Slot
Level 3 Spell Slot	6	6	4	2	2	2	2	Level 2 Spell Slot
Level 4 Spell Slot	6	6	4	3	2	3	3	Level 3 Spell Slot
Level 5 Spell Slot	9	9	6	3	3	3	4	Level 4 Spell Slot
Level 6 Spell Slot	9	9	6	4	3	4	4	Level 5 Spell Slot
Level 7 Spell Slot	12	12	8	5	4	5	5	Level 6 Spell Slot
Level 8 Spell Slot	12	12	8	5	4	5	6	Level 7 Spell Slot
Level 9 Spell Slot	15	15	10	6	5	6	6	Level 8 Spell Slot

SECONDARY SPELLS	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	PREREQUISITE
Level 1 Spell Slot	6	6	4	2	2	2	2	Read Magic (Celestial) or Healing Arts (Earth)
Level 2 Spell Slot	6	6	4	2	2	2	4	Level 1 Spell Slot
Level 3 Spell Slot	12	12	8	4	4	4	4	Level 2 Spell Slot
Level 4 Spell Slot	12	12	8	6	4	6	6	Level 3 Spell Slot
Level 5 Spell Slot	18	18	12	6	6	6	8	Level 4 Spell Slot
Level 6 Spell Slot	18	18	12	8	6	8	8	Level 5 Spell Slot
Level 7 Spell Slot	24	24	16	10	8	10	10	Level 6 Spell Slot
Level 8 Spell Slot	24	24	16	10	8	10	12	Level 7 Spell Slot
Level 9 Spell Slot	30	30	20	12	10	12	12	Level 8 Spell Slot

Production Skills

To create game items such as potions, scrolls, elixirs, weapons, traps, and armor, you must first buy the appropriate skill with your Experience Points. Each time you buy a Production skill, you get five “Production Points” of that type to spend in each Logistics period. Production Points do not carry over from day to day or event to event. You cannot transfer or combine your Production Points with another player.

Items can be made in two ways. The simplest is to create items at Logistics. You will be asked to show your Character Card with your skill level. You must also pay a copper piece per Production Point. This game money represents the raw materials and other costs associated with making the item.

Alternatively, you can make an item at a Crafting station. This is a specific on-site location designated by your chapter’s staff (often this will be the same as where you go for Logistics). You will find a Production Sheet there, on which you must fill out one row for each type of item you are building. If you are using a Workshop, add the Workshop ID in the appropriate column. Put the correct amount of in-game coin into the box or envelope provided for that purpose and fill out a one of the blank tags left on the table as appropriate for the item you are building (Smithing, Alchemy, Potion, Scroll, or Trap). The item tag must be signed by a Crafting Marshal (a player who has been authorized for this purpose) who witnesses you filling out the Production Sheet and dropping off your in-game coin. Keep in mind that costs for additional batches or additional coin requirements (like for Strengthening or Silvering) must be paid just as if you were producing the item at Logistics.

ARMOR	Cost
1 - 5 Armor Points	10
6 - 10 Armor Points	20
11 - 15 Armor Points	30
16 - 20 Armor Points	40
21 - 25 Armor Points	50
26 - 30 Armor Points	60
31 - 35 Armor Points	80
36 - 40 Armor Points	100
41 - 45 Armor Points	120
46 - 50 Armor Points	140
51 - 55 Armor Points	170
56 - 62 Armor Points	200

ALCHEMY	Cost	Types
Alchemical Solvent	5	Contact
Intoxicate	5	Elixir
Liquid Light	5	Contact
Cure Wounds 5	5	Elixir
Hallucinate	10	Contact, Elixir, Globe
Paranoia	10	Contact, Elixir, Globe
Oil of Slipperiness	15	Contact
Paste of Stickiness	15	Contact
Vorpall Coating 5	15	Contact
Weakness	15	Contact, Elixir, Globe
Antidote	20	Elixir
Poison Shield	20	Elixir
Blast Globe	25	Globe
Cleanse	25	Elixir
Enfeeble	30	Contact, Elixir, Globe
Sleep	30	Contact, Elixir, Globe
Charm	35	Contact, Elixir, Globe
Paralysis	40	Contact, Elixir, Globe
Vorpall Coating 10	40	Contact
Amnesia	45	Elixir
Berserk	45	Contact, Elixir, Globe
Enslavement Antidote	45	Elixir
Euphoria Antidote	45	Elixir

For example: Rendal has just found out that werewolves are running around town! He heads to the Logistics location with George, a Crafting Marshal, to witness what he’s about to build. Once he arrives, he checks his character card and the earlier entries he made on the Production Sheet to make sure he has enough Production Points left. Fortunately, he does—his nine levels of Blacksmith are very useful today! He fills out the Production Sheet for a set of ten Silver arrows—5 PP for the Arrows themselves, plus another 10 PP for Silvering them—and deposits a total of 5 copper for the arrows and 10 silver for their Silvering cost plus 10 more coppers for the PP spent on Silvering (a total of 10 silver and 15 copper)—in the box provided for that purpose.

George watches this and signs the arrow tag and the Production Sheet to indicate that he verifies Rendal’s production work. Rendal’s

out-of-game time filling out the tags and Production Sheet represents the time his character is off building the Production items he brings back into game with him.

Individual Chapters may have slightly different layouts and expectations for their Crafting Stations based on their specific site needs. If you have any questions, ask a marshal.

After you have purchased ten levels of any skill, you are considered a Journeyman, and after twenty levels, you are a Master. These levels will provide extra bonuses, such as being able to make items at a reduced cost or being able to identify them quicker.

The skills are cumulative: at Master level, you gain the abilities of a Journeyman plus the abilities of a Master. The charts here and on the next page show what can be made with Production Points in specific skills. To actually make an item on these lists, you will have to determine the item you wish to make and then make sure that you have the Production Points and coins necessary to do so.

Workshops: It is possible to become more productive in making Production Point items if you have access to a workshop that specializes in making them. A workshop will double your base Production Points, thus making it possible to produce more of an item than normally possible. There are specialized workshops for (a) making alchemical items, (b) making and repairing armor and weapons, (c) creating potions, (d) creating scrolls, and (e) making traps. You can purchase these specialized work-

shops for ten gold each.

For example: Belthivis the Mage has Create Scroll four times. Each level of the skill gives him 5 Production Points, so he has a total of 20 Production Points in which to make scrolls. Belthivis decides to buy a scroll workshop. After doing so, he now can double his capacity and create 40 Production Points of scrolls, meaning that instead of merely making a Shun scroll, he can now make a Dispel scroll.

You must still pay the proper amount in copper in order to get your Production Point items even with a workshop. 40 Production Points of anything made will cost 40 coppers whether done in a workshop or not.

These workshops are personal in nature and can only be used by one person per day. Your workshop tag will list your character's name and the location of the workshop, as well as a unique ID for the workshop which must be written down when going to a Crafting Station.

A workshop can only be used when the game takes place in the location noted on the tag. For instance, if you buy a workshop in in-game location A, you will not be able to use it in in-game location B. You can, of course, buy a new workshop. Further, there may be plot reasons why you cannot use your workshop at a particular event.

For example: Belthivis uses his workshop on Friday night at Logistics, but on Saturday morning the plot has everyone teleported to a battlefield 50 miles away from the town in which the workshop is located. Belthivis will not be able to use his

POTIONS	Cost
Cure/Cause Wounds	5 per level
Endow	5
Weapon Shield	10
Weakness	15
Awaken	20
Cleanse	20
Cure Disease	20
Disease	20
Release	25
Silence	25
Spell Shield	25
Elemental Shield	30
Restore	30
Sleep	30
Wither	30
Charm	35
Destruction	35
Drain	40
Paralysis	40
Purify	40
Reflect Spell	40

SCROLLS	Cost
Evocation Bolt	5 per level
Disarm	5
Lesser Investment	5
Light	5
Slow	5
Pin	10
Repel	10
Weapon Shield	10
Shackle	15
Shatter	15
Wall of Force	15
Awaken	20
Shun	20
Release	25
Spell Shield	25
Elemental Shield	30
Sleep	30
Wizard Lock	30
Web	35
Charm	35
Dispel	40
Reflect Spell	40

workshop at Saturday's Logistics session, or at the Crafting Station after the town has been teleported.

You can buy a number of workshops located in all of the towns in which the game may possibly take place. This is indeed a limitation of workshops, but on the other hand, unlike all your other treasure, your workshops cannot be stolen.

A workshop can be sold or loaned to another character but can never be used by more than one character per Logistics period. In other words, you cannot use the workshop, sell it to someone else, and then have the buyer use that same workshop on the same day. The new owner must wait until the next Logistics period.

The selling of a workshop must be done at Logistics with both the seller and the buyer present to confirm the sale. A new tag with the new owner's name on it will then be issued while the old tag will be destroyed.

Batches: Another way to increase the amount of items you can create in any one gameday is by making large "batches." Batching gives a character a new set of production points (at double cost in copper) to be used as they see fit. It does not need to be spent identically to earlier batches. After you use your normal Production Points for the day (whether with or without a workshop), you can then create a second "batch" at double the cost. The same limitations apply as per the first batch. You can use your workshop for each of these batches. A third batch may be made at triple cost, a fourth batch at quadruple cost, and so on. There is no limit to how many batches can be made—except available funds, of course.

For example: Belthivis uses his workshop and creates 40 Production Points worth of scrolls. He pays Logistics 40 coppers. He then counts his change and decides to create another 40 Production Points worth of scrolls (using his workshop again), but this time he pays Logistics 80 coppers.

Production Points from different batches may never be combined. In other words, you cannot combine your two 40 Production Point batches to make one item worth 80 Production Points. You are always limited by your skill and your workshop.

TRAPS		
TRAPS	Cost	Type
Noisemaker	5	Trap
Slow Globe	10	Globe
Shatter Globe	20	Globe
Gas Trap	25	Area Trap
Scroll Trap	25	Area Trap
Silence Globe	30	Globe
Weapon Trap	2 damage per Production Point; minimum of 10 damage	Trap
Mechanical Trap	1 damage per Production Point; minimum of 20 damage	Trap
Explosive Trap	1 damage per 2 Production Points; minimum of 20 damage	Area Trap

WEAPONS	Cost
Arrow	0.5
Bolt	0.5
Silvering an Arrow	1
Silvering a Bolt	1
Bludgeon	5
Dagger	5
Hatchet	5
Staff	5
Thrown Weapon	5
Javelin	10
Light Crossbow	10
Shield	10
Short Bow	10
Heavy Crossbow	15
Long Bow	15
Short Hammer	15
Short Mace	15
Silvering a Weapon	15
Spear	15
Long Hammer	20
Long Mace	20
Short Axe	20
Long Axe	25
Short Sword	25
Long Sword	30
Polearm	40
Two Handed Blunt	40
Two Handed Sword	45
Strengthening	50



Skills

Skills listed with a * can be bought multiple times to improve or increase the skill.

Each skill is classified as one of two types: *Passive*, which means it is always in effect once purchased, or *Daily*, meaning that its uses refresh at the start of each Logistics Period. Skills which can be Meditated back if missed are denoted as “Meditatable.”

Many skills have prerequisites. These can be found in the Skill Chart, which outlines exactly what is needed before purchasing any given skill.

Many Martial and Stealth skills have in-game “flavor” names for characters to use. The out-of-game skill names are useful for players to understand what the skill does—for example, the skill is called “Sleep/Paralysis Blow” but in-game, characters can refer to it as “Waylay.”

Alchemy*

Daily

Alchemy allows the character to create non-magical elixirs, poisons, oils, and solvents. For each time *Alchemy* is bought, the character gets five Production Points as detailed in the “Production Skills” section.

To employ a gas requires at least three ranks of Alchemy. All gas packets must be orange to differentiate them from spell packets (which cannot be orange).

Alchemy cannot be used to determine the presence of an alchemical substance or magical potion in a creature’s bloodstream.

See the “Alchemy” chapter for more details on specific types of Alchemy and how they might be used.

Advanced Use: A character with 10 or more levels of *Alchemy* is considered a Journeyman, and only spends 4 copper for every 5 production points of Alchemy.

Archery

Passive

This skill allows the character to use a simple bow and a crossbow.

For safety reasons, real bows and crossbows are not used in Alliance. Instead, archers use padded physical representations for the bows and crossbows, and blue packets to represent arrows and bolts. See the “Weapons” and “Combat” sections for more details.



Assassinate*

Daily, Meditable

This skill enables the character to do one powerful attack of damage **from behind** to one opponent once per day for each time the skill is bought. If used with a ranged weapon, the *Assassinate* may be used from any direction. This skill may be used with any weapon for which the character has the appropriate weapon skill. An *Assassinate* does 25 points of damage that can only be increased with purchases of the *Improved Assassinate* skill.

You may call any applicable carrier with this skill (e.g. Magic, Flame, Silver). The *Assassinate* applies to only one blow, landed or not. Any defense against a weapon swing (such as Weapon Shield, Parry, Riposte, or Dodge) protects against and expends an *Assassinate*.

Example: Ena has purchased one Assassinate each day. She sneaks up behind an enemy with her trusty old dagger and swings at its back, calling "25 Normal!" If she misses, the skill is used up, but she may then Meditate it back later.

Back Attack*

Daily

This skill allows the character to inflict two extra points of damage **from behind**, or one point from any direction with a ranged weapon, for 10 minutes. Multiple *Back Attacks* can be expended simultaneously for enhanced effect, each adding additional damage as described above. The extra damage can be used with any weapon with which the character has skill.

A player may activate no more than 5 *Back Attacks* at any one time. Players may voluntarily end the 10 minute duration at any time. Players may not activate additional *Back Attacks* if they have some already running at the same time (they must choose to end the ongoing ones first).

Back Attacks need to be traded in to purchase the *Backstab* skill at the rate of two *Back Attacks* to one *Backstab*, plus one additional *Back Attack* per *Backstab* they have already bought. This means that the second *Backstab* requires three *Back Attacks* to be traded in, the third *Backstab* will require four *Back Attacks*, and so forth.

Example: Ena has spent Experience Points to purchase Back Attack 2 times. Late at night she is sneaking behind an ongoing battle to strike her foes from the rear. She jumps out at the nearest enemy's back and strikes! Instead of swinging for "2 Normal" with her Short Sword, she decides to activate both of her Back Attacks and starts swinging for "6 Normal."

Backstab*

Passive

This skill allows a character to do an extra two points of damage to any foe they can hit **from behind**. It applies to any weapon in which the character has the skill. When used with a ranged weapon, the attack only does one extra point of damage but does not have to be from the rear.

The skill can be bought multiple times and the effects are cumulative. Note that each purchase requires trading in a set amount of *Back Attacks*; see the *Back Attack* skill for details.

Example: Ena has purchased Backstab once. She leaps out behind enemy lines in a wild melee and strikes her opponent in the back, swinging "4 Normal!" with her Short Sword, taking advantage of the extra two points of damage granted by her Backstab.

Blacksmith*

Daily

This skill allows the character to create weapons and shields as well as forge and refit suits of armor. For each time this skill is bought, the character gets five Production Points as described in the "Production Skills" section. The person with this skill can then make anything Blacksmithing can produce up to their maximum Production Points.

Refitting a physical suit of armor can be done any number of times per day by a character with the skill Blacksmith.

Silvering a weapon: Silvering a weapon allows the weapon to harm monsters than can only be hurt by silver, such as certain undead. To silver an existing weapon, the blacksmith must pay 15 Production Points and 15 silver pieces. Silvering an existing arrow or bolt costs 1 silver per arrow or bolt and 1 Production Point (note that these costs are separate from the costs of the actual creation of the weapon itself.) Once applied, the silver can never be removed.

Strengthening a weapon, shield, or other item: Strengthening a weapon, shield, or other item allows it to withstand *Shatter* and *Acidic Skin* effects as well as explosive traps. Once strengthened, the item will withstand two such attacks. When hit with one of these effects, the person with a strengthened item must say “Resist.”

An item can only be strengthened once, giving it two resists to these effects. After those resists are used, it can be strengthened again but can never have more than two resists at any one time.

To strengthen an existing item, the smith must pay an extra 50 Production Points and 50 silvers.

Advanced use: A character with 10 or more levels of *Blacksmith* is considered a *Journeyman*, and only spends 4 copper for every 5 production points of Blacksmithing. Silvering and strengthening do not benefit from this reduction in cost.

A character with 20 or more levels of *Blacksmith* is considered a *Master* and gains the ability to refit armor in 30 seconds as opposed to the usual 60 seconds.

Break Command*

Daily

With this skill, a character can break all active Command effects on another creature once per day for each time the skill is taken. The Command effects can be found in the “Effect Groups” section. It does not include Greater Command effects such as *Enslavement*, *Euphoria*, or *Amnesia*.

You must be close enough to touch the affected person (actual physical contact is not necessary and may very well be unsafe), and must spend ten seconds of role-playing conversation and Focus with the victim to remove the effect.

If you perform any other Game Abilities during this time, if the victim is attacked, or if the conversation is halted, then the *Break Command* is unsuccessful. Attempting this action on a character that had not been under the effects of a Command will still result in the ability being used for the day.

You cannot use this skill upon yourself.

Example: Darlissa’s friend Terin has been Charmed by an evil succubus! She steps up next to him and starts rapidly trying to tell him of the folly of his ways, explaining that he really shouldn’t let himself be so easily swayed. After ten seconds of talking and staying within arm’s reach, she calls “Break Command!” and Terin’s mind is returned to normal.



Celestial Magic*

Daily, Meditatable

This skill allows the character to memorize a single Celestial magic spell each day of lower or equal level to the level of spell slot which has been purchased. This skill provides a Spell Slot as described in the “Skill System” section.

Channeling*

Daily

Each purchase of this skill grants a character 25 points in a Channeling Pool to spend each day; see the “Magic” section for details. Celestial Channelers may use Stone, Ice, Lightning, or Flame Sources; Earth Channelers may use Healing or Chaos Sources. The Pool can be channeled in increments of 5 up to a maximum of 10 points; once points are expended they do not return until the following Logistics period. The character’s primary Spell School determines their Channeling type, though Channeling can be bought at an additional cost for a secondary School, which will produce a separate Channeling Pool for that school.

Example: Belthivis, a Celestial caster, has purchased Channeling three times. He has 75 points of Channeling Pool to evoke throughout the day, in increments of either 5 points or 10 points, using a Source of a specific element.

Claws

Passive

This skill allows a character to use a one-handed “claw.” The base damage for a claw is two points. This skill only allows the use of one claw unless the character also has *Florentine* or *Style Master*, at which point the character can use either two claws or a claw and a weapon. All claws must be short sword length and must abide by all weapon construction rules. The entire striking surface must be colored red.

You may use any skill requiring a weapon with the claw (such as *Weapon Proficiency*, *Sleep/Paralysis Blow*, etc.).

Claws cannot be silvered or strengthened by the *Blacksmith* skill. The claws may not be disarmed, shattered, stolen, confiscated, or destroyed.

Characters who are hit in their claws with weapons, bows, or arrows do not take damage from the attack. In this sense, claws are treated as weapons and can receive weapon coatings and be used with *Blade* spells.

The claws are retractable and can be retracted and activated without a count. The time it takes a player to acquire the phys reps out-of-game is the time it takes the character to activate the claws in-game. You are not allowed to call a Hold to retrieve your claws or to pick up a claw that you have dropped from your hand during combat. The time it takes you to obtain them is the time it takes you to be able to use them, just as if they had been “retracted.” If there is no replacement available, then you cannot use the skill until a replacement is obtained.

Carrying a claw phys rep and a weapon phys rep in the same hand is not allowed.

Example: Aslahe the Cat Wylderkin, who has purchased the Claws skill, is in a battle and his sword is destroyed. He can then reach into his backpack and pull out his red phys reps to continue fighting, using them as claws, which cannot be destroyed. During the time he was getting the phys reps, he was completely in-game and could not call



a Hold or refuse to take any damage that may have hit him. He will be calling “two normal” with his claws unless he has a skill like Weapon Proficiency, in which case he will call the appropriate damage. If hit with a Disarm spell, he will say “no effect” (unless he has a Spell Shield active, which would then be used up).

This skill is not the same thing as the monster ability *Base Claw/Body Weaponry*.

Combined Strike

Passive

Once purchased, the character may expend any Signature Spell from memory as “X Spell Strike <effect>” via a weapon swing. If the weapon swing misses, the spell may be Meditated back as normal. This may be done any number of times per Logistics period. When expending an Earth Signature Spell, the character may choose to change the effect of this blow to the *Body* carrier, but will only inflict half as much damage (rounding up) as they would normally inflict with this ability when doing so.

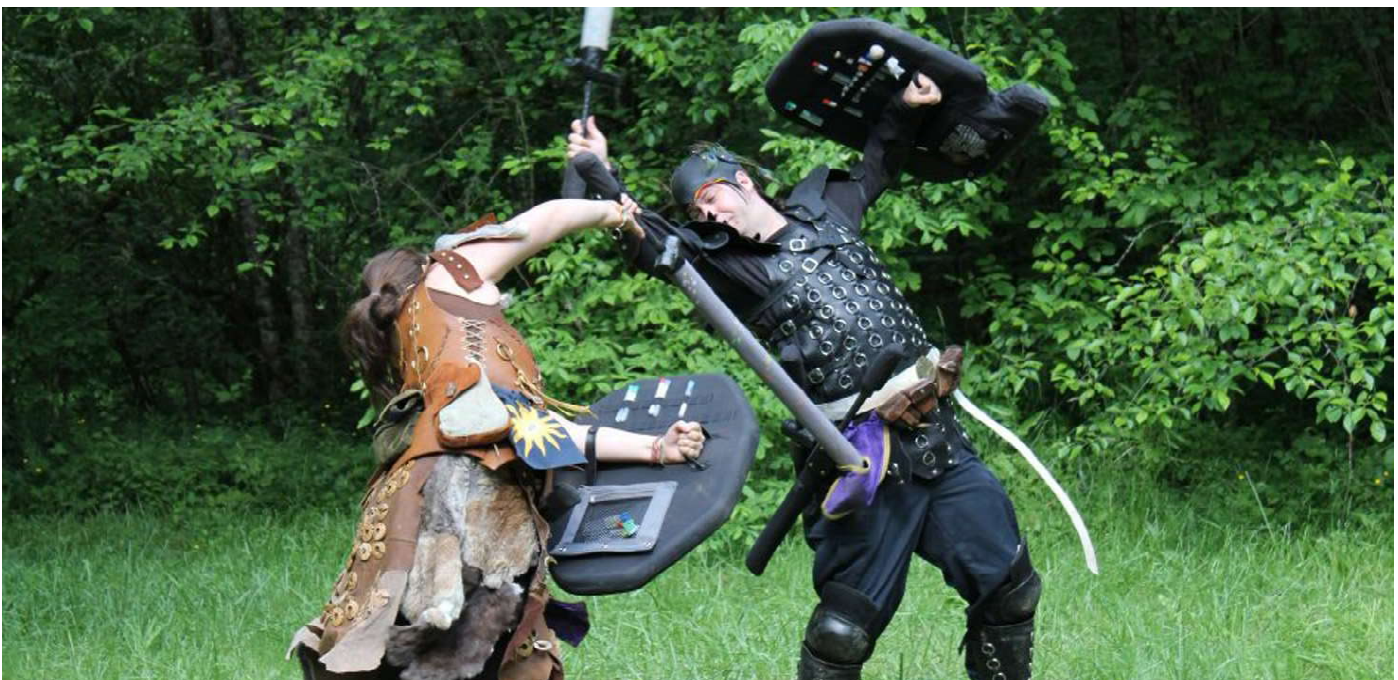
Example: Rendal the Earth Spellsword has purchased Combined Strike and has three 5th level Cure Wounds spells in memory. While fighting in a line battle against some enemy undead controlled by an evil necromancer, his ally Terin is struck down! He channels his healing power through his sword by expending one of his Cure Wounds spells, swinging at his friend for “25 Spell Strike Healing!” and Terin is brought back to consciousness. Next, Rendal swings at the undead in front of him, expending another spell to again call “25 Spell Strike Healing!” and destroy the foul creature. Finally, Rendal rushes up to the living necromancer, clad in a suit of plate mail, and decides to expend his last spell with a swing of “13 Spell Strike Body!” to harm the evil-doer right through his armor!

Counteract*

Daily

Stealthy characters are notoriously difficult to pin down in combat. Characters with this Smart Guard defense may call “Counteract” to negate a single Weapon Strike attack that they otherwise validly block. Note that this may not be used against Strike attacks with other qualifiers like Spell or Poison, nor may it be used against a Weapon Strike that validly connects with the character. It may be used once per Logistics period per purchase.

Example: Ena is locked in battle against her arch-nemesis Vorin. Vorin swings at her with the call “Weapon Strike Shatter Sword!” Ena expertly blocks the attack and calls “Counteract!” to stop his weapon from being destroyed by the Strike.



Craftsman (type)*

Passive

This skill is used to add flavor to your character. It cannot be used to give a character any extra power in-game nor does it guarantee any information from the Plot Committee, although the Plot Committee may take it into consideration when distributing information or plotlines. For instance, if you have *Craftsman: Sailor* and a module involves capturing a boat from pirates, your skill could come in handy.

For every *Craftsman* skill bought, a character will receive one silver piece at check-in for each Logistics Period of the event they are checking in for. This money is received up front even if the player is not able to attend the entire event. This represents income you receive from your skill. Therefore, *Craftsman* skills must be skills that would provide an income. *Craftsman: Good Looking* or *Craftsman: Lazybones* would not be acceptable.

You can buy multiple levels in any Craftsman skill. If you have *Craftsman: Astrologer*, you can earn a living at it, but if you have purchased that particular Craftsman skill ten times, then you're one of the top astrologers around; after all, you earn a gold a day just from that skill!

When choosing a *Craftsman* skill, you cannot duplicate or imply other in-game skills. *Craftsman: Herbalist* is pretty much the same thing as *Herbal Lore*, and *Craftsman: Leathersmith* is covered under *Blacksmith*.

Be logical in your choice. Don't take *Craftsman: Calligrapher* if you haven't purchased the skill *Educated*, and don't take *Craftsman: Formal Magical Research* if you can't even cast a *Disarm* spell.

Example Craftsman skills might include (but are not limited to) *actor, architect, artist, astrologer, baker, bard, barrister, bookbinder, bookkeeper, brewer, builder, butcher, calligrapher, candlemaker, carpenter, cartographer, cartwright, cobbler, farmer, farrier, fisher, fletcher, forester, gambler, glassblower, gravedigger, hatter, hunter, innkeeper, jeweler, lenscrafter, lumberjack, mapmaker, mason, masseuse, moneylender, musician, miller, miner, navigator, painter, potter, rat catcher, sage (specify field of study), sailor, scout, scribe, sculptor, silversmith, singer, tailor, tavernkeeper, tracker, trapper, undertaker, veterinarian, and weaver.*

Create Potion*

Daily

This skill allows the character to create an earth magic based potion. The character must have access to the spell in a spell book but does not have to be able to actually cast the spell.

Making a potion costs Production Points and in-game money and falls under the rules set forth in the section on the "Production Skills" section.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Potion* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Create Potion*.

Create Scroll*

Daily

This skill allows the character to create a celestial magic based scroll. The character must have access to the spell in a spell book but does not have to be able to actually cast the spell.

Making a scroll costs Production Points and in-game money and falls under the rules set forth in the section on the "Production Skills" section.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Scroll* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Create Scroll*.

A character with 20 or more levels of *Create Scroll* is considered a Master and gains the ability to cast from any level Celestial battle magic scroll (regardless of the highest level celestial spell he or she has).

A Master can also cast from any Celestial battle magic scroll without sufficient light to read the scroll (but the

scroll still must be held before you and in a location from which it could be read were there sufficient light, following all normal scroll reading rules).

Create Trap*

Daily

This skill allows the character to make traps and Trap Globes as per the “Traps” section as well as identify Trap Globes at a base time of 60 seconds.

It also allows the character to attempt to arm a trap, disarm a trap, or pick a lock. It does not guarantee success. With 1 rank of *Create Trap* they may try to arm Noisemaker, Gas, Scroll, and Weapon Traps; with 2 ranks they may attempt to arm Explosive Traps; and with 3 ranks they may attempt to arm Mechanical Traps.

You must have this skill to even attempt to set a trap, disarm a trap, or pick a lock. You may not even cut an obvious trip wire without this skill.

A person without this skill can detect whether a trap is present but will have no idea how to disarm that trap. *For example: Rendal, a big strong fighter, does not have the Create Trap skill. He sees a trip wire crossing the path which is attached to a mouse trap, and recognizes it as a trap. Out-of-game, it is plainly obvious how to disarm this trap but in-game, Rendal is stumped.*

A character with 3 ranks of *Create Trap* may throw Trap Globes.

Making a trap or globe costs Production Points and in-game money and falls under the rules set forth in the section on the “Production Skills” section.

You receive 5 Production Points for every time you purchase this skill.

Advanced Use: A character with 10 or more levels of *Create Trap* is considered a Journeyman, and only spends 4 copper for every 5 production points of *Create Trap*. A character with 20 or more levels of *Create Trap* is considered a Master and gains the ability to set a trap in 30 seconds as opposed to the usual 60 seconds.

Critical Attack*

Daily

This skill allows the character to inflict one extra point of damage for 10 minutes. Multiple *Critical Attacks* can be expended simultaneously for enhanced effect. Each expended *Critical Attack* increases damage dealt by one point during this period. It can be used with any weapon with which the character has skill.

A player may activate no more than 5 *Critical Attacks* at any one time. Players may voluntarily end the 10 minute duration at any time. Players may not activate additional *Critical Attacks* if they have some already running of the same time (they must “end” the ongoing ones first).



Critical Attacks need to be traded in to purchase the *Weapon Proficiency* skill at the rate of two *Critical Attacks* to one *Weapon Proficiency*, plus one additional *Critical Attack* per *Weapon Proficiency* they have already bought. This means that the second *Weapon Proficiency* requires three *Critical Attacks* to be traded in, the third *Weapon Proficiency* will require four *Critical Attacks*, and so forth.

Example: Terin has spent Experience Points to purchase Critical Attack 3 times. Early in the morning while wandering through the woods, he is confronted by two goblins and is worried about his odds. Instead of swinging for “2 Normal” with his Longsword, he decides to activate two of his Critical Attacks and starts swinging for “4 Normal.” He defeats the goblins and proceeds on his way. He still has one Critical Attack he can use later in the day.

Destruction/Stun Blow*

Daily, Meditable

Also known as “Nerve Blow.” The character may, once per Logistics period per purchase, swing once with the call “Weapon Destruction” or “Weapon Stun <limb>.” This skill represents a combatant aiming to strike their foes’ nerves to slow and disable them; in-game against non-living foes, this might represent smacking a skeleton’s tibia so it falls off balance, or striking the gem at the heart of a Stone Elemental so its summoning source is temporarily disrupted.

Dispelling Strike*

Daily, Meditable

Also known as “Dismissal Strike.” The character may, once per Logistics period per purchase, swing for “Weapon Strike Dispel.” Remember that since this is not a Carrier Attack (it doesn’t have a number attached) it is able to provide beneficial effects.

Example: Rendal has spent years honing his skills and now knows Dispelling Strike. His Biata comrade Darlissa becomes trapped in a Prison spell, undoubtedly causing pain with its Celestial magics! Rendal runs up and swings at Darlissa, calling “Weapon Strike Dispel!” to free her.

Dodge*

Daily

The use of this skill allows the character to (once per Logistics Period) avoid any single Physical or Packet delivery attack for each time the skill is purchased. This is a Smart Defense.

It does not protect against traps (except weapon traps) or Killing Blows. *Dodge* cannot be used if a character is completely immobilized, such as when under the effect of a *Web* or even simply being tied up.

Example: Ena is facing down a terrifying Dragon Mage. Her enemy gives an evil grin and invokes the power of his patron dragon, throwing a packet for “Spell Shatter Spirit!”—an attack that would force her to Resurrect instantly! Fortunately, she knows the Dodge ability and—even though the packet hits her—can call “Dodge!” to avoid her fate!

Doom Blow*

Daily, Meditable

Also known as “Terminate.” The character may, once per Logistics period per purchase, make a single attack **from behind** and gain the Doom carrier. This may be combined with an *Assassinate* or *Slay* for additional damage.

Example: Ena has learned the Doom Blow skill. She can also Assassinate. She sneaks up behind a lumbering diamond golem wreaking havoc amongst the spellcasters of the town and swings at it with the call of “25 Doom!,” triggering both skills. The golem is immediately destroyed by this skilled attack.

Earth Magic*

Daily, Meditable

This skill allows the character to memorize a single Earth magic spell each day of lower or equal level to the level of spell slot which has been purchased. This skill provides a Spell Slot as described in the “Skill System” section.

Educated

Passive

Educated allows a player to identify Potions, Alchemical items, Trap Globes, and Battle Magic Scrolls at a base time of 60 seconds. See the “Production Skills” section for details. If the player also has the skill *Herbal Lore*, *Create Trap*, *Read Magic*, or *Healing Arts*, the base time to identify an item based on that production skill is reduced to 30 seconds per item.

If the player has 10 ranks of *Alchemy*, *Create Trap*, *Create Potion* or *Create Scroll*, the base time to identify an item based on that production skill is reduced to 15 seconds per item. If the player has 20 ranks of *Alchemy*, *Create Trap*, *Create Potion* or *Create Scroll*, the character is able to instantly identify an item based on that production skill.

Empowered Strike*

Daily, Meditable

This character may, once per Logistics period per purchase, expend a spell from memory to swing once for “Spell Strike <spell>”; if the swing misses, both the spell and this skill may be Meditated back separately. The spell may not be higher than 1st level; this limit increases by 1 level for every 25 Martial XP the character has spent. If used for a necromantic spell, the spell counts as 3 levels lower than it actually is.

Example: Barinor is an accomplished Spellsworn and knows Empowered Strike. He’s spent a little over 75 Martial XP and can thus use Empowered Strike for up to a 4th level spell. When his friend Terin is Slept by an enemy, he triggers an Awaken spell through his Empowered Strike and swings for “Spell Strike Awaken!” at Terin to wake him up.

Enhanced Meditate*

Passive

Each purchase of this skill reduces the necessary Focus time to Meditate a skill or spell by 3 minutes, to a minimum of 1 minute. A character may purchase this skill up to 3 times. The cost starts at 1 XP for the first level, and increases by 2 XP per purchase.

Enhanced Strike*

Daily, Meditable

This character may, once per Logistics period per purchase, expend a spell from memory to swing once with a melee weapon **from behind** for “Spell Strike <spell>”; if the swing misses, both the spell and this skill may be Meditated back separately. The spell may not be higher than 1st level; this limit increases by 1 level for every 20 Stealth XP the character has spent. If used for a Necromantic spell, the spell counts as 3 levels lower than it actually is.

Example: Aslahe the Earth Adept has learned Enhanced Strike and has spent over 80 XP on Stealth Skills, allowing him to use Enhanced Strike with up to 5th level spells. In a battle, his allies are slowly falling as a massive troll keeps battering them down despite their best efforts. In a move of desperation, Aslahe gets behind the troll and channels a necromantic Drain spell through his Enhanced Strike, calling “Spell Strike Drain!” at the troll—even though Drain is an 8th level spell, the fact that it’s necromancy allows him to use Enhanced Strike with it more easily than he would other spells. The creature roars in anger, suddenly unable

to attack or defend itself. Aslahe now easily strikes the creature down, hoping that none of his allies witnessed his usage of necromancy...

Evade*

Daily

Evade is a Smart Defense which can be used to evade any Weapon qualifier attack that has scored a valid hit on the character, including arrows, bolts and thrown weapons. It may also be used against Poison qualifier attacks which use the Physical delivery (i.e. a weapon swing or ranged weapon attack). When triggering this Defense, the character must call “Evade.”

Eviscerating Blow*

Daily, Meditatable

Also known as “Eviscerate.” The character may, once per Logistics period per purchase, swing once with the call “500 Body.”

Fast Refit*

Daily

The *Fast Refit* skill allows a character to halve the time it takes to refit a suit of armor once per day for each purchase. This skill can be used multiple times to enhance its effects, to a minimum of a 15 second refit.

When using this skill, a character must announce “Fast Refit.” Once the skill is announced, it is expended even if the refit action is interrupted.

A use of the *Fast Refit* skill will stack with the Master rank bonus skill of a Master Blacksmith.

Example: Rendal has three uses of Fast Refit per day. In a busy fight, his armor is beat to shreds and he withdraws for a moment to refit. He’s worried that his friends won’t last long without him, so he kneels down and starts

refitting, announcing “Fast Refit.” He decides to use two of his three uses so he finishes in 15 seconds instead of 30. A few minutes later, his armor is again in tatters and he pulls out of the front line again. This time when he announces “Fast Refit” he only has one use of Fast Refit remaining, so he will take 30 seconds to refit his armor before he’s ready to rejoin the battle.

This skill may be purchased once for each rank of *Blacksmith* the character possesses.



Fear/Berserk Blow*

Daily, Mediatable

Also known as “Debilitating Blow.” This character may, once per Logistics period per purchase, make a single attack **from behind** for “Weapon Fear” or “Weapon Berserk.”

First Aid

Passive

First Aid allows the user to stabilize a dying creature (at -1 Body Points), bringing the recipient to zero Body Points. The person will then regain consciousness in one minute with one Body Point. *First Aid* will work on a character under a *Disease* effect, but will not remove the *Disease* effect itself.

This skill only works with humanlike physiologies (which includes all PC races and most other bipedal creatures such as goblins, gnolls, orcs, ogres, trolls, etc.). It will not work on creatures with no metabolism (such as undead or constructs), on certain monsters which are completely alien, or on animals or other non-humanoid creatures (although, at a Plot team’s discretion, an appropriate *Craftsman* skill might assist in this type of situation). If *First Aid* is started on an invalid target (such as a dead character), the target should call “No effect” to indicate that the person attempting to help is having no success.

This skill cannot save a creature hit with a *Killing Blow* or a *Doom* spell. Note that the skill *Healing Arts* is needed to determine if the creature is dead (unless it is painfully obvious to everyone, like the creature’s head has been removed).

The skill requires a full uninterrupted minute of Focus. The player with this skill should role-play the *First Aid* by pulling out some bandages and otherwise concentrating on helping the patient and it must be obvious to anyone looking that First Aid is being performed. In other words, you cannot lie on the ground next to your victim with your hand on your victim’s torso and be performing this skill. If interrupted while giving *First Aid*, then the one-minute “Bleeding Out” continues where it left off when the *First Aid* was started.

You cannot apply *First Aid* to more than one person at a time, nor can you perform any other Game Ability while applying *First Aid* other than *Healing Arts*.

A player who is being given *First Aid* and does not wish to have body contact must tell the player with the *First Aid* skill. This does not mean the *First Aid* is being refused in-game.



Flexible Casting

Passive

A character with this skill may convert a spell in memory at time of casting to a Signature Spell of one level lower. First level spells may not be converted in this way. All other requirements of the spell must still be met; the spell must be correctly incanted (as the Signature Spell), a packet must be correctly thrown or touchcast, and so forth. If the spell misses its target, the caster may Meditate back the original spell. A spell converted in this way cannot be combined with other skills like *United Blow*, *Combined Strike*, *Enhanced Strike*, or *Empowered Strike*. The converted spell may be placed into a Spell Store or Memory Strike Ritual.

Florentine

Passive

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and neither weapon may be a Long One-Handed Weapon - this skill allows Short or Small weapons only.

As noted in the “Combat” section, each weapon must be swung separately with the correct damage call.

Foundation Strike*

Daily, Meditatable

The character may, once per Logistics period per purchase, expend a Celestial Signature Spell from memory as “X Spell Strike <effect>” through a weapon swing; if the swing misses, both the spell and this skill may be Meditated back separately. If the character has the *Combined Strike* skill, they may instead choose to expend the spell as “X Arcane Strike <effect>” when using *Foundation Strike*.

Hardy*

Passive

This skill allows characters to expand their Body Point total. In-game, it represents the character spending part of their time on ‘toughening up’ and preparing for the rigors of combat. For each time this skill is purchased, the character gains 5 maximum Body Points.

Healing Arts

Passive

This skill, which represents basic medical knowledge, is required to learn any Earth spells.

A character with *Healing Arts* can determine if someone is diseased, sleeping, paralyzed, dead, bleeding out, unconscious, or merely faking injury upon examining them. The exact extent of injuries can be determined as well.

A person with *Healing Arts* examining a hurt body can tell exactly how many points of healing are necessary for complete recovery. (Asking “How many Body Points are you down?” is an out-of-game question; you should ask it quietly and then in-game you can say “Ah, I see that a small *Cure Wounds* is all you need.”)

This skill will not allow you to tell if a creature is under the effects of an alchemical substance or if the creature has any in their system. It will not allow you to determine death by poison, necromancy, or the use of spells or similar inobvious means. It will, however, allow you to determine if the damage was caused by an edged or blunt weapon or by claws.

Since this skill represents checking pulse and otherwise examining the body, it cannot be done instantly.

In order to use this skill, the person must touch the subject and role-play an examination. The amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds.

Before asking any questions, you must say “Healing Arts” so that the recipient is aware that the questions being asked are not actually being said in-game and thus must be answered. Since these are out-of-game questions, they



can be asked and answered while under the effects of a *Silence*.

These out-of-game questions can only include the following: *How many Body Points are you down? Were you damaged by edged weapons or claws? Were you damaged by blunt weapons? Are you diseased? Are you sleeping? Are you paralyzed? Are you drained? Are you regenerating? Are you unconscious? Are you bleeding out? Are you dead? How much time until you <wake up, become conscious, stop being diseased, become unparalyzed, die, resurrect>?*

A player representing a permanently dead body should respond to “Are you Dead?” with “yes,” and “How long until you resurrect?” with either “Never” or “Not applicable.”

You may not ask questions like the following: *What is your maximum amount of Body Points? Were you killed by necromancy? Were you killed by celestial spells? Were you poisoned? Was that guy running away the one who killed you?*

If this skill is used to ask an inexplicable answer (such as asking a living person “How long until you resurrect?”), the recipient should answer “Not applicable.”

You cannot use *Healing Arts* on a conscious person without their knowledge. It is always obvious that you are using your skill. Shaking hands or touching someone’s shoulder will not give the results that a real check-up would. A conscious person thus can prevent *Healing Arts* from being performed unless bound or similarly restrained.

Healing Arts can be performed through *Binding* effects such as *Web* and *Pin* but not through effects that block physical contact such as *Prison* and *Circle of Power*.

Certain creatures are not affected by *Healing Arts*. Creatures that have “No Metabolism” or “Alien Metabolism” or “Animal Metabolism” on their monster card should state “No Effect” when someone attempts to use *Healing Arts* upon them.

If a creature has an alien metabolism and the skill *Healing Arts*, it may use *Healing Arts* and may also use *Healing Arts* upon creatures of the same type. For example, a Naga with *Healing Arts* may use *Healing Arts* on another Naga effectively, but may not use *Healing Arts* on a giant spider.

Creatures with no metabolism may never have *Healing Arts* used on them effectively, even by other similar creatures with the skill *Healing Arts*. For example, an undead death knight with the skill *Healing Arts* cannot use that skill on another death knight.

Herbal Lore

Passive

Herbal Lore represents a character’s knowledge of herbs and natural substances. In order to mix an Alchemical elixir into a food or drink, or to apply a contact gel or weapon coating, you must have *Herbal Lore*.

Anyone can use an ingested substance if not mixed into food or drink. In other words, anyone can drink an *Intoxicant* elixir straight from the bottle, but you must have *Herbal Lore* in order to mix that elixir into a drink or food.

You cannot use the skill *Herbal Lore* on a character to determine if that character is under the effects of an alchemical substance.

High Magic*

Daily

This skill grants one point of *High Magic* per purchase; see the “Magic” section for details. Anyone with at least one purchase of *High Magic* may read Ritual Scrolls of that aspect (or “General”).

Improved Channeling*

Passive

Each purchase of this skill allows a character to evoke up to 10 more Channeling Pool per packet. *Improved Channeling* also adds an additional 50 points of Channeling to a character’s primary school of *Channeling*. This skill can be purchased only once for every 20 purchases of *Channeling*.

Example: Darlissa, with 500 points of Channeling Pool every day, purchases Improved Channeling once. She may now evoke her Pool in increments of 5, 10, 15, or 20, and her Channeling Pool is increased to 550 points.

Intercept*

Daily

The *Intercept* skill allows a character to take the damage or effect of any effect that successfully resolves on a target within weapon range (or arm’s length if no weapon is held). Touchcast effects may not be Intercepted. It may be used on packet or weapon delivered attacks (including weapon traps). It does not work against other traps or other types of deliveries.

When using this skill, you must call “Intercept” and clearly indicate which strike the skill was used against. It may be used once per Logistics period for each purchase.

You may only *Intercept* a blow that you could logically reach with your weapon or shield. You may not use a bow to intercept across the battlefield.

You may call an additional defense if appropriate after using an *Intercept* to take a blow meant for another.

Example: Rendal is fighting in the front line next to his Earth caster friend Darlissa. A strong weapon swing comes in from their foes, striking Darlissa for “20 Normal.” Rendal’s armor is in good shape, and he knows his friend has taken many attacks and the blow is likely to knock her unconscious, so Rendal uses his Intercept and points to the attacker, calling “Intercept” and taking the 20 points of damage. Darlissa smiles in thanks as they get back into the fight.

Improved Assassinate*

Passive

This skill enhances the damage that a character’s *Assassinates* will produce. For every purchase of the *Improved Assassinate* skill, all *Assassinates* a character has increase by 25 points of damage.

Example: Ena, who has purchased one Assassinate each day, now purchases Improved Assassinate once. She creeps up behind an enemy and uses her Assassinate to swing for “50 Normal!” instead of the 25 damage she could previously call with the Assassinate.

Improved Slay*

Passive

This skill upgrades a character’s *Slay* skills so that they will inflict additional damage. For each purchase of *Improved Slay*, each of a character’s *Slays* will add an extra five times the weapon’s base damage.

For example: Barinor has two Slay skills. With his longsword, he does 20 damage with each Slay. He purchases a single Improved Slay skill. Now his Slay damage is set at 30. With a second purchase of Improved Slay his Slay damage goes up to 40.

Magisterium Strike*

Daily, Meditable

The character may, once per Logistics period per purchase, expend an Earth Signature Spell from memory as “X Spell Strike <effect>” through a weapon swing; if the swing misses, both the spell and this skill may be Meditated back separately. If the character has the *Combined Strike* skill, they may instead choose to expend the spell as “X Arcane Strike <effect>” when using *Magisterium Strike*.

Merchant

Passive

This skill allows the character to place an accurate value on certain in-game items. It will not identify whether those items are magical, but only how much they might fetch on the open market.

This is usually accomplished by consulting an out-of-game list that your chapter will keep. The list will contain the in-game items that have a game number, along with their monetary value. Obviously, items that are not from that chapter will not be on the list, and so a character finding such an item will be perplexed by the material or technique and thus unable to identify its worth.

This skill also allows the character to sell game items (potions, scrolls, alchemical substances, armor, weapons, Channeling Sources, and traps) to Logistics during normal Logistics periods for their Production Point value in game money. Items that are not produced through the Production Point system (components, ritual scrolls, magic items, etc.) cannot be traded in, and must be sold in-game.

If a Production Point item is sold which has had additional crafting performed upon it at a set cost (such as Strengthening or Silvering), a *Merchant* may regain the additional crafting cost that was originally put into the item.



Mettle*

Daily

This skill is a Smart Defense representing a character relying on toughness and grit to resist debilitating effects through sheer force of will. When struck by an effect with a non-instantaneous duration, the character may call “Mettle” as a defense and expend 20 Body Points. This reduces the effect by 5 minutes, which may immediately negate the effect. Line of Sight effects are negated completely by this ability. Multiple *Mettles* may not be used against a single attack.

The character may not use this skill if they do not currently have at least 20 Body Points, nor may they use other skills, rituals, or abilities to reduce or negate the damage. This skill may be used once per Logistics period per purchase.

One Handed Blunt

Passive

This skill allows the character to wield a one handed blunt weapon. This includes any blunt Small, Short, or Long close combat weapon. A blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage.

One Handed Edged

Passive

This skill allows the character to wield a one handed edged weapon. This includes any edged Small, Short, or Long close combat weapon. It also allows the use of a one-handed spear which may only be used as a thrusting weapon.

One Handed Master

Passive

This skill allows the character to use all one handed edged and one handed blunt weapons. When buying this skill, you must “sell back” any skills that are included within it.

Opportunistic Attack*

Daily

This character may, once per Logistics period per purchase, make a single attack from any direction which normally requires attacking **from behind**. This skill may (and normally should be) be combined with other skills; note that no additional call is needed when this skill is used.

Parry*

Daily

A *Parry* allows the character to defend against any one Weapon qualifier attack, including arrows, bolts and thrown weapons. It may also be used against Poison qualifier attacks which use the Physical delivery (i.e. a weapon swing or ranged weapon attack). Using a *Parry* against a swing for *Massive* will not stop the character from taking damage. It cannot be used against traps (except for weapon traps) nor can it be used against a packet delivered attack except arrows and bolts.

Parry may be used with any weapon in which the user has the appropriate skill. It cannot be used with a crossbow, thrown weapon or shield. You may not use a *Parry* if you do not have a weapon in your hand or if your weapon is not free. A two handed weapon must be held in both hands to be able to use a *Parry*. A bow is considered a one handed weapon when using this skill.

You may only *Parry* a blow you could logically parry at the point where the strike is given. Your weapon must

be able to reach the attacker's weapon, otherwise the strike is too far away to parry. If you can actually interpose yourself between your mage and a fighter trying to *Slay* him or her, you may call a *Parry* and nullify the attacker's blow. However, you cannot call a *Parry* while standing at the other end of the battle, nor can you parry a blow meant for someone else if you were at that time engaged in a fight with a third person. You also may not use a bow to Parry a blow intended for someone else at a distance.

You must say "Parry" when using this skill.

For example: Rendal is walking through town, sword in hand, when suddenly he is attacked by Vorin the Assassin who says "75 Normal!" Since Terin did not have a Weapon Shield spell on him, this amount would kill him, so he decides that this would be a good time to use his Parry. "Parry!" he announces, thus letting the assassin know the attack was unsuccessful.

Polearm

Passive

This skill allows the character to wield any hafted two handed weapon with a blade on the far end (a meat cleaver on a stick). This includes weapons like two handed axes and halberds.

Precise Blow*

Daily, Meditatable

Also known as "Penetrating Attack." The character may, once per Logistics period per purchase, use the "Body" carrier for a single attack. This can be combined with other skills (such as *Slay*). This skill may only be used with a ranged weapon or a one-handed Small or Short weapon. This represents the ability of a skilled archer, crossbowman, or knife fighter to penetrate armor with a well-aimed shot.



Purifying/Draining Strike*

Daily, Meditatable

Also known as “Curative Strike.” The character may, once per Logistics period per purchase, swing for “Weapon Strike Drain” or “Weapon Strike Purify.” Remember that since this is not a Carrier Attack (it doesn’t have a number attached) it is able to provide beneficial effects.

Racial Evade*

Daily

This skill functions in the same way as the skill *Evade*. It does not count as a Stealth Skill for skill cost prerequisites.

Racial Resolute*

Daily

This skill functions in the same way as the skill *Resolute*. It does not count as a Martial Skill for skill cost prerequisites.

Read Magic

Passive

This skill is required for anyone wishing to learn celestial magic spells or cast Battle Magic scrolls. It does not allow you to read Ritual Magic scrolls.

With this skill, a character can use Battle Magic scrolls up to the character’s highest level of celestial spell ability plus four. Thus, if you have the skill *Read Magic* and have no celestial spells, you can use up to and including 4th level scrolls. If you know one celestial spell level, you can now use scrolls up to and including 5th level, and so on.

To use a magical scroll, you must actually hold the scroll before you, have enough light to be able to read it, actually read the scroll, say the verbal incant out loud, touch the spell packet to the scroll, and then throw the spell packet.

Repel Strike*

Daily, Meditatable

Also known as “Knockback Strike.” This character may, once per Logistics period per purchase, swing once with the call “Weapon Strike Repel” (the Repel may not be maintained). This skill may only be used with a two handed melee weapon.

Resist Binding*

Daily

With this skill, a character may resist one Binding effect no matter how it is delivered for each time the skill is purchased. The Binding effects can be found in the “Effect Groups” section.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resist Command*

Daily

With this skill, a character may resist one Command effect no matter how delivered for each time the skill is purchased. The Command effects can be found in the “Effect Groups” section. It does not include Greater Command effects such as *Enslavement* or *Amnesia*.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resist Curse*

Daily

With this skill, a character may resist one Curse effect no matter how delivered for each time the skill is purchased. The Curse effects can be found in the “Effect Groups” section.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resist Elements*

Daily

With this skill, a character may resist one attack with the “Elemental” qualifier for each time the skill is purchased. Alternatively, this may also be used to resist any single Foundation element attack (“Flame”, “Ice”, “Stone”, or “Lightning”) no matter what qualifier is used.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.



Resist Necromancy*

Daily

With this skill, a character may resist one necromantic effect no matter how delivered for each time the skill is purchased. The Necromancy effects can be found in the “Effect Groups” section.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resist Poison*

Daily

With this skill, a character can resist one attack with the “Poison” qualifier for each time the skill is bought. This includes all alchemical substances (including ingested elixirs) as well as all monster attacks that use the word “Poison.” It does not include *Oil of Slipperiness* or *Paste of Stickiness*.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resist Spell*

Daily

This skill allows a character to resist one effect delivered by incanted spell or the Spell qualifier. This skill does not allow you to resist arcane delivered effects, formal ritual magic, or any other effect not delivered by the Spell qualifier.

This is a Smart Defense; see the “Defenses” section for details. In order to use this ability, the player must call “Resist” when struck by the attack.

Each purchase of this skill also increases the character’s maximum Body Points by 1.

Resolute*

Daily

The *Resolute* skill allows a character to reduce the damage from any single incoming attack that would take them to 0 Body Points or lower to an amount that would bring them to 1 Body Point. This will not prevent other effects from the attack (such as armor damage, *Doom*, or any other weapon carrier).

When using this skill, the character must call “Resolute.”

Riposting Blow*

Daily and Meditatable

The character may, once per Logistics period per purchase after using any Dodge, Parry, or Evade skill, immediately make a single weapon swing. When using this swing, positioning requirements may be ignored.

Any offensive skills or spells used from memory during this attack are not expended, but must have at least a single use available at the time of Riposting Blow. Any Rituals used during this attack are expended.

Example: Rendal has a Parry, a Riposting Blow, and a Slay available. Rendal also knows Eviscerating Blow, but he used it earlier in the same Logistics Period. He is attacked by his arch enemy Vorin swinging for “50 Doom!” This terrifying attack would kill Rendal outright, so Rendal uses his Parry skill to stop the attack. Rendal expends his Riposting Blow along with the Parry, and swings back with his Slay! Because he’s using Riposting Blow, the Slay won’t be expended whether or not it connects. Note that Rendal can’t use his Eviscerating Blow with this attack, since he used it earlier.



Shatter/Disarm Strike*

Daily, Meditatable

Also known as “Gripbreaker Strike.” This skill allows a character to shatter or disarm a possession of the target with a powerful weapon blow. This character may, once per Logistics period per purchase, swing once with the call “Weapon Strike Shatter <target>” or “Weapon Strike Disarm <target>”.

Shield

Passive

This skill allows a character to use a shield. Shield use in our game is unrealistic, as shields are practically indestructible. To compensate for this, shield use is somewhat restricted. You cannot intentionally make physical contact with your opponent with a Shield and may not “shield bash”; see the “Combat” section for details.

You cannot use a shield to perform weapon-based skills such as *Parry*. If hit with an effect that references a “weapon” (such as *Shatter*, *Disarm*, etc.) the shield will not be affected. However, these skills can intentionally target a “shield” instead.

Silence/Stun Blow*

Daily, Meditatable

Also known as “Ambushing Blow.” This character may, once per Logistics period per purchase, make a single attack **from behind** for “Weapon Silence” or “Weapon Stun <limb>”.

Slay*

Daily, Meditatable

This skill enables the character to do one powerful attack of damage to one opponent once per day for each time the skill is bought. This skill may be used with any weapon in which the character has the appropriate weapon skill.

A *Slay* does a set amount of damage that can only be increased with purchases of the *Improved Slay* skill (you may not add any bonus damage from weapon coatings, spells, etc.). You may call any applicable carrier with this skill (e.g. Magic, Flame, or Normal). The *Slay* applies to a single swing only; once used, it is gone until the next Logistics Period.

The *Slay*’s damage is based on the weapon type you are wielding - it will inflict ten times the base damage of the weapon used and may only be increased by purchasing the *Improved Slay* skill. Thus, a dagger will inflict 10 damage with a *Slay*, a longsword will inflict 20 damage with a *Slay*, and so forth. Remember that this damage is not increased by anything other than the *Improved Slay* skill - neither a monster’s *Superhuman Strength* or a player’s *Vorpal Coating* will alter the damage of a *Slay*.

Sleep/Enfeeble Blow*

Daily, Meditatable

Also known as “Incapacitating Blow.” The character may, once per Logistics period per purchase, swing once with the call “Weapon Sleep” or “Weapon Enfeeble.” This attack may only be made with a Blunt weapon.

Sleep/Paralysis Blow*

Daily, Meditatable

Also known as “Waylay.” This character may, once per Logistics period per purchase, make a single attack with a melee weapon **from behind** for “Weapon Sleep” or “Weapon Paralysis.”

Slow/Weakness Blow*

Daily, Meditatable

Also known as “Tendon Blow.” This character may, once per Logistics period per purchase, make a single attack with a melee weapon **from behind** for “Weapon Slow” or “Weapon Weakness.”

Small Weapon

Passive

This skill allows the character to wield any small weapon, which includes bludgeon, dagger, hatchet, or any other small close combat weapon, as defined in the “Weapons” section. It does not include small thrown weapons.

Since this skill includes both edged and blunt weapons, it cannot be “sold back” when purchasing *One Handed Edge* or *One Handed Blunt*. However, since all of the weapons included in this skill are also included in *One Handed Weapon Master*, you can sell this skill back when purchasing that new one.

Staff

Passive

This skill allows the character to wield a staff. Staff use is restricted for safety reasons, so a player using a staff must keep both hands gripped within the middle three feet of the staff. You cannot trip people with a staff or perform many other staff moves that would be used in real life. Thrusting with a staff is not allowed. See the “Weapons” section for details.

Style Master

Passive

With this skill, a character gains use of the *Shield*, *Florentine*, and *Two Weapon* skills. When buying this skill, you must “sell back” any skills that are included in *Style Master*.

Surprise Attack

Passive

Once this skill has been purchased, the character may ignore positioning requirements (such as **from behind**) when attacking a character performing a Counted Action such as *Ripping Free*, *Rift*, or *Killing Blow*.

Thrown Weapon

Passive

This skill allows a character to use hand-thrown missile weapons. See the “Weapons” section for more details on how to safely make and use Thrown Weapons.

Two Handed Blunt

Passive

This skill allows a character to wield a two handed blunt weapon.

Two Handed Sword

Passive

This skill allows a character to wield a two handed sword, and only a two handed sword. Any other two handed edged weapon falls under the *Polearm* skill.

Two Handed Master

Passive

This skill grants the character the ability to wield all two handed weapons covered under the skills *Two Handed Sword*, *Two Handed Blunt*, *Staff*, and *Polearm*.

When buying this skill, you must “sell back” any skills that are included in *Two Handed Weapon Master*.

Two Weapons

Passive

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons must be a Short or Small weapon.

As noted in the “Combat” section, each weapon must be swung separately with the correct damage call.

If an archer has the Two Weapon skill and is using a short bow, then they may block with the bow in one hand while wielding a Long one handed weapon or a one handed spear in the other.

United Blow

Passive

Once this skill has been purchased, the character may expend any Signature Spell from memory to gain 10x the level of the spell in damage and gain the Body carrier for a single swing **from behind**. This may be done any number of times per day.

When United Blow is used with a ranged weapon, the Body carrier cannot be used, but the bonus damage will still be added to the attack.

Example: Ena has purchased United Blow and has a 6th level Evocation Bolt in memory. She normally swings for “10 Normal” from behind due to her 4 Backstabs. She sneaks up behind an enemy and expends the Evocation Bolt to add 60 damage to a swing, calling “70 Body” for that one mighty blow.

Weakness/Shun Strike*

Daily, Meditatable

Also known as “Demoralizing Strike.” This character may, once per Logistics period per purchase, swing once with the call “Weapon Strike Weakness” or “Weapon Strike Shun.” This represents a warrior striking their opponent with a flourish or intimidating shout to cause them to back up or fight weakly with trepidation.

Weapon Master

Passive

This skill allows the use of all non-ranged weapons. It does not allow the use of *Shield*, *Florentine*, or *Two Weapons*. When buying this skill, you must “sell back” any skills that are included.



Weapon Proficiency*

Passive

This allows the character to do a constant extra point of damage with one weapon for each time this skill is purchased. If using a two-handed weapon, an additional point of damage is added for every 2 *Weapon Proficiencies* purchased. This includes polearms, staves, two handed blunt, two handed swords, bows, and cross-bows.

Example: Ena has a Dagger and a Two-Handed Sword. She has learned the Weapon Proficiency skill twice. When she's using the Dagger, she swings for "3 Normal;" Its base damage is 1, plus the two Weapon Proficiencies. When she's using the Two-Handed Sword, she swings for "6 Normal;" Its base damage is 3, plus the two Weapon Proficiencies plus an extra point for using a two handed weapon with two Weapon Proficiencies.

A *Weapon Proficiency* works with any weapon with which the character has the appropriate weapon skill. When attacking with a proficiency, you should merely call out the extra point(s) of damage as regular damage.

The skill can be bought multiple times and the effects are cumulative. Note that each purchase requires trading in a set amount of *Critical Attacks*; see the *Critical Attack* skill for details.

Wear Extra Armor*

Passive

With this skill, a character can get one additional Armor Point beyond their class limitations for every time this skill is bought; see the "Classes" and "Armor" sections for details.

Example: Darlissa is a scholar. Normally, her maximum Armor Points are capped at 15. She has a wonderful suit of armor she wants to wear that is worth 16 Armor Points. She purchases Wear Extra Armor and can now use the full amount.

Special Abilities

Many of the creatures you may find on Fortannis have strange and unusual powers, effects, and abilities.

The following attacks and defenses are used mainly in combat by NPCs, and many of them require that the creature do body damage in order to affect you. The few that do not are labeled as such in their description. Some, such as *Superhuman Strength*, modify the monster instead of the monster's chosen prey.

This list is not complete, as monsters may also possess and deliver any of the effects listed in the "Effects" chapter, delivered by any of the deliveries and qualifiers in the "Effects and Deliveries" section.

Acidic Skin/Acidic Blood: Some monsters are covered with a corrosive material that will slowly eat away at any material that comes in contact with the creature. When hit for Body Point damage, the monster should state "Acidic Skin." After the battle is over, the NPC will take all weapons tags for weapons which it was struck with, as the acid has destroyed them.

Unshatterable items are not affected by this attack. A weapon that has been strengthened can withstand attacks in the same way as if a *Shatter* effect was cast at the weapon, expending one strengthening for the entire battle. This is on top of any strengthenings expended for actual *Shatter* effects.

<Type> Block: This monster ability will stop the first applicable attack that would affect the creature. This is a "dumb defense" in that the monster cannot choose when to use it. Any attack that falls under the listed Effect, Delivery, or Qualifier will be stopped.

For example, a "Poison Block" would stop a "Poison Enfeeble" or a "30 Poison Paranoia," while a "Paranoia Block" would only stop the latter of the two. A "Spell Block" would stop either a "20 Spell Flame" packet or a swing for "10 Spell Ice," while a "Flame Block" would only stop the Flame Evocation Bolt.

It cannot be used as a defense against touch-casting. When used, the monster should call "<Type> Block."

Bottles: Some creatures have a "bottle" that holds the monster's spirit separate from their body. These creatures can die many times and will resurrect at the location of their bottles.

Claws/Body Weaponry: Monsters with this ability can strike with large claws or fists. The physreps' entire striking surface must be colored red; however, you cannot tell the difference between claws and real weapons unless you can actually see the red surface. The claws cannot be Disarmed or Shattered. The NPC cannot call a Hold to pull out claws.

Claw phys reps must follow all weapon rules. For example, a polearm length claw must follow all the weapon rules as a polearm except that its entire striking surface must be colored red, and if using two claws, you must follow the "two weapons" skill rules (one claw can be no longer than a short sword).

Control <monster> by Voice: This skill allows the monster to control the type of monster named by voice commands. The control exerted is as *Enslavement*, but may not be cured or avoided. This skill is a Greater Command effect.

Creatures with this ability may not be controlled by another creature with the same type of control ability. For example, a greater liche with "Control Greater Undead by Voice" could not control another greater liche or a dread lord. A tengu could not control a goblin king, because they both have "Control Goblinoid by Voice."

Control <monster> by Voice can be used to control lesser creatures of that type only, as denoted by their "rank". Some monsters may have "Control Greater <monster>" which would allow any rank to be controlled.

Curse of Transformation: Some monsters (notably werewolves and vampires) have the ability to curse their victims so that they will turn into versions of themselves under appropriate circumstances. Werewolves can turn their victims into werewolves who will then change when the appropriate trigger occurs (usually on the full moon). Vampires can turn their victims into lesser vampires. Both curses can be reversed if appropriate steps are taken.

Note that if cursed to become a vampire or werewolf, you will be under the control of the Plot Committee whenever you transform, and you will only transform when the Plot Committee tells you to do so. These things are meant to be curses for you to work to remove and not goals for your character to achieve.

Deadly Spittle: Some monsters have a toxic spittle that they can shoot at characters. This attack will be represented by the NPC throwing a gas packet at the player and calling out the attack type (for example, “10 Poison Normal”).

Detect Magic: This ability allows certain monsters to be able to detect (but not identify) the presence of magic. Any visible items carried or worn by the subject will be revealed. Items hidden under clothing or in bags or boxes will not be. This will cover an entire person or a door sized area.

The subject must out-of-game tell the NPC which magic items are visible.

Damage from <damage type or effect>: Some creatures take double damage or extra damage from certain effects. All damage of that type that would normally affect the creature is doubled.

For example, some golems will list “Takes 30 damage from Shatter,” which means the monster will take 30 points of damage from any Shatter effect that affects them.

Some monster cards will state “Takes damage from Healing” or “Takes double damage from Healing.” This means the monster will take damage from spells that normally heal body points in the amount that the spell would normally heal or twice the amount in damage as the spell would normally heal. The creature will also be affected by a *Cure Disease*, *Purify*, or *Restore* as undead are, but will not be affected by *Destroy Undead*, *Harm Undead* or *Turn Undead* unless they are undead (see “Monster Type” to tell if they are undead).





When taking damage, a target will take a maximum of four times damage from any single attack no matter how many effects they currently have that may double damage. For example, a Flame Elemental (which normally takes double damage from Ice) under a *Destruction* effect holding a cursed magic item which causes them to take double damage from everything would still only take four times damage from any Ice effect that hits them.

Engulf: Some monsters have the ability to engulf or absorb an unconscious character in preparation of digesting them. The target will immediately go to the Dead status as though they had been damaged below 0 Body Points and their Bleeding Out timer had expired. The creature will have to be slain in order to recover the body so that it may be given a *Life* spell. If you are engulfed by such a monster, you must walk around with the creature out-of-game until you are beyond the help of a *Life* spell. You may then proceed to the resurrect point.

In order to save someone who has been Engulfed, you must give a Killing Blow to the creature and then afterward cut open the creature with a three count. If the Engulfed victim has already gone to resurrect, his or her items will be recoverable at this time.

A creature with this ability may engulf anyone that is asleep, unconscious, dead, confined, paralyzed, or otherwise helpless on a three count of “I engulf you one, I engulf you two, I engulf you three.”

The creature may also engulf a victim that it has Prisoned with a three count of “I engulf you one, I engulf you two, I engulf you three, prison down.”

The victim must immediately begin their five-minute Death Countdown once Engulfed. If the victim was already dead, they must continue their death count from the same point it was already at; in other words, the Engulf does not reset the five-minute Death Countdown.

Escape Binding: Some creatures can rip free from some or all binding spells. This is a three count action with the phrase “I rip out one, I rip out two, I rip out three.” While the creature is doing the three count, it is vulnerable to attack. While ripping free, the creature may not use any skill requiring movement, such as *Dodge* or *Parry*.

A creature with this ability can break themselves free of binding effects from any source, not just spells. This includes *Paste of Stickiness*. The act of escaping will automatically interrupt a Killing Blow. A list of which bindings the monster can escape from will be defined on its monster card.

A creature with this skill does not take damage from the act of ripping free when ripping out of binding effects, but is still vulnerable to all other attacks.

This skill cannot be used to remove someone else from a binding effect.

Fey Curses and Fey Marks: Lesser and greater fey curses and marks are left to the discretion of the local Plot Committee. They are always Local Campaign Only and do not transfer to other campaigns unless agreed upon by the Plot Committees of the campaigns involved.

Lesser fey curses are generally no more powerful than Battle Magic spells while greater fae curses can be very powerful plot effects. How these curses are administered, removed and carried out is up to the local Plot Committee.

Gaseous Form: Some creatures will simply turn into a gaseous form when they are killed, and all possessions of the creature will fall to the ground. More powerful creatures have the ability to turn into a gaseous form at will. These creatures can take their possessions with them.

To become gaseous, the NPC must do a three count of “I turn gaseous one, I turn gaseous two, I turn gaseous three.” The monster can be affected by attacks while doing this three-count and if it uses any Game Abilities such as *Phase* or *Resist Spell*, the three-count is blown and one use of the gaseous form skill is expended along with the Game Ability.

To come out of gaseous form, the NPC should state “I solidify one, I solidify two, I solidify three.” The monster is vulnerable to attack while solidifying.

While gaseous, they can use no skills and are immune to all attacks except *Solidify*. They may move at a normal walking rate (no running). They cannot fly, nor can they move objects they aren’t already carrying.

Gaseous form does not permit the monster to walk through walls, Wards or Circles of Power. Gaseous creatures can be seen but cannot speak or make any sounds; however, they are aware of their surroundings and can hear and understand conversations.

A monster may not take anyone else gaseous with them, even if that person is dead (needing a *Life* spell or a resurrection). A permanently dead body, however, *may* be taken gaseous with a creature just like any other possession.

Group Mind: Some types of creatures (notably some giant insects) have a group mind. Each creature’s mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Holds cannot be called for the NPCs to converse.

This ability makes the creature immune to all Command and Greater Command effects unless their monster card states otherwise.

Harmed by <effect>: Some creatures take damage when struck by certain spells or effects, even if it is an effect which would not normally cause damage. If this happens, the creature *only* takes the stated damage, *not* the original effect. In this case, the creature should call “Altered” to indicate that the effect did something different from normal. *For example: a strange magical creature has “Harmed 20 by Sleep” on its Monster Card. If the creature is struck by a Sleep spell, it will call “Altered” and take 20 damage instead of being Slept. If the creature is struck by a poisoned sword with the call “5 Poison Sleep,” it would call “Altered” and take 25 damage total—20 from the Sleep and 5 from the weapon itself.*

Heal from <damage type or effect>: Some creatures are healed by certain types of spells or effects (for example, Flame or Stone). Creatures with this ability cannot be healed by carrier attacks, but can be healed by elemental packet attacks, by spells, by “Spell <effect>” or by “Arcane <effect>”. A creature that is “healed” by an effect is also immune to that effect in carrier attack form. For example, a zombie that is “Healed by Chaos” would be immune to the carrier attack “2 Chaos.”

As noted in the “Defenses” section, anyone healed by something other than Healing or Chaos must state “Healed” when they regain Body Points from one of these unusual effects.

Immune to <damage type or effect>: Many creatures have immunities to certain effects. Creatures must call “No Effect” when using this ability.

Immune to <Type> Weapons: Some monsters are immune to certain types of weapon attacks in addition to its regular immunities. Any attack that has the verbal of what the monster is immune to in it will not affect the monster. Examples:

Immune to Normal weapon attacks (example: some lesser undead)

Immune to Normal and Silver weapon attacks (example: some greater undead)

Immune to Silver and Magic weapon attacks (example: some fae)

Some monsters require special weapons in order to be affected by a weapon attack. In these cases, the weapon attack *must* include the verbal the monster is affected by, or the monster calls “no effect.” Examples:

Only affected by Healing, Silver or Magic weapon attacks. (example: some lesser undead)

Only affected by Healing or Magic weapon attacks. (example: some greater undead)

Only affected by Silver weapon attacks. (example: a werewolf)

Only affected by Normal weapon attacks. (example: some fae)

Only affected by Magic weapon attacks. (example: a bone golem)

Only affected by Magic or Doom weapon attacks (example: a life elemental)

Keep in mind that other immunities also play into this. For example, a life elemental that is affected by *Doom* weapon attacks would still be unaffected by a “10 Poison Doom” attack if it is Immune to poisons. Also keep in mind, a creature that is “healed” by an effect is also Immune to that effect as a carrier. For example, a zombie that is “Healed by Necromancy” would be immune to the weapon attack “2 Chaos.”

Infection: Some creatures have the ability to infect helpless victims with material that will turn the person into a version of the creature. Unlike a werewolf or vampire curse, this is only a physical transformation of the victim’s body. Players will be told of specific triggers if necessary. Victims will lose all memory of their former lives, and the player must follow the commands they are given by Plot until the character is slain. The spirit may then proceed to be resurrected as normal.

Infection is inflicted just as a *Killing Blow*, with a count of “I infect you 1, I infect you 2, I infect you 3.” An infected character will remain so even if killed and then given a *Life* spell.

Infection may be removed by various methods depending on the type of infection. The cure may vary based upon the plot of the event, and may possibly be discoverable only through in-game methods. A resurrection will always cure an Infection.

Innate Pyramid: Some monsters possess “innate pyramids.” This means the monster does not have to study their spells from a book, but still must choose spells and write them down on their monster card or get tags. This also means that the spell is delivered as “Spell <spell name>” instead of the whole incant. Remember that Signature Spells will always be delivered as their base effect when used this way—for example, a 4th level Evocation Bolt delivered from an Innate Pyramid as Stone would be called as “20 Spell Stone.”

If a monster has additional PC skills, additional PC spell pyramids are *not* innate.

Innate Reflect Spell: A monster with this skill will reflect all Spell qualifier attacks. Some monsters have weaknesses to particular spells and can not reflect those particular spells, which will be noted on the monster card. A monster with this skill may choose to accept touch-cast spells, but will always reflect thrown spells. When this ability is triggered, the player must call “Reflect.”

Massive: Some creatures may swing for Massive. This weapon carrier represents a blow with immense strength behind it, so much so that no protective ability may stop it.

A weapon strike made with the Massive carrier will cause damage even if it is physically blocked by a weapon or shield. A *Parry* or *Intercept* will not stop the damage, though these skills may be used to take the damage on behalf of another character within range as per the constraints of those skills. Massive will still take away Armor Points before Body Points, and may be stopped by *Evade* (with its normal constraints still applying), *Dodge*, or *Phase*.

The Massive carrier will affect other defensive abilities in different manners depending on the ability. An expend-



able defense such as *Weapon Shield* will not stop the attack, but will still be lost. In this case, “Weapon Shield, taken” should be called. Defenses which are not expendable (such as *Prison* or *Threshold*) will not stop a Massive attack, but will not themselves be taken down by the blow.

Natural Armor: Some monsters have skin that acts like armor. It can be refit in sixty seconds. Creatures with natural armor who are wearing another source of armor (such as a physical suit or Arcane Armor) must choose one and only one source of Armor to use at a time; switching will require a full refit. Natural Armor is not subject to the restrictions for physical armor.

Note that a “Shatter Armor” effect will reduce a suit of Natural Armor to 0 Armor Points until it is refit, just like a physical suit of armor.

Non-Corporeal Form: Some monsters are non-corporeal, having no physical form but composed mainly of magic or energy. While they are in

this form they are immune to normal weapons, and cannot be affected by most binding magics. They may move at a normal walking rate, and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through).

While walking through an object, they may not change directions. They cannot float down through floors, walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object. They cannot carry or move objects they aren’t already carrying.

Creatures with this ability are immune to all binding effects.

Phase: Some creatures can become non-corporeal for an instant, avoiding an attack as the *Dodge* skill, and announcing “Phase.” Unlike *Dodge*, *Phase* can be used even if the creature is completely immobilized, such as if in a *Web* or a *Paralysis*.

Reduced Damage or Timer: Some monsters take less than full damage from physical weapons or types of eldritch damage. Some monsters can even take a maximum amount of damage (a “damage cap”) from every blow. Similarly, some monsters may be affected by certain debilitating attacks for less time than usual; for example, a strong-willed Goblin King might “Reduce” all Command effects to last only 10 seconds.

The NPC must call “Reduced” when using this ability.

Regeneration: Some creatures can regenerate Body Points by spending Focus time to regenerate, much like refitting armor. The time it takes to regenerate is most often one minute but this may vary from creature to creature.

If the regeneration time is interrupted by a weapon blow or a spell that affects the creature, the process must begin again. If the process is completed, then the creature regains all lost Body Points.

Renew skills: This ability allows a creature to renew one or more abilities or skills that have limited uses by fulfilling some condition defined by that creature’s abilities.

The most common condition is to take a minute of Focus to reset the ability in a manner similar to resetting armor, where any interruption prevents the abilities from returning. Some creatures may also renew skills when entering an area or even if they use another power like *Revive*.



Resist <Type>: This ability is similar to an Immunity except it is for a limited number of times per day. Unlike an <Effect> *Shield*, the creature with this skill can decide when to use it.

Revive: A creature with this skill can rise back up after five minutes of semi-death. Instead of dissipating and going to resurrect, the creature rises with full Body Points.

The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from reviving; for example, some creatures can be prevented from using this skill by applying a *Killing Blow* with a silver blade.

Rift: Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three-counted action. (“I rift in one, I rift in two, I rift in three.”) When rifting, the creature may also be able to take items and others along, even against their will.

You need to be conscious, able to make decisions, and not be completely immobilized in order to Rift. Opting to expend a smart defense while Rifting will interrupt the Rift, as will losing the ability to use Game Abilities.

Suicide Ability: Some creatures have the ability to destroy themselves if they are captured. This ability is the equivalent of a *Killing Blow*. In some cases, it can be triggered by a Group Mind even if the creature itself is incapacitated.

Superhuman Strength: Any creature with superhuman strength (also called Monster Strength) can do more damage with any particular weapon than can a normal human. Creatures with *Superhuman Strength* may also throw boulders and smash down doors. Walls may never be smashed. It is a greater level of strength than what is represented by the *Endow* spell.

This ability can also be used to perform certain limited role-playing tasks such as dragging an unconscious or debilitated creature for five seconds, after which the monster must only walk for five seconds before it can again run with the other creature. It cannot be used to throw other creatures or jump long distances.

The amount of superhuman strength will be defined by a number on the monster card. This number will be added to any damage swing of the monster regardless of whether it is using a one handed or two handed weapon.

Swarmed by <number>: <ability>: Any card with this ability allows an NPC to use the named ability when they are actively engaged (meaning approximately 10 foot range unless otherwise defined locally) by <number> or more foes. For example, “Swarmed by 4: Spell Doom by Weapon” would allow the NPC to swing for “Spell Doom” with their weapons so long as 4 or more enemies are within approximately 10 feet. The named ability may alternately be called by OOG Marshals in the fight.

When this ability is triggered, the player must state “Swarmed” before using any Swarmed By abilities listed on their card. If the player is not going to use these abilities, they need not call Swarmed even if they are engaged by the specified number of other characters. Swarmed need be called only once even if multiple Swarmed By abilities are used in a row. Swarmed would need to be called again if the flow of combat changes such that the NPC becomes “un-engaged” by enough players but then later in the same combat is triggered again.

Example: Jayla is playing an NPC card with “Swarmed By 2: Weapon Strike Weakness at will.” She soon finds herself dueling 1 on 1 with Anna. Her Swarmed By ability cannot be triggered, as she is only fighting 1 other player. Soon, Beatrice jumps in to help Anna out. Now that Jayla is actively engaged by 2 other players, she can trigger her Swarmed By ability. Jayla decides to do so and calls “Swarmed!,” then starts swinging “Weapon Strike Weakness” at both Anna and Beatrice. After a few blows, Beatrice falls

back to get her *Weakness* removed, leaving Anna alone. Jayla stops using her *Swarmed By* ability, since there are no longer 2 enemies in range to trigger it. A few minutes later, in the same fight, Beatrice and Anna again engage Jayla. If she wants to trigger her *Swarmed By* ability again, she needs to again announce “*Swarmed*” once before using it.

Threshold: Some monsters have a very tough hide that will allow them to ignore attacks that do only small amounts of damage. A monster with a threshold of 10, for instance, would only be affected by damage of 11 or more.

If you are striking the creature, the NPC will tell you “No Effect” to indicate that you are hitting it but do not seem to be hurting it. If you can exceed the limit of the hide, then the creature will take full damage from your blow.

A *Killing Blow* can always go through a *Threshold*. Spell Defenses and suits of armor are affected by all blows, even if the creature wouldn’t normally be affected. However, armor and spells must be taken into consideration as they are counted before the *Threshold*.

For example: Fangthorn the troll has a Threshold of 4 and a suit of armor worth 10 Armor Points. He is attacked by Terin, who is calling “three normal.” The first few hits from Terin will breach Fangthorn’s armor. After those 10 points are lost, Fangthorn will begin saying “no effect” to the rest of Terin’s blows since they are now affecting only his body.

Some monsters may even have a “reverse threshold” where any damage *above* a certain amount has no effect.

Vengeance: Delving deep into potent magic, some creatures may inflict Vengeance damage. This effect (which may normally only be delivered via Ritual sources) may not be avoided or mitigated in any way, including defenses such as *Reduction* and *Immunities* or skills such as *Phase* or *Resolute*. If your character takes Vengeance damage, it will be taken no matter what skills or abilities you try to use on it. This will never be delivered as a weapon swing or packet, but instead only by powerful abilities like *Warder Glyphs* or on reaction to a *Killing Blow*.



Mental Abilities

Some races and NPCs can perform mental abilities such as “mind melds.” These abilities are all completely role-playing in nature. Generally speaking, a creature with these abilities can instill or remove role-playing insanity or otherwise “cure” mental damage.

A player always has the right to refuse to role-play any of these abilities and can at any time decide to “break off” the contact or be cured. A player who is a recipient of these abilities has the right to see the character card or monster card of the person per-



forming the ability to confirm that indeed they have the skills necessary to perform that skill (a marshal may be called if the player does not wish to show his or her card to the recipient.)

Note that the *character* on whom these abilities are being performed may be completely unconscious at the time of the use of these abilities, and thus be unable to resist. Once more, it is the *player* who decides whether to accept.

These abilities cannot be used to disrupt or harm someone’s character unless all parties agree out-of-game. Even so, the harmed party can choose to change his or her mind at any time, thus “freeing” himself or herself from the mind ability. However, the player so deciding cannot suddenly remember who did this to him or her if the character was previously unaware. You can’t have your cake and eat it too.

In order to use this role-playing ability, the players must be touching each other and be concentrating completely by either staring in each other’s eyes or having their eyes closed. You cannot perform any Game Abilities while role-playing this. This is performed with out-of-game conversation between the two. The conversation establishes what communication is being transmitted mentally and should be performed very quietly. Players who observe this ability being used must be careful not to listen to the conversation or else they may be accused of metagaming. It is up to the players involved to make sure that any observers know that the conversation is out-of-game.

The bottom line is *always*: this is a roleplaying ability only and the recipient can decide at any time, and for any reason, that the mind affecting ability does not work or that the effects have worn off. No player can ever be forced against their will to have their character accept one of these role-playing only effects. Further, these abilities can never be used to tell if another character is lying or to have that character remember events forgotten due to an

Amnesia elixir or otherwise get around any Alliance rule.

Example: Darlissa the biata has just discovered that Terin is under the effect of an Enslavement. Darlissa cannot use her mental abilities to remove Terin's memory of his Enslavement instructions or give him new contrary instructions or otherwise attempt to get around the rules concerning Enslavement.

The same is true of any other character skill purchase; mental abilities can never be used to override any of them.

These abilities should all take a minimum of a few minutes, and even longer for the more complicated and role-playing intensive ones. They are not meant to be quick fixes on the battlefield (to replace a *Break Command* skill, for instance). Players who have Biata or Stone Elf characters should also keep in mind that for the good of the game as a whole, not every NPC will be susceptible to these abilities and most will resist your attempts. We cannot spare the time it would take to give every single orc on the field of battle a backstory and information, nor can we stop the game to grab a Plot Committee member who can marshal you going into the mind of every goblin there to try to determine the location of the goblin camp so you can get a personal module. NPCs who have not been given specific information beforehand should always “resist” mental abilities. It should also be emphasized that not every creature has a brain that is developed enough or familiar enough to be entered.

Block/Remove Block and *Trap/Remove Trap* are the only two Mental Abilities that can be used by biata and stone elves on themselves. All other Mental Abilities can only be performed on others.

All mental powers should be taught in-game whenever possible from someone who already has that ability. This is a role-playing game, after all. Your Plot Committee may restrict you from using these abilities if you are not playing your race properly. If, for instance, you are a biata who carries around Celestial magic items, sleeps behind Wards, and is invested in the Mages' Guild, expect to be told that such exposure to celestial magic has destroyed your power to perform these abilities.

This also applies if you refuse to role-play negative results of some of these skills (for instance, deciding that setting off a *Trap* in someone's mind only makes you uncomfortable for a few seconds). If you want the racial role-playing advantages, you have to take the disadvantages as well.

Each ability below lists the minimum level the character must reach (to represent one's “life experiences”) and the minimum number of XP that must be spent on Racial Abilities to “unlock” the ability. For instance, in order to have the *Mind Reading* ability you need to be second level and have spent at least 2 XP on Racial Skills (this includes both *Resist Command* and *Break Command*).

Racial Skill Level: Some skills make reference to your “Racial Skill level.” This is merely the amount of XP you have spent on Racial Skills. For instance, if you have spent 12 XP on *Break Commands* and *Resist Commands*, then your Racial Skill Level is 12. The Racial Skill level is important if you are placing mental *Blocks* or *Traps* and such in someone's mind. You must tell the recipient your OOG Racial Skill level when doing this.

Later, if someone tries to remove or repair what you have done, they will compare their Racial Skill Level with yours. To be successful, the character trying to remove or change the *Block* or *Trap* must have more Racial Skills than the person who placed it. Thus, if a Biata with a Racial Skill Level of 10 placed the *Trap*, one with a Racial Skill Level of 11 or more would be needed to get past it or remove it.

The recipient will not know anyone's Racial Skill Levels in-game. This is purely out-of-game information used to determine the success or failure of future actions. The Racial Skill Level that applies is the one at the time of the using of the skill.

Example: Darlissa places a Block in the mind of Terin at a time when she has a Racial Skill Level of 8. Two years later, Xapano the Biata attempts to remove it. By this time, Darlissa has a Racial Skill Level of 20. However, Xapano will compare his Racial Skill Level with one of 8, not 20, as the Block was placed by someone with a skill of 8.

NPC creatures (other than NPC Biata or Stone Elves) are not limited by the Racial Skills restrictions.

Biata mental abilities are related to memories, while Stone Elf abilities are related to emotions. Keep in mind that memories are not always completely true, and that two people can observe the same event and have different memories about that event. These abilities never allow you to find out exactly what happened, but only what the recipient *thinks* happened.

Mental Abilities

Calm (Stone Elf)

Level needed: 1; Racial XP needed: 0

This allows a stone elf to go into the mind of a willing recipient to remove instant emotional trauma and calm the person. It is a temporary fix and will not permanently remove long term emotional scars.

Mind Reading (Biata, Stone Elf)

Level needed: 2; Racial XP needed: 2

This ability allows a character to go into the mind of the recipient to observe the recipient's memory of a specific event. This is a one-way exchange of a memory (story) in someone's head. It takes as long to read the memory as it takes to talk it out between the players involved. The recipient cannot lie about what is seen; however, the recipient may only provide a part of the information, meaning that section of their mind is just too complicated or hard to penetrate. The length and depth of the role-play response is up to the players involved.

Biata learn quickly not to fully trust this ability. When viewing a memory, the Biata's reaction to what is seen should be the same as if that character had experienced it. The Biata does not receive the recipient's emotional response but should have an emotional response as if they had seen it themselves. For example, if you witness horrific scenes of death on a battlefield, your character should react as if they are on that battlefield.

Stone Elven emphasis is to relate emotions as opposed to memories of the event. The recipient may only provide enough of the facts necessary to convey the emotions felt. When viewing these emotions, the stone elf's reaction to what is seen should be the same as if the character had experienced it. The stone elf will receive the recipient's emotional response and should have an emotional response as if they had seen it themselves. Usually, the stone elf will be able to resist the emotions but if the emotions are particularly strong, the stone elf may react against his or her will.

Mind Meld (Biata, Stone Elf)

Level needed: 4; Racial XP needed: 4

Mind melding is when two people with this skill (either Biata and/or Stone Elf) exchange thoughts without allowing others to know what they are thinking. It's a way of communicating without being overheard. Otherwise, the communication is only one way, from the character to the recipient (of any race).

Remove Emotions / Restore Emotions (Stone Elf)

Level needed: 5; Racial XP needed: 6

This is the fixing of any emotional scars that a person may have as a result of a terrible experience. A person who is constantly depressed or scared, for instance, could have those emotions that are directly related to the cause of the depression or fear removed. Both the Stone Elf and the recipient will have very bad headaches for the next few minutes after completion. This ability will always leave "visible" scars to anyone with mental abilities who goes into the recipient's mind. This ability can also restore emotions that had previously been removed by this method.

Block (Biata, Stone Elf)

Level needed: 6; Racial XP needed: 6

This is the setting up of a defensive barrier in order to prevent tampering with a mind. Anyone attempting to perform another mental ability (Repair, Wipe, etc.) who cannot get past the Block will be unsuccessful. The Block can also be labeled so that anyone else going into the recipient's mind can see the label. For instance, a character might place a message or a "warning" sign on the barrier, or perhaps a symbol which could mean something to a specific person.

When the Block is created, it is at the Racial Skill Level of the character. To remove the Block will take a character of a higher Racial Skill level. In other words, if a Biata with 10 Racial Skills creates a Block, a Biata or Stone Elf with a Racial Skill of 11 or more is needed to get past it or remove it. It is therefore important for any recipient of a Block to find out the Racial Skill level of the character performing the Block.

Remove Block (Biata, Stone Elf)

Level needed: 6; Racial XP needed: 8

This ability can be used to permanently remove a Block placed by another character, so long as this character has a higher Racial Skill Level than the character which placed the Block.

Note that Biata can remove Blocks placed by Stone Elves and vice versa.

Detect Trap (Biata, Stone Elf)

Level needed: 6; Racial XP needed: 10

A character may use this ability to detect whether a Trap has been placed in the target's mind. It will not, however, enable them to determine the Racial Skill Level of the character who placed the Trap. Upon observing the Trap, a character can "back away" and not set it off.

Trap (Biata, Stone Elf)

Level needed: 8; Racial XP needed: 12

This is the setting up of a defensive/offensive trapped barrier to prevent tampering with a mind. It is essentially a Block with protection. If a character blunders into a Trap without trying to detect it first, the Trap will be set off and both this character and the target will be weakened, upset, and suffer from terrible headaches that could remain for hours depending on the difference in Racial Skill Levels between the character who placed the Trap and the one who set it off. A very high difference could even cause the biata and the recipient to become unconscious for a short period.

Like a Block, it is important for any recipient of a Trap to find out the Racial Skill level of the character creating the Trap.



Remove Trap (Biata, Stone Elf)

Level needed: 10; Racial XP needed: 12

A character who has detected a Trap can attempt to remove it with this ability. If this character's Racial Skill Level is higher than the one who set the Trap, it will be disarmed (this should be role-played properly.) If the one setting the trap is of a higher Racial Skill level, the Trap will be set off (see the Trap description for details), and the Trap will still remain.

Cause Pain (Biata)

Level needed: 12; Racial XP needed: 12

This ability will cause the recipient to suffer tremendous pain, but does not leave any lasting damage. The recipient will writhe around and scream in agony but will not be able to break the connection. The recipient will not lose any Body Points. All Biata and Stone Elves are immune to this ability.

Plant False Emotions / Repair Emotions (Stone Elf)

Level needed: 12; Racial XP needed: 12

With this ability, a Stone Elf can plant false emotions in the minds of their recipients. These false emotions can be limited to specific causes; for instance, the stone elf could plant a false fear of snakes in someone's mind, or a false sense of love toward someone. This is, of course, almost always performed against the will of the recipient.

This is extremely painful to both parties, who will each take half of their current Body Points as damage. The stone elf planting the false emotions suffers the effects of a *Drain* for ten minutes which cannot be cured (and which is, obviously, not necromantic in nature).

This skill can also be used to remove these false emotions. The Racial Skill Level of the stone elves involved is irrelevant to this skill, so long as it is above the minimum.

Alteration (Biata)

Level needed: 14; Racial XP needed: 12

Alteration changes a memory in a small way while not removing or changing the underlying memory (for example, changing the memory as to who did something from one person to another, or changing the meaning of something that was said). This must be performed within 24 hours of the incident.

Repair (Biata)

Level needed: 16; Racial XP needed: 14

This is the fixing of any mental memory problem except for Blocks and Traps. Like any repair, the result will not be as strong as the original untouched mind. All repairs are seen and felt as a scar being sewn together, just like a flesh wound. Both the Biata and the recipient will have very bad headaches for the next few minutes after completion. Repairs always leave "visible" scars to anyone with mental abilities who goes into the recipient's mind. To repair effects like Alterations and Twists, the biata must be of a higher Racial Skill level than the one who performed the ability.



Destroy Emotions / Return Emotions (Stone Elf)

Level needed: 13; Racial XP needed: 16

The Stone Elf employing this ability totally removes all sexual and aggressive drives in the recipient's mind, making the recipient act, for all intents and purposes, like a Stone Elf. The character with the destroyed emotions will no longer feel a sense of pleasure in any activity, nor will they feel any sense of aggression, anger, or hostility. This ability allows the pure reason of the mind to exist without any of the 'animal' instincts.

Use of this ability gives both parties a terrible migraine headache for at least an hour. It takes at least a half an hour to role-play and is very emotionally draining. Almost no recipient of this ability will allow his or her emotions to be destroyed willingly. This ability can also be used to return the recipient to normal. However, ironically, almost no recipient of this ability will allow his or her mind to be returned willingly, because logically, they would think they were better off without these base emotions. The Racial Skill Level of the Stone Elves involved is irrelevant to this skill, so long as it is above the minimum.

Restore (Biata)

Level needed: 14; Racial XP needed: 16

Restore is a complete restoration of a damaged area of memory. This is a rebuilding to make it as good as new, without any "visible scars." The restoring gives both parties a terrible migraine headache for at least an hour and will leave both under the effects of a *Weakness* for that hour, which cannot be cured by normal means. It takes at least five minutes to role-play and is very emotionally draining. Having a stone elf nearby is probably a good idea.

To restore effects like Alterations and Twists, the Biata must be of a higher Racial Skill Level than the one who performed the ability.

Repair Blast (Biata)

Level needed: 15; Racial XP needed: 18

This is the repair of one's mind against their will ("their will" being the *character's* will, not the *player's* will). Remember that a player can *always* refuse to accept a mental skill. This is extremely painful to both parties, who will each take half of their current Body Points as damage. The Biata doing the forced repair suffers the effects of a *Drain* for ten minutes which cannot be cured (and which is, obviously, not necromantic in nature).

To repair effects like Alterations and Twists, the Biata must be of a higher Racial Skill Level than the one who performed the ability.

Twist (Biata)

Level needed: 16; Racial XP needed: 20

This is an advanced form of Alteration. A Twist can change up to 30 minutes' worth of a memory into something completely different. It must be performed within 24 hours of the incident.

Destroy Moral Code / Return Moral Code (Stone Elf)

Level needed: 16; Racial XP needed: 22

The Stone Elf employing this ability totally removes all sense of morality in the recipient's mind, but otherwise leaves the recipient's personality intact. The character with the destroyed moral code will no longer have any sense of morals, guilt, or selflessness.

Furthermore, they will be incapable of being taught any new sense of morality while this is in effect. These characters will act only to fill their own wants and needs, with no thought of others.

Use of this ability gives both parties a terrible migraine headache for at least an hour. It takes at least a half an hour to role-play and is very emotionally draining. Almost no recipient of this ability will allow his or her moral code to be destroyed willingly.

This ability can also be used to return the recipient to normal. However, ironically, almost no recipient of this ability will allow his or her mind to be returned willingly, because they would think they were better off without these pesky moral codes. The Racial Skill Level of the stone elves involved is irrelevant to this skill, so long as it is above the minimum.

Advanced Alteration (Biata)

Level needed: 17; Racial XP needed: 22

This is the same as Alteration but can be done at any time after the incident.

Advanced Twist (Biata)

Level needed: 18; Racial XP needed: 24

This is the same as Twist but can be done at any time after the incident.

Freeze (Biata)

Level needed: 19; Racial XP needed: 26

This is the removal or altering of one's memory up for to one year of time, replacing even Alterations and Twists. In this instance, one memory is removed and another is put in its place. The fixer must have a Biata lodestone in use. Since this is so major to someone's character, the Plot Committee must have a description of the change in writing within 30 days or it will reverse itself.

Like a Restore, this gives both parties a terrible migraine headache for at least an hour and will leave both under the effects of a *Drain* for ten minutes, which cannot be cured by normal means (and which is, obviously, not necromantic in nature). It takes at least a half an hour to role-play and is very emotionally draining. Having a stone elf nearby is probably a good idea.



Wipe (Biata)

Level needed: 20; Racial XP needed: 30

This is the removal of one's memory, leaving nothing in its place just a blank empty void. This is equal to ripping out memories with a machete. It's very messy and painful, and the recipient is left with no memory of the period being wiped. The amount of time it takes to wipe a memory is equivalent to the time spent performing the wipe. To take out five minutes of memory will take five minutes of role-playing. Thus it is impossible to take out a lifetime of memories with this ability. This skill can never be used to take away a recipient's Game Abilities or learned skills. In the end, both parties will have severe headaches for the same amount of time as the wipe.

Cure Insanity (Stone Elf)

Level needed: 20; Racial XP needed: 30

This is the most difficult of the Stone Elf abilities, because the mind is such a complicated thing that insanity is often more of a physical ailment than a mental one. As such, use of this ability is often unsuccessful, and even if the insanity is seemingly cured, it may reappear at any time. Since there are so many types and degrees of insanity which could be affecting a character, it is up to the Stone Elf and the recipient to role-play it accordingly based on the type and degree of insanity involved.

ARMOR

The costume and armor you wear determines the maximum amount of Armor Points that you can use. This is known as your Armor Rating and is assigned by a marshal. To determine your Armor Rating, the marshal must look at the eight body locations stated below and assign each one a value of 0 to 4. The sum of all these values and any bonus points you are awarded becomes your Armor Rating, though your character may be limited on how much of this armor they can effectively use (see the “Classes” section for more details).

This Armor Rating can change during an event as you change costuming. The suit of Armor you are using may never exceed your Armor Rating; if it does (for example, you take off your metal breastplate for some time) you cannot use your Armor tag until you bring your Armor Rating up high enough again.

Armor Locations

Each of the following Armor Locations receives a value of one Armor Point multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Hands/Forearms: This includes the area from the tip of the fingers to elbow. Covering only one hand/forearm lowers the number of points awarded by one, as described below.

Upper Arms/Shoulders: This includes the area from the elbow to neck. Covering only one upper arm/shoulder lowers the number of points awarded by one, as described below.

Feet/Lower Legs: This includes the area from the toes to the knee. Covering only one-foot/lower leg lowers the number of points awarded by one, as described below.

Upper Legs/Groin: This includes the area from the knee to the waist. Covering only one upper leg lowers the number of points awarded by one, as described below.

Each of the following Armor Locations receives a value of two Armor Points multiplied by the material value and coverage. No location can be assigned a value lower than zero.

Belly: This includes the area from the waist to the bottom of the sternum.

Upper Chest: This includes the area from the bottom of the sternum to the neck.

Back: This includes the entire back from the waist to the neck.

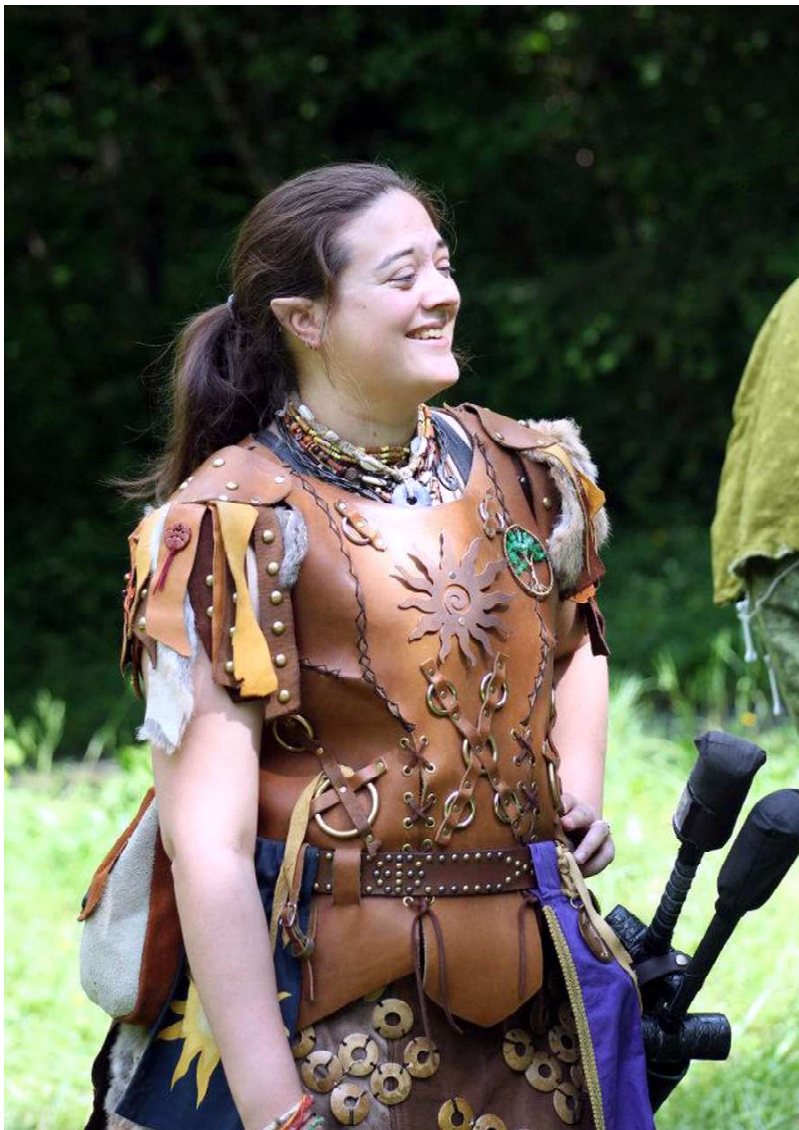
Head: This includes the area from the back of the neck to the forehead.



Armor Materials

The following defines what is assigned to each Armor Location. For all types, if at least half the designated location is not covered, the Marshal will deduct at least half the points for that location and may penalize the location down to counting as no coverage.

Differing types of armor may be layered to gain additional points, but in no case may any location go over the maximum of 4 points. Bonus points are only given for a location if all materials used meet the requirements for a bonus. For example, a character could layer thick leather armor (2 points) with an additional layer of quilted cloth (1 point) for a total of 3 points in a location, but any Bonus Points (see below) would not stack.



Armor values are based on *appearance* of armor type. For example, chainmail made of plastic rings which has the appearance of real metal chain will count for 3 points of value on a location, though it will not get the bonus for authentic materials. Please keep in mind that we expect all participants to put effort into maintaining the appearance of their armor; to be awarded value based on appearance of a specific armor type, the armor physrep should give a quality, consistent appearance of that type.

0 points: Costume. Costume is any sort of period costume made out of cloth or any other material that does not at all resemble armor.

1 point: Light Non-Metallic Armor. This level is awarded for simple materials which give a modicum of protection, such as leather, leather scale, padded cloth, naugahide, suede, doeskin, heavy canvas, and rope.

2 points: Heavy Non-Metallic Armor. This level is awarded for simpler materials which have been specifically thickened or upgraded to provide real protection, such as studded leather or the equivalent of 10 oz or heavier thick leather. It can also be given for harder materials such as wood and bone depending on how the armor is made. To meet this level of award, studded leather (or a similar material) must have a minimum of ¼"

wide metal studs 1" apart or less (or the equivalent level of upgraded protection).

3 points: Chain/Scale/Brigandine. The material must appear to be one of the following: chain mail tight enough to provide protection, metallic scale of at least 1/16" thick, or brigandine with plates of at least 1/16" woven within. At a marshal's judgement, similar/alternative armor construction may meet this threshold, but please be aware that the armor must appear to be solidly built and upgraded to qualify for this level of protection and the default is to assign the lower 1 or 2 point values if the protective value is not obvious.

4 points: Plate Armor. This level is awarded only for solid plate protection on an area. The material must appear to be plate mail of sufficient thickness to absorb blows (excessively thin or light plate may be downgraded by a Marshal to 3 point per location or lower armor value). Please keep in mind that this armor level is intended to help balance the weight and restriction associated with plate armor.

Bonus Points

The following bonuses are awarded if the costume or suit of armor meets the specified criteria. Some bonuses can confer more than one additional Armor Point.

In Genre: No jeans, sneakers, watches, or other obvious anachronisms. Modern footwear (such as hiking boots) and glasses may be used for safety reasons without being penalized. This gives up to two bonus points.

Master Crafted: Finely crafted costumes, real armor, or armor that is visually impressive. This gives up to four bonus points.

Authentic Material: This bonus of 1 point per location may be given for use of authentic material. For example, steel plate (as opposed to alternative material such as plastic, latex, or the like) would garner this bonus, as would metal chain mail (instead of plastic or vinyl) and real leather (instead of latex or plastic). The material does not necessarily need to be historically accurate—for example, stainless steel is acceptable instead of a more historically accurate alloy—but it does need to be a material which is true to the armor type it is representing. Note that this bonus does not double for vital locations as bonus points are calculated after a suit has been otherwise evaluated, and this bonus will only apply to a location with layered armor if all layers comply.

Example: Terin wears a simple tunic, tights, and boots most days. Before the start of the game, he has a marshal evaluate his armor. The marshal rates his armor at 4 points because Terin's costume is considered in-genre and his high leather boots grant 1 point for his lower legs with the "Authentic Material" bonus.

Afterward, Darlissa comes to the marshal wearing a hardened thick leather vest with attached metal plates on both sides. She is also wearing a single leather gauntlet and a pair of sneakers. She is given an Armor Rating of 15 because the vest gives her 4 points (2 for material, x2 for location) in each of the following locations: belly, upper chest and back, with a bonus point in each location for using Authentic Materials. She is given no points for the gauntlet because she is only wearing one and no additional bonus points because she is wearing tennis shoes.

Lastly, Ena comes to get her armor evaluated. She is wearing a suit of very nicely made imitation chain mail that covers from her neck down to her mid thigh and covers both arms down to her elbows. She also wears sneakers but has covered all but the bottoms with studded leather for a more appropriate appearance. On her head she wears a well-made latex helm that looks like thick studded leather. She gets 6 points (3 for material, x2 for location) in each of the following locations: belly, upper chest, and back, for a total of 18 there. She gets 4 points (2 for material, x2 for location) from her headgear, and she gets 3 points for her upper arms/shoulders. She also gets 2 points for covering slightly less than half of her upper leg/groin, and gets 6 total bonus points for In Genre and Master Crafted, though she gets no bonus points for Authentic Material. Finally, she gets giving her a total Armor Rating of 33. Ena could have gotten additional points if the studded leather covers she put over her shoes covered at least 1/2 of her feet/lower legs or used authentic materials for some of her armor. Most likely, she doesn't wear more armor so that she has a chance of dodging spells.

Safety

Armor cannot be taped together. It must have integral fastenings. Any metal plates must have round-filed edges or the edges must be covered to avoid injury. Jutting edges on sheet metal armor should be avoided.

Any armor that is deemed unsafe cannot be used. Head protection may need to be padded to prevent injury while being worn.

Failure to follow these safety guidelines results in you being banned from combat until the offending piece of armor is removed.

Armor Points

Once a marshal has assigned your Armor Rating, you may use an armor tag with up to as many Armor Points as you have Armor Rating. If you remove a piece of armor at any time during the game, your Armor Rating is reduced by the appropriate amount. You can never have more Armor Points on your tag than the actual armor you are wearing, and your maximum Armor Points may be limited by your class and skills (see the "Classes" section for details). If needed, you may remove extra points from an Armor Tag by marking it down in order to use the tag - but this change is permanent and the lost points may not be "regained" without purchasing an entirely new armor tag.

Example: Barinor is wearing armor that has been evaluated for 10 points, but he does not have any armor tags. He fights with a goblin and kills him, and as treasure is given an Armor Tag worth 16 points. Since Finther is only wearing 10 points of armor, he cannot use that 16 point tag unless he immediately rips off 6 points from the tag (in-game, this represents throwing away some armguards or a helmet that don't work with his gear or beating the armor in order to make it fit). Alternatively, he can sell the 16 point suit in



game and then use the money to buy himself a good 10 point suit.

You cannot carry multiple Armor tags and “switch” between them in battle, nor may you switch between different sources of armor (such as the *Arcane Armor* ritual and a physical Armor tag) without having the new suit of armor refit.

When struck for damage in battle, your Armor Points will be deducted before your Body Points. You must have the Blacksmith skill to be able to refit armor and repair its damage. There are some magical effects like *Mend Armor* that may temporarily restore damaged Armor Points.

Example: Ena is wearing a suit worth 33 Armor Points, and she has an armor tag to match. In battle, she is struck for 30 points of damage by an enemy’s Evocation Bolt spell! She frantically backpedals only to hear her ally Lyn incant a Mend Armor spell, touching her with a Mend Armor effect to repair 20 points of damage immediately. This keeps her in the fight for a few more blows. After the battle, she goes to find a friendly Blacksmith to fully repair her armor, which is now in pretty bad shape. Once the armor has been refit by a Blacksmith it’s back up to 33 points, ready to go for the next fight.

Refitting

“Refitting” a suit of armor takes a complete uninterrupted minute of Focus during which you can perform no Game Abilities. The player must kneel or crouch and adjust their armor to represent the act of refitting. If you are refitting someone else’s armor, the target must kneel while the other character roleplays fixing the armor. This might involve pulling out a small bag of tools and accessories, or at least by pounding on the armor or otherwise taking actions to make it clear that you are repairing armor and not just kneeling down.

Example: Rendal and Ena each have suits worth 15 Armor Points. They are attacked by an evil ogre and each take 20 points of damage before the ogre is defeated, thus reducing their armor values to 0. Rendal, who has the Blacksmith skill, kneels over, gets out his repair kit and spends a minute refitting his armor while Ena stands guard. When he is done, he spends another minute refitting her armor. When the two minutes are done, both have suits that are good as new and worth 15 Armor Points again.

Refitting armor can be done any number of times per day by a character with the skill Blacksmith, whether or not they have Production Points available.

Shields

Shields can be very useful in our game. A Physical delivery attack (like a sword swing, thrown weapon, or arrow packet) that lands on a shield will not count, but a Packet delivery attack generally will. Shields do not protect the owner from any kind of trap.

Shields are strictly for defense. They are not considered weapons in any way, and cannot be used offensively.

You cannot use a shield for any weapon-based skill such as Parry or Intercept, nor will your shield be affected by a targeted effect which specifies a “weapon.” (In other words, “With Eldritch Force I Shatter your weapon” would have no effect on your shield; however, “With Eldritch Force I Shatter your shield” would work.)

Shields cannot be used with two-handed weapons. You may not wield a weapon with the hand or arm holding the shield.

Example: Ena has both the Style Master and Weapon Master skills, allowing her to use any weapon or shield combination other than ranged weapons. In a defensive line battle, she pulls out her trusty Long Sword and shield. During the fight she takes several blows on the shield from weapons with all sorts of calls like “10 Normal!” and “5 Poison Sleep!”, none of which affect her since she validly blocked them. At one point she blocks an arrow headed towards her friend, stopping it from inflicting harm.

She’s in a little more trouble when an enemy spellcaster steps forward. He slings a powerful burst of Elemental energy at her, throwing a packet with the call “5 Elemental Flame!” When it hits her shield, the Flame damage washes past it (because it was a packet attack with the Elemental qualifier), damaging her armor.

A moment later the spellcaster’s henchman runs forward and swings at Ena’s shield with the call “5 Weapon Strike Normal!” This blow is skillfully aimed; due to the Strike keyword, even though she blocked the attack her foe was able to inflict injury. She takes another 5 damage to her armor and by now is wondering when her allies will help out!

A “buckler” shield (a small shield that is strapped onto the arm) must still follow all shield rules—in other words, you cannot have a buckler on your left arm and still hold anything in your left hand. Alliance provides no advantage to a “buckler” style shield for consistency with other shields.

Shields can be made of almost any strong material such as plastic, wood, and aluminum, or can be made out of light rigid materials such as foam insulation. Safety is the prime consideration when constructing a shield. All edges of the shield must be padded with at least 5/8 inch thick pipe insulation. Bolts or protrusions are not allowed.

Shield Bashing is the intentional use of a shield to gain physical out-of-game advantage over an opponent. This might include physically pushing or striking an opponent with a shield, or intentionally trapping a weapon under a shield so that it cannot be safely pulled back to swing again. Shield Bashing is a serious violation of the safety rules—it is similar to Charging. The potential for injury is great. Excessive use of Shield Bashing will result in warnings and possible loss of the *Shield* skill.



Weapons

Alliance allows combat with safely padded prop weapons. Combat is strictly not allowed without appropriate weapons that have been safety checked; a monster with “claws” does not allow the player to reach over and physically claw at the target with their bare hands. Safety is the main concern here; we are using our weapons to represent battles, not to actually cause damage.

Every weapon must be inspected and approved by a duly appointed Marshal before every event. It is your responsibility to make sure your weapon has been approved before you start playing. If anyone is hurt from your unsafe weapon and you did not get it checked and approved beforehand, you will be held responsible.

Weapon Tags

Every weapon must have a tag that shows that the weapon is in-game. When you purchase a weapon from a blacksmith or from Logistics with your Production Points, you will be buying this tag to place on your own weapon. Some magically enchanted weapons may have only a physrep number; these must be identified before use.

Some items can be strengthened to withstand *Shatter* effects. When you have this done to your weapon, you will be given a specific tag which must be placed on your weapon.

NPC Weapons

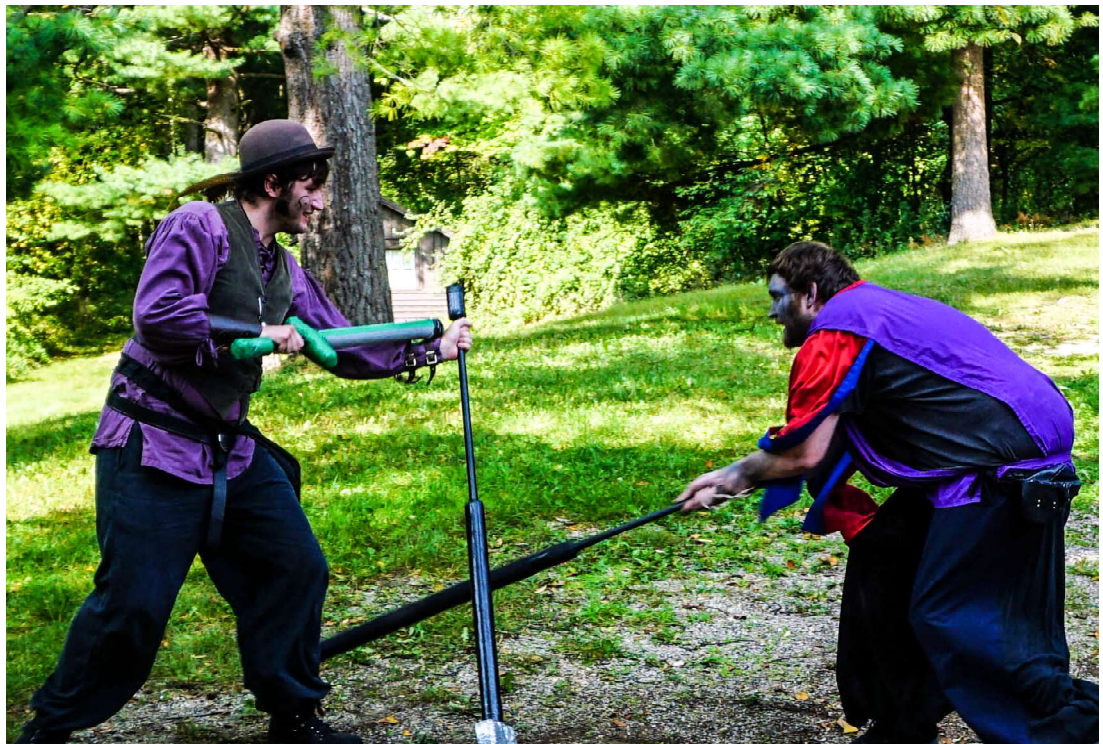
Most NPC weapons are useless as treasure, because otherwise the game economy would be ruined. After all, if all of the goblins you were fighting had valuable weapons that could be used, then of what use is the skill *Blacksmith*? In general, monsters can be thought of as using particularly crude and low-quality weapons that an Adventurer would break with constant use.

However, sometimes you can find NPC weapons that can be taken as treasure. You should take the tag and leave the physical representation (“phys rep”) with the NPC and then provide your own phys rep for the weapon if you wish to use it.

If you disarm a weapon or shield from an NPC during a battle, you can pick up that weapon or shield and use it for the duration of that battle even if there is no weapon tag attached (assuming that you have the skill in that particular weapon to use it.)

Once the battle is completed, you must return the phys rep to the NPC.

Please be fair about this—don’t go taking all of the NPC weapons in order to prevent the NPCs from coming back into the battle as other monsters. If you are not using the weapon, you must give it back to any NPC who is out-of-game and needs a weapon to come back into game as another monster.



Weapon Construction

All weapon construction is viewed with the idea of safety foremost. The weapon design specifications are intended to represent the bare minimum necessary for a weapon to pass safety inspection. Be aware that even the safest weapon could cause injury if improperly used. Therefore, in addition to weapon construction, practice in the use of the weapon is needed.

Every weapon must be checked for safety by a Marshal at every event it is brought to. Weapons break down over time, and a weapon which is safe at one event may not be safe at the next. Local marshals may, at their discretion, require additional measures be taken to ensure a weapon is safe for Alliance use. **It is always best to consult your local marshals to determine their expectations when you are designing or looking to purchase a new weapon.** Since specifics on weapon safety might vary chapter to chapter, only a marshal from a specific chapter can verify that any particular weapon will or will not pass in their chapter.

If your weapon phys rep breaks during an event, then in-game, your weapon has broken as well. You cannot call a Hold to go get another phys rep, and you must turn over the weapon to a marshal. If, however, the weapon was unshatterable in-game, then a short Hold can be called to replace the phys rep if another is immediately available.

All exposed core must be rendered safe with tape and padding. In a melee, it is possible to accidentally hit someone with the pommel or crossguard—so even these parts must be protected. The only exception to this is the grip, which may be left unpadded if desired though you may use tape, leather or other materials to provide a more comfortable and secure grip. A weapon's unpadded grip should only extend to parts of the weapon which are never expected to come in contact with opponents. In general, a good rule of thumb is to leave no more than one-quarter of the length of the weapon unpadded for a grip, though this depends on the specific type of weapon. For example, polearms will often have a longer length of core left unpadded, but keep in mind that padding should exist on significant portions of the core below the head as those parts of the weapon will often come in contact with others. You must always wield cored weapons by their designated grip. Remember that safety is our main concern here.

All weapons which are intended to allow thrusting must have a thrusting tip. A thrusting tip consists of at least two inches of open cell foam padding beyond the end of the pipe insulation. If the foam tip is too small, opponents could get hurt with a stiff thrust. If the tip is too large, it could easily break off or fold over, making it useless. A thrusting tip should not be longer than its diameter and should collapse about half of its length when pressure is applied.

All crossguards must be below the blade or shaft of the weapon. Crossguards can be made of open cell or closed cell foam. All weapon heads or protuberances above the crossguard must be made of foam with no core regardless of size. As always, safety is paramount and protuberances which are found to be unsafe will be rejected.

All striking surfaces of the weapon must be protected with at least 5/8" thick closed cell foam. If 5/8" foam is not available two layers of thinner foam may be used if the combined thickness is greater than 5/8". In addition, all non-striking surfaces which may come into contact with another player (such as the shaft of a blunt weapon or polearm, crossguards, and the flats of sword blades) must be protected with sufficient closed cell foam to ensure safety should accidental strikes happen with those areas of the weapon. **Weapons which do not have sufficient padding on non-striking surfaces will absolutely be disallowed from play.** If you are unsure what qualifies, it's always best to stick with a minimum of 5/8" thick foam on all sections of the weapon above the grip.



Take this point very seriously! If you do not have your weapon checked and you hit someone and your weapon breaks and hurts them, it will be your responsibility. The legal release you sign does not cover you if you do not follow our safety rules.

Weapons are generally made with a PVC pipe core covered with pipe foam. Alternative cores made of fibreglass, graphite or carbon such as fishing poles or kite spar are sometimes used, but this is at the discretion of each chapter. Light aluminum can be used for two handed weapons (except staffs) but never for one handed weapons. Aluminum is not flexible enough for shorter weapons. Heavy aluminum pipe, wood and metal wire are never acceptable weapon making materials.

All weapons must be fairly rigid so as not to act as a whip when swung quickly. Because of this rule, 1/2 inch PVC tends to be unacceptable for weapons over 32 inches long in total length. Under most circumstances, a weapon tip should not bend more than 6 inches from true when a moderate weight is applied to the tip and the grip is held level.

All weapons must also have some give to them when contact is made. The core should flex somewhat. If the core does not flex, then you may be required either to use a smaller diameter pipe or add more padding to insure that the weapon is safe. This is often the case with metal pipes or when the pipe diameter is too large for the weapon type. If the pipe insulation on the shaft is too compressed, the weapon will hit harder than desired and will fail a weapons check.

One common mistake is to use foam of a smaller diameter than the pipe being used, forcing the foam over the pipe. This makes the weapon too hard. Another common mistake is to wrap the duct tape around the foam too tightly, or even in a spiral pattern up the blade. This tends to make the insulation too stiff and gives unwanted weight. The insulation should slide easily over the pipe, but fit snugly so that the weapon will not rattle if the pipe is shaken.

The foam should be taped lengthwise, using 2 inch wide duct tape and overlapping about 1/4 inch. This will use the least amount of tape, keeping the weapon light and safe. Vinyl electrical tape has less give than duct tape; however, it is acceptable for use in noncontact areas of the weapon as decoration or grips.

In addition, you may want to cover your weapon with cloth after it is completed. You should keep in mind that it is a weapon and not use paisley prints or other silly colors. The cloth should be sewn very tightly and not be a loose covering.

Note that if a sword is to have a weighted pommel, that pommel must be thickly padded since it could potentially do more damage than a normal weapon blade.

Weapon Guidelines

Thrown Weapons can be of many different shapes and sizes. They must be constructed with no core and may not be internally weighted with hard materials. These weapons can never be used as a melee weapon in a fight; they must be thrown. Because they can be odd sizes and shapes, they must be approved on a case-by-case basis. At a minimum, they should be at least 2 inches long in one dimension.

Thrown Weapons with any single measurement over 24 in. / 61 cm. should be tagged as a "Heavy Thrown Weapon" and will have a base damage of 3 instead of 2.

Chapters may rule that some specific Thrown weapons, called Boulders, may only

Weapon	Overall Length		Base Damage
	Min	Max	
Ranged			
Short bow	25 in / 63.5 cm	33 in / 83.8 cm	2
Long bow	33 in / 83.8 cm	58 in / 147.3 cm	3
Light crossbow	14 in / 35.6 cm	25 in / 63.5 cm	3
Heavy crossbow	25 in / 63.5 cm	32 in / 81.3 cm	4
Thrown weapon	2 in / 5.1 cm	40 in / 101.6 cm	2 or 3
One Handed			
Small weapon	20 in / 50.8 cm	28 in / 71.1 cm	1
Short weapon / Claw	28 in / 71.1 cm	36 in / 91.4 cm	2
Long weapon	36 in / 91.4 cm	48 in / 121.9 cm	2
Spear	48 in / 121.9 cm	58 in / 147.3 cm	2
Two Handed			
Polearm	62 in / 157.5 cm	75 in / 190.5 cm	3
Staff	60 in / 152.4 cm	75 in / 190.5 cm	2
Two handed blunt or edged	48 in / 121.9 cm	62 in / 157.5 cm	3

be lifted by creatures with Superhuman Strength and the skill Thrown Weapon. Boulders are usually represented by garbage bags full of wrinkled paper or open cell foam and will be tagged appropriately.

Claws must be primarily red. While small decorations of other colors are allowed, all claws must be easily recognizable as red from a distance without asking whether the weapon is a claw. Other weapons may not use red as their predominant color and should leave no question that they are not claws when seen from any range.

Claws usable by the PC skill *Claw* must be of short weapon length. Some monsters may have long claws or even two handed claws, but must follow the standard rules for fighting with two weapons (including length restrictions) or a two handed weapon. Monsters might also use red shields, to indicate particularly large claws meant only for blocking.

Blunt weapons, axes, one handed spears and pole arms must have a padded head that is shaped appropriate to the weapon type. This padded head must be made out of foam and it must be placed over the 5/8" pipe insulation that covers the core. The head must be noticeably thicker than the pipe insulation and should squash easily. Everything above the grip area must be padded—like all weapons, any part that might come into contact with your opponents should have foam padding. Note that blunt weapons may never be used to thrust.

One handed spears can only be used to perform thrusting attacks, and can never be thrown. A character hit by any part other than the thrusting tip takes no damage.

Staffs may only be handled in the middle 3 feet. This distance should be marked off so it is easily identifiable. You must have both hands on the staff to attack, but you may block with only one hand on the staff, or in conjunction with a short weapon for the purposes of the Two Weapons skill. Note that for safety reasons, padding may be required on the grip section of the staff depending on how it is designed.

Two handed weapons must be used with both hands at all times. If you lose the use of one arm (such as from a *Stun Limb* spell), then you cannot wield the weapon at all and will take the damage if you accidentally block a blow while the weapon is only held in one hand.

Archery

Archery is represented with a packet delivered attack. Each packet must be blue.

Arrows are used exclusively by bows. Bolts are used exclusively by crossbows. Arrows and bolts are treated exactly the same as far as the rules are concerned, except that they may only be used with their respective weapon. Arrows and bolts are on tags similar in design to armor tags, and when used, you must rip off the amount of arrows or bolts used in the battle.

Arrows and bolts are consumable. Once the verbal is stated, the arrow or bolt is lost even if it is not thrown, and the appropriate number of arrow or bolt tags must be given up after each battle. Like spell packets, you can retrieve arrow or bolt packets in a Hold but you cannot call a Hold in order to retrieve them.

An archer may not have more arrow or bolt tags on them than they have room for in their quivers. One quiver may hold up to 20 arrows or bolts. A quiver is defined as any pouch or container whose dimensions are a minimum volume of 64 cubic inches with no dimension smaller than 1". A foam phys rep of a quiver may also be used. For each multiple of the maximum quiver volume, a quiver can hold an additional 20 arrows or bolts.

You may carry as many quivers as you are able.

When using a bow, the arm holding the bow must be held straight out and aimed at the target. A crossbow may be held with arm bent, but must still be aimed at the target. The arrow or bolt packet must be touched to the bow/crossbow and then brought up to the chin/shoulder area before being thrown. The packet may be held at the chin/shoulder area for as long as desired and then thrown. If the packet leaves the chin/shoulder area, it must be touched to the bow/crossbow again.

The archer must finish the damage verbal before throwing the packet. If the packet is not thrown, it is still

consumed. Shields and weapons will block an archery attack.

Head shots from archery packets do not count. Hand shots do not count if a usable weapon is in that hand, as the hand is considered part of the blocking weapon. Shots to a hand without a weapon in it, or a weapon that the target cannot use, or one hand on a two handed weapon, are considered hits.

Bows are made of a curved phys rep, padded like a regular weapon. No string is attached. It is considered a Two Handed Weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a bow.

The grip of the bow must be in the bow's center and the bow may only ever be utilized while holding the grip. A Bow phys rep is not required to have thrusting tips on its ends. However, as with all weapons, sufficient padding must be in place that the core of the weapon may not be felt and a marshal judges the weapon to be safe in combat.

The bow phys rep can be used for blocking defense with one hand. If the archer has the Two Weapon skill and is using a short bow, then they may use it with a long weapon or with a one handed spear. A bow may not be used for melee attacks.

Crossbows are made of closed cell foam only—no PVC core is allowed. No string is attached. A crossbow cannot be used for blocking. It is considered a Two Handed weapon for attacking purposes; in other words, both hands and both arms must be free to utilize a crossbow. In our game, the crossbow is meant to be a lighter, more portable counterpart to the bow.



Matters of Life and Death

When a character takes damage, they run the risk of going to zero Body Points or even lower. As one would expect, this is detrimental to the character's health, and a character can risk bleeding or death if left unattended.

Unconscious: If you are reduced to exactly zero Body Points, you are unconscious. You will regain consciousness (at one Body Point only) after one minute. Similarly, when someone successfully completes First Aid, you will be at zero Body Points and unconscious for one minute before waking up with one Body Point.

Example: Terin has a total of 14 Points, including his Armor Points, Body Points, and all protective spells. He is in a fierce battle and takes exactly 14 points of damage. He falls to the ground unconscious. Nobody gives him any curing, so he awakens in one minute with just one Body Point.

You cannot make sounds while unconscious or dying. If people do not notice that you are on the ground, they do not see you lying there in-game as well. You can't moan or say "Well, it looks like I'm unconscious."

If you wish, your character may opt to stop struggling to regain consciousness and die. Upon being reduced to zero Body Points, you can declare that you are "choosing to die" (this is an out-of-game statement). At that point, your Body Point total drops to -1 and you begin bleeding out. This option is to allow you to not be captured by your enemies who probably will not want to waste a *Life* spell on you.

If you are unconscious, your character is still subject to ongoing effects and might take new effects.

Example: Terin gets hit with a Web spell in battle and then gets hit with exactly enough points to reduce him to unconsciousness. He remains confined while unconscious. He is then hit by a Drain spell. Suddenly his friend Darlissa notices him and gives him a Cure Wounds 5 spell. He is now at 5 Body Points but is still Webbed and under the effects of a Drain spell.

Bleeding Out: Any time you are reduced below zero Body Points, you drop to -1 and no further, even if the last blow on you would have reduced you to much less. Once you are reduced to -1, your character is dying. You will die unless given First Aid or healing within one minute. This one minute is referred to as "bleeding out."

The *First Aid* skill can save you during this time, but it takes a complete uninterrupted minute to be successful. Once *First Aid* has begun, the one minute countdown freezes. If you receive more damage while in this condition, then *First Aid* is interrupted and you will continue the "bleeding out" count from where it was interrupted. Another attempt of *First Aid* will again freeze your countdown, but another full minute will need to be spent to complete it. If *First Aid* is completed, you will be at zero Body Points (unconscious).

Example: Terin, currently with 5 Body Points and no armor, takes 20 points of damage in battle and falls to the ground. He is now dying with -1 Body Points. He begins counting down in his head the minute before his death. Before he gets to "60" he is reached by Darlissa who gives him First Aid. After a complete minute of receiving First Aid, he will no longer be "bleeding out" and will now merely be "unconscious." In one minute, he will awaken at one Body Point.

Any healing spell or potion will immediately bring you to consciousness without the minute needed for *First Aid*.

Example: Terin takes too much damage and falls to the ground, now at "bleeding out" with -1 Body Points. He begins his countdown but almost immediately is hit with a Healing 5 spell from Darlissa. Since he has no Spell Shield defensive, he is affected by the spell, and he jumps back up and runs back into battle. He now has 4 Body Points.

While you are bleeding out, you are still under any effects that were affecting you before, and Spell Protectives will always go off as you are not conscious to "accept" any spells through them.

Dead: If you are reduced to -1 Body Points and you are not given either First Aid or some sort of curing spell before your "bleeding out" count reaches 60 seconds, or if you have been given a Killing Blow, you are dead and need a *Life* spell.

All of your active spells, alchemical substances, and other effects will immediately disappear once you are dead. The only effects that survive death are *Amnesia*, *Enslavement*, *Euphoria*, and sometimes a *Curse of Transforma-*

tion or an *Infection*. Note as well that a dead body is still subject to magical and non-magical barriers such as a *Ward* or *Circle of Power*.

After your character dies, you must immediately begin a 5 minute Death Countdown. During this period, your character can still be saved by a *Life* spell (or effect). Even if a *Life* spell is administered, all your active spells, alchemical substances and other effects (except those listed above) are lost. If the five minutes pass without a *Life* spell, then you must immediately become a spirit and can only be brought back by a resurrection.

Example: Terin takes 20 points of damage and, falling to -1 Body Points, begins the death countdown. One minute goes by and no one gets to him with First Aid or any healing. He now begins a five minute countdown in hopes that someone casts a Life spell on him. If no Life spell arrives within the five minutes, he becomes a spirit and must be resurrected.

It should be noted that a *Life* spell will only work on the physical representation of the body needing the spell—namely, you. If your character is in need of a *Life* spell, another PC cannot cut your character's hand off and go running off pretending to hold a severed hand and get the *Life* spell cast on the hand. The spell must be cast upon you, and if they want to drag your sorry body all over the place to get a *Life* spell cast on it, they will have to abide by the rules for carrying another body (no running except for a few seconds with an *Endow* spell, etc.).

It is generally impossible to burn or otherwise completely destroy the body before the five-minute *Life* spell requirement is used up.

Resurrections

When your character dies (once your Death Countdown is finished, after which a *Life* spell will no longer work), you must become a spirit. You must put on a white headband and head immediately and directly to your campaign's resurrection point (usually the Healers' Guild) to register your death.

A spirit is completely invisible to the world around it and may not interact in any manner with other characters. Spirits travel only as fast as the player walks; you cannot run while moving around as a spirit. After entering a



Greater Earth Circle of Power, while the spirit remains unable to interact with characters, anyone else inside the Greater Circle of Power and Invested in the Circle will “sense” a presence and will know the identity of that presence if it is someone they know. They may then resurrect that spirit, and after ten minutes, the body will be restored to the spirit.

A character does not need to know the identity of the spirit to resurrect it. You must be Invested in the Circle to be able to start the resurrection, but once it is begun, anyone with the skill of Healing Arts can complete it. If no one is available with Healing Arts, then the spirit can resurrect on its own once the Invested member has begun the resurrection. However, in-game, this is emotionally painful to the recipient. This method is often referred to in-game as “Battle Resurrection.”

Example: Darlissa is in a quandary. It seems the entire town is fighting a huge battle against Destructo the Chaos Elemental, and she has been left alone in the Healers’ Guild. Over ten spirits have arrived and are waiting to be resurrected. If she tried to resurrect them all personally, it would take

over an hour! Instead, she does the best she can under trying circumstances and goes to the first spirit (a poor human named Terin), starts the resurrection, moves onto the next one, starts that one, and so on down the line. Ten minutes after she started Terin’s resurrection, he will awaken. His mind is confused and angry as if he had just risen from the most hideous nightmare he had ever experienced.

Whenever a spirit appears at the Circle, it appears intact and whole, even if the body had been hacked to bits and separated. All body parts remaining will disappear when the resurrection is completed - that’s why many monsters don’t like to eat adventurers; ten minutes later and they’re hungry again. However, none of the body’s possessions appear with the character, including clothing. This can provide some amusing role-playing possibilities, but please, don’t really take off your clothes; we don’t need that much realism. Usually, your fellow adventuring companions will bring your clothes and items back from where they lay on the battlefield; every Circle has some spare clothing laying around in-game for your character to throw over themselves.

It is impossible to tell how someone died by looking at his or her spirit. When looking at a body that has just died, a person with the skill *Healing Arts* can tell if the person probably died from weapon wounds and whether the weapon was edged or blunt, but cannot tell if the person was killed by other means like spells or poisons. Once a resurrection begins, though, there is only a spirit, and all of this evidence is no longer discernible. Determining the method of death at that point is no longer possible.

Role-playing out a resurrection usually involves the healer telling a calming story to the person being resurrected.



This is usually tailored toward the character's race. Each and every story should abide by all rules and any problems should be reported to a Marshal.

Example: Terin's spirit heads to the Healers' Guild Circle once again. Upon entering the Guild, Darlissa, an invested healer, senses that a spirit is present. She has met Terin before, so she knows the identity of the spirit and begins the resurrection. While doing the resurrection, she tells Terin a story, describing the feeling of a ship traveling through a storm and then safely into a harbor. The player playing Terin may then choose whether Terin recalls the experience of her story or not.

Once a character is resurrected, a character will have his or her maximum Body Points. All remaining effects that were present on the character will be gone (excluding Euphoria, Curse of Transformation and Infection). Note that the lost memories from Amnesia poisons are not restored by resurrection. Finally, any skills or spells the character could currently Meditate back are restored.

Choosing a Circle

A spirit can reject a specific healer but stay in the Circle waiting for another person to perform the resurrection. The rejected healer will be aware that the spirit is refusing to resurrect but will not be able to tell which healer the spirit is requesting or waiting for. The spirit is not aware of any character plans to resurrect in specific Circles based on the means of death. Thus you cannot say to your friends "If I resurrect in Bristol, that's my signal that I was killed by Vorin; but if I resurrect in Wildwood, that means I was killed by Fangthorn."

Spirits will normally go to the closest Greater Earth Circle of Power to resurrect. A spirit can choose to go to a different Circle than the closest one if the closest Circle is hostile, but the character, once resurrected, will not be aware of this decision. "Hostility" is defined by the resurrecting player and can include enemies in town, enemies in the guild, or enemies inside and outside the Circle. As the spirit approaches the Circle, it can change its mind. A seemingly safe Circle can later be judged hostile if, for instance, the spirit sees enemies in the area. The spirit could then move on to the next closest Greater Earth Circle.

If your character decides to go to another Circle other than the designated in-game Circle during a weekend event, you must still go to the resurrection point out-of-game to record the death and let them know what you are planning. An OOG "Death Log" will be maintained where character deaths will be recorded by a chapter-appropriate representative when the death is reported. For many chapters, this is maintained in their in-game Healer's Guild. After an event, chapter Logistics staff will use the Death Log to update their character database for reported deaths.

You may be required to stay out-of-game to represent the amount of time it would take for your spirit to travel to the next closest Greater Earth Circle and for your body to then travel back.

Example one: Terin is killed by his arch enemies, a group known as the Axes of Evil. He lies there, hoping someone with a Life spell walks by, but no one does. He puts on his white headband and heads to the closest Greater Earth Circle, which is at the Healer's Guild. Inside, the Guild is a friendly and inviting place. Outside of the Guild, he sees members of the Axes of Evil waiting for him to resurrect so they can follow him and kill him again. He can choose to resurrect elsewhere.

Example two: Terin's spirit goes to the Guild and discovers that the person who will be resurrecting him will be Vorin, a member of the Axes of Evil. Terin can decide to take his chances with Vorin (after all, would Vorin really try anything with all these witnesses around?) or, if he chooses, he can go to the next closest Greater Earth Circle. He may also refuse to be resurrected by Vorin, in the hope that some other healer will then come by and perform the resurrection. However, once an invested character begins the resurrection, and the spirit accepts the resurrection, it must be completed.

Example three: Poor Terin is wanted by the Town Guard for crimes he has committed. He has been hiding out in the woods, but his luck ran out and he was killed by trolls. He feels that if his spirit were to resurrect in the Healer's Guild, he would be immediately arrested. He can choose to go to another Greater Earth Circle.

Example four: Terin is killed by the Axes of Evil in their very own Greater Earth Circle hidden deep in the woods. Terin does not want to be resurrected there and can choose to go to the next closest Circle.

The Bag of Chance

Each time your character dies, he or she adds another death to their death total. Every character gets two guaranteed resurrections. After that, there is a chance of dying permanently and not coming back. When you show up to the Greater Earth Circle to resurrect, a chapter representative will update your death total and then will ask you to choose from the Bag of Chance.

In the bag will be ten stones. There will be one Death Stone for each time you have died beyond the two free resurrections. There will also be a number of Life Stones put into the bag so that the total number of stones is always ten. If you choose a Life Stone, then you can be successfully resurrected. If you pick a Death Stone, then you have three choices:

Permanently die. Your body will reform where it died. However, lying out in the middle of the woods all night hoping someone finds your body is no fun. It is completely acceptable to leave a note saying (for instance), “You see Terin’s permanently dead body here.” If your character permanently dies during an event, you can be an NPC for the rest of the event, you can start a new character, or play one of your other characters for the rest of the event.

Die but create a half-XP character: In addition to having your character permanently die as above, you may immediately retire the character as per the following section, “Killing off Your Character,” save that you may not turn in any items (as all items are left where the character died in-game). Your body will reform where it died (as above).

Have one more life: You may choose to keep your character and give them one final chance at life. The character resurrects successfully as though they had chosen a Life Stone, but the next time they die, they do not draw from the Bag of Chance and instead they remain where they died. This permanent death may not be evaded or extended by means of any additional ritual such as Regenerate, Controlled Spirit Store, or Sacrifice, and once this option has been chosen, the character may not be retired as per the following section “Killing off Your Character” nor can you choose the second option above (“Die but create a half-XP character”).

The character is aware that this will be their last chance at life, but no one else will know in-game. The healer doing the resurrection will only know that the resurrection worked. It is then up to the character whether to tell everyone that their next death will be their last.

Example: Terin dies and heads to the Healer’s Guild where he pulls a Death stone. The player considers his options and decides that he would like to keep playing Terin. He tells the marshal keeping the Death Log and resurrects. Once he resurrects, he tells all his friends that he feels his spirit has grown weak, and he knows his next death is his last. Terin’s friends try to keep him safe but a few months later, he dies again. The player remains where he died and does not go to the Healer’s Guild to pull from the Bag of Chance.

Killing Off Your Character

Sometimes you just want to get rid of an old character you don’t play any more. Or perhaps you really want to start a new one but don’t feel like beginning at 25 XP again. Players who wish to kill off a character currently in the database and start a new one can do so under the following conditions:

- Your new character will have half the build of the character you “trade in” (rounded down).
- Your new character will have half the number of deaths of your old character (rounded up).
- All of your character’s items must be turned in as appropriate to the method of retirement. If your character is killed out in the woods, the gear leaves the game. If they retire to a comfortable life as a tavernkeep, they may take some or all of their gear with them to pay for their retirement, but might give some away to your adventuring friends.
- You can work with the Plot team to come up with an appropriate retirement story for your character. Keep in mind that your character can never come back as a PC at this point, even if they survive and ride off into the sunset for a peaceful retirement!
- You cannot combine characters or trade in more than one character to get more XP for your new character.

Combat

The Hold Rule

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

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

You can use this time to update your tags and remove any spells that you have cast. You can also pick up spell packets from the ground or from your pouch as long as you return to your original spot before the game is resumed.

When the reason the Hold was called is resolved, then the person calling the hold should call a Lay-on. First, ensure that everyone is ready to resume play, then call “3. . . 2. . . 1. . . Lay-on!”

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

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

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

Collecting tags or treasure is not a legitimate reason for calling a Hold. Tag bookkeeping should be done after the battle is over, not during it. If someone is claiming to have an outrageous amount of power that you cannot believe, please wait until after the battle is completed to question it. If the person was wrong or was cheating, a marshal can be called and, if necessary, an adjudication can be requested.

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



Safety Concerns

Safety is a primary concern in all our games. Not following these rules is the quickest way to be removed from the game.

Body Contact: The only contact allowed during battle is by weapon. Any other type of fighting contact such as grabbing someone, hitting, or kicking is strictly forbidden. Even when making “friendly” contact, for example to pick up a fallen ally or touchcast a healing potion, you should take care to only touch the target appropriately (such as on

the shoulder) and indicate your intention. You should never actually pick someone up by the scruff of their tunic to “drag them off.”

Charging: During combat, you must never come into physical contact with your opponent. If you are crowding your opponent so much that he or she must step back to avoid body contact with you, you are charging. It’s possible to fight safely with very short weapons (such as daggers), but you must take special care to not force the other person back physically to avoid contact.

If you have moved so close to your opponent that he or she can hold out a hand and touch you, you are probably charging.

Anyone who is reported for excessive charging will be pulled from combat for being unsafe. As previously stated, any contact in combat must be with weapons.

Pinning Weapons: “Pinning” refers to a fighting tactic where you trap your opponent’s weapon so that it is unusable. Although pinning weapons is a mainstay of many swashbuckling movies, it is dangerous in combat and as such there are many restrictions as to its use.

Pinning of weapons can only be done with another weapon, and only in areas where it is possible for the victim to escape by backing up and getting away. You cannot pin the weapon of someone backed to a wall or in a corner, because that player becomes unable to defend himself or herself because the rules prohibit any battle actions except through weapons; shoving or charging in order to escape is not allowed.

Any weapon shaped in such a way as to trap weapons (whether accidentally or by design) is expressly forbidden.

Legal targets: Legal targets include the entire body *except* the head, neck, throat, hands from the wrist out, and the groin. A player observed to be hitting restricted areas repeatedly is subject to disciplinary action.

You may not intentionally block a hit with an illegal target.

For example: Belthivis the mage is suddenly jumped by his arch enemy Vorin. Vorin swings at the weaponless Belthivis who blocks the swing with the palm of his hand. Belthivis can’t claim that the hit had no effect because it hit an illegal target (his hand); he has to take the damage from the swing.

If you do not have the skill to use a weapon you are carrying, or if you are presently unable to use a weapon in which you are skilled, you must either immediately drop the weapon or take any damage that hits your weapon.

Example one: Belthivis Disarms Vorin and grabs Vorin’s weapon even though Belthivis does not have the skill to use that weapon. Stinky the goblin then jumps up and strikes at Belthivis. Belthivis blocks with Vorin’s weapon. Stinky hits the weapon for 3 points. Belthivis must take the damage from that hit.

Example two: Ena fights against a spectre and is Drained. According to the rules for Drain, she can no longer use her skills. The spectre strikes at her many times and hits both her weapon and her shield. She must take all of the damage called by the spectre.

Example three: Ena is fighting with her favorite two handed sword when she is struck by a “Stun Right Arm!” She drops her right arm to her side and holds her weapon with her left hand. Any strikes against the weapon will affect her since you cannot use a two handed weapon with one hand.

You may not hold more than one weapon in a hand and have the ability to use those weapons. If you are holding more than one weapon in a hand and one of those weapons is hit with a weapon blow, then you must take the damage. This includes shields—you can’t hold a weapon in your hand while it’s carrying a shield.

You may hold other small non-weapon items (such as gas globes, spell packets, coins, potions, etc.), either IG or OOG, in your weapon or shield hand and utilize that weapon or shield normally. This *must* be done safely. You may not hold a glass bottle, piece of wood, a mug, or anything that would be large and unsafe. If a marshal feels your combat has become unsafe because of what you are holding in your weapon or shield hand, they may require you to empty your hand of the item during combat.

Example: Rendal is using a shield and in the same hand is holding three throwing daggers. A troll hits Rendal’s shield with “5 normal.” Because he is holding more than one weapon / shield in one hand, Rendal must take the damage. In his other hand he has his sword and a spell packet. He may use that sword without any problem.

Weapon Attacks

The key to the Alliance combat system working is to fight with out-of-game honor, even if your character has no honor in-game. If you don't count hits on yourself, soon your opponent will stop counting his or her own hits as well. It's a self-correcting system. Give your opponent his or her due and die gracefully. Don't take being reduced to zero Body Points or dying so seriously that you refuse to accept what happens to you. *It's only a game!*

Weapon swings must be safely executed in a specific way. If you are holding a weapon in a way that is not allowed by the skill, you will take the damage. Blocked and deflected shots do not count. If a block was weak and the swing hit with about half or more normal force then the hit should count.

Here is where we start getting into judgment calls by the players on themselves: Was that hit on the neck or the shoulder? Did I really get hit? (You often can't feel hits at all if you have good armor.)

In combat, a light tap is just as effective as a heavy swing. You do not actually have to hurt your opponent in order to cause damage to the character. You only need to apply enough pressure to make sure your opponent is aware of the attack. Hitting an armored person from behind may need more vigor than a standard tap, and if it appears that your opponent is not taking all of your damage it may be because your hits are not being felt under all that armor.

You should mention to your opponent when you think you got a hit in, and all players should acknowledge hits upon themselves whenever possible. Preferably this would mean roleplaying the hit, but even something as simple as saying "taken!" can clearly communicate to your opponent that their swing landed. Acknowledging which hits you are accepting and which ones you feel you blocked will help reduce disputes from your opponent. In large melees this is not always possible, as there are too many swings coming at you and too much confusion, but in any case, this should always be attempted to assure fair playing by all.

If you are swinging so fast that you cannot announce the damage fast enough to keep up with the swings, then you are "Drum Rolling" or "Machine Gunning." Similarly, a weapon swing should progress between 45 to 90 degrees. If you are merely moving your wrist back and forth to cause your damage, then you are not fighting correctly. We are trying to represent combat with heavy medieval weapons, not weightless laser swords. Your opponent should count all of these swings together as one attack only.

Consecutive hits upon the same spot on the body only count as one hit. You must vary your hits on your target in order to prevent machine gunning. For instance, a double hit upon the right shoulder requires that the victim take damage only once. However, if more than two seconds elapses between two scored hits, or if a different location has been hit, then the damage is taken. For instance, if a warrior quickly hits the right shoulder, then hits the shield, and then hits the right shoulder of his victim, the victim is required to take damage twice.

Clear damage "verbals" are enforced. If the victim cannot understand the damage called, he or she does not have to take the damage. Warriors must pronounce their "verbals" just like spellcasters must pronounce their spell incants.

Remember that Alliance battles are representations of battles and are not meant to be re-creations of real battle. These battles are our way of determining the winner of a battle without using dice or "rock/paper/scissors." Real medieval battles, with their heavy weapons, did not happen as quickly, nor were they as clean and blood-free.

Some attacks may only be performed **from behind**. Such an attack must be performed when physically behind the opponent; you cannot reach around from the front. The attack must strike the opponent's back half; this includes any part of the target (limbs included) which is more towards their rear than their front. Note that ranged attacks using these skills can be used from any direction, bypassing the **from behind** requirement.

Packet Attacks

All packet-delivered attacks are effective on contact with the target or any of the target's immediate possessions, such as a shield or cloak. Packet attacks include spells, gas globes, and certain monster abilities. Note that packets still don't count if they hit the throat, neck, or head.

You may not throw a packet with any other in-game or out-of-game item in your throwing hand, including other packets. You may touch-cast on yourself or another with another item in your hand, but this must be done safely and courteously.



Calling Damage

Whenever you swing a weapon, you must call out the amount of damage you will do with that weapon, followed by the attributes your attack may have.

These calls are out-of-game. Even if under the effects of a *Silence* spell, you must still call out any damage you deliver so your opponent knows what damage to take. In-game, the damage calls represent the sound the weapons make in battle. This allows you to hear damage being called and respond in-game: “It sounds like a battle is going on behind that building!” You can even tell whether a weapon is magical or silver by the sound it makes during the battle.

Although most monsters can be hurt by normal weapons, there are some creatures that can only be hurt by spells or special weapons (such as silver or magic). Thus it is very important that you announce your damage clearly and in a strong voice.

If you have no special attributes on your attack, then you must call “Normal.” If you have a silvered weapon, then you must call “Silver.” If you have a magic sword with the appropriate rituals, you might be able to swing for other exotic damage types like “Magic” or “Chaos”.

If your weapon has more than one effect, you must only call one. For instance, if you are using a silvered magic sword with an *Enhanced Blade* spell active, you may choose to call the *Enhanced Blade* element, “Magic” or “Silver” depending on the type of monster you may be fighting, but you cannot call a combination of the three.

If you have the skill *Florentine* or *Two Weapons*, you must call out the damage of each weapon individually when using both to fight. You cannot swing both weapons at the same time with a single damage call.

You may at any time choose to “pull your blow” and call less damage than you are actually capable of. This includes all skills that cause damage, including *Slay*, *Assassinate*, etc.

Effects that only add damage (such as *Vorpall Coatings*) can be used with a Blade spell. However, if you have any other type of Weapon Coating poison (such as a *Weakness* poison) and you choose to use a Blade spell instead, then the poison is lost and you cannot use the poison as part of the weapon swing verbal. Remember, you can only call one type of damage per swing.

For example, Terin has a long sword which does 2 points of damage, so he calls out “2 Normal!” with every hit. When he adds a Vorpall Coating 5, it is still normal damage, so he now calls “7 Normal!”

Note that like spells, alchemy, and every other call, you can never fake your weapon calls. You cannot swing your dagger in the air and call out “15 Magic” when in reality all it can do is “1 Normal.”

Counted Actions

Some actions cannot actually be performed for reasons of safety or reality, but must be considered as taking some time to complete. Such actions will have a specific count, usually three, and a definite phrase to indicate what is happening.

For example, to simulate a ghost coming through the wall, the NPC playing the ghost could say “I come through the wall one, I come through the wall two, I come through the wall three.”

During the time in which the player is saying this, he or she is completely vulnerable to attack and cannot use any game skills except *Bane*, *Cloak*, *Dodge*, *Evade*, *Phase*, and *Resist*. These skills cause the counted action to be interrupted. The skill is used up, and the count is aborted and must be started again.

Spell defenses such as *Spell Shield* or *Weapon Shield* do not interrupt a counted action.

Example one: Cerik the vampire is turning gaseous. During the three count, he is hit with a Cure Wounds spell. He takes the damage from the spell but it is not enough to destroy him, so he can continue his three count.

Example two: Cerik gets hit with a Destroy Undead spell. This would destroy him, so he uses his Phase skill. The use of that skill has interrupted his three count, so the Gaseous Form skill has been used up, and unless he has that skill twice, he cannot attempt it again.

The three count is used primarily when the NPCs are right there next to the players who can then try to affect the monsters. It should only be used when it has to be made clear that you, the NPC, are phasing in or otherwise taking some sort of action that the player would not be able to observe otherwise.

Monsters coming out from the woods or from behind buildings should *not* announce their presence with a three count. Why let the player know you are sneaking up on them? As long as you are far enough away that it will take at least three seconds to reach the player, you should not announce your presence. And if you are closer than that, you should be moving farther back.

In other words, NPCs should not, in the presence of players, suddenly take off their white headbands and just appear.



This rule was never meant to mean that you, the player, should count off every action you do.

You do not have to count off drinking potions, repairing your armor, or doing anything else that requires game time to perform.

Basically, counting actions is out-of-game and discouraged unless (a) you are performing a monster ability that has to be counted, such as “rifting in”; or (b) you are in-game performing an action that you are not really performing out-of-game and you are aware that you may be attacked while performing this action.

To better explain (b), imagine that you want to climb out a window. If you really are going to climb out the window, no count is necessary because you really are performing the act. If you are in a module and the marshal says to pretend there is a window there and you have to walk outside and pretend to have come through it, then you are doing the action in-game only and probably should count.

Note that if you are NPCing and are instructed by the marshal of the encounter to do a three count, do so. There may be specific reasons for it. But in general, let’s do all we can to keep all our actions in-game and count free as much as possible.

Killing Blows

There are many ways in our game to render an opponent completely helpless. These include effects like *Web* and *Paralysis*, tying them up physically (thus making them immobile from the neck down), or just hitting them until they drop unconscious. Once a person has been incapacitated, it is not too difficult to kill them. This is represented by a *Killing Blow*.

To give a *Killing Blow*, you must stand over the victim, placing your weapon on their torso, and remain that way while you recite “Killing blow one; killing blow two; killing blow three.” This should be done in a normal speaking style and should take at least three seconds. This is to allow others to try to stop you from giving the *Killing Blow*. If anyone makes contact with your weapon during the count, or takes an action which causes you to expend a skill, then the *Killing Blow* is interrupted and fails to kill the intended victim. Some spell attacks will also prevent the *Killing Blow* from succeeding (those that would force the target to break weapon contact or render the attacker unable to continue the *Killing Blow*).

A *Killing Blow* is considered a combat action and all applicable safety rules must be followed. A reasonable portion of the weapon being used must be presented as a valid target.

If more than one person attempts to give a *Killing Blow*, it is the person who starts first who will get the “credit” for the kill. The second person cannot come along, say the *Killing Blow* faster, and then claim to be the victor. If you are given a *Killing Blow* by someone who was not aware that you had already been given one, do not say “no effect”—just remain silent.

A *Killing Blow* must be struck on the torso of the victim—an arm, leg, or shoulder is not sufficient. The blow can’t be struck on a moving target. For example, if you have Slept someone, you must wait for the body to come to rest before you can deliver the *Killing Blow*. A *Killing Blow* can be delivered by anyone, whether they have a weapon skill or not. If not using a weapon physrep, touch must be light and appropriate as per safety rules.

Some creatures are immune to normal weapons. To be effective, a *Killing Blow* must be applied with a weapon that can damage the creature. For example, if a creature is affected by Silver or Magic weapons but not Normal weapons, the *Killing Blow* must be applied with a Silvered or Magic weapon. When using such a weapon on such a creature, you must state the weapon type; for instance: “Killing blow one, killing blow two, killing blow three Silver.” Remember that monsters using Claws must always use their Carrier attacks; thus if a creature always swings for



Healing it may only do *Killing Blows* with the Healing carrier unless it picks up a weapon to *Killing Blow* with.

A *Killing Blow* cannot be Dodged, Parried, or otherwise avoided through Game Abilities or spells. It will bypass all Dumb Defenses (see the Defensives section for details) such as *Weapon Shield*.

Effects and Deliveries

Every call in Alliance has three parts: The delivery, the qualifier, and the effect. The *delivery* is how the call is being delivered—Is it thrown with a packet representing some otherworldly effect, or is it swung with a physical weapon? The *qualifier* explains how the call is being made in-game—for example, a physical attack which is imbued with a pure Elemental force is different from a mundane Weapon swing. Finally, the *effect* describes exactly what the call will do if it connects—it might heal, it might paralyze, or it might burn with a mighty flame. In most cases, both the qualifier and the effect must be stated with every call. This helps the recipient understand what defensive abilities they might use and what to do if they get hit.

Note that sometimes you will have the choice to deliver several different effects with a single attack, such as when wielding a sword with several different magical auras. In this case, you may only ever use a single effect with any single attack, although you may be able to change which you choose to use with each attack. No matter what, a single attack can use no more than one qualifier and no more than one effect. Once you take an effect, it doesn't matter how it was given to you.

Effects

Any effect can be combined with any delivery, though some are much rarer than others. For example, it might be uncommon to see an *Intoxicate* effect channeled through a monster's claws, but you will commonly find *Intoxicate* alchemy used among the adventuring community. There are many different effects, organized into different *Effect Groups*. These categorize the effects in two ways: they help describe how they're defended against, and they give information about how to "fix" detrimental effects once someone's been afflicted.

For example, the *Weakness* effect is in the "Curse" effect group. A "Cleanse" effect will remove all other "Curse" effects, so if you've been Weaknessed you might want to drink a *Cleanse* potion. Alternatively, a "Resist Curse" ability will let you prevent the *Weakness* from hitting you in the first place!

Unless otherwise specified, identical effects do not stack. No person may have a second copy of the same effect active at the same time, whether caused by a spell or alchemy or any other source. Therefore, you cannot have both a *Poison Shield* active from a spell and a *Poison Shield* active from an elixir.

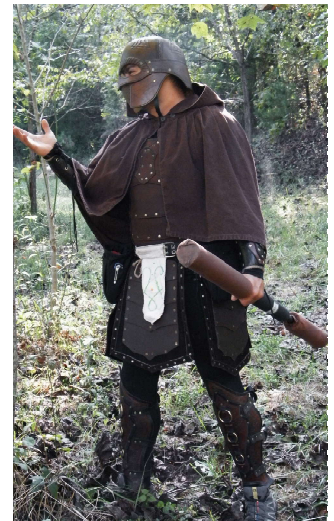
You can, however, have *similar* effects active at the same time. For example, you might have both an Enhanced Blade and a Healing Blade spell active at the same time, since they are separate effects. If you are struck by an effect that you're already under, the newest identical effect will always override the older ones. This resets the duration of the effect if it had a timed duration.

Example: Rendal is hit with a Paralysis gas thrown by a troll. Five minutes later, he is hit with a Paralysis spell from a goblin. Even though one was from a gas and one was from a spell, the effects are the same. Rendal will have to restart counting the five minute duration from the time he was hit by the spell.

Some effects simply represent various ways to get hurt. For most players, Normal, Silver, Magic, Flame, Lightning, Ice, and Stone will all simply do the stated amount of damage as normal; some monsters might be hurt differently by them (or even healed, such as hitting a Flame Elemental with Flame damage). Massive damage is explained in the Special Abilities section, since it is generally only used by NPCs.

Healing, Chaos, and Body are a little different. Healing will normally heal the Body Points of the living and harm the Undead; in both cases it bypasses Armor Points. Chaos is the opposite—it will heal the undead while harming the living, its foul energies striking straight past Armor Points directly to Body Points. For both of these, keep in mind the Carrier rules explained in the Calls section a little farther on; you can't get infinite healing for your friends from a Healing Blade spell!

Lastly, the Body damage type simply bypasses Armor Points entirely no matter what the target. It will also work when striking nearly any monster, as very few creatures are immune to the deadly strikes represented by this damage type.



Deliveries

Packet: All packet attacks are delivered by throwing a packet or by touching a packet to a target. This includes spells, gas globes, and attacks using pure elemental forces. The packet only needs to touch the target or any possession of the target to take effect.

When using any Packet delivery, the full call must be made before releasing the packet. “Say, then throw” is a good reminder of the proper order.

Poison attacks (whether through alchemy or from a monster) are represented by orange packets. Arrows and bolts are represented by blue packets. Spell packets, therefore, can never be orange or blue.

Note that ranged weapon attacks made via Archery act as Physical delivery (see below), *not* Packet delivery.

Physical: This includes all blows from weapons including arrows, bolts, thrown weapons, and claws. A Physical attack must connect with a valid target. If you swing with your sword, and your opponent blocks your attack with their own weapon or shield, they won't take the attack. Similarly, if you swing and only hit your opponent's loose clothing or cloak, you've missed. Keep in mind that we play with the Good Sportsmanship rule: If someone intentionally tangles your weapon with their cloak, but your weapon swing would have connected with some part of them, they should still take the hit. More details about weapon combat can be found in the Combat section.

Note that even if an attack is made with a strange, magical qualifier or effect, as long as it's made with a Physical delivery, it will only connect if it hits you, and not if it's blocked or only hits garb.

If a Physical attack adds the *Strike* keyword, then it counts as the Packet delivery for targeting purposes, meaning that even if it's blocked or only hits a person's possessions it will still count as “taken.”

Example: Rendal is fighting Ena, each of them wielding a sword. Rendal swings at Ena and calls “2 Normal!” He only hits her sword, so she doesn't take the damage. He then uses a special skill representing a feat of great strength and swings again, calling “2 Weapon Strike Normal!” Ena blocks instinctively, taking the damage this time since the Strike keyword was used. In-game, her arm is sore from the power of Rendal's blow to her sword!

Ingested: All ingested attacks are delivered by placing a potion or elixir phys rep next to the mouth of the target or by having the target consume a prepared item. Ingested deliveries *always* ignore protective spells, even if taken while unconscious. Only specific defenses can be used against Ingested deliveries; see the Defenses section for details.

Radius: Radius deliveries include traps, contact poisons, and monster abilities such as eye contact or sound of voice. Usually a Hold is called when a radius attack takes place and everyone partially within the radius is affected.

Note that (just like with all attacks) Radius delivery effects should *always* include an explicit Qualifier and Effect. If no Qualifier is stated, assume the Spell qualifier is being used.

For Example: An adventuring party encounters a terrifying Banshee! She draws a deep breath and then shouts “Voice Spell Paralysis!” If any of the adventurers who hear her do not have a valid defense to call against this attack, they will be frozen in their tracks!

Qualifiers

Spell: Effects delivered this way are blocked by any defense specific to the Spell qualifier; for example, *Spell Shield*, *Resist Spell*, or *Reflect Spell*. Any spell cast with an incant uses the Spell qualifier, even if it is not explicitly specified. Many magic items can be activated to produce a spell-like effect. Weapons may be swung with this qualifier as well via certain magical means. Any ingested Earth potions are delivered with the Spell qualifier.

Poison: This qualifier represents both virulent poisons and helpful antitoxins. These are often delivered by alchemical substances such as gas packets, elixirs, contact poisons, and weapon coatings, or through monster abilities with the word “Poison” in the verbal. Any ingested Alchemy is delivered with the Poison qualifier automatically.

Elemental: These attacks are pulled forth from the primordial elements, producing a blast of pure elemental power much more raw than what a mage might invoke with a proper spell.

Arcane: The Arcane qualifier represents the pinnacle of magical might upon Fortannis, avoiding the majority of defensive abilities. There are no protective spells that work against the Arcane qualifier; the target must hope they have a defense against the specific effect or its Effect Group or some way to avoid the attack entirely like a *Dodge*.

Weapon: This is the most common form of attack, representing the solid impact of a club or the sharp point of a monster's claw. When making a Weapon attack with a number, you can omit the "Weapon" Qualifier itself in the call. If you are making a Weapon attack without a number, or if you are using the Strike keyword, you must still include "Weapon" as part of the call to make it clear which Qualifier is being used.

Example: Darlissa is wandering through the woods when a strange monster jumps out at her and throws a packet at her shield, calling "I curse you with Doom!" Since this attack was made via the Packet delivery, it takes effect even though she blocked it with her shield. The spell incant means that this attack was made with the Spell qualifier. She knows that her Spell Shield will protect against any attack with the Spell qualifier, so she says "Spell Shield!" and responds by swinging her sword at the monster, using her martial skill to strike at the creature's muscles with the call "Weapon Strike Weakness!" The monster growls, but its blows will now be less effective for 5 minutes. Darlissa follows up on her advantage by using a magical item in her possession, calling "Activate Spell Web!" and throwing another packet at the monster. Her opponent howls in dismay, unable to break free from the magics now surrounding it. She starts hacking away at the monster, swinging "4 Normal!" and striking it again and again until it falls. Darlissa did not need to call the "Weapon" qualifier explicitly with her "4 Normal" swings, since she included a damage number and was not using the Strike keyword. She did need to state the Weapon qualifier explicitly when using the "Weapon Strike Weakness;" if the monster had any defenses against Weapon attacks, it needed to know that it could use them.

Calls

The Effect and Qualifier come together with every call. With a few specific exceptions, all Alliance calls should follow this pattern: <Number> <Qualifier> <Effect>

For example, a Channeling packet thrown from a Celestial Source might be thrown with the verbal "10 Elemental Flame!" where 10 is the amount of damage it will inflict, Elemental is the qualifier, indicating that defenses like *Elemental Shield* or *Resist Element* will work, and Flame is the effect, indicating that it might heal a Flame Elemental or do extra damage to an Ice Elemental.

Attacks that don't do damage simply omit the number. For example, a bewitching siren might throw a packet for "Elemental Charm!" This won't do any damage, but if it connects the target will think the siren is their best friend for a few minutes.

If a Physical delivery attack uses the Strike keyword, it goes in between the Qualifier and the Effect. For example, a magically empowered blade might swing for "20 Spell Strike Flame!" Since it has the Strike keyword, the target will take "20 Spell Flame" even if they block the attack with a weapon or shield.

There are two specific exceptions to this call pattern. First, an incanted spell (like "I Curse you with Paralysis!" or "I Command you to Shun me!") is always assumed to use the Spell Qualifier even though it's not explicitly stated. Additionally, for a spell that does damage, the number will be part of the incant (e.g. "I Evoke a 20 Flame Bolt!").

The other exception is basic weapon attacks. If you're using the Physical delivery, and swinging for the Weapon qualifier without the Strike keyword, you can omit the qualifier and just call the number and effect. For example, the full verbal for a regular weapon attack from a longsword would be "2 Weapon Normal!," but since it's using the Physical delivery and the Weapon qualifier without the Strike keyword, you only need to call "2 Normal!" without adding the Weapon qualifier. Note that if you use the Strike keyword, you always need to state the Qualifier even if it's Weapon.

Carrier attacks are a special type of Weapon qualifier attack. If a Weapon qualifier attack has a damage number and a special effect, it's considered a Carrier attack. In this case, the special effect will only work if the damage gets to your Body Points; if the damage only hits your Armor Points, the special effect doesn't do anything extra. Carrier attacks can never provide a beneficial effect to the target; if you would be healed by a Carrier Effect, you instead call "No Effect" as if you were Immune to it.

Example one: Rendal is wearing 10 points of Armor and, due to a ritual magic backlash earlier in the day, has temporarily become Healed by Flame. A Flame Elemental steps up and starts swinging its claws with the call "10 Flame!" Rendal takes the first hit, which takes his Armor Points down to 0. When he takes the second hit, he calls "No Effect," since you can't be healed by a Carrier Attack. If the Flame Elemental attacks with a Flame call that's not a Carrier attack—for example, "20 Spell Strike Flame"—then Rendal would actually be healed by the assault!

Example two: Vorik the Necromancer has turned himself into a foul undead creature of darkness! Unfortunately for him, he gets caught in a melee between one of his death knight guards and some living adventurers. He gets struck by the death knight swinging "5 Wither!" and "5 Chaos!", both of which he calls "No Effect" to since they're Carrier attacks that would normally provide him a beneficial effect. After the adventurers strike him several times, hurting him badly, he retreats a few steps and invokes Chaos channeling into himself with a packet, calling "20 Elemental Chaos!" Since this is not a Carrier attack, he's healed by the foul necromantic energies.

Monsters have some limitations on how they can use Carrier attacks. If they are using claws, their carrier attack *must* be channeled through the claws. For example, a ghoul with claws and the carrier attack *Enfeeble* may only swing *Enfeeble*. It may not swing "Normal." If the monster can use weapons, the monster may call either the carrier attack or the weapon's properties when swinging with a (non-claw) weapon. For example, a death knight with the carrier attack Magic and a silver longsword may call "10 Magic" or "10 Silver." With its claws, it could only swing "Magic."

If you're making a call that uses a damage number, you can always voluntarily lower that number by "holding back" part of your strength or magical power. This can be done for any damaging call, whether it comes from a weapon blow, a spell, the *Channeling* skill, or anything else.



Defenses

There are a wide variety of defensive abilities which may be used to stop or mitigate an attack in Alliance. These may be summed up as four types of defensive calls, each of which has many specific implementations. The source of the defense which is being called must be stated with any defensive verbal, for example "*Weapon Shield*" or "*Resist*."

A given defense can only be used once against a single attack. *Example: Terin has two Bane Curses and a Reflect Spell. He is struck by a packet with the call "Spell Paralysis!" Since Paralysis is in the Curse Effect Group, he can call "Bane" to bounce it back at his attacker. Unfortunately for him, his attacker is prepared for this with their own Bane Curse, which they invoke by similarly calling "Bane." Terin can't use his second Bane against this attack, since he's already called Bane against it, but he can still use his Reflect Spell!*

Guard: This type of defense is used to completely block a single attack. In general, these denote expendable skills, spells, or abilities.

Return: A specific defense was used against the attack, and the attacker will automatically be struck by whatever the original attack was. They may use any applicable defenses they have against this Returned attack. If an

attack is bounced back via a Return defense, the one who used Return is now the official “caster.” A Return defense will act as a Guard when used against Ingested delivery, a trap, or a Killing Blow.

Reduced: The effect of the attack was reduced by some partial amount.

No Effect: The attack was completely ineffective. In general, if you’re immune to part of an effect, you’re immune to all of it. For example, if you’re Immune to the Spell qualifier, you call No Effect to anything that uses that qualifier, even if you’d normally take the Effect that’s called.

You must always call a verbal for your defensive abilities immediately when used, and in-game it is obvious to anyone watching which defense was used. You may not call a defense and then have your character pretend to be affected in order to fool your attackers. Only one defensive ability may be called at once, even if you have multiple defensive abilities which might apply to the attack.

Defenses are classified as either Smart or Dumb in their description. Smart defenses may be used at the discretion of the player against a specific attack, but may only be used when the character is conscious. Examples of Smart defenses are abilities such as *Cloak* and *Resist Binding*. Dumb defenses will go off against the first attack which they would activate against, even if the character is unconscious. Examples of Dumb defenses are *Spell Shield* and *Weapon Shield*.

Resist abilities are special. These defenses represent innate abilities of a creature’s body, not the layered defenses of martial skill, magic, and rituals. Resists may not be used until all applicable Dumb defenses are expended. Unlike most defenses, a Resist can be used against the Ingested delivery.

For example, Darlissa the biata has a Spell Shield active but it is her last one and she is hoping not to have need of it any time soon. She is hit by a Sleep spell. Even though she would prefer to use her Resist Command ability, the Spell Shield will be used first. All spell defenses are used as soon as applicable, and you cannot decide when to use them.

If a player doesn’t know what a defense does, they can ask a quick OOG question “What type of defense is that?” The person who used the defense can then reply whether it’s e.g. a Smart Guard, a Dumb Return, or whatever properly describes what the defense does.

Healed: If a character is healed by an effect other than Healing or Necromancy, they must announce “Healed” to indicate that in-game their wounds were visibly healed by the effect. Although this doesn’t count as a “defense,” it’s still important to let players around you know what’s happening.

Repeated Calls: In general, any response which would be repeated over and over (such as “No Effect” or “Healed”) does not need to be repeated for every attack. It is imperative on the player making this call to ensure that players are aware of this (for example, if a new player enters an ongoing combat where the call has already been announced) or if the effect changes (for example, if a character’s ability to be healed from a specific effect disappears for some reason in the middle of a fight).



Focus

Some abilities require Focusing for a specified amount of time. You must roleplay appropriately for the ability; for example, refitting another player's armor might involve inspecting the armor and roleplaying adjusting its fit, while roleplaying Meditation might involve studying a spell book and conversing with other players about the mechanics of certain magics. During this time you may move as is reasonable for the roleplay, but no further. This means that while Ritual Casting you should stay within the Circle of Power you're casting in; similarly, while performing First Aid, you can walk around the body of your target but may not leave it. A character may not move faster than a walk during their Focus period. Please keep good sportsmanship in mind while selecting how to roleplay your Focusing. There are several ways that a character's Focus may be interrupted. These include:

- The character uses a Skill or Game Ability (other than Educated) which is not required for the ability they're Focusing on.
- The character breaks a physical requirement of the ability (such as lowering one's arms during a Sanctuary spell or moving away from a First Aid target) or moves faster than walking speed.
- The character loses the ability to use Game Abilities (for example, they are hit by a Drain spell).

Note that individual abilities may have additional requirements, while some may have exemptions to the above conditions (for example you can self-cast while under a Sanctuary).

FOCUS EXAMPLES
Skills/Abilities
Blacksmith (refitting)
Break Command
Arming/Disarming a Trap
First Aid
Healing Arts
Identifying Production
Meditate
Mental Abilities
Refitting Arcane Armor
Killing Blow
Concentration Spells
Desecrate
Fortress
Repel
Sanctuary
Storm spells
Monster Abilities
Engulf
Escape Binding
Gaseous Form
Refitting Natural Armor
Regeneration
Renew Skills
Rift

Effect Durations

All effects have specific durations. Some are instant, some last 5 minutes, some require a caster to concentrate, and so on. These durations are the same no matter what caused the effect. For instance, the duration of a *Weakness* is not dependent on whether it was caused by a spell or a gas.

The use of the word "caster" in the examples that follow includes anyone who caused the effect to come into use; for instance, a monster swinging "3 Web" would be the "caster" for purposes of the effect.

Concentration: This effect lasts as long as the caster maintains Focus. The recipient of a Concentration spell that requires physical requirements (such as arms crossed or in the air) may choose to decline the spell simply by not applying the physical requirements. All normal spell defenses must be used first.

For example: Vorin throws a Desecrate spell at Terin. Terin's Spell Shield goes off. Vorin angrily throws another one at him. This one is effective, but Terin chooses not to have it affect him simply by refusing to cross his arms over his chest as required by the spell.

In no cases can these spells be used to force an unwilling target to break another spells' physical requirements.

For example: Terin has a Repel active against Vorin. He holds his hand before him as required by the spell. Vorin throws a Desecrate at Terin, knowing he has no Spell Shield, in an attempt to disrupt the Repel. Terin merely chooses not to accept the Desecrate, and his Repel is still active.

Timed: Timed effects will end in a specific predetermined time, anywhere from five seconds to five days. If hit by two different timed effects, both will run at the same time.

For Example: Finther is hit by a Paralysis gas that will last five minutes. Two minutes later, he is hit by a Drain spell which also lasts five minutes. He is still paralyzed, but once the Paralysis wears off, he will be affected by the Drain for three more minutes.

You cannot have two of the same effect on you at the same time, so if you're hit by two identical timed effects, the most recent one will always prevail.

For example: Finther is hit with a Shun, which holds him at bay for five minutes. Four minutes into the

spell, he is hit with a second Shun. The timer begins all over again from the new caster.

Examples of Timed effects include *Circle of Power*, *Disarm*, *Hallucinate*, *Paralysis*, and *Ward*. Most spell defenses last 5 days, meaning you will generally have them run out between events you attend.

Instant: The duration of this effect is instantaneous, but its effects may be permanent. Thus, any damage is permanent until cured.

Examples of Instant effects include *Awaken*, *Doom*, *Evocation Bolt*, and *Cure Wounds*.

Line of Sight: This effect lasts as long as the caster could see the victim from wherever the caster is located. It also lasts if the victim could see the caster. Basically, if you can draw a straight line between the caster and the victim without the line being obscured by any obstacles, then the Line of Sight is still in effect. The caster or victim cannot close his or her eyes or hide behind someone else to break Line of Sight.

If the caster or victim breaks Line of Sight by imposing a very large object such as a building or large tree between the caster and the victim for longer than five seconds, the spell is broken. If the view of the character is resumed before the five seconds is up, then the spell continues.

These effects will cease immediately if the caster falls unconscious, including being affected by a *Sleep* or a *Waylay*.

Examples of Line of Sight effects include *Shackle* and *Web*.

Storm: This effect type allows the caster to throw a number of packets as described in the specific effect. Unless otherwise specified, the caster may not move their feet during this time without breaking the effect. Each packet counts as its own effect for purposes of defensive abilities. In all other ways, these effects act as Concentration duration effects.

Note that a Storm spell can be cast/activated only on oneself and grants the target the ability to throw the packets. For example, someone with an activatable *Magic Storm* could activate the spell on themselves calling "Activate Spell Magic Storm!" and choose an element (such as Flame), after which they would throw 15 packets for "10 Spell Flame!" The *Magic Storm* spell itself is never thrown to be reflected, absorbed, etc., only the individual "10 Spell Flame!" packets are thrown.

While Storm spells may not be cast on other characters or Absorbed into rituals such as *Spell Store*, individual packets may be Absorbed if they exactly mimic an existing spell. For example, a *Lesser Magic Storm* packet for "10 Spell Flame" can be Absorbed into a *Spell Store* as a 2nd level spell, since it is exactly the same as a second level *Evocation Bolt* effect. However, a *Mend Armor Storm* packet for "10 Spell Mend Armor" cannot be Absorbed, since there is no existing spell effect that this duplicates (the 2nd level *Mend Armor* spell would be "20 Spell Mend Armor," not 10).

Targets

In the Alliance world, all player characters have a spirit and a body. These can be separated in some cases, normally via powerful ritual magic. At other times you may encounter a body without a spirit; examples would be a permanently dead corpse or a guardian golem.

Most effects target a body specifically. These include everything from alchemical gasses (which will only affect living creatures in most cases) to *Web* and *Prison* spells. In every case, unless stated otherwise, you should expect that all effects target the body only and will go away when someone becomes "dead."

In addition to the above, a dead body is generally immune to any effect which doesn't explicitly target the spirit. There are some effects which will specifically work on a dead body; these include *Life*, *Create Undead*, and *Corrupt*. There are some potent formal magic effects which will also target a spirit specifically and will thus work on a live (or dead) body so long as it contains a spirit. If your character is one of the fortunate (or unfortunate) subjects of some method which separates your spirit from your body, a Formal Magic effect which targets your spirit will not affect you if it strikes your body (subject to whatever caveats are on the methods used for separation). For example, a villain who is under a *Controlled Spirit Store* ritual whose spirit vessel is safely in their lair would call "No

Effect” if their body is struck by a spirit-targeting effect like *Shatter Spirit*. However, they would still be affected by all body-targeting effects such as *Sleep* and *Shackle*.

Since a dead body can’t be targeted by most effects, if it’s being carried by someone it will count as a possession with all the corresponding results. When a *Shun* spell hits a character’s shield, they will still be affected by it; likewise they would be affected by a *Shun* spell that hits a body they are carrying. Only when an effect explicitly affects a spirit or dead body (*Life*, *Obliterate*, etc.) will a carried body take that effect.

Effect Groups

Effect groups are important because certain defenses can block any effect from its related group. For example, a *Resist Command* can block any effect from the Command group, whereas a *Resist Curse* couldn’t be used against Command effects (but would work against Curse effects).

A *Purify* will remove all harmful effects upon the target from the Alteration, Binding, Command, Curse, and Necromancy Effect Groups. It will also remove any Stun Limb effects. It does not cure damage caused by any of these effects.

A *Dispel* will remove all effects, even beneficial ones, except those in the Greater Command group and the effects *Circle of Power* and *Ward*.

Many Effect Groups contain a way to “cure” other effects from that same Group. *Antidote* removes all effects from the *Alteration* group; similarly, *Cleanse* fixes all Curses, *Release* fixes all Bindings, and *Awaken* removes all Commands. Other effects need specific fixes—for example, a *Corrupt* can only be cured via a *Life* spell, while an *Enslavement* requires the *Enslavement Antidote* effect to remove.

Alteration (Antidote, Enfeeble, Hallucinate, Intoxicate, Paranoia)

Binding (Slow, Pin, Shackle, Release, Web)

Coating (Alchemical Solvent, Liquid Light, Vorpall Coating, Oil of Slipperiness, Paste of Stickiness)

Command (Awaken, Berserk, Charm, Fear, Shun, Sleep)

Curse (Destruction, Paralysis, Silence, Weakness, Cleanse, Doom)

Eldritch Force (Banish, Circle of Power, Fortress, Lesser Investment, Light, Prison, Solidify, Subjugate, Wall of Force, Ward, Wizard Lock, Disarm, Shatter, Mend Armor, Mend Armor Storm, Repel, Stun Limb)

Evocation (Flame, Ice, Stone, Lightning, Magic, Magic Storm, Lesser Magic Storm)

Greater Command (Amnesia, Enslavement, Euphoria, Enslavement Antidote, Euphoria Antidote)

Earth (Cure Disease, Earth Blade, Healing, Life, Purify, Restore, Sanctuary, Turn Undead, Destroy Undead, Earth Storm, Lesser Earth Storm)

Necromancy (Corrupt, Chaos, Chaos Blade, Control Undead, Create Undead, Desecrate, Disease, Drain, Wither, Chaos Storm, Lesser Chaos Storm)

Protection/Enhancement (Dispel, Elemental Shield, Enhanced Blade, Endow, Weapon Shield, Poison Shield, Reflect Spell, Spell Shield)

Other (Body, Explosive, Massive, Mechanical, Normal, Silver)

Game Room

Some effects target a Game Room. This simply refers to any area that has been defined as a single “room” or “area.” For example, a sleeping cabin or tent is generally a Game Room. Similarly, if you’re using a small clearing on a path to represent a cave during an adventure, the Marshal running the module might say that the clearing counts as a Game Room. It’s also possible for larger areas to be defined as a multiple of several Game Rooms. For example, a tavern might be defined as 3 Game Rooms. A good guideline is that an enclosed area up to about 20' x 20' should probably count as one Game Room, although this is a guideline only and what actually counts will depend on the site being used. If you have any questions, ask a Marshal whether an area counts as one or more Game Rooms.

This comes into play when casting spells like *Ward* or *Wizard Lock* that protect a single structure or room, or when using *Area Traps* that will affect everyone inside a Game Room. If an area is defined as larger than one Game Room—like the tavern example above that counts as 3 Game Rooms’ worth of size—it will require more traps to trap or more *Wards* to *Ward*.

Effects Chart

The following charts show all of the effects, organized by group, along with the incant (if the effect is a spell), whether it is Celestial (C) or Earth (E), can be made into alchemy (A) or a trap (T). Next is the spell level, what can be made from the effect, its duration, and what can remove it.

EFFECTS AND REMOVALS						
Effect	Incant	Type	Spell	Production	Duration	Removed by
ALTERATION						
Intoxicate		A		Elixir	5 Minutes	Antidote, Purify, Dispel
Hallucinate		A		Contact, Elixir, Globe	5 Minutes	Antidote, Purify, Dispel
Paranoia		A		Contact, Elixir, Globe	5 Minutes	Antidote, Purify, Dispel
Enfeeble		A		Contact, Elixir, Globe	5 Minutes	Antidote, Purify, Dispel
Antidote		A		Elixir	Instant	N/A
BINDING: With Binding Force I ...						
Slow	Slow you	C/E/T	1	Scroll, Globe	5 Minutes	Release, Purify, Dispel
Pin	Pin you	C/E	2	Scroll	Line of Sight	Release, Purify, Dispel
Shackle	Shackle you	C/E	3	Scroll	Line of Sight	Release, Purify, Dispel
Web	Web you	C/E	7	Scroll	Line of Sight	Release, Purify, Dispel
Release	I Release you from Bindings	C/E	5	Potion, Scroll	Instant	N/A
COMMAND: I Command you to ...						
Shun	Shun me	C/E	4	Scroll	5 Minutes	Awaken, Purify, Dispel, Break Command
Sleep	Sleep	C/E/A	6	Potion, Scroll, Contact, Elixir, Globe	5 Minutes	Awaken, Purify, Dispel, Break Command
Charm	be Charmed	C/E/A	7	Potion, Scroll, Contact, Elixir, Globe	10 Minutes	Awaken, Purify, Dispel, Break Command
Awaken	I Awaken you from Commands	C/E	4	Potion, Scroll	Instant	N/A
Fear		N/A			Line of Sight	Awaken, Purify, Dispel, Break Command
Berserk		A		Contact, Elixir, Globe	5 Minutes	Awaken, Purify, Dispel, Break Command
CURSE: I Curse you with ...						
Weakness	Weakness	E/A	3	Potion, Contact, Elixir, Globe	5 Minutes	Cleanse, Purify, Dispel
Silence	Silence	E/T	5	Potion, Globe	5 Minutes	Cleanse, Purify, Dispel
Destruction	Destruction	E	7	Potion	5 Minutes	Cleanse, Purify, Dispel
Paralysis	Paralysis	E/A	8	Potion, Contact, Elixir, Globe	5 Minutes	Cleanse, Purify, Dispel
Doom	Doom	E	9		Instant	Life
Cleanse	I Cleanse you from Curses	E/A	4	Potion, Elixir	Instant	N/A
ELDRITCH FORCE: With Eldritch Force I ...						
Disarm	Disarm your <item>	C/E	1	Scroll	5 Seconds	N/A
Fortress	build a Fortress	C	1		10 Minutes	Dispel, Body Damage
Lesser Investment	build a Lesser Investment	C	1	Scroll	Instant	N/A
Light	build a Light	C	1	Scroll	5 Days	Dispel
Mend Armor	Mend 20 Armor	C	2		Instant	N/A
Repel	Repel you	C/E	2	Scroll	Concentration	Dispel
Shatter	Shatter your <item>	C/E/T	3	Scroll	Instant	N/A
Solidify	Solidify you	C	3		5 Seconds	N/A
Wall of Force	build a Wall of Force	C	3	Scroll	10 Minutes	Dispel
Banish	Banish you	C	4		Instant	N/A
Subjugate	Subjugate you	C	5		10 Minutes	Dispel
Mend Armor Storm	build a Mend Armor Storm	C	6		Storm	Dispel
Wizard Lock	build a Wizard Lock	C	6	Scroll	5 Days	Dispel
Stun Limb	Stun your <limb>	C	7		5 Minutes	Purify, Dispel
Circle of Power	build a Circle of Power	C/E	9		1 Hours	N/A
Prison	Prison you	C	9		10 Minutes	Dispel
Ward	build a Ward	C	9		5 Days	N/A

EFFECTS AND REMOVALS						
Effect	Incant	Type	Spell	Production	Duration	Removed by
EVOCATION: I Evoke a ...						
Evocation Bolt	<Number> <Element> Bolt	C	1-9	Scroll	Instant	N/A
Lesser Magic Storm	Lesser Magic Storm	C	5		Storm	Dispel
Magic Storm	Magic Storm	C	9		Storm	Dispel
EARTH: I call upon Earth to ...						
Cure Wounds	grant <Number> Healing	E	1-9	Potion	Instant	N/A
Turn Undead	Turn Undead	E	1		5 Minutes	Dispel, Drain
Sanctuary	grant you Sanctuary	E	3		10 Minutes	Dispel, Body Damage
Cure Disease	Cure Disease	E	4	Potion	Instant / 5 Minutes	Disease
Lesser Earth Storm	grant a Lesser Earth Storm	E	5		Storm	Dispel
Earth Blade	grant an Earth Blade	E	6		10 Minutes	Dispel
Restore	Restore you	E	6	Potion	Instant / 5 Minutes	Wither
Destroy Undead	Destroy Undead	E	7		Instant	N/A
Purify	Purify you	E	8	Potion	Instant / 5 Minutes	Drain
Earth Storm	grant an Earth Storm	E	9		Storm	Dispel
Life	grant you Life	E	9		Instant	N/A
GREATER COMMAND						
Amnesia		A		Elixir	Instant	Purify or Dispel within 10 minutes
Enslavement		N/A			Permanent	Enslavement Antidote
Euphoria		N/A			Permanent	Euphoria Antidote
Enslavement Antidote		A		Elixir	Instant	N/A
Euphoria Antidote		A		Elixir	Instant	N/A
NECROMANCY: With Necromancy I ...						
Cause Wounds	create <Number> Chaos	E	1-9	Potion	Instant	N/A
Control Undead	Control Undead	E	1		10 Minutes	Dispel
Desecrate	Desecrate you	E	3		10 Minutes	Dispel, Body Damage
Disease	Disease you	E	4	Potion	5 Minutes	Purify, Dispel, Cure Disease
Lesser Chaos Storm	create a Lesser Chaos Storm	E	5		Storm	Dispel
Chaos Blade	create a Chaos Blade	E	6		10 Minutes	Dispel
Wither	Wither you	E	6	Potion	5 Minutes	Purify, Dispel, Restore
Create Undead	Create Undead	E	7		10 Minutes	Life
Drain	Drain you	E	8	Potion	5 Minutes	Purify, Dispel
Chaos Storm	create a Chaos Storm	E	9		Storm	Dispel
Corrupt	Corrupt you	E	9		10 Minutes	Life
PROTECTION/ENHANCEMENT: I Protect you with ...						
Endow	an Endow	E	1	Potion	5 Days	Dispel
Weapon Shield	a Weapon Shield	C/E	2	Potion, Scroll	5 Days	Dispel
Enhanced Blade	an Enhanced Blade	C	4		10 Minutes	Dispel
Poison Shield	a Poison Shield	E/A	4	Potion, Elixir	5 Days	Dispel
Spell Shield	a Spell Shield	C/E	5	Potion, Scroll	5 Days	Dispel
Elemental Shield	an Elemental Shield	C/E	6	Potion, Scroll	5 Days	Dispel
Dispel	a Dispel	C	8	Scroll	Instant	N/A
Reflect Spell	a Reflect Spell	C/E	8	Potion, Scroll	5 Days	Dispel



Magic

Spell Packets

Whether a spell is cast as a powerful bolts of arcane energy or a burst of healing rays, magics in Alliance are represented by “spell packets.” In essence these are small beanbags used to safely target other players with various effects.

Spell packets are constructed with bird seed and fabric. The bird seed should be a small round variety, with no large sunflower seeds or other heavy or sharp items that could hurt.

Do not use replacements! Rice, for instance, can get wet and turn into a hardened ball. If you are caught using something other than bird seed, you will have your packets confiscated and will lose your spells for the rest of the day.

The birdseed is placed in the center of the fabric, and the fabric is gathered around it and held together with tape or a rubber band or sewn shut. If there is a “tail,” it must not have sharp tape extending past the end of the tail, and no metal or plastic tie wraps may be used.

Packets should be loosely packed—tight balls of birdseed can hurt! You should never use so much material that the resulting packet cannot fit into a 35mm film canister (remember those?). Packets that are larger than that will be confiscated by a marshal. Generally speaking, a 7 to 8 inch square with a tablespoon or so of birdseed will make a properly sized packet.

Spell packets may be of any color except orange or blue—orange packets are used to represent alchemical and trap globes while blue packets are used for weapon attacks such as arrows and bolts.

You may want to personalize your spell packets in some way by using a distinctive cloth or writing on the packets. This is a good way to make sure you can get your packets back after a battle without arguing with other spellcasters about whose packets are whose.

Spell packets are visible in-game as an opaque colored aura of energy only when held in the hand. In-game they are visible but they do not produce any light. They are not in-game items and cannot be stolen, disarmed or removed.



Example: Finther is walking down the road when he sees Darlissa the healer coming towards him. He notices that she has a handful of spell packets. In-game, he sees magic energy floating around her fingertips and knows that she has “called up” the powers within her to be ready to cast at a moment’s notice if needed. “Hey, stop that!” says Finther. Darlissa frowns but puts the packets back in her pocket. In-game, Finther has seen her turn off the magic energy. She can still reach into her pocket and pull them out, but the extra time it will take her represents the channeling of energy needed to cast the spell.

Example: A foul and evil liche has captured our heroes and has placed them in a cell. He sees Belthivis, the party's mage, with magic energy floating around his fingers. "If you don't call back that energy," says the liche, "I will kill my captive." Belthivis grudgingly pulls the energy back (by putting the packets back in his pocket.) The liche cannot take the packets away from the mage as they are not in-game.

You can not carry more spell packets in your hand than you can actually use at that moment (although you can have plenty of extra packets in your pouches or pockets). In other words, you cannot have a "cauliflower hand" with forty-two spell packets between your fingers if you only have the ability to cast three spells at that time (including magic items or scrolls at the ready).

Casting Spells

To cast a spell, the caster must have a spell packet in hand. The hand and arm with the spell packet in it must be "free." Hands that are holding something else, are broken, or are tied or bound either physically or with a binding spell are not "free."

The caster must then correctly recite the spell incant, a short phrase associated with the spell. Each spell's incant includes the appropriate damage amount (if applicable), the effect group, and the spell name. This must be spoken loud enough to be heard by the intended target. Within two seconds after finishing the verbal, the caster must then throw the packet, trying to hit the target or the target's direct possessions, including cloaks, shields, weapons, pouches, or a carried object.

You must finish the verbal completely before throwing the packet, otherwise the spell is blown. This goes for any thrown packet whether it's representing a monster's innate ability or an incanted spell.

The spell incant is spoken in plain English. In-game, these words are understood by anyone, but have a magical effect associated with them that makes them different from normal speech. Even though you can speak the language, you cannot fake a spell incantation or otherwise bluff the casting of a spell. You also cannot start the incantation to a spell you do not have memorized.

Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. Any time you start an incant and do not finish it, or make a mistake when speaking the incant, the spell is lost. It can be Meditated back, however (see the "Skill System" section for details). Similarly, if a spell packet is thrown at a target and misses, the caster may Meditate the spell back. Note that a spell which triggered a defense (even those such as *Dodge* which represents the spell missing in game) may not be Meditated back.

A spellcaster can continue casting spells even while being hit and taking damage. That's why it is often a wise idea in any battle to take out or *Silence* the spellcasters first!



Spell Defenses

There are a few spells and effects that will protect the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until “activated” by the effect they are meant to prevent.

The Spell Defenses are *Elemental Shield*, *Weapon Shield*, *Poison Shield*, *Reflect Spell*, and *Spell Shield*. In-game, you are always aware of what Spell Defenses are active on you.

Once a Spell Defense is active, then it will block the next applicable incoming effect, regardless of whether or not you would have been affected by it. It will then be used up. *For example, Terin is hit by a Control Undead spell. Not being an undead, it would have no effect upon him. However, it will still use up his Spell Shield.*

If a Spell Defense activates while the victim is sleeping normally (*not* from a *Sleep* effect), the victim will wake and be aware that the Spell Defense is gone. Spell Defenses will still trigger while a character is unconscious or bleeding out.

All Spell Defenses must be called correctly (for example “*Reflect Spell*” or “*Weapon Shield*”) to be effective; these defenses must be called within two seconds of triggering or they will be lost with no effect.

If you forget you have a valid spell defense and then later realize that you did, it is still used up. This is to prevent cheaters from conveniently “forgetting” to use their Spell Defenses except when they really need them.

Touch-Casting

To touch-cast, hold a packet and place it against the target you wish to affect. Touch-casting thus avoids the chance of missing your target.

The recipient of a touch-cast spell may choose to “accept” the spell, thus letting it past their Spell Defenses such as *Spell Shield* or *Reflect Spell*. Thrown spells cannot be “accepted” in this way.

The recipient must be conscious to accept a spell. An unconscious person’s Spell Defenses will always go off.

Example: Terin falls in battle and drops to -1, but since he was not hit by any spells, he still has an active Spell Shield. Darlissa runs over, touches him, and casts a Cure Wounds upon him. Because he is unconscious, he cannot consciously “accept” this spell. He calls “Spell Shield” sadly; his Spell Shield is now used up and he remains unhealed.

The decision to accept a spell through touch-casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a touch-cast spell can always refuse the spell by saying “refused.” This will use up the spell, but have no effect whatsoever on the recipient.

Example: Terin is Webbed by his arch enemy Vorin. Vorin laughs and approaches and touches Terin with a packet and says snottily “I Curse you with Doom!” Since this was touch-cast, Terin can accept this spell or refuse it. He wisely chooses to refuse the spell.

You may not touch-cast if both of your hands are bound in any way, either physically or through binding effects such as *Paralysis*, *Prison*, *Shackle*, or *Web*. You are allowed to touch-cast when your feet are bound, since you have at least one hand free enough to perform the casting. This includes touch-casting on yourself.

Example, Belthivis is hit with a Shackle spell which forces his arms to his sides. He has a Release spell in memory but he cannot cast it (or even touch-cast it) so he’s just plain stuck. If he had been hit by a Pin spell targeting his legs, he would still be able to cast.

Touch-casting can only be used for an incanted spell, a magic item, or for skills with the “Spell,” “Elemental,” or “Arcane” qualifiers. It cannot be used with Alchemy or Trap Globes or a “Poison” qualifier effect.

Spell Rules

The spellcaster is not immune to his or her own spells. A spell that is Returned (for example via a *Bane* or *Reflect Spell*) will affect the caster. Nor can a caster automatically dispel or deactivate their own spells, unless specifically noted in a spell’s description. For instance, a mage can drop his or her *Prison* or *Circle of Power*.

Example: Darlissa casts a Web spell at Vax the goblin. She then questions him while he is webbed. She



cannot at the end of her questioning say “I hereby cancel the spell.” She must cast a *Dispel*, *Purify*, or *Release* spell or must leave the area as required by the spell.

Spell Defenses do not carry over from adventure to adventure. Since defensive spells last only five days, a character who has such a spell active at the end of an adventure weekend will not have that spell at the beginning of the next event.

Many effects are visible to those observing them. *Shackle*, *Web*, *Paralysis*, and *Prison* are all visible while they are in effect to any viewer who takes the time to observe them. This means you have to ask the person who is standing there things like “Are you paralyzed?” This is an out-of-game question and answer, so both parties can ask and answer this even if affected by *Silence*. You cannot ask “What do I see?” You must ask if you observe each individual effect until you get the right one or are stumped.

Note that *Shackle* and *Web* do not affect the head, so the affected person can yell out things in-game like “Help! I am webbed!” However, if you are affected by *Paralysis* or *Prison*, you cannot speak at

all in-game and cannot “volunteer” to people nearby that you may be under the effects of a *Paralysis* or a *Prison*. They must notice you standing still and then ask you out-of-game.

In addition, the spells *Wall of Force*, *Wizard Lock*, *Ward*, and *Circle of Power* are also visible, provided that the physical representation can be seen and the viewer takes the time to observe them.

You cannot call a *Hold* to determine whether any visible effects are present on someone.

The amount of time it takes to ask if your character sees the effect is the amount of time it took your character to notice the effect.

Example: Finther sees Rendal standing perfectly still. He runs up to him and examines him, represented by asking him out-of-game questions such as “Are you prisoned?” and “Are you paralyzed?” Rendal may answer out-of-game yes or no. He can not stand there and say something like “I am paralyzed!” over and over again to let people know, because the effect that is on him must be observed by others and cannot be brought to their attention by his words.

This applies only to the effects listed here. You will not see any effects from someone who is *Charmed*, for instance.

Spell Defenses can be seen in-game as a visible and audible effect when they are used.

In-game, it is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying “*Reflect Spell*” or “*Spell Shield*,” for example, thus informing all observers that the spell was unsuccessful.

Spell Books

Alliance spells are recorded in *spell books*, tomes of magic that enable a spellcaster to memorize their spells and prepare for battle. When preparing your spell slots at the start of a Logistics period, you must bring a spell book with the applicable spells to demonstrate that your character has access to the spells they are trying to memorize. In-game, this represents your character focusing on filling their head with magical knowledge to prepare for the day ahead.

If you do not have a spell book with you when you study for your new spells at the start of the game day, then you will have to borrow someone else's or find another in-game source (such as an applicable Guild) for the use of theirs. Be prepared to pay game money for the use of the book.

Any number of people can memorize from the same book at Logistics, but if a spellcaster wants to Meditate back a missed or flubbed spell they will want their own book with them. Some guilds allow their members free use of the guild's book for studying, but guild membership and guild policy are handled in-game.

Out of game, a spell book consists of a tag from Logistics that lists every spell of a specific aspect. Any spells not inscribed into that spell book will be crossed off from the tag. This card must be kept with a real spell book physical representation.

Spell books must be bound; a sheet of paper is not sufficient. You must provide your own spell book phys rep. Multiple tags can be included in the same spell book physrep (such as both an Earth and a Celestial spell book, or an Alchemy recipe book as well).

Someone who steals a spell book may keep the tag but bring the book to Logistics for return to the player (unless otherwise stated by the player on the same page as the tag). The out-of-game book is personal property. You cannot make your spell book unstealable by writing it in a different language or in code; the tag can be taken and placed in a new book easily enough.

Spells may be copied from one book to another (and thus added to the new book's tag). The inks used in the writing of a spell book will cost approximately two coppers per level of the spell that you are copying. This may vary based on your local campaign's economy. You cannot get your spell(s) authorized until you pay the requisite game money. You must have the original from which you are going to make the copy as well as the book into which you want the spell copied.

The magical ink is not school specific. For example, ink bought in the Celestial Mages' Guild can be used to scribe healing spells.

You cannot cast spells directly from your spell book, nor may you copy scrolls into your spell book. Spell books and scrolls are two independent ways to record spells. A spell book allows someone to memorize a spell for casting at a time of the reader's choosing. A scroll allows the reader to immediately cast the spell written on it if they choose to do so.

Reversible Spells

Many Earth magic spells are reversible (for example, *Destroy Undead* and *Create Undead*). These spells do not have to be learned or "memorized" separately. In fact, there is no way to separate the two spells. If you know the spell *Cure Wounds*, you automatically also know *Cause Wounds*. You cannot "forget" how to cast necromantic spells or otherwise honestly claim to only know one side of a reversible spell.

You can decide at the moment of casting which spell effect you will use (with the proper incantation, of course).

The reverse of many healing spells are necromantic, identifiable by the word "Necromancy" in their incant. Be aware that in-game laws exist against necromancy; if you are discovered casting necromantic spells such as *Create Undead*, you'd better be ready to face the serious in-game consequences if caught (the penalty for casting necromancy is almost always at least one character death).

This works a little differently for Magic Items and Potions. If a reversible spell is put into a Ritual such as Enchant or Spell Store, it may only be brought back out in the same way it was put in. Similarly, once created, a Potion only holds one "side" of a reversible spell.

Channeling

Some mages learn to focus and direct raw Elemental energies. This form of magic, called *Channeling*, works differently from the more elegant spells that most people associate with spellcasters. Instead, Channelers use objects of power called “Sources” to focus and amplify the streams of energy inherent in the natural world around them.

To support everything from glowing orbs to magical wands, Channeling Sources can come in a variety of shapes and sizes. Every Source must fit within at least one of the following formats:

At least 1 inch in each dimension (for example, an Orb of Power or the skull of an ancient Lich)

9 to 16 inches long, at least 1/4" inch thick (for example, a wand of lightning-struck oak)

Thinner items must be at least 6 square inches in area (for example, a pendant inscribed with runes of power)

In all cases, the physrep must be ruled safe to carry in combat by a Marshal. A long glass rod is unlikely to pass, for example, as it risks shattering and hurting people if it's accidentally hit by a weapon.

A Source must be purchased at Logistics for 2 silvers. This requires no special production skill, but only characters with the *Channeling* skill may craft a Source in this way. Sources can be enchanted, but can never be an item with another in-game tag; for example, a sword or shield may not be made into a Source. Note that there *is* a High Magic ability that allows a Staff to be used as a Source.

When created, a Source is tied to a single type of energy—Flame, Ice, Lightning, Stone, Healing, or Chaos. Without Ritual magic, a single Source may only ever channel a single type of energy. Many casters carry multiple Sources to switch between as the need arises. A Celestially-aligned Source (evoking Flame, Ice, Lightning, or Stone) is referred to as a “Wand,” while an Earth-aligned Source (channeling Healing or Chaos) is referred to as a “Relic.”

A character with *Channeling* gains 25 points in their Channeling Pool for each rank of *Channeling* they have learned. Each Aspect of *Channeling* goes into its own pool; these pools may not be combined in any way. When using their pool, a Channeler may produce bursts of power as “X Elemental <Type>,” where the type is determined by the Source they are currently using. These bursts are produced in 5 point increments; a Channeler's maximum burst size is 10, and can be increased by purchasing the *Improved Channeling* skill.

Example: Belthivis' primary school of magic is Celestial. He's purchased Channeling two times, and Channeling (Secondary) once. This gives him 50 points of Celestial Channeling and 25 points of Earth Channeling. With his Stone Source, he can produce ten bursts of “5 Elemental Stone!” or 5 bursts of “10 Elemental Stone!” or some combination of the two. Once he's used that up, though, he can't use his Earth Channeling Pool to produce more bursts of Stone from the Stone Source.

To use one's Channeling Pool, a character must hold their Source in one hand, say the appropriate verbal (like “5 Elemental Stone!”), touch a spell packet to the Source, and then throw or touchcast the packet. Sources act like two-handed weapons in that no other in-game item may be wielded at the same time. Sources can never be used for blocking or swinging as a weapon.



Example: Ena normally wields a short sword for self-defense. When she pulls out her Source and uses her Channeling Pool through it, she tucks the short sword under one arm—which means she's longer wielding it properly, and will take damage if the weapon is struck while under her arm. She could alternately drop the sword or sheathe it, but either one takes longer to pull back out if she gets attacked.

Magic Items

Using the Formal Magic system, characters can create magic items which contain spells. You might also find these as treasure. These magic items may have a specific spell active within them which you can activate as if you had cast the spell yourself, even if you are not a caster.

Each Magic Item is made up of one or more Ritual Batches. Each Batch has a set duration and combination of Rituals. Individual Rituals fall into three types: *Permanent*, meaning that they are always in effect; *Times Ever*, meaning that they can only be used a certain number of times before their magics permanently burn out; or *Logistics Periods*, meaning that their magic will slowly fade over a certain amount of time. For items with a duration of a certain number of Logistics Periods, at the start of each event the item is brought to, one Logistics Period will be marked off for each Logistics Period of the event.

All items created through the ritual system that have a Permanent or Logistics Period duration are considered to be indestructible. These items cannot be destroyed using normal means like *Shatter* or physically breaking them. Keep in mind that items which only have “Times Ever” or Spellcrafted Rituals are not made indestructible in this way.

This in no way implies that ritually summoned or created creatures cannot be killed. Magically created Constructs and summoned creatures will still follow all effects listed on their monster card; for example, golems will still take damage from *Shatter*. Effects listed on the magic item tag (or in the case of transforms, summons, and created creatures, the monster card) may alter this effect.

In order to use a magic item which duplicates a spell (such as *Enchant* or *Spell Store*), you must say “Activate <spell verbal, including amount and effect>” and then throw a packet (or touch-cast), following all other rules concerning spellcasting.

If you have the ability to cast the spell contained in the magic item on your own, you merely have to say “Activate <amount if applicable> Spell <effect>” without the rest of the spell verbal included. This is true even if the magic item was not made with your particular school of magic.

Example: Belthivis finds a magic item which contains the spell Shun. As a celestial caster, he has the ability to cast 4th level celestial spells, so when he uses the item, he says “Activate Spell Shun” and throws a packet. He can do so even if he does not have that particular spell in his spell book.

Later, he finds an item that contains a Purify spell. He does not have the skill to cast 8th level earth spells, so when he uses that item, he has to say “Activate I call upon Earth to Purify you.”

Finally, he finds an earth item which contains the spell Weapon Shield. He cannot cast any earth spells, but he has the ability to cast 2nd level celestial spells, and Weapon Shield is a spell that is available at that level for both earth and celestial casters. When he uses this item, he merely has to say “Activate Spell Weapon Shield.”

Magic items in your possession can be used when bound or otherwise incapacitated so long as you are able to speak. Obviously, they cannot be used when *Silenced*, gagged, or otherwise unable to speak (such as when under the effects of a *Prison* or *Paralysis*).

Under normal circumstances, you must be the only conscious person having sole clear possession of an item to activate its abilities. The item need not be in a hand to activate; it may be in a pouch or other container, so long as it is clearly possessed by a single individual with the ability to activate the item.

It is also possible to activate a magic item that is in another person's possession, so long as all rules for safety are abided by (i.e., you may not tackle or grab someone that you are currently or about to be in combat with and activate their items, but if your friend Bob is dead, and you know he is in possession of a *Life* item, you can activate the *Life* while carrying him away). You should make it clear to the player out-of-game that you are activating their magic items rather than your own.

Level	Celestial	Earth
1	Disarm	Cure Wounds / <i>Cause Wounds 5</i>
	Evocation Bolt 5	Disarm
	Fortress	Endow
	Lesser Investment	Turn Undead / <i>Control Undead</i>
	Light Slow	Slow
2	Evocation Bolt 10	Cure Wounds / <i>Cause Wounds 10</i>
	Mend Armor	Pin
	Pin	Repel
	Repel	Weapon Shield
	Weapon Shield	
3	Evocation Bolt 15	Cure Wounds / <i>Cause Wounds 15</i>
	Shackle	Sanctuary / <i>Desecrate</i>
	Shatter	Shackle
	Solidify	Shatter
	Wall of Force	Weakness
4	Awaken	Awaken
	Banish	Cleanse
	Enhanced Blade	Cure Disease / <i>Disease</i>
	Evocation Bolt 20	Cure Wounds / <i>Cause Wounds 20</i>
	Shun	Poison Shield Shun
5	Evocation Bolt 25	Cure Wounds / <i>Cause Wounds 25</i>
	Lesser Magic Storm	Lesser Earth Storm / <i>Lesser Chaos Storm</i>
	Release	Release
	Spell Shield	Silence
	Subjugate	Spell Shield
6	Elemental Bolt 30	Cure Wounds / <i>Cause Wounds 30</i>
	Elemental Shield	Earth Blade / <i>Chaos Blade</i>
	Mend Armor Storm	Elemental Shield
	Sleep	Restore / <i>Wither</i>
	Wizard Lock	Sleep
7	Charm	Charm
	Evocation Bolt 35	Cure Wounds / <i>Cause Wounds 35</i>
	Stun Limb	Destroy Undead / <i>Create Undead</i>
	Web	Destruction / Remove Destruction Web
8	Dispel	Cure Wounds / <i>Cause Wounds 40</i>
	Evocation Bolt 40	Paralysis
	Reflect Spell	Purify / <i>Drain</i>
		Reflect Spell
9	Circle of Power	Circle of Power
	Evocation Bolt 45	Cure Wounds / <i>Cause Wounds 45</i>
	Magic Storm	Doom
	Prison	Earth Storm / <i>Chaos Storm</i>
	Ward	Life / <i>Corrupt</i>

Alchemy

Creating Alchemy

Characters with the *Alchemy* skill can use and create alchemical substances. *Alchemy* is a Production Skill (see the “Production Skills” section for details). In order to make an Alchemical substance, you must have a recipe book and the specific recipe for that substance. Recipes must be in a book similar to the type of book used by spellcasters and must abide by the same rules.

This book is an in-game item and can be stolen. If you lose your book, you lose all the formulas within. You will have to find someone with the recipes and recopy them into your book again before you can create any new alchemical substances. Note that unlike spell books, you do not have to pay game money to use a special ink to write the recipes into the book, although the person from whom you get the recipes may demand payment in-game.

Recipes are not specific to the form of the alchemy. In other words, if you learn the recipe for *Weakness* you can then make a *Weakness* gas, elixir, or coating.

It is impossible to determine the recipe for an alchemical substance by studying the substance. You cannot, for instance, alchemize a *Paralysis* elixir and determine the recipe.

It should also be noted that there are some alchemical substances which can never be made by characters. For instance, your character will never find a recipe book containing *Enslavement* or *Euphoria*. It is possible, however, to find unusual gas globes or elixirs which although they cannot be made by characters can still be used.

Example: Finther kills an alchemist and discovers a potion phys rep with a tag for a Euphoria contact gel and a Doom gas tag. These tags are all signed by a marshal and are labeled as “LCO” (Local Chapter Only). Finther can use these but cannot make new ones.

Alchemy Rules

Anyone can drink an elixir or feed one to someone else. The *Herbal Lore* skill allows you to apply contact gels (to surfaces or weapons as appropriate). Three levels of the *Alchemy* skill allows you to use Alchemy Globes.

Alchemical substances that affect metabolism (anything delivered with the Poison qualifier) will have no effect on certain creatures such as Undead or Constructs.

Many substances can be reversed by a specific antidote if taken after exposure to the substance.

The spell defensive *Poison Shield* will not stop ingested substances from taking effect, but will stop all other attacks with with the *Poison* qualifier such as Alchemy Globes. The racial skill *Resist Poison* may be used on any effect with the *Poison* qualifier no matter how it is are delivered, and is one of the only ways to stop an ingested toxin.

Note that contact gels which do not affect the metabolism (e.g. do not use the *Poison* qualifier) are not stopped by a *Poison Shield* and can only be removed by an appropriate cure—in some cases an *Alchemical Solvent*, in others a *Purify* or a *Dispel*.

You cannot have more than one active contact gel on your weapon or any other item at any one time, and only the most recently applied will be effective.

Alchemy Types

Contact gels: These substances will affect a target as soon as they touch or are touched by them. There are two ways to use contact gels: either through application on a stable surface (such as a table or a doorknob), or by applying them to a weapon so that they can be used offensively in combat.

When applied to a stable surface, the Alchemy tag must be applied to the item.

Contact gels will last until used. Once touched and thus activated, the effect will last for the normal duration for that type of effect. A *Sleep* contact gel, for instance, would affect a target for five minutes once touched.

The tag must be prominently placed in such a way that a person inspecting the item could see it and know that there was something on the item (though it does not need to be visible without close inspection). If the person

applying the substance comes in contact with it, he or she will be affected by the substance.

Example: Finther sees two locked boxes in front of him. The first one has a prominent Oil of Slipperiness tag placed upon it. This tag represents the contact poison on the box. Since Finther has Herbal Lore, he can inspect this gel tag for a minute and tell that it is an Oil of Slipperiness. He doesn't see a tag on the second box so he picks it up and then feels the tag. Oops! He looks closer at the box and sees, taped to the back, a Paste of Stickiness tag. He immediately realizes that his hands are stuck to the box for five minutes.

When a contact gel is instead applied to a weapon, the tag is simply attached to the weapon via tape or some other temporary measure. Used in this way, the coating will remain active on the weapon until it strikes a valid target - a blow which is blocked by a sword or shield, or misses entirely, will not disable the coating so long as the coating's effect is called with each swing. If the weapon is destroyed in some way, the coating is also destroyed. No more than one coating may be applied to any weapon at any single time, and a new tag must be applied every time a new coating is applied even if it is of the same type as one which was just used. If you do not call the coating in your verbal, then the coating is used up.

A coated weapon can be swung normally by anyone with the appropriate weapon skill. Its damage does not change, but instead of being called as whatever the standard carrier and effect of the weapon would be, it changes to "X Poison <Effect>". The only exception to this is the Vorpall coating, which does not affect anything about the weapon swing except its amount of damage

To place a weapon coating on an arrow or bolt, you must rip the "unused" flag off the tag and then attach the tag to your skill ring next to your arrow or bolt tags. This represents that some of your arrows or bolts have been covered with the weapon coating. Once a missile has been so coated, it can be used at any time. Each coating will cover two missiles.

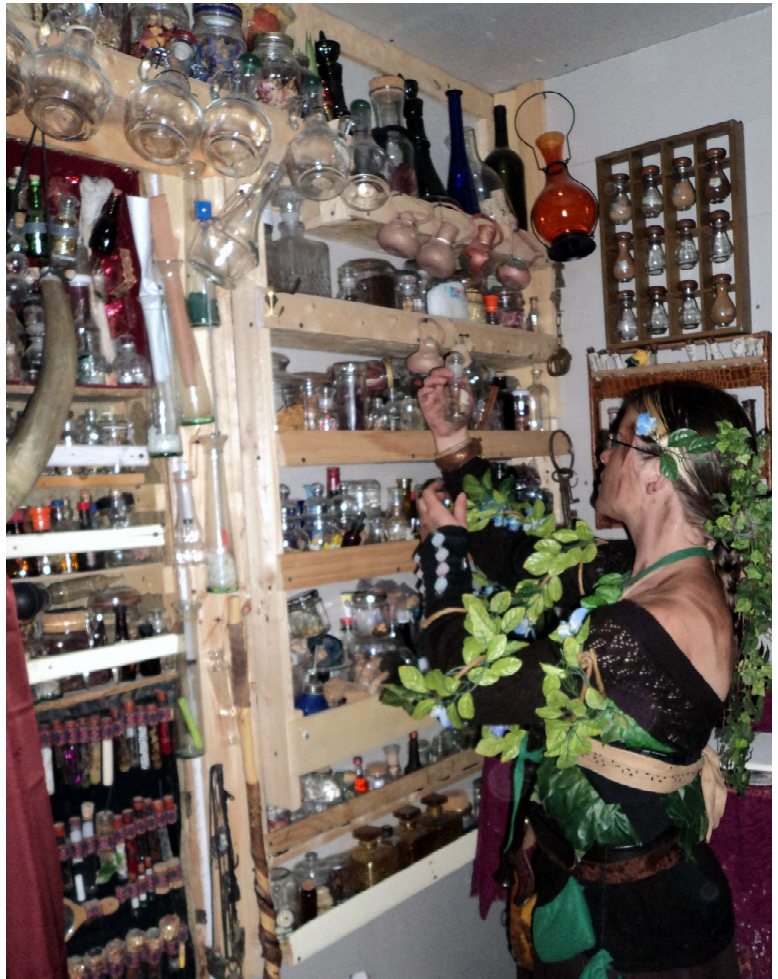
A character who owns an *Alchemy* workshop can place weapon coatings on arrows/bolts at the rate of four arrows/bolts per weapon coating. This must be done at Logistics or a Crafting station but does not cost any Production Points. The marshal will initial the Alchemy coating tag and staple it onto a tag of four arrows/bolts (or more if multiple coatings are used at once), ripping the "unused" flag from the Alchemy tag(s). If your missiles or quivers are stolen, shattered, or lost, the tags for the coated missiles must be turned over first.

Coatings applied to weapons will go inert over time. After a coating has been applied to a weapon, it will expire if not used by the end of the event.

As with any Physical delivery attack that uses a special carrier, the specific Poison effect will only affect the target if it does body damage to the target. Any valid defenses against any part of the swing will negate the entire attack—for example, a *Resist Poison*, a *Parry*, or a *Poison Shield* would all stop a coated weapon swing from affecting the target.

Once a coated weapon lands a valid swing against an enemy, the coating tag should be removed at the earliest opportunity (though this should not interrupt combat or force a Hold to be called).

Example: Finther, who has Herbal Lore, applies a Weakness contact gel to his dagger by taping the tag



to the weapon and ripping off the “unused” flag. He runs into battle with his short sword in his right hand and his dagger in his left. He strikes at his arch enemy Vorin with his short sword until he is certain that he has gotten past Vorin’s armor and then strikes with his dagger, saying “I Weakness Poison.” Unfortunately for Finther, Vorin responds with “Poison Shield!”, so the poison has no effect and Vorin will take no damage from that blow.

The minimal time needed to apply a contact gel (whether on a stable surface or a weapon) is the actual time to tape the tag onto the item, but never less than three seconds. In both cases, the “unused” flag of the tag must be removed as the tag is attached. Applying any contact gel requires the *Herbal Lore* skill, even when done in an *Alchemy* workshop to bolts or arrows.

Elixirs: Elixirs can be administered or consumed by anyone; no skill in *Alchemy* or *Herbal Lore* is required. These are delivered in all ways like Potions. Note that any creature which is immune to *Poison* will be immune to any Elixir, as these are delivered with the *Poison* qualifier.

Elixirs can be mixed into food or drink to poison one's foes. Anyone with *Herbal Lore* may apply a single Elixir to a container by spending at least 3 seconds roleplaying this action. Once applied, the pertinent tag must be attached to the food or drink container which has been poisoned and will stay until either (a) the poisoned item is first ingested, in which case the person imbibing the poisoned item will be affected by the elixir and the tag then removed; or (b) the first piece of poisoned food or drink is transferred from that container, in which case the tag should be moved with the poisoned food, leaving the rest of the container clean.

Globes: Alchemy Globes are delivered by an orange packet. Unlike a spell packet, globe containers are in-game. All globe packets work on a single target only, indoors or outdoors. Any globe which uses the *Poison* qualifier will only affect creatures with a metabolism.

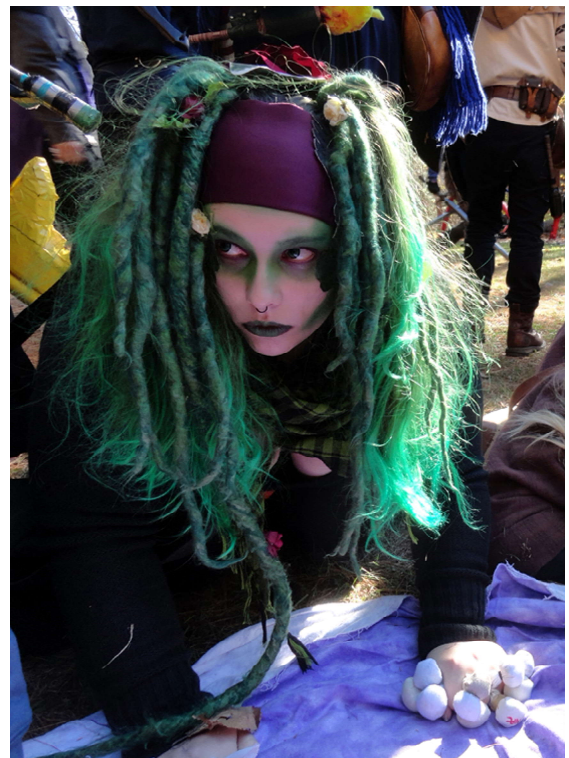
Before throwing the packet, the user must announce the appropriate verbal. For most globes, this verbal will be “<Type> Poison”—for example, “Sleep Poison.” This phrase simulates preparing the globe in-game by performing a last-minute mixing of chemicals to trigger some mysterious effect. The verbal is not in-game so even a silenced or mute character may use one. If the verbal is not said properly (representing a misprepared batch of chemicals) then the attack is unsuccessful and the globe is wasted. Even though the verbal is not in-game, the effect is recognized by anyone who hears it. In-game, assume each gas has a different color and texture associated with it to allow for identification on the battlefield.

Blast Globes have a slightly different verbal. These are thrown with the call “10 Elemental <element>”, where the alchemist chooses either *Stone*, *Flame*, *Ice*, or *Lightning* (based on the tag, where the element is chosen at the time that they produce the Blast Globe). They otherwise follow the same globe rules as *Poison* globes. The packet must hit the target or the target’s possessions and must otherwise follow all spell packet rules.

Note that globes, since they are in-game, can be disarmed, destroyed, shattered, and stolen. If you steal someone’s globes, you may then either go out-of-game to the person from whom you stole the globes in order to get the tags, or you can get a Marshal to do it if you wish to remain anonymous. If you have more tags than the gas globe phys reps that were stolen, the tags must be turned over in a random fashion.

Note that all of the tags you are carrying around with you are considered in-game even if there is no corresponding gas globe physical representation.

A character must have at least 3 levels of the *Alchemy* skill to use Globes. Gasses can also be put into gas traps by someone with the *Create Trap* skill; see the “Traps” section for details.



Effects

This chapter goes over the effects you should hear in combat at a game so you know how to respond to each of them. Below the name of each effect lists whether an effect can be made by a Player Character into a spell (along with which school and spell level), trap globe, elixir, gas, and so on. Note that just about any effect can be a monster ability, and some of these can *only* be NPC abilities (such as *Enslavement*). Next listed is the Effect Group followed by the effect's duration.

Some descriptions here use the word “spell” when the effect is primarily a spell; however, this should not be interpreted to mean that the effect can *only* be produced via a spell.

Alchemical Solvent

Coating

Coating; Instant

This solvent, covering one square foot per dose, will remove any Alchemical coating when carefully applied. While applying Alchemical Solvent, the character will be unaffected by the coating they are trying to remove.

Amnesia

Elixir

Greater Command; Instant

Victims of this elixir cannot remember anything that occurred within the 60 minutes prior to its administration.

In the place of the now inaccessible memories is a blank spot within the memory. Victims are aware that they cannot remember anything for that period and may reasonably assume that they have been given an *Amnesia* elixir.

In the ten minutes directly after an *Amnesia* has taken effect, the *Amnesia* may be countered and memories of the period returned by either a *Dispel* or a *Purify*. After that ten minute period, *Amnesia* becomes incurable and the recipient permanently loses their memory of the 60 minute period.

Biata and stone elf role-playing racial skills cannot remove the effect of an *Amnesia* elixir, nor can any NPC mind abilities. Neither a *Life* spell nor a Resurrection will restore the memory of the recipient even if it occurs during this ten minute period.

Antidote

Elixir

Alteration; Instant

One dose of an Antidote will remove all lasting effects in the Alteration effect group (*Enfeeble*, *Hallucinate*, *Intoxicate*, *Paranoia*). It does not matter how those effects were caused.

Example: Finther is hit by an Enfeeble gas thrown by his enemy Vorin. He sits on the ground and plays with daisies, roleplaying that his mind is unable to focus. While he is on the ground, a ghoul hits him for “3 Enfeeble.” He is now vomiting while playing with daisies. Finally, someone throws a Paralysis spell at him and he becomes paralyzed. Darlissa runs over and feeds Finther an Antidote. Both the Enfeeble are removed; however, this does not cure the damage caused by the weapon nor does it remove the Paralysis, since that effect is not in the Alteration group.

Awaken

Spell (Celestial and Earth 4), Potion, Scroll

Command; Instant

This effect removes all Command effects currently afflicting the target (*Berserk*, *Charm*, *Fear*, *Shun*, *Sleep*). Note that it does not remove Greater Command effects.

“I Awaken you from Commands.”

Banish

Spell (Celestial 4)

Eldritch Force; Instant

This spell forces a creature not native to the current plane to return to its home plane or expend a significant amount of energy remaining where it is. Creatures already on their home plane are immune to the *Banish* effect.

This spell usually only affects elementals, fey, and extraplanar creatures (NPCs should check the creature type on the monster card), but may affect other types at the discretion of the Plot Committee. PCs may be affected by this spell in certain circumstances to be announced beforehand by the Plot Committee.

Lesser elementals, lesser fey, and lesser extraplanar creatures affected by this spell instantly dissipate as if slain, leaving behind anything carried. An affected creature with the ability to Rift In or Rift Out may not use that ability until the next Logistics period.

Example: Sparky is a Lesser Flame Elemental who has decided to visit his “friends” on Fortannis on Friday night. Belthivis thinks little of this and casts a Banish at the creature, who dissipates instantly, unable to visit Fortannis again until the next game day (usually the next night, after Logistics).

Greater elementals, greater fey, and greater extraplanar creatures affected by this spell take 50 points of damage. If slain by this damage, the affected creature cannot Rift In or Rift Out until the next Logistics period.

This spell usually has no effect on normal living or undead creatures, but, like all spells, will still remove a *Spell Shield* or *Reflect Spell*.

“With Eldritch Force I Banish you.”

Berserk

Elixir, Gas

Command; 5 Minutes

This effect drives the victim into an insane killing fury, causing them to attack all creatures in the vicinity—starting with the closest, whether friend or foe.

The victim must use basic weapon skills if they have them available (including shields, claws, and constant abilities such as Weapon Proficiency and Backstab). The player of a Berserked character may make an out-of-game choice whether they want their character to utilize and expend per-day abilities and equipment such as spells, *Resists*, *Banes*, alchemy globes, etc. etc. Please note that this is an out-of-game choice for the player based on how they wish to utilize their character’s abilities and equipment; the character has no in-game options as to what they utilize. Characters are never forced to utilize necromancy spells or items unless the player chooses to have them to do, with full understanding that this may impact their character in-game.

Example: Brienne (playing her character Darlissa the healer) is struck by a Berserk. She considers the situation for a moment, and decides that (even knowing that many other characters will give



in-game consequences for doing so) Darlissa would use necromancy while under the mind-controlling Berserk effect. She turns to the nearest target—her good friend Terin—and starts casting a barrage of Cause Wounds spells! Terin gasps, stunned, as he falls to the ground from this perversion of magical power.

A character must make a legitimate effort to attack the nearest target in some manner if they have any means to do so at their disposal (with the caveats above).

A person under the effects of a *Berserk* will not stop to give a Killing Blow or search a victim, but will immediately turn to find something else to attack once their current target falls or is no longer the closest target.

Example: Ena is hit by a Berserk effect thrown by a monster. Ena uses her weapon to attack the nearest person. She is able to use her proficiencies, but Jill (the player of Ena) wants to make sure she can enjoy using Ena's daily skills later on and makes the choice that Ena is so mindless that she cannot think to take advantage of any Critical Attacks, Slays, or other daily skills that she could use. She is hit by a troll for enough damage to take her down, but does not think to use her Parry against it.

Blast Globe

Gas

Evocation; Instant

Alchemists may build small globes designed to explode on impact called Blast Globes. These are thrown with the call “10 Elemental <Element>”, where the Element is chosen from Flame, Ice, Lightning, or Stone at the time of the Blast Globe's creation.

Cause Wounds

Spell (Earth every level), Potion

Necromancy; Instant

This spell inflicts 5 points of Chaos damage per spell level it is manifested from. This bypasses armor. When used on undead, it will instead heal the stated amount. This spell, which is the signature spell of necromancers, will tear apart the flesh of the living or renew the bodies of the undead.

When created as a potion, the Chaos value will be set based on how many Production Points are used as if a spell of appropriate level were being cast. For example, a *Cause Wounds* potion created using 20 Production Points would cause the target to take “20 Spell Chaos” when the potion is quaffed. The value should be written on the tag when it is created.

Note that this effect always manifests as Chaos damage. A monster using an innate ability would never swing for “Cause Wounds”—instead, it would swing for “Chaos.”

“With Necromancy I create <Number> Chaos”

Chaos Blade

Spell (Earth 6)

Necromancy; 10 Minutes

This spell allows the recipient to transform a weapon into a temporary chaos-enchanted blade. The recipient chooses which weapons(s) and swing(s) to utilize their Chaos Blade with, and announces the total damage of the swing while saying “Chaos” instead of their normal carrier such as “Normal” or “Silver”. It may be used on any weapon, even bows and crossbows.

The Chaos Blade lasts for ten minutes or until dispelled.

Note that as with any weapon swing which might otherwise have a beneficial effect upon the target, these swings will not actually heal an Undead target (or any other creature which might be normally healed by Chaos damage).

Since this spell affects the target character, not a specific weapon, it will affect all weapons the character uses during the spell's duration. However, as soon as they hand a weapon to another character, it will revert to its normal damage type.

“With Necromancy I create a Chaos Blade.”

Chaos Storm

Spell (Earth 9)

Necromancy; Storm

When this spell is cast, the caster is granted the ability to throw 15 packets at 10 damage each as “10 Spell Chaos!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“With Necromancy I create a Chaos Storm.”

Charm

Spell (Celestial and Earth 7), Scroll, Gas

Command; 10 Minutes

This spell makes the victim view the caster as his or her best friend in the world. No amount of logic or role-playing will convince the victim that they are indeed charmed, and any order given will be justified and make perfect sense in the mind of the victim. The victim will not remember the casting of the spell.

An attack on the victim by the caster’s companions will not immediately break the charm but if the caster does not attempt to stop it and if no good reason is provided for the attack, the charm may be broken. A direct attack by the caster will always break the charm, as will attempting a Killing Blow. An order to kill yourself would also break the spell.

This spell only works on creatures that have a mind as defined by the game. Many creatures (such as lesser undead, golems or insects) do not have a mind that can be affected by this effect. Further, the victim must understand the language of the caster in order to follow their orders.

While Charmed, the victim must perform actions to the best of his or her ability and knowledge, including the use of spells and skills. The victim does not have the ability to pick and choose less effective abilities to use, nor may they choose to not perform certain commands due to their personality or race. For example, if the victim knows that the person who Charmed them is undead, and that person commands the victim to heal them, they will not only cast necromancy on that person but will not be able to choose to use less powerful spells if they have more powerful ones available that are needed. Similarly, if a Flame Elemental Charmed someone, and that character knew that Flame Elementals are healed by Flame, they would do their best to use Flame to heal the Elemental if commanded.

The caster may attempt to convince the victim via roleplay of a variety of things. No matter what, the victim of a Charm cannot refuse any of the following commands:

Defend me: The target must protect the caster from all attacks to the best of their ability, even if it requires using spells and magic items.

Follow me: The target must follow the caster.

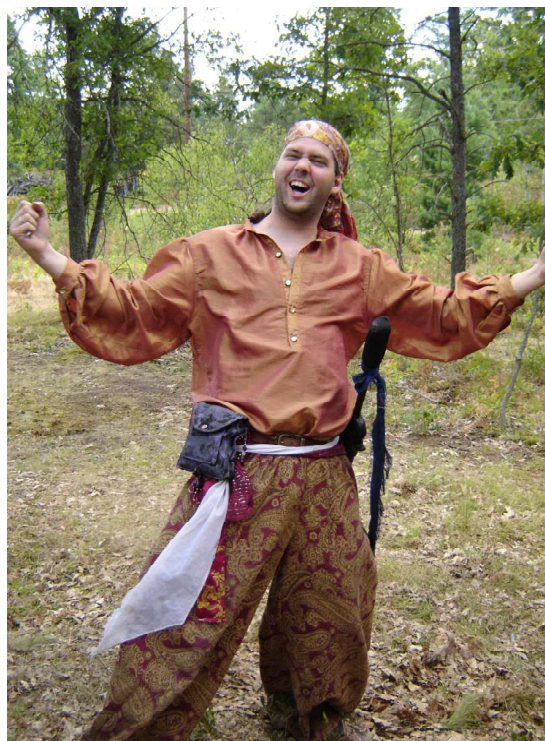
Give your <item> to me: The target must give the named item to the caster.

Heal me: The target must make every attempt to heal or Life the caster. During this time the target will not attack anyone and will do everything possible, including fighting their allies, to prevent the healing from being stopped.

Return to normal: This command ends the Charm effect.

If a character is Charmed to multiple people, the latest person Charming them will take precedence if their roleplay/commands conflict with those from others who have Charmed the victim.

Victims cannot refuse to obey orders with the explanation that they “wouldn’t do that even for my best friend.” This spell overwrites the logic of the brain. If your new “best friend” tells you to hand over all your items, you will do so without question.



When the spell's duration ends, the victim remembers everything that happened except the actual casting of the *Charm* spell, and will almost always realize that he or she had been charmed.

This effect can be removed by an *Awaken*, a *Break Command*, a *Dispel*, or a *Purify*. This spell is not strong enough to override any Greater Command effect such as *Enslavement*.

“I Command you to be Charmed.”

Circle of Power

Spell (Celestial and Earth 9)

Eldritch Force; 1 Hour

This spell allows the caster to inscribe a Circle of protection against harm. Before casting the spell, a visible, physical representation of the Circle must be drawn in the dirt or represented by something physical like chalk, a ribbon, or some string. This physical representation is in-game and can be erased, moved or stolen at any time before the spell is cast.

The caster must be fully within the completed Circle. This spell cannot be cast until the phys rep is complete. Anyone who steps on the phys rep while it is being raised will be pushed inside or outside of the Circle (player's choice), along with all possessions.

The phys rep does not have to make a perfect circle, but if the phys rep is too big, or if the ends are not almost touching, then the spell is blown.

A Circle of Power stretches up to 6' in radius and 10' tall and is a cylindrical dome with a flat bottom. The Circle has about the same amount of friction as a normal wall or floor, although objects and creatures cannot lean against, rest against, or be placed on top of the Circle.

Larger Circles can be made by having multiple spell casters casting the spell simultaneously. For example, a Circle up to 12' radius and up to 20' height may be made by two casters. The casters must say the incant at the exact same time for this to be effective.

It is possible to surround a Circle with a larger Circle, but a smaller Circle can not be placed inside an already existing Circle. A Circle inside of another Circle is considered its own space; you are not considered to be inside the exterior circle.

Nothing may enter or leave the Circle once it is cast, including spells, thrown gasses, weapons and creatures. Traps placed near the Circle will not affect anyone or anything inside; similarly, traps within the Circle will not affect anyone outside the Circle.

Spells may be cast within the Circle, but cannot be thrown through the Circle. Air may pass through, but other gasses may not. A gaze or voice attack can be effective through a Circle of Power. Creatures inside a Circle are still considered inside Line of Sight.

The spell lasts for one hour, but may be dropped by the caster at any time if he or she touches the Circle and states “circle down.” If there is more than one caster in a larger Circle, any one of the casters may drop the Circle. The statement “circle down” is out-of-game, although any observers who hear the statement are aware that the Circle was dropped, and they might know who dropped it.

The Circle will also go down if the caster leaves the Circle magically or dies (needing a *Life* spell). If there is more than one caster, the Circle will remain up until all of the casters leave or die.

The Circle is not affected by a *Dispel*.

This spell can also be used to create a Circle that can be used for the casting of a Formal Magic ritual. If a ritual is started within one minute of the Circle being cast, the duration of the Circle of Power is extended to one hour and one minute.

“With Eldritch Force I build a Circle of Power.”



Cleanse

Spell (Earth 4), Elixir, Potion

Curse; Instant

This spell will remove all active Curse effects currently active upon the target. It does not matter how those effects were caused. Note that it will not cure a *Doom* spell, since that spell goes off instantaneously.

“I Cleanse you from Curses.”

Control Undead

Spell (Earth 1)

Necromancy; 10 Minutes

This spell allows the caster to control one lesser undead for ten minutes. Tasks may not involve anything a trained animal could not be taught: “Guard this” is fine, but “Count all the leaves on the tree” requires sentience and will not work.

This spell will also remove all *Turn Undead* effects. When used on an undead of higher than “low intelligence,” it will force the affected undead to become temporarily able to understand only simple commands. Greater undead are unaffected by this spell.

The most recent Control Undead effect takes precedent if there is a conflict.

This spell will not affect a living target, although it will remove a living target’s *Spell Shield* or *Reflect Spell*.

“With Necromancy I Control Undead.”

Corrupt

Spell (Earth 9)

Necromancy; 10 Minutes

This spell will slay a living target and cause them to immediately become a Greater Undead under absolute control of the caster. They retain the same intelligence and knowledge as the original creature, but operate without any memory of their living state.

While under this effect, a character may not utilize Investitures to recognize characters in or out of a Ward, Wizard Lock, or Circle of Power. They have an innate understanding of their own abilities and items and may utilize any weapons or armor available to the creature as well as claws (if the caster of the spell supplies the necessary physreps).

The creature’s visual appearance does not immediately change on receipt of this spell, but careful inspection can reveal the spreading corruption.

A character can examine another character from within approximately 10 feet distance and ask the OOG question “Do you appear Corrupted?” The character must be able to see their target clearly. The subject of the question must reply truthfully; their answer is an OOG statement. This represents the examiner taking the time to closely examine the target’s skin and body as corruption begins to seep through their flesh.

The character gains all undead immunities and vulnerabilities (see the Alliance Players Guide for details) and is returned to full Body Points. The player (not the character) has the choice to use or not use per-day skills and spells while under the effect of Corrupt, and will use magic items based on the orders they are given.

If cast upon a dead body which contains a spirit, the target will immediately arise as undead as per above. Note that this spell will not work on a corpse which has been previously animated or is permanently dead.

If the creature is struck by a *Life* spell, the Corrupt effect ends immediately and the target is returned to life at one Body Point with no further effects from the Corrupt. If they are reduced to zero Body Points, or the spell duration expires, then the creature falls dead and begins a new 5 minute Death Countdown. In either case or after resurrection, if returned to Life, the creature will have no knowledge of their time spent as Undead.

The ten minute spell duration may not be extended by any means, even by Formal Magic.

“With Necromancy I Corrupt you.”

Create Undead

Spell (Earth 7)

Necromancy; Ten Minutes

This spell only works on a corpse that has neither previously been animated nor is permanently dead. It will pull the character's spirit back to reanimate its former body. The resulting zombie will then follow the caster's commands as if a *Control Undead* spell had been cast upon it.

Note that this spell must be cast within the five-minute period between a character's death and the point where the spirit heads to the Earth Circle for resurrection.

This spell will not affect a living target, although it will remove a living person's *Spell Shield* or *Reflect Spell*.

The zombie uses none of the skills that the character has. It inflicts base damage with its weapons. It cannot cast spells nor converse (although it may be commanded to parrot a particular phrase given it by the caster).

If the newly created zombie has no weapon, then it will be able to attack with "claws" (short sword-sized weapons covered in red duct tape) doing two points of damage each. The caster must provide the physical representations for the claws.

The zombie created will have half the Body Points the victim had in life (including enhancements such as the *Hardy* skill), as well as any armor that is left on the corpse. Any missing or withered limbs will also be temporarily regenerated for the duration of this spell.

The zombie is considered undead in every way, and has the standard immunities and vulnerabilities of undead (see the Alliance Players Guide for details). The zombie will have no metabolism and will be affected by undead-specific spells such as *Turn Undead* and *Sanctuary*.

The creature's visual appearance does not change immediately, but the victim will move slowly, shambling along, as a zombie should. A zombie fights with normal speed but cannot move fast enough to chase anyone who runs away.

If the creature is struck by a *Life* spell, the Create Undead effect ends immediately and the target is returned to life at one Body Point with no further effects. If they are reduced to zero Body Points, or the spell duration expires, then the creature falls dead and begins a new 5 minute Death Countdown. In either case or after resurrection, if returned to Life, the creature will have no knowledge of their time spent as Undead.

Example: Poor Terin falls fighting against a necromancer and his undead abominations. He is at -1 Body Points. He lies there for a minute but no one comes to him with First Aid (Terin is keeping track of the time.) At the end of the minute, he is now dead and all of his Spell Protectives gone. The necromancer sees Terin and then casts a Create Undead spell on him. Terin rises as a zombie. He attacks his party, the ensuing battle lasting about seven minutes. Finally, they knock him back down to zero Body Points. He is no longer a zombie and is merely a dead body. He starts his five minute Death Countdown anew; during this time a Life spell will still save him, but because he is dead (not bleeding out), he can no longer be saved by First Aid or a curing spell.

The ten-minute spell duration cannot be extended by any means, even by Formal Magic.

"With Necromancy I Create Undead"



Cure Disease

Spell (Earth 4), Potion

Healing; Instant

This spell will cure a character infected with Disease. If cast upon an Undead, it will instead render them unable to be healed from any source as though they were a living creature infected with the Disease effect. When affected by Chaos (or any other effect which would otherwise heal them), they must call “No Effect.”

“I call upon Earth to Cure Disease.”

Cure Wounds

Spell (Earth all levels), Potion, Elixir

Healing; Instant

The target will be affected for 5 points of Healing per spell level it is manifested from. This bypasses armor. When used on undead, it will damage them for the stated amount. It restores an unconscious or dying character to consciousness but does not resurrect a dead one. This spell, which is the signature spell of Earth casters, will knit together the wounds of the healing or harm the unliving.

When created as a potion, the Healing value will be set based on how many Production Points are used as if a spell of appropriate level were being cast. For example, a *Cure Wounds* potion created using 20 Production Points would cause the target to take “20 Spell Healing” when the potion is quaffed.

Note that this effect always manifests as Healing. A monster using an innate ability would never swing for “Cure Wounds”—instead, it would swing for “Healing.”

“I call upon Earth to grant <number> Healing.”

Desecrate

Spell (Earth 3)

Necromancy; Concentration / 10 Minutes

This spell will remain in effect as long as the subject’s hands are crossed over the chest and no body damage is taken, or ten minutes, whichever is shorter. The recipient is protected against all Weapon qualifier attacks from living creatures, including arrows and bolts. It does not protect against a weapon swing with another qualifier.

You cannot run while affected by a *Desecrate*. You can not do anything that requires the use of your hands, such as cast spells, use weapons, use poisons, feed someone a potion, or pick up items. The only exception to this is touch casting on yourself or activating a magic item.

You can be fed a potion and you can continue to hold things that were in your hands at the time the *Desecrate* began.

“With Necromancy I Desecrate you.”

Destroy Undead

Spell (Earth 7)

This spell will destroy any one lesser undead creature. Greater undead will take 50 Body Points of damage. This spell will not affect a living target, although, like all spells, it will remove a living person’s Spell Shield or Reflect Spell.

“I call upon Earth to Destroy Undead”

Destruction

Spell (Earth 7), Potion

Curse; 5 Minutes

This spell will cause the victim to take double damage from all attacks that would affect them, either physical or

magical. This applies only to damage causing attacks; for instance, a *Shackle* spell would still affect the victim normally.

This effect is not cumulative; if a victim is hit by two *Destruction* spells, the second one will have no effect except to restart the time period before the *Destruction* expires.

This spell will not affect a creature's threshold or other defensive mechanisms, nor does it make a creature vulnerable to attacks that would normally not affect it.

"I Curse you with Destruction."

Disarm

Spell (Celestial and Earth 1), Scroll

Eldritch Force; 5 Seconds

This spell causes the target to drop one specific hand-held item. The dropped item may not be picked up by the victim for five seconds.

The caster decides what the item is that is to be disarmed. A general description like "weapon" is fine, although if the target is holding two items that match the description, it is the target's choice as to which to drop. If the target is only carrying one thing, then "item" is sufficient.

Shields, arrows, and bolts are not considered "weapons" for purposes of this spell, although a bow or cross-bow is. If the caster wishes to disarm a shield, arrow or bolt, then the specific item must be stated in the verbal. Spell packets cannot be affected by this spell, but gas globes can be.

Disarm is strong enough to overcome any rope or chain that may be attached to the hand. If the chain is unshatterable then it will become "unrung." You cannot avoid this spell by tying your weapon to your hand.

If a *Paste of Stickiness* was applied to the item up to ten minutes prior, the item will remain in your hand, but the *Paste of Stickiness* will be used up in the process. The *Paste of Stickiness* tag must be taped to the item. The proper call to use in this circumstance is "Resist."

A *Spirit Linked* item will not be dropped, but cannot be used for five seconds. The victim must place the weapon behind his or her back for the five seconds, calling "No Effect" in response to this attack.

You cannot avoid this spell by borrowing a weapon and thus claiming that the spell doesn't affect you because the weapon isn't "yours." Nor can you avoid it by dropping the weapon to the ground or throwing your weapon up in the air just before the packet is about to hit you, thus claiming that the weapon was not in your possession at the point of contact of the spell.

"With Eldritch Force I Disarm your <item>."

Disease

Spell (Earth 4), Potion

Necromancy; 5 Minutes

This spell will infect the recipient with a debilitating disease. The infection is not contagious, but renders a victim unable to be healed from any source. When affected by Healing (or any other effect which would otherwise heal them), they must call "No Effect". Against undead, this spell will remove the effects of a *Cure Disease* spell.

First Aid may still be used to stabilize someone under this effect (and bring them from -1 to 0 Body Points as normal), though it will not remove the Disease effect itself.

"With Necromancy I Disease you."

Dispel

Spell (Celestial 8), Scroll

Protection/Enhancement; Instant

This effect will dispel all active effects on a given creature or object whatever the cause, whether beneficial or harmful. It will not remove *Wards*, *Circles of Power*, High Magic, or anything from the Greater Command effects group (*Amnesia*, *Enslavement*, or *Euphoria*) with the exception that it will remove the effect of *Amnesia* if

administered within the first ten minutes.

Dispel will remove *Wizard Locks*, *Walls of Force*, and *Prisons*.

A *Dispel* thrown at a person will not remove effects on any items held by that person. Example: *Belthivis* is hit by a *Dispel*. All of his spell protectives are now gone. However, the *Weakness Weapon Coating* he has on his dagger is still active.

A *Dispel* thrown at a caster will not stop already existing effects of that caster's spell. Example: *Darlissa* casts a *Shun* at a goblin. She is then hit with a *Dispel*. All active spells on her are now gone, but the *Shun* is still in effect.

A *Dispel* will stop any ongoing *Storm* effects on a target. For example: *Vorin* has 5 packets left from the *Chaos Storm* he cast earlier. He is hit by a *Dispel*, which causes his ongoing *Chaos Storm* to expire, and he loses the ability to throw the remaining packets.

Note that *Dispel* will still trigger appropriate defenses before affecting the target. Example: *Belthevis* has a *Spell Shield* currently active. When he is hit by a "Spell *Dispel*," his *Spell Shield* stops it before it strips his other spells away.

"I Protect you with a *Dispel*."

Doom

Spell (Earth 9)

Curse; Instant

This effect causes the spirit of any victim to flee its body; even creatures without a spirit will be struck dead. Any armor the character was wearing is still intact, but all spells active on the victim will disappear. The target will immediately go to the *Dead* status as though they had been damaged below 0 Body Points and their *Bleeding Out* timer had expired. The only thing that will save the victim from resurrection is a *Life* spell.

"I Curse you with *Doom*."



Drain

Spell (Earth 8), Potion

Necromancy; 5 Minutes

This effect will introduce impurities into the victim's blood. The victim is left extremely weak, and unable to fight or move faster than normal walking speed. The victim becomes unable to use any Game Abilities.

If this spell is cast upon an undead creature, it will have the same effect as a *Purify* has on a living creature. In this capacity, *Drain* will remove Healing effects instead of Necromancy effects.

“With Necromancy I Drain you.”

Earth Blade

Spell (Earth 6)

Healing; 10 minutes

This spell allows the recipient to transform a weapon into a temporary Earth-enchanted blade. The recipient chooses which weapons(s) and swing(s) to utilize their *Earth Blade* with, and announces the total damage of the swing while saying “Healing” instead of their normal carrier such as “Normal” or “Silver”. It may be used on any weapon, even bows and crossbows.

The Earth Blade lasts for ten minutes or until dispelled.

Note that as with any weapon swing which might otherwise have a beneficial effect upon the target, these swings will not actually heal a living target. However, this attack will set off a *Weapon Shield* even if the target is immune to the spell's effect.

If the target is affected, it will bypass any armor they are wearing and do direct Body Point damage.

Since this spell affects the target character, not a specific weapon, it will affect all weapons the character uses during the spell's duration. However, as soon as they hand a weapon to another character, it will revert to its normal damage type.

“I call upon Earth to grant an Earth Blade.”

Earth Storm

Spell (Earth 9)

Healing; Storm

When this spell is cast, the caster is granted the ability to throw 15 packets at 10 damage each as “10 Spell Healing!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“I call upon Earth to grant an Earth Storm.”

Elemental Shield

Spell (Celestial and Earth 6), Potion, Scroll

Protection/Enhancement; 5 days

This spell protects the recipient from the next effect delivered with the Elemental qualifier. It is then immediately used up. When used, the character must call “Elemental Shield”.

This spell will not protect the recipient from elemental-based Evocation spells.

“I Protect you with an Elemental Shield.”

Endow

Spell (Earth 1), Potion

Protection/Enhancement; 5 days

An Endow will allow a recipient to perform feats of incredible strength for a limited amount of time. One example is quickly dragging an unconscious or debilitated creature for five seconds without having to literally perform the task out of game, no matter how large the creature compared to the person with the Endow. The spell can be



also be used to perform a single limited role-playing act of great strength. Whenever using an Endow, a character must state “Endow.” This is an out of game statement and may be used while under the effects of Silence.

Endow does not allow you to break a lock or other item, throw creatures, break down doors, or jump long distances. It will not allow you to otherwise harm creatures that are normally immune to you.

“I Protect you with an Endow.”

Enfeeble

Elixir, Gas, Coating

Alteration; 5 Minutes

Enfeeble will cause the victim to be under a terribly debilitating effect for five minutes, during which time the victim can move no faster than a crawl and may not use Game Abilities. The target must roleplay one of the following effects: uncontrollable laughter (“laugh”), violent nausea (“nausea”), extreme vertigo (“vertigo”), or complete lack of focus (“feblemind”). If the *Enfeeble* effect is delivered with one of the keywords listed in quotes above, that specific roleplay effect must be chosen by the victim. The target may still speak while under this effect, but they should keep the chosen or required roleplay in mind while doing so.

Enhanced Blade

Spell (Celestial 4)

Protection/Enhancement; 10 Minutes

This spell allows the recipient to transform a weapon into a temporary Evocation-enchanted blade.

The recipient chooses a single type of blade when the spell is cast on them and announces the total damage of their weapon swings while saying “<effect>” as their weapon carrier instead of “normal,” “silver,” or whatever they might otherwise call. They are not required to use the temporary carrier on every weapon swing.

Available choices are limited to: Magic, Ice, Flame, Lightning, or Stone. It may be used on any weapon, even bows or crossbows.

The spell lasts until dispelled or ten minutes pass, whichever comes first.

Since this spell affects the target character, not a specific weapon, it will affect all weapons the character uses during the spell’s duration. However, as soon as they hand a weapon to another character, it will revert to its normal damage type.

“I Protect you with an Enhanced Blade.”

Enslavement

Greater Command; Indefinite

The victim of this effect is enslaved to the person administering the effect and obeys absolutely any and all commands given by the person to whom they are enslaved. If administered by a poison, the victim will be enslaved to whoever did the poisoning, even if that person is not in view at the time.

The victim will even commit suicide, cast necromancy, or otherwise act out of character in pursuit of the commands. An enslaved person will never attack the person who enslaved them unless ordered by the enslaver to do so.

If enslaved and given an order through a *Charm*, or through any other effect which contradicts an order given by the enslaver, the *Enslavement* will always take precedence. If there is no conflict then the enslaved victim must still obey all rules of other controlling magics. The most recent *Enslavement* effect takes precedence if there is a conflict. You cannot be enslaved to ignore other effects; in other words, the enslaver cannot order you to never be affected by Fears or Charms or Intoxicates or any other effect that would normally affect you. The victim continues to obey the commands until cured. *Enslavement* can only be removed by the specific antidote or through resurrection.

Characters cured of *Enslavement* will remember having been enslaved. This does not override any applicable *Amnesia* effects.



Enslavement Antidote

Elixir

Greater Command; Instant

This antidote is the only thing that releases a victim from the effects of an *Enslavement* effect other than resurrection. It will not remove role-playing-only Biata or Stone Elf mental effects.

Euphoria

Greater Command; Indefinite

This elixir is highly addictive. It gives the victim a feeling of euphoria that lasts about an hour. Any time the addicted character does not get one dose of *Euphoria* in a 24 hour period, one Body Point is temporarily deducted from that character's maximum Body Points.

The 24 hour period is calculated from the time of the initial ingestion of the *Euphoria* elixir.

This maximum Body Point deduction cannot be cured as long as the person is still under the effects of the drug. The cumulative maximum Body point deduction damage will not take place between events or at events not attended. A victim who reaches -1 Body Points will die, needing a resurrection (a *Life* spell will not work, as their maximum Body Point total is still -1).

The grip of *Euphoria* can only be broken if the character is given the specific antidote, or by resurrection. Receiving the antidote will allow for healing up to the victim's maximum amount of Body Points before the *Euphoria*.

Euphoria Antidote

Elixir

Greater Command; Instant

This antidote is the only thing other than resurrection that releases a victim of *Euphoria*. It will restore the victim's normal Body Point maximum but does not cure any Body Points lost during the addiction.

Evocation Bolt

Spell (Celestial all levels), Scroll

Evocation; Instant

This effect allows the caster to manifest the power of the elements and is the signature spell of Celestial magic users. When this spell is cast, the caster may throw a packet which will inflict 5 points of damage per spell level the spell is memorized in. At the time of casting, they may choose a single element from Flame, Ice, Stone, or Lightning.

When scribed as a Battle Magic scroll, the value will be set based on how many Production Points are used as if a spell of appropriate level were being scribed. One Element must be chosen at the time the scroll is created. For example, an Evocation Bolt scroll scribed using 20 Production Points would do 20 points of damage of a type chosen by the creator when the scroll is made.

Some creatures may have pre-set values and limits on which elements they may choose when using this power. For example, a Flame Elemental might only be able to use Flame Evocation Bolts.

If this spell is manifested through any means other than the incant (for example, via the High Magic Spell Augmentation or Elemental Augmentation abilities), its verbal will simply be “<number> <qualifier> <element>”.

Example: Belthivis has three 4th level Evocation Bolts in memory, as well as one Spell Augmentation and one Elemental Augmentation. Belthivis can evoke one of these Evocation Bolts using the normal incant (“I Evoke a 20 Flame Bolt!”); another using the Spell Augmentation (“20 Spell Flame!”); and the last using the Elemental Augmentation (“20 Elemental Flame!”). Note that “Bolt” is never used except when the spell is fully incanted.

“I Evoke a <number> <element> Bolt.”

Fear

Command; Line of Sight

Some creatures have the ability to invoke a magical fear. The feared victim must attempt to break Line of Sight and cannot perform any Game Abilities while trying to escape. They can temporarily move closer to the caster if it is their best route to breaking Line of Sight.

For example, Ena gets Feared by a vampire. She runs screaming around a corner and five seconds later (as per the “Line of Sight” rule), she feels calm again.

Fortress

Spell (Celestial 1)

Eldritch Force; Concentration / 10 Minutes

This spell provides its target with limited immunity to weapon attacks. The spell will last ten minutes or until the target breaks the spell’s physical requirements.

The target of the spell must plant his or her feet and raise both arms above the head without crossing them. Moving either foot or lowering an arm ends the spell.

Any body damage taken also breaks the Fortress.

The target may touch-cast spells (on themselves only) but may use no other Game Abilities without breaking the protections of the Fortress.

While the Fortress lasts, the target is immune to weapon blows of 10 or less.

For example: Belthivis finds himself surrounded by undead. He holds his hands over his head and casts a Fortress. An undead hits him for “9 Doom” and Belthivis says “no effect” because it is less than his Protection Aura of 10. Another undead hits him for “11 normal” but that only affects his armor, and so the Fortress is still active. Belthivis



touch-casts a Mend Armor spell and a Spell Shield on himself while still in the Fortress. After ten minutes the Fortress will expire if he does not lower it himself or take any body damage.

“With Eldritch Force I build a Fortress.”

Hallucinate

Gas, Coating

Alteration; 5 Minutes

This alchemical substance causes the victim to hallucinate. They will see pink elephants and other strange things for five minutes. The victim will probably be aware that they are under the effects of a poison but will be unable to do much about it.

Hallucinate is a role-play effect which affects all of the user’s perceptions, not just their sight. A blindfold might block out visual hallucinations (or it might not), but it would not block out the character’s other senses, which are also affected by the Hallucinate.

When under its effects, Game Abilities can be used, but the player will most likely use them against imaginary creatures, and may even read potion labels and scrolls incorrectly in their delirium.

Intoxicate

Elixir

Alteration; 5 Minutes

This acts as a strong alcoholic drink yet is odorless and tasteless. It will render the victim quite drunk and will affect all characters and races, even those that for role-playing reasons are “immune” to alcohol.

Lesser Chaos Storm

Spell (Earth 5)

Necromancy; Storm

When this spell is cast, the caster may throw 8 packets at 10 damage each as “10 Spell Chaos!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“With Necromancy I create a Lesser Chaos Storm.”

Lesser Earth Storm

Spell (Earth 5)

Healing; Storm

When this spell is cast, the caster may throw 8 packets at 10 damage each as “10 Spell Healing!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“I call upon Earth to grant a Lesser Earth Storm.”

Lesser Investment

Spell (Celestial 1), Scroll

Eldritch Force; 5 Days

This spell must be cast by a caster who is invested in a Ward or Wizard Lock. While inside that Ward or Wizard Lock, the caster may use this spell to invest others into the Ward or Wizard Lock. Any who are inside when the spell is cast are invested and may enter and leave at will or recognize others into the Ward or Wizard Lock.

In no event will this spell last longer than the Ward or Wizard Lock to which the person is invested. If a Ward is created on Day 1 and a *Lesser Investment* is cast on Day 4, both will expire on Day 5.

“With Eldritch Force I build a Lesser Investment.”

Lesser Magic Storm

Spell (Celestial 5)

Evocation; Storm

When this spell is cast, the caster must choose any specific effect from the Evocation effect group (Flame, Stone, Ice, Lightning, or Magic). This effect allows the caster to throw 8 packets at 10 damage each of the chosen element as “10 Spell <Element>!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“I Evoke a Lesser Magic Storm.”

Life

Spell (Earth 9)

Healing; Instant

This spell must be cast within five minutes of a creature’s death. It restores the creature to one Body Point and the creature is not forced to resurrect. Only this spell can save someone who has been given a Killing Blow or hit by a *Doom* effect. This spell will immediately fix and reverse a *Create Undead* or *Corrupt* effect, restoring the victim to life at 1 Body Point.

If cast at undead, they will be affected as though they had been hit by a *Destroy Undead* effect.

This spell does not normally have any other effect on a living target. It will do nothing when cast on a permanently dead body. Like all spells, it will remove a living person or undead creature’s *Spell Shield* or *Reflect Spell*.

This spell must be cast upon the target’s body part containing their spirit to be effective. Once the spell is cast, the entire body reforms and any parts elsewhere will dissipate. See the “Life and Death” section for details.

“I call upon Earth to grant you Life.”



Light

Spell (Celestial 1), Scroll

Eldritch Force; 5 Days

This effect produces a glowing light and allows the person activating the effect to kindle a light wand. The light can then be used by anyone. This will not work without a physical representation. You cannot cast a *Light* spell at a person or tree and have the person or tree glow. There must be a flashlight or other out-of-game light source provided. If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone's face.

This spell (like all spells) will remove a *Spell Shield* or *Reflect Spell*.

“With Eldritch Force I build a Light.”

Liquid Light

Coating

Coating; Until Daybreak

This substance will allow for the use of a cyalume light stick or other light phys rep to be used in-game.

It lasts until daybreak or until the phys rep stops working, whichever is shorter. It cannot be applied to a tree or other object to make it glow.

Magic Storm

Spell (Celestial 9)

Evocation; Storm

When this spell is cast, the caster must choose any specific damaging effect from the Evocation effect group (Flame, Stone, Ice, Lightning, or Magic). This effect allows the caster to throw 15 packets at 10 damage each of the chosen element as “10 Spell <Element>!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“I Evoke a Magic Storm.”

Mend Armor

Spell (Celestial 2)

Eldritch Force; Instant

This spell will instantly refit a specified amount of armor on the recipient. It will not take a suit of armor over its maximum allowed value under any circumstances.

Note that the Mend Armor effect may be used with any specified value. When casting it as the second level Celestial spell, the value is set at 20.

Example: Ena has a suit of armor which has been evaluated at 20 points. She is in battle against two enemy orcs, one of whom has landed hits for a total of 12 points of damage. Ena is starting to get worried about her armor. Fortunately, her ally Belthivis is nearby and leaps forward, touchcasting a Mend Armor spell for her. Now that her armor is back up to its full value, she feels much more confident against the orcs.

This ability will not work on a suit of armor which has been completely destroyed, such as a mundane suit of armor that was affected by the Shatter ability.

Mend Armor will mend Armor Points from any source, including physical suits of armor, Natural Armor, and Arcane Armor.

“With Eldritch Force I Mend 20 Armor.”

Mend Armor Storm

Spell (Celestial 6)

Evocation; Storm

When this spell is cast, the caster is granted 8 packets of “10 Spell Mend Armor!” The packets are thrown one at a time and no other spell or skill can be used between the throws.

“With Eldritch Force I build a Mend Armor Storm.”

Oil of Slipperiness

Coating

Coating; 10 Minutes

When this contact gel is placed on an item no larger than a weapon, it prevents that item from being held for ten minutes from the time the item is first touched. This can be counteracted by an *Alchemical Solvent* or a *Paste of Stickiness*.

Paralysis

Spell (Earth 8), Elixir, Gas

Curse; 5 Minutes

This effect completely immobilizes the victim. The target cannot move any part of their body and may be given a Killing Blow while thus trapped. Note that some monsters which have unorthodox body structures may be unaffected by this ability.

“I Curse you with Paralysis.”

Paranoia

Gas, Coating

Alteration; 5 Minutes

This causes the victim to think that everyone is conspiring and plotting against them. Players should react as they think their characters would to this “knowledge.”

Paranoia will never force a player to cast necromancy or otherwise act out of their true nature.

Paste of Stickiness

Coating

Coating; 10 Minutes

When this contact gel is placed on an item no larger than a weapon, it causes anyone touching it for more than three seconds to become stuck to it for ten minutes.

This can be counteracted by an *Oil of Slipperiness*, an *Alchemical Solvent*, or a *Release* spell.

A Killing Blow will not remove this effect but a resurrection will.

If placed upon a weapon or item, this substance will resist one *Disarm* attack, after which it will be expended.

Example: Terin is getting ready to go into a battle, so he places a Paste of Stickiness on his weapon. This is represented by taking the tag and ripping off the “unused” flag. Terin runs into battle and is hit by a Disarm spell. “Resist,” he replies. The Paste of Stickiness is now used up, so the next Disarm spell will affect him as normal.

If used on a weapon and the weapon is destroyed or shattered, the holder will be stuck with the weapon’s pommel in his or her hand for the duration of the *Paste of Stickiness* and cannot hold anything else in that hand during that time. Out-of-game, you should drop your weapon phys rep but hold your hand in a fist for the remainder of the ten minutes, unable to hold anything else during that time.

Pin

Spell (Celestial and Earth 2), Scroll

Binding; Line of Sight

This spell will instantly root the target's right foot in place. If the target's foot was off the ground at the time the packet hit, then the foot will be forced to the ground. The target may pivot their body 360 degrees but may not move their right foot. It can be removed by a *Dispel*, a *Purify*, or a *Release*.

“With Binding Force I Pin you.”

Poison Shield

Spell (Earth 5), Elixir

Protection/Enhancement; 5 days

This effect protects the recipient from the next attack with the Poison qualifier. It is then immediately used up. When used, the character must call “Poison Shield.” It will not protect against ingested elixirs or Contact Gels such as *Oils of Slipperiness* or *Pastes of Stickiness*.

“I Protect you with a Poison Shield.”

Prison

Spell (Celestial 9)

Eldritch Force; 10 Minutes

This spell seals the victim into a rigid, form-fitting and unbreakable barrier, trapping him or her within. The victim cannot move, speak, or perform any Game Abilities, including High Magic abilities.

It lasts for ten minutes, but may be dropped by the caster at any time if he or she touches the victim and states “Prison down.” This statement is out-of-game, and can be used even if the caster is *Silenced* or inside the Prison. Any observers who hear the statement are aware that the Prison was dropped, and might know who dropped it.

A *Dispel* will bring down the Prison, but will not dispel any other effects on the creature inside.

Any creature sealed within a Prison will call “No effect” to all effects (except *Dispel* and the Massive carrier), nor will they take any damage from physical attacks or traps. *Healing Arts* or *First Aid* will not work through a *Prison*. A creature within a *Prison* cannot be searched.

No Game Abilities, including High Magic abilities, may be used while under a Prison effect.

However, the Prison does not provide complete and absolute protection against harm. The victim will suffocate if placed underwater (assuming the victim needs to breathe to survive). The Prisoned creature may also be injured or slain from overwhelming damage such as falling from a great height, at the judgement of a Marshal or Plot member on the scene.

A gaze attack will still work provided the Prisoned creature's eyes were open at the time the Prison was cast. A voice attack will also work through a Prison.

As with a *Ward*, no gasses other than air can get inside. The barrier is not a frictionless surface, and has as much friction as a normal creature.

A victim of the *Prison* is completely aware of his or her surroundings and unless unconscious or otherwise impaired will remember all that occurred while Prisoned.

Only the caster may deliver a Killing Blow to the recipient. The caster must say “Prison Down” after delivering a Killing Blow. (“Killing Blow one, Killing Blow two, Killing Blow three, Prison Down.”) If the Killing Blow fails (for example, the creature inside is immune to the caster's attack), then the *Prison* will drop as soon as the Killing Blow is completed and the creature may then defend itself.

A Killing Blow delivered with the Massive carrier will still take a *Prison* down, whether it succeeds or not, and whether performed by the caster of the *Prison* or not.

For safety reasons, you are never allowed to lay the Prisoned victim on the ground, remove the *Prison*, and then beat the victim to -1 points.

“With Eldritch Force I Prison you.”

Purify

Spell (Earth 8), Potion

Healing; Instant

This effect will remove all harmful effects from the spirit, leaving protectives. “Harmful effects” includes everything in the effects groups Alteration, Binding, Command, Curse, and Necromancy as well as the Stun Limb effect.

It will not remove effects in the Greater Command group. It will not cure any damage previously wrought by any effect, nor will it fix Instant effects which have already run their course (such as *Doom*). Similarly, *Purify* will not otherwise remove external effects (such as *Wall of Force* or *Prison*) even if the caster interprets them as “harmful.”

This spell will affect an undead as a *Drain* affects the living. It is also a very good in-game cure for an in-game hangover.

“I call upon Earth to Purify you.”

Reflect Spell

Spell (Celestial and Earth 8), Potion, Scroll

Protection/Enhancement; 5 days

This effect will reflect the next effect delivered with the Spell qualifier cast at the recipient back upon the caster, after which it is used up. The recipient must say “Reflect” to inform the caster that the spell was returned.

This spell lasts until used or Dispelled, and cannot be used in conjunction with a *Spell Shield*. If you have a *Reflect Spell* active, you may still “accept” spells that are touch-cast.

“I Protect you with a Reflect Spell.”

Release

Spell (Celestial and Earth 5), Potion, Scroll

Binding; Instant

This spell will release a creature caught in any Binding effect as well as negating all active *Paste of Stickiness* effects upon the creature. It will not free someone under the effects of a *Paralysis* or a *Prison*.

This spell will also remove physical bindings such as handcuffs, ropes, stocks, etc. It will not unlock a door. A Hold can be called if you are physically tied up and need time to remove the item constricting you.

“I Release you from Bindings.”



Repel

Spell (Celestial and Earth 2), Scroll

Eldritch Force; Concentration

This spell requires the caster to hit a target with a spell packet and hold the hand used to throw the packet palm out, facing the recipient. The victim and the target should then stay at least ten feet apart while the spell is in effect, and the caster must keep the hand held out toward the target.

The outstretched hand cannot be used for any other purpose, although the caster may use the other hand for in-game skills.

When the spell is first cast, the recipient must move ten feet away from the caster. After that, neither the recipient nor the caster may approach within ten feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either could back away.

If the victim is within ten feet when the spell is cast, the victim must move away, but never in a manner that will endanger the victim or cause direct harm to the victim. In other words, the victim cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm.

This spell does *not* create a ten foot magical circle around the caster which is effective only upon the victim; if the victim has to come closer than ten feet in order to get away (for example, to pull close to the caster in order to get to an exit), then that is permissible.

While within that ten foot area, however, the victim can take no in-game actions against the caster.

“With Eldritch Force I Repel you.”

Restore

Spell (Earth 6), Potion

Healing; Instant

This spell will remove an ongoing *Wither* effect upon the target. This spell is also the only way short of a *Life* spell or a resurrection to restore a limb that has been severed or amputated, or to restore a broken hand or arm.

When cast upon undead, it has the same affect as a *Wither* has on living victims.

“I call upon Earth to Restore you.”

Sanctuary

Spell (Earth 3)

Healing; Concentration / 10 Minutes

This spell will remain in effect as long as the subject’s hands are clasped above the head and no body damage is taken, or ten minutes, whichever is shorter. The recipient is protected against all Weapon qualifier attacks from undead creatures, including arrows and bolts. It does not protect against a weapon swing with the Spell qualifier.

You cannot run while affected by a *Sanctuary*. You can not do anything that requires the use of your hands, such as cast spells, use weapons, use poisons, feed someone a potion, or pick up items. However, you can touch-cast on yourself or activate a magic item. You can be fed a potion and you can continue to hold things that were in your hands at the time the *Sanctuary* began.

“I call upon Earth to grant you Sanctuary.”



Shackle

Spell (Celestial and Earth 3), Scroll

Binding; Line of Sight

This spell snares the arms of its victim, binding them straight to its sides. The victim may talk freely, but may not use any Game Abilities requiring the use of arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may walk, run or leave the combat area as desired.

This spell does not prevent the victim from being searched or being given a Killing Blow, although a moving victim is unlikely to allow either action.

“With Binding Force I Shackle you.”

Shatter

Spell (Celestial and Earth 3), Scroll

Eldritch Force; Instant

This spell will utterly destroy any object up to the size of a normal door, rendering it useless. It cannot be used to create a door-sized hole in an object larger than a door. Once destroyed, the phys rep will become unusable but not unrecognizable. A Shatter cast at a door will not totally destroy the door, but will damage it enough to allow passage through the door’s frame.

When targeting a possession (like a weapon, shield, or suit of armor), the item will be destroyed unless somehow indestructible or able to Resist the effect, for example, through the Strengthening Blacksmithing ability. A suit of armor will still be reduced to 0 current Armor Points until refit even if it is not permanently destroyed. Note that a Shatter used against **any** type of Armor will reduce it to 0 Armor Points, even if the Armor Points come from Natural or Arcane Armor. These types of Armor may still be refit normally afterwards.

The spell will not work on a permanent magic item or a magically protected item such as a Wizard Locked door. Shattering a trapped item will set off and destroy the trap as well.

The target item must be named, and only the target item will be Shattered. Items that are contained within or attached will not be affected. If there are two or more items that fit the description of the incant, then a hand-held item will be affected before one simply carried on one’s person; thus if a monster throws a packet for “Elemental Shatter Weapon!” then a sword that is being actively used will be destroyed before a dagger strapped to the back.



A shield is not considered a “weapon” for the purpose of Shatter.

If the item that is being carried is protected against this effect (such as by being strengthened or by being a magic weapon), then the spell is used up and will not affect another similar item in the possession of the target.

“With Eldritch Force I Shatter your <item>.”

Shun

Spell (Celestial and Earth 4), Scroll

Command; 5 Minutes

This spell causes the victim to feel great discomfort around the caster. The victim will not initiate attack on the caster while the spell is in effect, and the victim will immediately move at least ten feet away from the caster and stay at least that far away while the spell is in effect.

If the victim is within ten feet when the spell is cast, the victim must move away, but never in a manner that causes direct harm or endangers the victim. In other words, the victim cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm.

This spell does *not* create a ten foot magical circle around the caster which is effective only upon the victim; it merely makes the victim attempt to stay at least ten feet away.

If the victim has to come closer than ten feet in order to get away (for example, to pull close to the caster in order to get to an exit), then that is permissible. While within that ten foot area however, the victim can take no in-game actions against the caster.

“I Command you to Shun me.”

Silence

Spell (Earth 5), Potion

Curse; 5 Minutes

The victim of this spell cannot talk, activate magical items, or cast any spell. The player must still call out the damage points his or her weapons inflict if combat ensues while the spell is in effect, as well as any out-of-game phrases or answers such as “Spell Shield” or answering a Healing Arts question.

“I Curse you with Silence.”



Sleep

Spell (Celestial and Earth 6), Potion, Scroll, Elixir, Gas, Coating

Command; 5 Minutes

This spell causes the target to instantly fall into a deep sleep.

Not even strong shaking or yelling in the victim's ear will rouse them from this magical sleep.

This effect will not work on some creatures without a metabolism, such as undead creatures, golems, or some giant insects.

“I Command you to Sleep.”

Slow

Spell (Celestial and Earth 1), Scroll

Binding; 5 Minutes

The target will be magically slowed such that they are unable to run for the duration. They may move at walking speed, even brisk walking speed, but attempting to jog or run is completely impossible for them.

“With Binding Force I Slow you.”

Solidify

Spell (Celestial 3)

Eldritch Force; Instant / 5 Seconds

This spell forces a gaseous form to become immediately solid. The creature may be able to turn gaseous again if it has the skill.

This spell will not work on certain creatures who are gaseous normally, such as noncorporeal undead or air elementals.

A corporeal target struck by this effect, such as a PC or most monsters, will suffer a temporary slowdown. For five seconds, the target may not run and may not make any offensive weapon calls or throw packets, but may block, use defensive calls, and touchcast spells.

“With Eldritch Force I Solidify you.”

Spell Shield

Spell (Celestial and Earth 5), Potion, Scroll

Protection/Enhancement; 5 days

This spell will cancel the next effect delivered with the Spell qualifier cast at the recipient, including beneficial spells, after which it is used up. It does not protect the recipient from the Magic damage effect or any other qualifier such as the Weapon qualifier.

Example: Finther is hit by Vorin who is using a magical weapon. “4 Magic” says Vorin. Finther’s Spell Shield will not protect him from this blow, and he will take the damage.

You must say “Spell Shield” immediately when this spell is used.

Spell Shield cannot be used in conjunction with a *Reflect Spell*.

If you have a *Spell Shield* active, you may still accept spells that are touch-cast. You cannot “accept” spells that are thrown at you, nor can you accept spells when you are unconscious.

Example: Terin is lying unconscious on the field of battle. Darlissa runs over and throws a healing spell at him, which hits. “Spell Shield” says Terin, thus letting Darlissa know the spell did not heal him.

“I Protect you with a Spell Shield.”



Stun Limb

Spell (Celestial 7)

Eldritch Force; Instant

This effect allows a character to disable an enemy's limb through pure force. The limb should be specified with the effect and may be any of the following: right arm, left arm, right leg, left leg. If a limb is not specified, the victim may choose which limb is affected (it must be a limb which is not otherwise affected by this effect at that time). Any limb specifically targeted which is already affected by a Stun Limb will simply have its ten minute timer reset.

If used on an NPC for which the creature being played does not have obvious arms or legs, the player playing the NPC should still be affected, representing the creature being affected in similar ways.

A Stunned limb may not be used to wield a weapon or manifest Game Abilities; the limb may also not be used for locomotion other than a crawl or the equivalent.

“With Eldritch Force I Stun your <limb>.”

Subjugate

Spell (Celestial 7)

Eldritch Force; 10 Minutes

This effect allows the control of either a golem or elemental who is subject to specific commands of the person who administered the effect: In the case of the spell, this would be the caster.

The target of a Subjugate spell will not attack the person who administered the Subjugate while it is in effect. The administrator can give the target multiple commands within the ten minute period, but the target will only follow the last one given. The caster of the spell may order the target to stop any command once it has been given without explicitly ordering the target to return to normal. For example, a caster could order a target to “Carry that person,” and then “Stop carrying that person.”

Creatures who are spirit stored in golems as defined by the game are also affected by the spell. This includes Player Characters.

While following these commands, the target is under complete control of the caster and performs the last order until that order has been completed. Afterward the target will stand and await the next order.

After ten minutes (or after the effect is countered), the victim comes out of the control and acts as normal, and has full knowledge that he or she was Subjugated and what was done during that time.

While Subjugated, the victim must perform actions to the best of his or her ability, including the use of spells, skills or innate abilities. Note that this spell cannot force a target to cast or use items that are not in his or her nature or ability to use.

The victim can defend themselves from any attackers, but if the caster attacks the victim, the Subjugate effect ends.

This effect can be removed by a *Dispel*. The death of the caster will end the spell effect.

Only one Subjugate effect may be active on the target at any one time. The most recent effect takes precedence.

Subjugate is an Eldritch Force effect, and as such does not counter or override any Command or Greater Command. Note as well that all golems are immune to Command effects.

Example: Belthivis has managed to have himself Spirit Stored into an iron golem body. He is hit with a Subjugate spell by his arch enemy Vorin and is ordered to guard Vorin and his party. Belthivis immediately does everything he can to comply. A member of Belthivis' party then kills Vorin and the spell effect ends, freeing Belthivis.



Greater elementals may have the ability to resist the effects of the *Subjugate* spell.

The only valid commands that a caster can give a target while they are Subjugated are listed below. Note that the wording of a command does not need to exactly match the following but it should be similar enough to it so that the target can understand what is meant.

Guard: The target must protect the caster or any person or object he is told to guard from all attacks, theft or harm to the best of their ability, even if it requires using spells, skills, magic items or innate abilities, as long as it doesn't go against their nature. During this time, the target of the Subjugate will not move unless to protect the object or person they're guarding.

Follow: The target must follow the caster or anyone the caster wishes followed. The target will not attack anyone who is not attacking them.

Attack: The golem or elemental will attack a chosen target of the caster's choosing, even if it requires using spells, magic items or innate abilities. Once the target of the attack command is on the ground, the golem or elemental will not attack and will wait for its new orders.

Carry/lift: The target will carry or lift objects and/or people if it has the necessary strength to do so. While carrying something, the target will automatically follow the caster until told not to do so.

Return to normal: This command ends the Subjugate effect.

"With Eldritch Force I Subjugate you."

Turn Undead

Spell (Earth 1)

Healing; 10 Minutes

This spell will affect one lesser undead creature, causing it to run from the caster as if affected by *Fear* (see page 118). The undead will immediately attempt to break Line of Sight and can use no Game Abilities while trying to escape. If breaking Line of Sight is impossible, the undead will stay as far away from the caster as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature (or caster) is dead. The undead will defend itself if cornered and unable to escape.

A *Dispel* or *Control Undead* will rid the creature of this spell, allowing it to return. One casting of *Control Undead* will remove all *Turn Undead* effects. Greater undead are not affected by this spell in the same manner, although they will be affected as if a *Shun* were cast at them.

This spell will not affect a living target, although it will remove any creature's *Spell Shield* or *Reflect Spell*.

"I call upon Earth to Turn Undead."

Vorpal Coating

Coating

Coating; Indefinite

Putting this coating on a weapon makes the weapon inflict extra points of damage for the next strike only. The tag must be taped to the weapon. The tag will state how much damage is added to the next swing.

This cannot be combined with any other coating such as other Vorpal Coatings.

Wall of Force

Spell (Celestial 3), Scroll

Eldritch Force; 10 Minutes

This spell creates a straight invisible barrier that will stretch no more than ten feet across and up to twenty-five feet up. This spell must be cast between two solid anchors such as trees or in a doorframe. The base of the Wall of Force must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a Wall of Force is in place. Multiple casters may invoke a Wall of Force simultaneously to extend its width; each caster grants up to ten feet of width.

Once the Wall of Force has been cast, the physical representation cannot be moved. Neither the Wall nor the

frame may be *Shattered*. Normal traps will not affect it.

Nothing may pass through the Wall once the Wall is cast, including spells, thrown gasses, weapons and creatures. Air may pass through, but other gasses may not. A gaze attack can be effective through a Wall, as will a Voice Radius effect.

The wall will last for ten minutes, but may be dropped by any of the Wall's casters at any time if he or she touches the phys rep and states "Wall down." This statement is out-of-game, although any observers who hear the statement are aware that the wall was dropped, and they might know who dropped it.

When targetting this effect with a *Dispel*, any part of the plane of the Wall of Force can be struck.

"With Eldritch Force I build a Wall of Force."

Ward

Spell (Celestial 9)

Eldritch Force; 5 Days

This spell magically seals a single room or an entire building. The object so affected must be an actual unmovable structure such as a building, a tent, or an unmovable wagon. When the spell is cast, a magic barrier will then appear enclosing the area. All portals into the area are sealed by the barrier, including windows.

Nothing may enter or leave except for air itself. No gaseous forms, gases, weapons, spells—nothing.

This spell allows only one portal into the structure when cast by a single caster. To indicate the presence of a Ward and the location of any portals, a large "W" must be placed on each portal which allows access in and out of the Ward.

Normally, a Ward will cover one Game Room. However, a Ward may be enhanced by multiple simultaneous castings. These castings must be performed by separate individuals and the spells cast at the same time. When multiple casters are involved in a Ward, the spell is affected in two different ways. First, each caster beyond the first may designate an additional portal through which the Ward may be accessed, using the same rules as for the initial portal. Second, additional casters will increase the size of the Ward by one Game Room worth. Larger buildings, as determined by the local chapter's staff, may require multiple Wards to be cast to cover the entire building. Players are encouraged to check with their local staff beforehand to determine if multiple Wards will be required. You cannot mix a *Ward* with a *Wizard Lock* in this fashion.

It is possible to Ward or Wizard Lock a smaller room within the Ward as long as the two rooms do not share the same portal. The outer Ward or Wizard Lock must be cast first. Partitioned Game Rooms may have individual Wards placed within them. For example, a closet within a cabin can be Warded.

The "W" must be placed on the portal prior to casting this spell, and this must be performed in-game. Any observers will thus be aware that you are attempting to place a *Ward* or a *Wizard Lock* on the building.

As soon as the spell is cast, the names of the persons who are invested must be written on the marshal's notes attached to the back of the door.



All persons within the *Ward* when it is cast are invested into the Ward. They may then enter and leave the Warded building at any time while the Ward is in effect. Once the Ward is cast, an invested member can, within the 5 days, cast *Lesser Investment* to invest other people into the Ward.

In order to allow others to pass into or out of the Ward, they must be “recognized” by an invested member of the Ward. The invested member must clearly gesture, touch, or name the subject creature and must state “the Ward recognizes you.” This is an out-of-game statement, so it can be made while *Silenced*. The effect is understood in-game by all who hear it.

Upon being recognized, a person must *immediately* enter or exit the Ward. If the recognized person does not immediately act upon the recognition, then the recognition will expire.

Invested members who are unconscious (or conscious, yet unwilling) will not pass through the Ward unless recognized by someone else.

When using combat skills or spells, you must be completely inside or outside of the Ward. For example, you cannot begin a spell incant while inside the Ward, and then step out and throw your packet.

If the Ward is somehow destroyed and replaced with a new one, an out-of-game notice must be placed upon the Marshal’s Notes on the door.

Wards are not affected by *Dispel*. The only way to remove a *Ward* is through ritual magic.

The only way to tell if a building has been *Warded* or *Wizard Locked* is to observe the “W” on the portal. The people inside a *Ward* will not know that the *Ward* has been removed until they observe that the “W” is no longer on the portal.

“With Eldritch Force I build a Ward.”

Weakness

Spell (Earth 3), Potion, Gas, Coating

Curse; 5 Minutes

This effect will curse the victim to inflict 5 points less damage with every weapon attack (minimum damage being zero, of course). It will first reduce strength bonuses, then weapon proficiencies.

It affects all weapon damage in the same way, including ranged attacks, and regardless of whether the weapon is used with one hand or two.

“I Curse you with Weakness.”

Weapon Shield

Spell (Celestial and Earth 2), Potion, Scroll

Protection/Enhancement; 5 days

This spell will protect the wearer from the next single attack they receive with the Weapon qualifier. The recipient must state “Weapon Shield” when the effect is triggered. Both the incoming attack and the *Weapon Shield* are then expended. This does not protect against a Killing Blow or a fall, nor does it work against any traps other than weapon traps.

A *Weapon Shield* will be used even if the amount of damage called is “zero.”

“I Protect you with a Weapon Shield.”

Web

Spell (Celestial and Earth 7)

Binding; Line of Sight

This effect immobilizes the victim from the neck down. The target may talk freely, but may not use any Game Abilities requiring the use of arms or legs, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. This victim can be searched and can be given a Killing Blow.

“With Binding Force I Web you.”

Wither

Spell (Earth 6), Potion

Necromancy; 5 Minutes

This effect twists and warps a target's ability to effectively attack or defend.

When struck, the target may choose which effect to take, but must then announce what they have chosen by calling "Withered Defense" or "Withered Offense." If struck with Wither again while already Withered, the target must re-announce this choice only if it changes with the new application of Wither.

While offensively Withered, the target may not make any offensive weapon calls or throw packets, but may block, use defensive calls, and touchcast spells.

While defensively Withered, the target will take damage when blocking attacks with a weapon or shield as if they did not have the appropriate weapon skill(s) to wield them, may not touchcast or intentionally target themselves with a packet attack, and may not use Smart Defenses, but may still make offensive strikes and throw packets at other targets.

Note that this same effect will occur against an Undead target if Restore is cast upon them. In this case, the undead still calls "Withered <choice>" for clarity.

Example: Rendal the Spellsword is fighting with a sword in one hand, ready to throw spells with the other. He comes up against his evil necromancer enemy Vorin, guarded by his pet Death Knight. Vorin first throws a Wither spell at Rendal with the incant "With Necromancy I Wither you!" Rendal is struck! He calls "Withered Offense." He can now block the Death Knight's weapon swings or touchcast spells on himself, but he cannot throw spells or swing his weapon for damage. He blocks frantically, backpedaling, but then the Death Knight lands 3 swings in a row with the call "5 Wither!" Rendal can choose to switch his Wither to Defense and decides to do so, calling "Withered Defense." He doesn't need to call this for the second and third hits, since he's not changing how he's Withered. Rendal launches a ferocious barrage of blows, hurting his foe with several attacks but taking damage every time he tries to block with his sword.

"With Necromancy I Wither you."

Wizard Lock

Spell (Celestial 6), Scroll

Eldritch Force; 5 Days

This spell is identical to a *Ward* spell except that it is cancelled by a *Dispel*. In all other respects, this spell follows all of the rules for a *Ward*, including the use of *Lesser Investment*.

If you wish to upgrade your Wizard Lock into a *Ward*, you must first dispel the Wizard Lock.

The building must be visibly marked with a large "W" to indicate the presence of a *Ward* or *Wizard Lock*.

There is no way to tell the difference between a *Ward* or a *Wizard Lock* just by looking at it; the only way to tell is to cast a *Dispel* at the portal and see if it remains. You must have a marshal present in order to do this.

"With Eldritch Force I build a Wizard Lock."



High Magic

Characters who have studied the scholarly arts can unlock the pinnacle of arcane power, High Magic. High Magic points are used for many purposes, ranging from crafting arcane items of power through Formal Magic to blocking some of the most powerful attacks via Cloaks. These characters can use High Magic to Augment many Battle Magic spells in various ways, as well as toughening their own body and armor.

High Magic points can be spent on a variety of High Magic abilities at any point. Some High Magic abilities may have additional criteria that a character must meet to be able to purchase them, and chapters may have additional “local chapter only” High Magic that is not available anywhere else.

High Magic purchases always have a specific Aspect—Earth or Celestial—which corresponds to the primary school of the character who purchases them. Characters may choose to purchase High Magic in their secondary school at the appropriate cost. These points may never be combined—for example, you cannot use one Earth High Magic point and one Celestial High Magic point to purchase a Cloak costing 2 High Magic points. Once a High Magic ability has been purchased, it counts as the Aspect from which the High Magic points were allocated.

To spend High Magic, a character may allocate points at Logistics however they choose. Alternatively, a character may spend points later in the day by successfully Meditating, after which they may purchase a single High Magic ability as many times as they like providing they have sufficient unspent High Magic points to do so. If they are choosing the Spellcraft High Magic, they must then have the Spellcrafting tag signed off by a Crafting Marshal, and must deposit any expended resources (such as Reagents) at a Crafting Station. Unless otherwise specified in the High Magic description, any other High Magic can be filled out by the player themselves at the end of their Meditation session.

Unless explicitly specified under a High Magic ability, High Magic may never be Meditated back once triggered. For example, the Spell Augmentation High Magic cannot be Meditated back if the spell it is triggered on misses.

High Magic effects generally last until the next Logistics period or until used.

Unless otherwise specified, High Magic effects target a character’s Body and will always be on the body part containing the spirit if parts of the body are separated. This means that active High Magic will be lost when a character resurrects; individual High Magic abilities may grant exceptions to this.

High Magic Effects

Bane

Times Ever. Each time this Smart Defense is selected it provides protection against a single attack from a specifically chosen Effect Group chosen by the caster; any Effect Group other than “Coating” or “Other” may be chosen. The Bane will Return the specific effect from among those in its Effect Group back upon the attacker as if it were an effect encountering a *Reflect Spell*.

Bane does not alter the delivery type of the effect. An *Enfeeble Poison* that has been Banned is still considered a Poison for the purposes of delivery-based defenses such as *Poison Shield* or *Resist Poison*.

Bane will act as a Cloak when used against Ingested delivery, a trap, or a Killing Blow.

Celestial Armor

Passive. This High Magic ability allows the Formal Caster to add a powerful barrier of protection to their existing armor. Celestial Armor grants 2 additional maximum Armor Points per purchase (for a maximum of 10 bonus points), which add to the user’s currently used Armor (no matter its source) and may go above their normal maximum. Note that this does not affect how the Armor is refit; for example, Blacksmithing is still required to refit a suit of physical armor enhanced with Celestial Armor.

Channel Earth/Chaos

Passive. Each time this ability is selected, the caster chooses either Healing or Chaos. This augmentation allows the character to channel this element through those weapons in which they have the skill for the duration of

High Magic	Effect	Points	Prerequisites
General High Magic			
Bane <Effect Group>	Smart Return vs target Effect Group	3	
Channeling Execution	Allow Killing Blows using Channeling Pool	1	At least one purchase of <i>Channeling</i>
Channeling Shield	Use Channeling Pool to stop damaging Spell and Elemental attacks	3	At least one purchase of <i>Channeling</i>
Cloak <Effect Group>	Smart Guard vs target Effect Group	2	
Enhance Signature Spell	Double value of one Signature Spell from memory	1	
Exchange Spell	Swap a spell in memory for another of equal or lower level	1	
Formal Link	Add Formal Magic ranks to another caster's casting	1	At least one 9th level spell slot of the appropriate school
Formal Magic	Allow casting of Rituals	1	At least one 9th level spell slot of the appropriate school
Higher Manifestation	Use a single hand as a Channeling Source	4	At least one purchase of <i>Channeling</i>
Magical Conduit	Fill up to 9 levels in a Spell Store Ritual of the appropriate aspect	3	
Oak of the Archmage	Use a Staff as a Channeling Source and deliver Channeling Pool and Signature Spells through attacks	5	Must know the <i>Staff</i> skill
Powerful Meditation	Meditate back a spell or skill that hit a Defense	1	
Ritual Manipulation	Manipulate a Ritual in a variety of ways	1	At least one purchase of Formal Magic of the appropriate school
Spell Augmentation	Selected spell is used with the "Spell" qualifier	2	
Spellcraft	Create a temporary effect from a Ritual Scroll	1	
Storm Augmentation	Allow walking and add 5 packets to a Storm spell	2	At least one 5th level spell slot of the appropriate school
Celestial High Magic			
Celestial Armor	Adds +2 maximum Armor Points, no matter what Armor is being used	1	Maximum of 5 purchases
Channel Foundation Element	May swing with the selected Element at will (Flame, Stone, Ice, or Lightning)	5	<i>Claws</i> or a weapon skill
Elemental Augmentation	Selected Evocation spell is used with the "Elemental" qualifier	2	
Magical Channeling	May Channel using the "Magic" Effect	2	At least one purchase of Celestial Channeling
Protective Reflex	Produce a retroactive <i>Prison</i> to protect the caster	8	
Scroll Mastery	Use a Scroll to produce a lower-level Scrollable effect	3	At least one purchase of <i>Create Scroll</i>
Earth High Magic			
Channel Earth/Chaos	May swing with the selected Element at will (Healing or Chaos)	5	<i>Claws</i> or a weapon skill
Earth's Bounty	Adds +2 maximum Body Points	1	Maximum of 5 purchases
Potion Mastery	Allows using Potions to fill a Spell Store or Memory Strike Ritual	3	At least one purchase of <i>Create Potion</i>
Rebirth	Produce a <i>Life</i> for the caster when their Dying period runs out	8	

the Logistics period. Just like the Healing Blade and Chaos Blade spells, they may choose whether to invoke this element with each swing of their weapons.

This ability may not be purchased more than once in a single Logistics period. The element selected to be channeled must be declared at the time of selection.

Channel Foundation Element

Passive. Each time this ability is selected, the caster chooses one of the four foundation elements (Stone, Lightning, Ice, or Flame).

This augmentation allows the character to channel this element through those weapons in which they have proficiency for the duration of the Logistics period. Just like the Enhanced Blade spell, they may choose whether to invoke this element with each swing of their weapons.

This ability may not be purchased more than once in a single Logistics period. The element selected to be channeled must be declared at the time of selection.

Channeling Execution

Passive. Once this High Magic has been purchased, the character may Killing Blow using any one valid Channeling effect they have available by spending 5 Channeling points. This Killing Blow may be performed using any valid mechanism available (for example, a weapon they are wielding or their hands).

Channeling Shield

Passive. A character who has purchased this High Magic may defend against incoming Spell and Elemental qualifier attacks. This defense may be used no matter what Effect is called with the attack, but it must be a damaging attack with a number attached.

The character must expend an equal amount of Channeling points from their pool when using Channeling Shield; if they have insufficient Channeling points available they may not use this ability. When using Channeling Shield to stop an attack, the character must call “Cloak” as a Smart Guard defense. This ability may be used any number of times once purchased so long as the character has sufficient Channeling Pool available.

Cloak

Times Ever. Each time this Smart Defense is selected it provides protection against a single attack from a specifically chosen Effect Group chosen by the caster; any Effect Group other than “Coating” or “Other” may be chosen.

The Cloak will completely Guard against the specific effect from among those in its Effect Group as if the effect were encountering a *Spell Shield* or *Weapon Shield*.

Earth’s Bounty

Passive. This ability grants an earth caster an increase of 2 maximum Body Points. This ability can be purchased a maximum of five times, providing up to 10 additional Body Points to the caster. These points can be healed to maximum by normal healing means.

In all respects, this ability is as if the caster was of a higher level with the extra Body Points.

Elemental Augmentation

Times Ever. This augmentation changes the verbal required to deliver a single spell, which can now be delivered as “X Elemental <effect>.” If an Evocation Storm spell is chosen, the packets granted by the spell will be delivered with the Elemental Qualifier instead of the Spell Qualifier.

Enhance Signature Spell

Times Ever. This High Magic may be expended to double the numeric amount of one Signature Spell from memory (not Flex Casted). For example, if this ability is used for a 3rd level Evocation Bolt, its number would go from “15” to “30”. A 9th level Cause Wounds would go from “45” to “90”.

Exchange Spell

Times Ever. This High Magic functions just like the Spell Swap Ritual. Specifically, when this High Magic is used, a character may expend a memorized spell to gain use of a spell of an equal or lower level.

The use of this High Magic must be accompanied by at least 60 seconds of Focus roleplay and the character must be in possession of a spellbook containing both spells.

Once the character has completed their Focus, the player must recite the incantation of the spell to be expended and will then gain a use of the target spell. They must mark the expended spell off of their battle board and write in the new spell with an "S."

If expended along with a Spell Swap Ritual, the spell swap may be done with a 3 second counted action instead of 60 seconds. In this case, the character should record the Spell Swap on their battleboard at the earliest reasonable opportunity.

Formal Link

Times Ever. Each time this High Magic ability is chosen, it adds one additional formal caster level to another Ritual caster of the appropriate school (Earth or Celestial) in helping to assist in the casting of their Rituals. Note that this may be purchased even without purchasing any Formal Magic levels. No more than 10 levels of Formal Link can be used on any one Ritual Casting, no matter their source.

Bonus levels added through Formal Link are cumulative and last throughout the duration of the purchase.

Formal Magic

Passive. Each purchase of this High Magic ability grants one rank of Formal Magic, used for casting Rituals. See the "Formal Magic" section for details. A character with at least one rank of Formal Magic of the appropriate aspect may act as a secondary caster, adding one rank to the primary caster's chances of success. Additional ranks may only be granted from each secondary caster via the Formal Link High Magic.

Higher Manifestation

Passive. A character with this High Magic may Channel a specific Channeling element valid for their Channeling pool without using a Source in that hand. Only elements appropriate to the High Magic school may be chosen; i.e. you need Earth High Magic points to use Higher Manifestation for an Earth Channeling pool.

This means that the character may Channel while holding an object (such as a weapon or shield) in their off hand. The hand selected to use Higher Manifestation must be marked with a symbol at least 1" x 1" on the back of the hand or a glove worn on that hand. This ability may be purchased multiple times to allow for multiple elements.

Higher Manifestation may *not* be used to evoke Channeling pool in conjunction with a Source; if a Source is used, only elements appropriate to that Source may be manifested.

While it lasts, this High Magic may be invoked every time the character Channels at the character's choice. A character need not have any Source on their person to Channel while using this ability.

Magical Channeling

Passive. A character with this High Magic may Channel a Celestial Channeling pool with the Magic carrier instead of what their Source in hand would normally produce. This choice is made for each individual packet thrown.



Magical Conduit

Times Ever. When using this High Magic, the character may fill up to 9 levels in a Spell Store Ritual with spells appropriate to their Aspect. This requires the character to Meditate for ten minutes to fill the Spell Store. The character need not have Spell Slots to cast these spells normally. These spells must be in a spellbook that the character studies during the Meditation session in which they purchase this High Magic.

The Spell Store Ritual must stay in the character's possession for the duration of the Meditation session.

Oak of the Archmage

Passive. Oak of the Archmage allows a caster to evoke Channeling charges through a Staff instead of a Source. The caster must be proficient in the use of the *Staff* skill for this ability to be used.

When Oak of the Archmage is chosen, the caster must choose a single appropriate element for their Channeling pool(s). Multiple Oak of the Archmage High Magic effects may be used for multiple elements, including to empower it with both Earth and Celestial Channeling pools. Having a Staff shattered, lost or stolen does not end the Oak of the Archmage effect, though a caster would need to find or purchase another Staff to continue to use this High Magic ability.

A character wielding such a staff may also manifest their Channeling energy through its swings. The character may expend Channeling Pool points to swing with the call "X Elemental Strike <Type>", where X is the amount of Channeling points they wish to expend. This may not be higher than their normal Channeling Pool maximum, and may be enhanced using the Greater Wand Ritual. The type chosen may be any type they could normally channel through their Staff

Additionally, such a character may expend a Signature Spell from memory to swing with the call "X Spell Strike <Effect>", where X is the damage of the Signature Spell and <Effect> is the effect appropriate to the expended Signature Spell.

Potion Mastery

Passive. Until the next Logistics period, this character may expend a potion in their hand to touchcast its effect as "X Spell <Effect>" into a Spell Store or Memory Strike Ritual as though using a Battle Magic spell to fulfill those Rituals' requirements.

Powerful Meditation

Times Ever. This High Magic may be expended to Meditate a single Battle Magic spell (of either aspect) or Martial or Stealth skill which was negated by a defense. The character must complete a normal Meditation session as if the ability had missed without resolving. The character may only use this High Magic on an ability they expended while they had this Powerful Meditation High Magic prepared. They may not use Powerful Meditation on an ability they expended before they prepared the Powerful Meditation High Magic.

Protective Reflex

Times Ever. This provides a personal Prison spell for the caster in extreme emergencies. The Protective Reflex ability allows the caster to choose to activate this Prison in response to any effect that strikes them; the Prison effect then acts as if it was cast before the effect struck. When triggered, the character must state "Protective Reflex. No Effect: Visible Prison" as a response to the attack.

Rebirth

Times Ever. This provides a personal *Life* spell for the caster in extreme emergencies. A Rebirth will automatically activate a *Life* spell on the caster as if it had been touch-cast and accepted during their death count at 4 minutes 59 seconds. However, the player always has the option to resurrect as normal and forgo using this High Magic ability in order to save it for a later time; unlike most High Magic, this ability will survive resurrection if unused.

If a Rebirth is used while Engulfed, your death count may be reset.

The proper call for using rebirth is "Rebirth."

Ritual Manipulation

Times Ever. This ability allows a caster to manipulate a Ritual they plan to cast later in the same Logistics Period. In order to use this ability, you must have the Ritual Scroll you wish to manipulate, all reagents required to cast it, the catalyst (if required), and the appropriate amount of formal levels.

Each time this ability is taken, the caster may choose one Ritual Manipulation they wish to apply when they perform a full casting of the chosen Ritual. Note that a Ritual Manipulation is specific to a single *type* of scroll (e.g. “Arcane Armor”) but not the specific scroll you are bringing to Logistics. The prerequisite for each type of manipulation must be met individually on a scroll to caster basis, and is based on their current Formal Magic level compared to the chosen difficulty of the target Ritual Scroll.

Example: Belthivis the Ritualist has 20 points of High Magic, of which he has assigned 10 points to Formal Magic, giving him a current Formal Magic level of 10. Belthivis takes an Enchant Ritual Scroll and meditates upon it to choose some Ritual Manipulations. First, he must determine at what level he plans to cast the scroll—in this case, he plans to cast the Enchant for a single charge of a level 9 Spell, which means he will be casting it at Difficulty 3. This gives him 7 levels of Formal Magic above the target difficulty, making him eligible for Caster’s Mark, Foresight, Improved Chance, Insert Component, and Lore Answer. He cannot use Conservative Casting as he does not have enough Formal Magic above the target difficulty of his casting. Belthivis chooses to spend 1 point of High Magic on a Caster’s Mark for Enchant, and another 5 points of High Magic for 5 levels of Improved Chance for Enchant. When purchasing the High Magic via Meditation, he must have the Ritual Scroll and necessary reagents in front of him. At the end of this process, he has spent 10 High Magic on Formal Magic and another 6 High Magic on Ritual Manipulations, leaving him with 4 available.

Some Ritual Manipulations provide Empowerment effects for varying lengths of time. Using an Empowerment, a caster can “supercharge” the Ritual they are casting, granting a greater effect in some unusual way. The Empowerment itself cannot be extended by any means. After this period, these items return to their base Ritual stats as the magic settles down. The exact nature of how a Ritual is more effective is up to the local Plot team. The more impressive role-playing and Ritual casting performed, the greater the Empowerments.

An item may only ever have one Empowerment active on it. Further attempts to Empower other Rituals on the same item will automatically fail.

Empowerments do not count as “Rituals” for the purpose of Ritual Slots. Plot may choose to preemptively expire or alter an Empowerment at any time if they choose to do so. Empowerments may never travel outside the chapter in which they were cast; an item with an active Empowerment will act as normal for its base Rituals (without the Empowerment effect) if taken to another chapter.

The types of manipulations and their prerequisites are listed below and are arranged according to the number of levels needed of Formal Magic above the Ritual to be cast.



Foresight: When using this Manipulation, if a Backlash is rolled, the caster may roll twice (rerolling a duplicate result) and choose which of the two rolled Backlashes applies. No further rerolls—such as from additional purchases of Foresight—are allowed. The caster must have at least as many levels of Formal Magic from the appropriate school as the difficulty of the Ritual to be cast.

Casters' Mark: This allows the caster to add a small sigil or rune on the target of the Ritual. This can be no larger than 3" on a side. This Mark will remain as long as the Ritual with this ability remains on the item, and cannot be removed from the item while any Rituals of this batch remain.

This ability may only be taken once. Plot must approve the design of the sigil to be placed on the Item.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Improved Chance: This will add 1% success chance to the Ritual being cast. This ability can only be used up to five times per Ritual and never for a greater chance than 95%.

This is accomplished by rolling either two ten-sided die (with one representing the “ten” column and one representing the “ones” column) or rolling one die twice—first for the tens digit then again for the ones digit.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Insert Component: This allows the caster to swap out a single required component for another single required component listed on the Ritual Scroll.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Lore Answer: This ability allows the caster to enter a note on the magic item tag which dictates what information, if any, the caster of a Lore Ritual will receive.

For each purchase of this ability, the caster may stipulate one “answer” which will be the first answer the caster of the Lore Ritual will receive from Plot. It is up to the discretion of Plot how much, if anything, the caster of the Lore Ritual will receive beyond this answer.

The caster must have five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Conservative Casting: This allows the use of one less component. This ability cannot be combined with any other ability that allows a reduction in component cost and may only be purchased once.

All components as specified on the scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the component(s) which were not consumed due to this Ritual Manipulation.

For example: Belethevis wants to cast a Spirit Link which requires 4 reagents: a Truesilver, a Ley Ore, a Penna, and a Heartstone. He uses a point of High Magic for Ritual Manipulation: Conservative Casting on the Ritual. When he casts it, he has all four reagents as specified on the scroll to begin the casting. Once the Ritual is complete, he decides to not have the Heartstone consumed.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Disguised Casting: this ability renders a Ritual so that observers and creatures in the area are not informed they “feel magic all around them” thus preventing the magical emanations which would alert creatures to the presence of the Ritual caster. In addition, anyone studying the Ritual is unable to determine if the Ritual is Earth, Celestial or Necromantic in nature.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Quicken Casting: This will reduce casting time by 20% with a maximum time reduction of 80% (with four purchases). The target of this Ritual may refuse to allow the time reduction to work. This ability will not work with any Ritual which is listed as “unavoidable” such as Obliterate, Divestiture, or Banish to Other Plane.

The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Spark of Empowerment: This Manipulation will provide an Empowerment for twenty-four hours or until the next Logistics Period, whichever is shorter. The caster must have ten levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Choose Flaw: The caster may choose to add a flaw to the item from one of the following flaws. The caster may purchase this manipulation multiple times to add more flaws on items.

- Limit the item’s use to a specific race or prohibit a specific race from using this item
- Require a specific Skill to use or requiring the user not have a specific Skill
- Require a certain action, phrase or gesture before, during or after activating
- Require the item be worn or held or manipulated in a certain way
- The item will only function under specific conditions (such as time of day or in specific weather)

If contradictory flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific Rituals. Thus, so long as an item retains any Rituals (and thus a Magic Item tag), all flaws on that item remain.

The caster must have fifteen levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Note: Flaws do not apply if a player does not know about them, however, any communication about the item’s powers (such as Identification or handing an item off from one person to another) must include an OOG communication detailing the flaws.

For example: Terin picks up an unidentified item. He doesn’t know the flaws or benefits yet. Later he goes and gets it Identified. At this time, he’s given the tag and the flaw is told to him (“This can only be used by Elves”). Terin then sells the item to Ena, telling Ena only about the benefits in-game (“Look, this sword can swing for Magic for 10 minutes each day!”), but when he hands over the tag he also is required to tell Ena OOG about the flaw.

The intent of this clarification is that players with knowledge of any powers of the item should also (even if only OOG) be informed of the flaws of the item.

Obvious Power: This allows the caster to create an item which has a flaw added to it where anyone who inspects the item is able to identify the Aspect of the magic (Earth, Celestial or Necromantic) without the need for a Greater Celestial Circle of Power or a Lore Ritual.

If an Obfuscate Ritual exists on an item or is added to the item at any later time while this Ritual is still active, this ability will be removed. The caster must have fifteen levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Terminate Ritual: This ability allows the caster to voluntarily end the Ritual casting with no ill effects. At any time during the Ritual, the caster may activate the ability, ending the casting and retaining possession of all the Ritual components and scrolls as if the Ritual had not been started. The Ritual may be restarted within 10 minutes. No matter what, a Terminated Ritual will still have its scroll and reagents destroyed if the Ritual is not reattempted within this 10 minute period.

The caster must have twenty levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Touch of Empowerment: This Manipulation provides an Empowerment for up to five days.

The caster must have twenty levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Conservation: This allows the caster to use two less components. All components as specified on the scroll must be present at the time of casting. After the Ritual has been successfully cast, the caster may choose and retain the component(s) which were not consumed due to this Ritual Manipulation.

Example: Belthivis wants to cast a Spirit Link which requires four reagents: a Truesilver, a Ley Ore, a Penna, and a Heartstone. He uses a point of High Magic for Ritual Manipulation: True Conservative on the Ritual. When he casts it, he must have all four reagents as specified on the scroll to begin the casting (as per the rulebook). However, after he successfully casts it, he can pick two reagents of his choice which are not consumed in the casting.

This can only be purchased once and cannot be combined with any other ability that allows a reduction in component cost.

The caster must have twenty-five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Alternate Component: The caster may add one additional “base component” to the scroll, allowing them to gather resources easier.

Example, Belthivis has a scroll requiring three components: Ley Ore, Pyrotis and Jetsam. With this skill, he can now add Feyander to the list. He needs twenty-four components total for the Ritual, so now he can mix and match from these four reagents as long as there is at least one each of the Ley Ore, Pyrotis and Jetsam listed on the scroll.

The caster must have thirty levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Empowerment: This Manipulation provides an Empowerment for a variable length of time, up to a maximum of the duration of the Ritual batch in which it was used. Plot may choose to set an expiration date earlier than the duration of the batch if they choose to do so.

The caster must have thirty-five levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Casting Insight: This ability allows the caster to roll twice to determine the success chance of their Ritual. The caster can then choose whichever die roll result they prefer of the two. These results are taken before any other Manipulations or High Magic abilities are used.

This ability may only be purchased once per Ritual.

The caster must have forty levels of Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.



Scroll Mastery

Passive. Until the next Logistics period, this character may read a Battle Magic scroll (which they would normally be able to cast) with the incant of a lower-level spell and utilize the incanted effect by expending the original scroll. The chosen spell must both be Scrollable and be in a spellbook on the character's person.

Spell Augmentation

Times Ever. Each time this ability is selected, the caster may deliver one of their memorized spells as "Spell <spell name>", following all effects and deliveries rules. This may be used to deliver a spell while under a Silence. This may be used on spells changed via Flexible Casting.

Spellcraft

Times Ever. Each time this ability is chosen, the caster may prepare one Spellcrafting charge from one Ritual Scroll that allows Spellcrafting. The Ritual Scroll itself must be studied when preparing this High Magic just as a spell caster would study battle magic spells. Like spell books, Ritual Scrolls are not consumed after studying for Spellcrafting (with a few exceptions that will be noted on the scrolls).

At Logistics or a Crafting Station, the caster hands in the required reagents as specified on the Ritual Scroll. The caster must also give the Ritual Scroll over to verify that the Ritual Scroll is valid. The player will then be given a Spellcrafting tag. This tag states the Ritual studied, the caster's name, and the current Logistics Period ("Friday", "Saturday", etc.). The caster then has until the end of the Logistics Period written on the tag to invoke the Ritual. If the player does not use their Spellcraft before it expires, the ability is lost until it can be studied again.

Spellcrafted Ritual Scrolls are cast like battle magic scrolls. All spellcrafted Rituals must be cast in-game.

The verbal for casting a spellcrafted Ritual is: "I call upon the power of <type> magic to craft <Ritual name and choices>."

Example one: Darlissa the Earth mage spellcrafts the Investment Ritual. "I call upon the power of Earth magic to craft the Investment Ritual," she says.

Example two: Vorin the earth mage spellcrafts the Summon Undead Ritual. "I call upon the power of Necromantic magic to craft the Summon Undead Skeletal Warrior Ritual," he cackles evilly while rubbing his hands together.

When casting, the Ritual Scroll must be in the hands of the caster and a packet must be touched to the scroll before it is used. All spellcrafted Rituals must be touch-cast onto a valid target. If that target has a spirit, the individual must state "accept" or "refuse." Spellcrafted Rituals are treated as battle magic spells in all other ways.

Any special rules for casting specified in the description of the effect *must* be followed for the spellcrafting to be successful. For example, in order to Invest someone in a Circle of Power, the caster must already be Invested and the caster and the recipient must be in that Circle of Power.

Spellcrafted Rituals generally expire after five days. Spellcrafted Rituals *cannot* be extended in any way.

The recipient of a spellcrafted Ritual *must* carry the tag throughout the duration of the Ritual. The Ritual ends if the person resurrects (unless the Ritual is of the Spirit Type), the duration expires naturally, the recipient receives a subsequent spellcrafted Ritual, or



the spellcrafting tag is lost. If a Ritual casting is placed on a recipient who has already received a spellcrafted Ritual, the spellcrafted Ritual immediately expires. Only the most recently spellcrafted Ritual is active on an individual recipient.

If a person is spellcrafting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that Ritual must, immediately after the spellcrafting, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored. The spell or ability used should be noted on the Spellcrafting tag when it is handed to the recipient.

If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The spellcrafted Ritual does not start its duration until the NPC comes in-game. When casting any spellcrafted Ritual that lasts one hour or less, the scroll is consumed and should be immediately torn in half and given to the Crafting Marshal.

When spellcrafting an item, the caster must attach the spellcrafting tag to any item upon which a Ritual is cast. The Ritual expires if the item is destroyed, the spellcraft duration expires naturally, or the spellcrafting tag is lost. Only the most recently spellcrafted Ritual is active on an item.

Any Rituals that summon, create, or animate creatures require Plot approval before they can be cast and the casting will consume the Ritual Scroll. This ensures that NPCs and appropriate monster cards are available.

The Plot Committee may decide that a spellcrafted Ritual automatically fails if NPCs and/or monster cards are not available at the time of casting. Under that circumstance, the Ritual Scroll should not be consumed and the Plot Committee and the caster should work out a more convenient time for the invocation of the Ritual.

Players who are to role-play the summoned, animated or created creatures need to see a member of the Plot Committee prior to entering the game to establish the creature's personality and reactions.

When creating undead, a Plot-approved graveyard is the only proper recipient of the Ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the Ritual Scroll.

Example: Vorin has five levels of earth Formal Magic. He decides to study four Rituals to spellcraft during the event. He selects two Invest Rituals, one Minor Channel, and one Summon Undead (Skeleton). These Rituals total four levels of Formal Magic. At Logistics, he hands over the appropriate number of Ritual components as set forth on the scrolls and shows the person behind the desk his Ritual Scrolls. He is then given a signed tag for each Ritual studied and goes in-game.

Wishing to let Belthivius use his limited Circle of Power, Vorin casts a spellcrafted Invest Ritual on him and hands him the spellcrafting tag. Belthivius is now invested in the Circle until the next Logistics period.

Later, Vorin wants to cast his Create Minor Undead (Skeleton). He tells Plot and NPCs are made ready. Vorin then casts it while inside his cabin using the floor as the target. Because he did not target a graveyard as required by the spellcrafting rules, the casting fails.

Storm Augmentation

Times Ever. The caster may trigger one (and only one) of this High Magic ability when casting a Storm spell. This augmentation allows the caster to move during that Storm spell (though they still must follow all other Concentration requirements). The caster will also gain 5 additional packets to throw during the Storm. Other types of Augmentations (such as Spell or Elemental) may be used with the same spell.



Formal Magic

You have mastered the power of battle magic, and now it is time to delve into the higher realm of what is called Formal Magic. This allows casters to use powerful Ritual Scrolls to create long-lasting magical effects far beyond what can normally be accomplished through spells alone.

Characters with *High Magic* can allocate some of their High Magic points to the Formal Magic ability, so long as they have mastered 9th circle spells (the prerequisite for Formal Magic). The Circle of Power spell, and deep understanding of its in-game mechanics, is a gating factor for being able to truly utilize Ritual Scrolls. Each rank of Formal Magic grants a greater chance of success for all Rituals cast during that Logistics Period; Formal Magic is not ‘used up’ when a Ritual is cast, but instead (like all *High Magic* abilities) lasts until the next Logistics Period starts.

Characters who have reached the point where they can cast Formal Rituals often give themselves a title of “Wizard.” Some wizards add a personal bit to this title such as “Wizard of Earth Magics” or “Wizard of Might and Power” or “Wizard of Life Healing.” It is up to each character to decide how pretentious this title should be. Some refuse to use the title at all, and prefer “Sorceress” or “Warlock” or some other title of their own making. Most people don’t bother wizards about their titles; after all, it isn’t a good idea to have a spellcaster that can cast Rituals mad at you.

The Most Important Ritual Rule: The Formal Magic system can provide fun, excitement, and enjoyment to all players. It is not designed to provide players with an excuse to unbalance, destroy, or otherwise ruin an Alliance game. The Ritual Marshals, adjudicators and other chapter staff have the final word as to the results of all Rituals and their effects within their chapter as they see fit, particularly where there are disputes about the meaning of a rule. In all cases, the decision of a staff member who feels that the Ritual rules are being abused must be obeyed.

Some examples of behavior by players that often require staff members to intercede include:

- *Players who try to force their interpretations of a rule on other players;*
- *Players who try to use technical definitions of the rules to obtain advantages not intended by the Alliance or chapter staff and which therefore violate the “spirit” of the rules;*
- *Players who perform actions that could be harmful or damaging to the plot or back-story of the local campaign or its players.*

Moreso than other rules, Formal Magic allows significant room for interpretation. This interpretation is done by the Plot Committee, not the player. Players who argue with or harass staff members with whose interpretations of Formal Magic Rituals they disagree may have their ability to purchase Formal Magic removed.

Aspects

“Battle magic” (the magic cast by spell-casters who have not yet mastered Formal Magic) is separated into three “aspects”: Celestial, Earth, and the perversion of Earth magic known as Necromancy. A spellcaster focuses the raw elements of magic into a specific, understandable aspect, which produces a specific effect.

Similarly, when casting a Ritual, an effect will always come out as one of these three aspects. There are many scrolls which are written as “General” aspect, which means that the Ritual will take on the aspect of the caster at the time of casting.

Each purchase of Formal Magic is identified with a specific aspect: either Celestial or Earth depending on the High Magic used to purchase it. Earth Formal Magic is used to cast both Earth and Necromancy aspected Rituals.

Some general aspect Rituals affect the performance of other Rituals (for example, by extending the other Rituals’ duration). Upon casting, the caster must decide which aspect of other Rituals shall be affected. If the caster chooses an Earth aspect, for example, any Celestial aspect Rituals within the Ritual’s area of effect will not be affected. If the caster chooses to affect Earth aspected Rituals, Necromantic Rituals will also be affected.

Necromantic aspected Rituals are visually recognizable as Necromantic, even if the invocation does not use the word “chaos.” Any individual observing a Ritual may ask the out-of-game question, “Does this Ritual look Necro-

mantic?” The Ritual Marshal should answer “yes” or “no” and may provide an in-game description such as “Dark flows of energy can be seen swirling within the Circle of Power.” All items that are created using a Necromantic aspect are given Earth aspect tags.

Ritual Scrolls

All formal magic requires a Ritual Scroll, which contains the description, directions and limitations for the specific Ritual. The Ritual Scroll will typically appear in a laminated pouch that can be easily inserted into a notebook for player convenience. A Ritual Scroll may actually constitute several pieces of paper with a coded top sheet that prevents people without the *High Magic* skill from reading it. Players should not look into the scroll sheets within the laminated pouch unless they possess the skill *High Magic*.

Although Ritual Scrolls do not expire, almost all Ritual Scrolls are consumed immediately after use. Those that do not will be so noted on the scroll. After a casting has completed, the Ritual marshal will take the Ritual Scroll to Logistics to verify its validity. The use of an invalid scroll will cause a Ritual to immediately fail and may subject the caster to disciplinary proceedings.

All Ritual Scrolls are for use in the local chapter and campaign only. The use of a Ritual Scroll outside its chapter of origin is strictly forbidden to ensure that a chapter can properly validate its own Ritual Scrolls as genuine.

Every scroll contains the following information:

Validating information: Ritual scrolls are always signed by at least two members of a chapter’s staff and may have a specific code to be used by the chapter to ensure its validity.

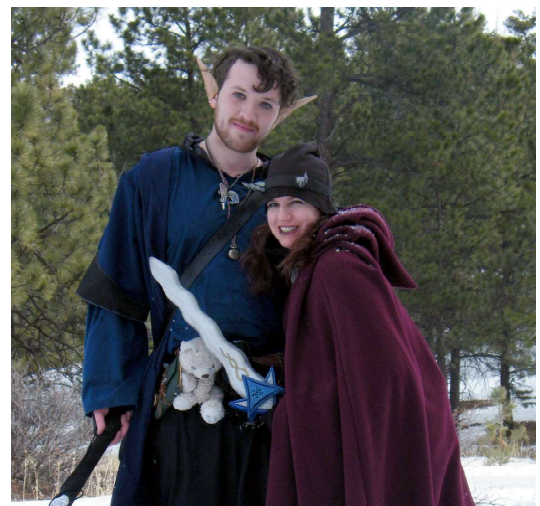
Name: The Ritual’s name may not adequately describe the effect, so casters and marshals should always refer to the description of the effect, rather than just the name. For example, a Conjunction scroll might conjure *any* type of elemental, even if the Ritual name says only “Summoning.”

Aspect: This lists whether the Ritual is general, Celestial, Earth, or Necromancy.

Difficulty Rating: Unmodified, this number represents how difficult the Ritual is to cast. This number might be adjusted at the time of casting by the actions of the Ritual caster or other factors, as specified in the description of the effect.

Ritual Type: This gives a general idea of what the Ritual does. *Enchantment* Rituals deal with adding powers to a person, place, or item. *Extension* Rituals will extend the duration of a batch of *Enchantment* Rituals. *Divination* Rituals are about learning something specific from a Ritual target. *Summoning* Rituals will summon a creature or item to the caster. *Manipulation* Rituals are about changing something about the Ritual target.

Ritual Target: This defines what the Ritual can legally be cast on. *Spirit* Rituals can be cast on anyone with a Spirit; these Rituals will survive the target’s resurrection. *Body* Rituals can be cast on anyone with a Spirit but affects only their physical body, which means that these Rituals will go away if the target resurrects. *Item* Rituals can be placed on any physical item (but not a person); many Item-targeted Rituals will specify one or more specific types of Item on which they may be cast. *Location* Rituals must be cast on a specific location; staff members must approve any adjustments to the location of a Ritually active area (such as the location of a Healer’s Guild Circle) due to out-of-game concerns. For instance, if a cabin assignment must be changed due to out-of-game considerations, Rituals cast on the cabin should transfer to the new assignment. Note that no



single target - whether a Spirit, Body, or Item - may ever have more than 20 Rituals on it at a time. If an additional Ritual is attempted on such a target, the target is considered invalid with all the penalties that implies.

Duration: Each Ritual has a specific duration listed. *Instantaneous:* the effect occurs immediately after casting and then ceases. *Times Ever:* the effect is in abeyance until invoked, according to the description of the effect. Once the Ritual has been activated, it is used up and will not return. *One Hour/Five Days/Special:* the effect lasts a specific defined duration from the casting of the Ritual, as described in the scroll. *X Logistics Periods:* the Ritual will last a certain number of Logistics Periods. When brought to an event, it will be marked down for each Logistics Period of the event. Once all Logistics Periods are marked off, the Ritual fades and disappears. *Permanent:* Permanent Rituals last until the item, body or spirit is destroyed or other specified criteria occurs.

Casting Time: If no casting time is listed on the Ritual Scroll, the casting time is five minutes. No Ritual will have a casting time exceeding one hour. Ritual scrolls with a casting time of one hour are rare and are usually that long in order to give other players enough time to attempt to stop its invocation.

Some Rituals refer to a “batch” of Rituals. This is defined by the character casting the Rituals, which are all of the same Aspect and cast no more than five minutes apart. If more than five minutes passes between Rituals intended to be part of the same batch, the batch is closed and a new batch must be started.

Extenders may be cast at any time during the Ritual batch. If an extender is cast as the last Ritual in a batch, the Difficulty/Reagent Cost is calculated off of the previous Rituals which were successful and on the item.

If a Ritual is cast at the beginning or any time in a batch other than as the last Ritual, the Difficulty and Reagent cost of the extender is based off the *intended* number of Rituals in the batch and is not modified by failing Rituals which occur after the extender is placed. Once a specific level of difficulty has been chosen for the extender, the maximum Rituals which can be affected by that extender is set for the remainder of the batch.

Ritual Instructions: This explains the effect of the Ritual and how Logistics will be required to resolve the effect in-game, as established by the Plot Committee. It will also indicate if the Ritual can be Spellcrafted and whether the Ritual requires Plot Committee approval or notification before invocation.

Components: This identifies the specific reagents and catalysts required for the Ritual. Reagents required for a specific Ritual are usually generated randomly so no two Ritual Scrolls are ever identical, even if they have the same name. Even copies of a scroll will require different components (and thus the wording on the “copy” will change). If a scroll can be Spellcrafted, the scroll will specify how many of the specified reagents listed on this entry (usually one to three) are required for spellcrafting.

Failure: This specifies the possible flaws and backlashes that might occur if the casting fails.

Every scroll has completely different flaws and backlashes. The Ritual marshal will write any long-term negative effects on the player’s character card. Some backlashes and flaws may simply say “See Plot.” Others may have effects that will only appear in that particular chapter.

Backlashes are always detrimental, and may even include the caster’s death. Backlashes can affect the caster, those inside the Circle during the casting, and even those watching the Ritual. All possible results are printed on the Ritual Scroll itself, so a caster knows in advance what the risks of casting the Ritual are.

Flaws are not always negative in nature. Sometimes a flaw may even enhance the effect of the Ritual.

Flaws and Backlashes that affect a character count as targeting the character’s spirit only if the source Ritual were targeting a spirit. Otherwise, Flaws and Backlashes are considered to be targeting the character’s body.

Note that *Destroy Magic* backlashes targeting the caster will destroy all Rituals on the caster’s body and/or spirit.

Ritual Levels: Some Rituals can be cast a multiple levels based on the choice of the caster. For example, an *Arcane Armor* Ritual can be cast at six different levels to create a suit of armor from 5 to 30 points. The caster must state their choice when the Ritual is started and fulfill all requirements of the desired Ritual level.

Ritual Components

Ritual components are the fuel for Ritual casting and spellcrafting. A Ritual Scroll will designate the specific type of Ritual components needed. Substitution is not allowed. Failure to use the exact Ritual components listed on the scroll will cause the Ritual to fail; using expired ones can even cause a Ritual to backlash!

Components are easily recognizable by the civilized races as well as savage races and monsters alike. Any person who picks up a Ritual component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum.

Out-of-game, this power is represented by a popsicle stick attached to the component along with documentation needed by the Ritual marshal. The popsicle stick will also identify the type of component it is. Anyone who finds one can identify what it is and that it is a Ritual component (although not which Rituals in which it may be used).

After a Ritual has been completed, the Ritual marshal officiating over the Ritual will collect any components used and return them to Logistics to be compared against the list of components that have been distributed by the campaign so their authenticity will then be verified. Any player who uses components of dubious origin may be disciplined.

There are two types of Ritual components: reagents and catalysts.

Reagents do not hold their magic forever, and will expire after approximately five years. Any Ritual using an expired reagent will fail. The expiration date is clearly marked on the popsicle stick.

Some Rituals may require a catalyst (or allow one for some extra power of the Ritual), which is a very rare component distributed with very close supervision by the Plot Committee. While reagents are transferable between all Alliance chapters within the specific campaign, catalysts may only be used in the chapter in which they are distributed. Catalysts do not expire and are indestructible by normal means, much like items enchanted with lasting effects.

Catalysts typically have unique names such as “Essence of a Falling Star” or “Shard of a Hero’s Tomb.” Each Ritual that supports a catalyst has a specific catalyst assigned to it, designated on the specific Ritual Scroll.



Reagents

There are ten categories of reagents, although the physical representation of each category may take different forms.

For example, “Feyander” is a magical plant. It could come in the form of a flower or even an acorn.

The ten categories of reagents are:

Cariosus (also known as “Ghoul Grease”): Cariosus can be found in a powder, or in a greasy, or gaseous form on many animated dead creatures. Called “the essence of unlife,” cariosus is frequently found in graveyards and on the bodies of the undead. Cariosus can be very delicate, and it is sometimes even necessary to preserve the entire decaying limb, hand, or finger to preserve the cariosus upon it. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. However, cariosus is not necromantic.

Fangtooth (also known as “Bloodthorn”): Fangtooth components vary wildly, and are often found from a diverse group of carnivorous creatures. Any predatory creature, including “civilized” races and even the thorns of some dangerous plant creatures, can produce a fangtooth.

Feyander: Feyander are plants that grow in natural settings abundant with magic or connected with the faerie world, such as near serene ponds, near mushroom rings, or verdant forests. Many races often gather feyander for its magical properties. Any plant can be feyander if it is naturally infused with magic.

Heartstone: Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is fairly rare, making these items known for their value even if they were not infused with magic. Heartstone is the essence of the earth itself.

Jetsam (also known as “Hydrite”): Jetsam is the essence of the ocean, typically found in shells and other waterborne and blessed articles that have spent a long time in the sea or beneath the water.

Ley Ore: This is a crystalline mix infused with power of Ley lines and Fae power. This is commonly derived from Fae creatures and the realms they inhabit, but occasionally manifests in Fortannis as a crystallization of pure magical energy.

Nightshade (also known as “Goblinbane”): Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find nightshade on battlefields, graveyards, or even in fallow fields. Nightshade also includes semi-poisonous substances such as belladonna, mandrake, and wolfsbane.

Penna (also known as “Windkiss”): Penna are feathers kissed by the wind. Something magical happens when the wind strikes the feathers of magical creatures, causing them to become endowed with a mystical quality. Penna can be found in nearly any location where avian creatures frequent. Penna is frequently called “the essence of the wind.”

Pyrotis (also known as “Lastember”): Pyrotis is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.

Truesilver (also known as “Lodestone”): Truesilver is a substance with a mysterious origin. It is said that truesilver might be some form of quicksilver or a form of silver that has become magic upon the blessing of an ancient ruler. Truesilver adds purity to many Rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

The Circle of Power

Circles of Power can be generated through the use of the ninth-level battle magic spell *Circle of Power* or through the use of a formal Ritual. Ritual casting must be conducted within a Circle of Power and will automatically fail if attempted anywhere else. If a Circle of Power is destroyed or otherwise ends during the Ritual casting, the Ritual will automatically fail.

Once the Ritual begins, no individual may enter the Circle of Power (except through the Rituals Spirit Walk or Spirit Recall, or through appearing as a spirit needing a resurrection) or else the Ritual will automatically fail. If more than one Ritual is cast inside a Circle of Power simultaneously, the Ritual that was commenced later will automatically fail.

A battle-cast Circle of Power will last for one hour, which is often more than enough time for a wizard to cast several Rituals before it expires. Ritually cast Limited Circles of Power and Greater Circles of Power can last anywhere from days to years, or even be permanent.

Limited or Greater Circles of Power always possess either an Earth or Celestial aspect. When one of these Circles of Power is ritually cast, the caster determines the aspect of the resulting Circle of Power according to the aspect of Formal Magic that the caster possesses. A caster who possesses both Earth and Celestial Formal Magic may choose the aspect of such a Circle of Power.

Only Rituals possessing a general or Celestial aspect may be cast in a Circle of Power with a celestial aspect. Only Rituals possessing a general, Earth or Necromantic Aspect may be cast in a Circle of Power with an Earth aspect. Rituals of the wrong aspect for a Circle will simply not start.

Investment: *Investiture* is a Ritual that must be performed upon a person while present in the Circle of Power into which the person is to be Invested. An Invested member of a Circle of Power can walk in and out of the Circle unimpeded at any time, unless that member is unconscious (or conscious yet unwilling). An unconscious or unwilling member of the Circle of Power will not pass through the Circle unless “recognized” by another Invested member, even if the member requires a *Life* spell.

Individuals who are not Invested may not enter or exit a Circle of Power unless “recognized” by an Invested member of that Circle of Power. The Invested member must clearly acknowledge that permission to enter or exit the Circle of Power has been given, by gesturing to and saying “recognized.” This is an out-of-game statement, and it can therefore be made even when Silenced. Upon recognition, the individual must immediately enter or exit the Circle of Power. The recognition expires almost immediately after being recognized.

An individual who seeks to use combat-related Game Abilities (such as while fighting or spellcasting) must be completely inside or outside of the Circle of Power throughout the action. For example, a player may not begin a spell incantation while within the Circle of Power and then step outside to throw the packet; nor can a player stand within the Circle of Power and swing a weapon at a target located outside the Circle of Power.

Wizards need not be Invested in order to cast a Ritual in a Circle of Power, although they must be able to get inside somehow whether through recognition, casting the Circle themselves, or other powerful magics.



Greater Circles of Power: Greater Circles of Power are usually found only in Healer's Guilds and Mage's Guilds. Raiding a Circle of Power requires the player to adhere to all of the rules applicable to raiding a cabin.

An Invested member of a Celestial Greater Circle of Power may perform an *Identify* on items or individuals an unlimited amount of times per day, as long as the item or individual to be Identified is completely within the Circle at the time. If performed on an item, *Identify* tells the caster whether the item has any magical properties and how the item works. If performed on an individual, *Identify* tells the caster what active effects or Rituals are present and will also Identify any magic items the individual is carrying or wearing. Some powerful magical creatures or artifacts may be impossible to identify. *Identify* does not reveal background, race, age, class, skills, monster abilities, favorite color, or any other information other than what has previously been mentioned.

An Invested member of an Earth Greater Circle of Power is capable of performing an unlimited number of *Resurrections* each day, as long as the member and the spirit to be resurrected are completely within the Circle of Power. A resurrection requires ten minutes to complete and brings the recipient to full Body Points. During the ten minutes, it is apparent to all observers that a resurrection is occurring, but the exact identity of the person being resurrected will be unknown to all but the Invested member performing the resurrection.

For more on resurrections, see the "Matters of Life and Death" chapter.

Ritual Casting

Ritual casting is a complicated process. If every component, every element, and every action is not taken properly, the Ritual will fail. Any player seeking to cast a Ritual must follow the following steps and have the appropriate staff member(s) present:

Inform Plot: If possible, casters who intend to Ritual cast at an event should alert campaign staff well in advance that a Ritual may occur at the event. Some Rituals require the campaign's Plot Committee be notified, especially if the Ritual requires NPCs to perform actions, or if the Ritual requires a member of the Plot Committee to provide information or other support. Some Ritual Scrolls *require* the notification of the Plot Committee prior to Ritual casting, and failure to do so many mean that you will not be allowed to perform the Ritual that event or else that the Ritual will automatically fail.

Gather Resources: The caster should take the time to make sure *all* of the required resources are ready. Failure to have any of these prerequisites available at the time of Ritual casting means the Ritual cannot be conducted, and the Ritual marshal may confiscate and break one Ritual component in the caster's possession. The caster is responsible for ensuring that the following items are available when a Ritual marshal is sought to officiate:

- A physical representation for the Circle of Power (if the caster is not using a Greater Circle of Power)
- A copy of the Formal Magic section of this Rule Book
- A 10-sided die
- The Ritual Scroll or scrolls to be used; the caster must have at least a one in ten chance of successfully casting the Ritual
- The Ritual components required for each Ritual Scroll
- Valid recipients for each Ritual, whether items or persons. Any item to receive a Ritual casting must already be approved for use (for example, weapons must be safety checked before being the target of a Ritual)
- Any additional players or NPCs required for the Ritual
- The caster's player card, as well as the player cards of any Ritual casters aiding in the Ritual casting

Obtain Ritual Marshal: A Ritual marshal is a staff member approved by the chapter in which the Ritual is to take place. It is important to remember that Ritual marshals can be very busy, so it is the caster's responsibility to take the time to make sure everything is ready to proceed before obtaining a Ritual marshal and to minimize the amount of time a Ritual marshal will be needed. Depending on the Ritual, the caster may also need to request a "magic item temporary tag" from the Ritual marshal. Players should be quick, professional and courteous when conducting a Ritual.

Get Ritual Ready: Upon arrival, the Ritual marshal will take the following steps, with which the players involved should cooperate:

- Ritual marshal identifies the primary caster and any additional casters who will assist in the Ritual
- Ritual marshal reviews the casters' player cards to note how many levels of the appropriate school of Formal Magic they possess. Note that a Ritual Caster may choose to not use all of their Ritual Levels when casting if they so desire
- Ritual marshal reads the first Ritual Scroll thoroughly, asking relevant questions. For example, if the scroll has the ability to cast a more powerful form of the Ritual, the marshal should ask the player what level of the Ritual the caster is attempting
- Ritual marshal confirms that all the required components and recipients are present within a valid Circle of Power
- Ritual marshal calculates and informs the players of the Difficulty Rating of the Ritual
- Ritual marshal calculates and informs the players of the chance of success of the Ritual as follows: The Success Number used for the Ritual roll is ten plus the primary caster's Formal Magic levels minus the Ritual's Difficulty Rating. If using secondary casters to aid in the Ritual, add one to the number of caster formal levels for each valid secondary caster participating
- Ritual marshal repeats this process for each Ritual the players intend to conduct
- Ritual marshal informs the players they may begin the first Ritual
- The caster casts the *Circle of Power* spell if not already inside a Circle



Conduct the Ritual: The caster begins the Ritual casting by stating the words “Begin Ritual casting.” The caster must be able to read the scroll and must be able to use Game Abilities throughout the casting. The caster must touch a valid recipient for the Ritual within thirty seconds of beginning the Ritual, or the Ritual automatically backlashes. So long as the target of a Formal has been signified by touching it within the first thirty seconds of the Formal, the target remains valid despite any other steps taken to prevent the caster from touching the target (such as the target suffering a *Prison* effect after being touched).

A dead body may be the target of a Ritual; however, if it leaves the circle before the Ritual is complete (such as dissipating to go resurrect), the Ritual will backlash.

Once touched, the caster may not designate a new recipient for the Ritual. During the Ritual casting, the caster cannot do much of anything but speak and fulfill the actions required in the Ritual Scroll.

No spells or Game Abilities may be used by the caster from the point the caster states “Begin Ritual casting” until the Ritual ends, except *High Magic, Educated*, and any skill or spell specifically set forth on the Ritual Scroll.

If a person is casting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that spell must, at the appropriate point in the Ritual, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored and the person with that skill or spell should only utter the name of the skill or spell, not the verbal that invokes the effect.

Failure Without Backlash

A Ritual will fail without backlash if, at the time the caster states “Begin Ritual casting,” any of the following conditions are met:

- The caster, Ritual Scroll and all required components are not in a Circle of Power
- The caster does not have at least a one in ten chance of successfully completing the Ritual without a flaw or backlash
- The Circle of Power representation is not properly set up as per the Circle of Power spell rules prior to the beginning of the Ritual
- The caster fails to possess a Ritual Scroll for the Ritual to be attempted
- The caster fails to follow any preparatory requirements indicated on the Ritual Scroll prior to stating “Begin Ritual casting.”

Failure With Automatic Backlash

A Ritual will automatically backlash if any of the following conditions occur after the caster states “Begin Ritual casting” and before the Ritual is complete:

- Another Ritual casting has previously been commenced and not completed in the same Circle of Power when the caster states “Begin Ritual casting”
- A reagent provided for the Ritual has expired
- The caster does not touch a designated recipient within thirty seconds of starting the Ritual, if such a designation is necessary
- The caster designates an invalid recipient for the Ritual after stating “Begin Ritual casting”
- The caster, intentionally or inadvertently, after having touched a designated recipient for the Ritual, designates a new recipient of the Ritual
- The caster or other person designated in the Ritual Scroll fails to touch the recipient when declaring a skill or spell to store in the recipient
- The caster cannot read the Ritual Scroll due to poor lighting or other obscuring factors
- The caster loses possession or sight of the Ritual Scroll or any of the components
- The Ritual Scroll or Ritual components leave the Circle of Power
- The caster becomes unable to use Game Abilities
- Any individual enters the Circle of Power by any means other than Spirit Walk, Spirit Recall, or resurrection
- The recipient, caster, or any individual aiding in the Ritual leaves the Circle of Power
- The Circle of Power expires or terminates for any reason
- The caster or those aiding the caster receive a weapon or packet delivered attack, even if the attack would

not normally harm the individual

- Any additional requirements of the Ritual listed on the Ritual Scroll are not met

- The caster uses a Game Ability other than *High Magic*, *Educated*, *Tor* a Game Ability, spell, or magic item specifically indicated on the Ritual Scroll.

If an automatic backlash occurs, a die roll is made upon the backlash list. Any Ritual that suffers an automatic backlash is assumed to immediately fail. All Ritual Scrolls, catalysts and reagents within the Circle of Power during a Ritual that generates an automatic backlash are destroyed.

Process of Ritual Casting

After the caster states “Begin Ritual casting,” the following steps must occur before the Ritual is deemed complete:

1. The Ritual marshal calls a Hold
2. If the recipient of the Ritual is an individual, the Ritual marshal will ask the recipient, “A Ritual is being cast on you. Do you accept it?” (note that a player *must* accept any Rituals that do not allow refusal, such as *Banish to Other Plane*, *Divestiture*, and *Obliteration*). If the player says “no,” the Ritual marshal must follow the rules set forth below under the heading “Unwilling Targets”
3. The Ritual marshal makes sure that everyone in the Circle of Power is awake out-of-game
4. The Ritual marshal assures that the Ritual can properly begin
5. If the Ritual has not yet failed or automatically backlashed, the Ritual marshal tells everyone in the Circle of Power, “There is magic all around you” or a similar phrase
6. The Ritual marshal calls “Lay on”
7. The Ritual marshal rolls the ten-sided die once where the caster can observe the die roll. As the die roll takes place before the Ritual completes, the caster has in-game knowledge of whether something is not going well with the casting and may use *Terminate Casting* to abort the Ritual based on the die roll
8. The Ritual marshal determines if the Ritual fails for any reason other than the die roll
9. The Ritual marshal waits the duration of the Ritual casting, in case a condition occurs that would cause an automatic backlash
10. Assuming the Ritual has not automatically backlashed, the Ritual marshal announces either “You have successfully completed the Ritual” (if the Ritual succeeded) or “Something has gone dreadfully wrong” or similar (if it does not).

The Ritual has now ended.

Determine Success or Failure

Assuming no automatic failure or backlash occurs, the success or failure of the Ritual is determined using a ten-sided die as follows:

- If the number is less than or equal to the Success Number and is not “0,” then the Ritual succeeds.
- If the number is greater than the Success Number or is “0,” then the Ritual marshal rolls a second ten-sided die. Any result but a “0” on the second die roll indicates a flaw. A “0” on the second die roll indicates a backlash, which requires the Ritual marshal to roll a third ten-sided die and look on the backlash table on the Ritual Scroll to



determine the form of the backlash.

A successful Ritual follows the procedure set forth in “Success,” below. A Ritual that fails or backlashes follows the procedure set forth in “Failure,” below.

Success: The Ritual marshal either awards the successful caster a temporary tag for the Ritual conducted or makes sure the Ritual effect is carried out by informing the Plot Committee or by personally overseeing the Ritual’s effect. A temporary tag allows the Ritual marshal to write down the Rituals conducted and indicate that a permanent tag for the Ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the Ritual attends.

The temporary tag should indicate the Ritual’s name, duration, recipient, aspect, effect of the Ritual, and any other pertinent information. The temporary tag should be signed by the Ritual marshal. Recipients should make sure the temporary tag has accurate information and is signed by the proper staff member(s).

Please note that the Plot Committee reserves the right to assign plot effects that may not be set forth in the Ritual Scroll. When this occurs, the Plot Committee will likely designate such plot effects effective only in the local chapter.

Failure or Backlash: If the Ritual fails or backlashes, a Ritual marshal will determine the effect, if any, of the failure or backlash based on the scroll’s charts. Any lasting effects will be written on the player cards of any individuals affected.

Casters are expected to role-play and resolve their flaws and backlashes without complaint for the duration listed on the Ritual Scroll. Local chapters also have the discretion to generate a unique plot effect or encounter based on a Ritual gone awry that may not be specified on the Ritual Scroll.

Clean-up

Once success or failure has been resolved, the Ritual marshal should collect all Ritual components and Ritual Scrolls consumed in the Rituals. These will be turned into the Logistics staff to be registered in the campaign’s database. If there are more components in the caster’s possession than were needed to cast the Ritual, the caster may designate which components were consumed as long as they meet the requirements set forth in the Ritual Scroll.

Multiple Casters

Multiple casters may participate in the casting of the same Ritual. One, and only one, of the participants must be designated the “primary” caster. The other casters are known as the “secondary” casters.

Each secondary caster must have the same aspect as the primary caster and at least one level of the Formal Magic ability. For example, only secondary casters with a Celestial aspect can aid a primary caster with a Celestial aspect. The Ritual marshal should review the player cards of each secondary caster before the Ritual begins.

For each qualified secondary caster aiding in the Ritual casting, the primary caster is deemed to have an additional level of Formal Magic for purposes of the Ritual being cast. No matter how many levels of the Formal Magic skill each secondary caster possesses, the primary caster gains no more than one level per secondary caster present.

Moreover, the primary caster must have at least a one in ten chance to successfully complete the Ritual *before* the effect of the presence of any secondary casters is determined. No more than one secondary caster may aid a primary caster for each level of the Formal Magic skill possessed by the primary caster.



No matter how many secondary casters assist a primary caster, the chance of successfully completing a Ritual cannot exceed nine in ten. A flaw or backlash is always encountered on a die roll of 0, regardless of the assistance of secondary casters.

Secondary casters must follow all the same rules with respect to the conduct of Rituals as the primary caster, except that secondary casters do not have to possess their own Ritual Scroll or Ritual components, do not have to be able to see or read the Ritual Scroll, and do not have to touch the recipient during the Ritual casting. Secondary casters may not withdraw their support for the Ritual after the Ritual has begun.

In case of failure or backlash, secondary casters are subject to the same effects as the primary caster. For any other targeting purposes, the primary caster is considered the only “caster” of the Ritual unless otherwise specified on the Ritual Scroll.

Props

Some Rituals allow the enchantment of specific items. These items must be approved before enchantment. Weapons typically require a safety check. Jewelry needs to be entered into the chapter’s database and assigned an item number before the Ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a Ritual.

After the Ritual, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. Alternatively, if you enchant your armor or a special item that you do not wish to make an in-game item, if you are searched and the item taken in-game, you must turn over the tag but waive the ability to recognize in-game your item when it is used by someone else.

A specific item may not contain more than twenty Rituals. Some Rituals that can increase effects on a specific Ritual may count as more than one Ritual towards this twenty Ritual maximum. Note that this counts all Rituals on an item; an item may have multiple batches of Rituals each with their own tag, but the total number of Rituals may not exceed twenty.

Enchanted items sometimes have a limited life span. When a Ritual expires, the item’s owner is expected to turn the tag over to the campaign’s staff. Enchanted items immediately return to their normal state upon expiration.

Recipient Characters

Some Rituals can transform or change a targeted player into undead, another race, or another class. The player must follow the instructions on the Ritual Scroll after the Ritual is complete and the player’s new character information will be changed in the chapter’s database. Such players are expected to provide their own make-up for any transformation, if necessary. Sometimes the staff may be able to lend supplies for transformations.

Players who change classes or skills are required to get teaching cards before the change if they wish to spend XP on skills they did not already possess.

As with items, individuals cannot possess more than twenty Rituals on their Spirit, including such rituals as Regenerate, Vengeance, and Spirit Link. If the individual dies, some Rituals may expire upon resurrection if they were placed upon their Body.

Unwilling Targets: Sometimes Rituals are cast on unwilling recipients. The player of an unwilling recipient may inform the Ritual marshal that he or she wishes her character to resurrect rather than accept the Ritual. In the case of Ritual effects delivered outside the context of a Ritual casting, the player may choose to have their character immediately dissipate and head to the nearest earth circle for resurrection, following the normal rules.

In such cases, the casting still continues for its proper duration and then the Ritual marshal checks for failures normally. Any failures that could have a detrimental effect on the recipient of the Ritual are ignored, and the failures affect the caster or others in the Circle normally.

A recipient of a Ritual cannot choose to die in order to avoid the affects of any ritual marked as “unrefusable”, such as *Obliteration*, *Banish to Other Plane*, or *Divestiture*.

Remember that a caster cannot use Game Abilities inside the Circle of Power once the Ritual casting begins, though other characters within the Circle may do so.

Staff

Many Rituals—particularly Rituals that summon the undead, extraplanar creatures, magical creatures, or that

create Constructs—require the cooperation of NPCs to play the summoned or constructed creatures. Some Rituals have specific effects that occur immediately and require a staff member to implement, like a Whispering Wind that allows the caster to send a message to another individual. These effects are executed by the NPCs, the Ritual marshal or chapter staff. Such Rituals will never last longer than a single event, and often no longer than an hour.

A chapter's staff may require the caster to provide individuals to play these NPCs if the staff does not have NPCs available. The caster should give their chapter staff advance warning of the casting of such a Ritual so that NPCs can be scheduled if the staff is willing and able to do so. The caster has the burden to ensure there are NPCs available that have been approved by staff at the time of casting. Proper arrangements should be made prior to undertaking the Ritual. If the caster provides NPCs for these roles and the NPCs are not otherwise participating in the event or are a paying player character for that event, the chapter staff may charge the NPCs a fee for their attendance.

The caster is also primarily responsible for any make-up, costuming and weapons for the NPCs and if the staff does not have or is unwilling to provide such materials, the caster must provide them. Monster cards will be provided for the NPCs.

The creatures that have been summoned or created are not player characters. They are not as smart as player characters and campaign staff can limit their capabilities and personality. All NPCs must work within any limits the campaign staff sets, including limitations on the administration of Killing Blows, and on the caster's commands that the NPCs will follow. The NPCs may not even be required to do the caster's bidding at all. Only approved members of the chapter staff or their assigned proxies may roleplay some particularly powerful creatures. Personal friends of the caster are not allowed to play such creatures.



Rituals

There are dozens of available Rituals in the Alliance game. Most may be cast by PCs, but some particularly powerful Rituals may be limited in access based on the plot committee.

Some common example rituals include:

Arcane Armor, which grants an invisible suit of armor around the character.

Conjure Artifact, which summons a powerful artifact from somewhere in the mists of Fortannis.

Enchant, which imbues an item with several charges of a battle magic spell.

Spirit Link, which forms a bond between a person and an item so they cannot be separated.

Counterspell, which allows a caster to stop an incoming spell with a matching spell in memory.

Quicken Meditation, which allows a character to Meditate a skill or spell in 3 seconds.

Cheat Death, which allows characters to automatically pull a white bead from Death's Bag in some cases

A complete list of player-usable Rituals, including their full description, may be found on the Alliance website.

Traps and Locks

All throughout Fortannis, traps are used for both protection and more nefarious objectives. You may find traps that need disarming while playing the game, but you can also make your own traps. In order to make a trap, you must have the *Create Trap* skill (see the “Production Skills” section for more details on creating Trap tags).

Every trap design must be checked and approved by a marshal before use. All traps must make a noise or flash of light or otherwise be constructed so that it is obvious when the trap is set off.

Traps are meant to be immobile and cannot be used in combat as a weapon. You cannot create traps to use as hand grenades, nor can you trap yourself, even if you are standing “really, really still.” Trap crafters can make Trap Globes to serve this purpose instead, producing small bursts of sticky goo or a shattering or silencing effect.

Areas of Effect

Many traps are defined as “Area Traps.” If set off within a Game Room, it will affect everyone within that Game Room who are not protected by a fully closed door (such as within a closet) or protective spell like a Circle of Power. Imagine a rain of spell packets hitting everyone even partially within the same area as the trap for determining who is struck.

If an area is bigger than one Game Room, it can still be trapped by an Area Trap, but it takes multiple Area Traps of the same type to affect it. For example, a barn might be classified by a Marshal as 3 Game Rooms worth of size. This means it would take 3 identical Gas Traps to trap it; this requires both the additional tags and the additional trap container(s) or a single container large enough for the appropriate number of traps. When the traps go off, everyone inside the Game Room is affected no matter how close or far they are from the actual traps. Keep in mind that this is an in-game thing—so if a Marshal on a module says “Treat this glade as an underground cave room” it should be treated as a Game Room even though it’s an OOG outside location.



Triggers for Area Traps must be entirely within the same Game Room where they are set and may not cross through partitions or barriers which would impede the effect of the trap.

If an Area Trap is set off when not in a Game Room, it will affect everyone who is even partially within a 5 foot radius, including their possessions. The trap may be linked to a trigger line of no more than 5 feet in this case. Trap physreps are strongly encouraged to include an attached pre-measured 5' string to quickly determine who is hit and make the resulting Hold quicker. It can be helpful to imagine a circle of packets firing out 5 feet from the trap to determine who is hit.

Example: Finther tries to disarm a trap and fails. Terin is standing more than five feet away; however, he is holding his weapon in such a way that the weapon is within the five feet radius as is Terin's cloak. Terin will take all of the damage from the trap.

Types of Traps

Weapon Traps: A weapon trap contains a weapon on a spring mounted mechanism. This must be mounted on a large or heavy object, such as in a crate or a trunk, or onto a door. Once armed, a weapon trap cannot be moved.

Out-of-game, the trap merely has to have a standard trap trigger (a light or noisemaker) and a weapon with a valid item tag must be attached. There must be a clearly marked "pivot point" for whichever weapon phyrep is being used. When the trap goes off, a Hold is called and the weapon is rotated around the pivot point. Anyone touched by the weapon is affected as though they had been struck by a weapon blow of the stated amount and type. Note that the weapon does not actually need to be swung or be on a spring for safety reasons. The mounted weapon may be any standard approved weapon.

Weapon traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Weapon coatings may be applied to the weapon used in a weapon trap. These coatings are consumed as normal when the trap is set off and must be re-applied when the trap is rearmed.

Weapon Traps may not be blocked by a weapon or shield, but any pertinent defense against a Weapon qualifier attack or physically delivered Poison (if the weapon is coated) can be used, like *Evade*, *Parry*, *Dodge*, or the *Weapon Shield* spell.

Mechanical Traps: Mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable once set and have a minimum size of 3' by 3' by 3'.

Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Mechanical traps must be rebuilt after they are set off and cannot be re-armed.

Mechanical traps are usually represented with pillows, plastic trash bags filled with newspapers, and other soft items.

Explosive Traps: Explosive traps represent a container filled with a volatile substance. When set off, this Area Trap will destroy all destructible in-game items within its range (as per the *Shatter* effect.) This includes armor, weapons, coins, scrolls, potions, etc.

Sealed containers will not protect items from explosions unless the container itself is indestructible. Explosive traps cannot be avoided by *Cloak Eldritch Force* or *Bane Eldritch Force*.

This trap is destroyed when it detonates.

Gas and Scroll Traps: These Area Traps are loaded with an Alchemical gas or Battle Magic scroll respectively that will affect everyone in the Game Room when triggered. The Production Point cost for creating the trap does not include the cost of the gas or scroll itself. When setting the trap, the trap setter must include a gas or scroll or the trap is not successfully armed. Once set off, the trap physrep itself counts as the "caster". In this case, any spell which has wording regarding the "caster" (such as Line of Sight spells, Charm effects, etc.) will effectively expire after a five seconds (for Line of Sight) or have no effect (Charm). Any legitimate applicable targets/physreps in the



Game Room are separately targeted by the effect. Note that only one item may be loaded in each trap; you cannot stack multiple gasses or scrolls to increase their effect.

Items loaded into one of these traps can never be removed or salvaged once the trap is armed. If the trap is successfully disarmed, the trap may be re-armed again, but in no case may the gas or scroll be taken from the trap to be used in other traps or on their own.

The effects of any gas trap will be blocked by any defense against the Poison qualifier such as *Poison Shield* or *Resist Poison*. If two or more gas traps have the same trigger, then they are all set off at once and one *Poison Shield* or *Resist Poison* will block them all.

Similarly, a scroll trap will be blocked by any defense against the Spell qualifier such as *Spell Shield* or *Resist Spell*. If two or more scroll traps have the same trigger, then they are all set off at once and one defense will stop them all.

Note that Protection/Enhancement and Eldritch Force scrolls may never be put into a Scroll Trap. These traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Example: Ashlynn steps into a trapped room without looking around first and trips two Scroll traps simultaneously! Looking at the tags, she sees that one is an Evocation Bolt (20 Flame) trap and the other is a Web trap. Every valid target in the room for each trap is hit. This means that Ashlynn must immediately take 20 points of Flame damage and is stuck in place for 5 seconds.

Noisemaker: Alarms and noisemakers are traps that do no damage but set off loud alarms. These traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Containers: Explosive, Gas, and Scroll traps must have a container representing their contents. Each container must be a minimum of 32 cubic inches, with no less than one inch on any particular side. *For example: a 3" by 3" by 4" bottle or a 5" x 7" x 1" box.*

Arming and Disarming Traps

Arming a trap takes at least sixty seconds. If it takes you less than sixty seconds to arm the trap out-of-game, you must still keep both hands on the trap and roleplay arming the trap for the remainder of the sixty seconds. During those sixty seconds, if either hand is removed from the trap, or if you are hit by a physical blow or packet attack, the trap will be set off, affecting *only* the person setting the trap. This applies even if the physical blow or packet attack would not have caused damage or would have had no effect.

After the trap has been armed, it can be moved no more than five feet in any direction before detonating, even if the person carrying the trap has the *Create Trap* skill. Picking up a trapped box, moving it three feet, and then turning around and putting it back will set it off.

Any armed trap that is shattered, whether by a spell or by another trap within the radius, will always be set off. Shattering a box containing an armed trap will also detonate the trap. Shattering a disarmed trap still destroys the trap, but it is not set off.

A character needs *Create Trap* to attempt to arm and disarm traps and pick locks. You must have this skill in order to even attempt doing these things. Anyone without this skill who tries to disarm a trap or pick a lock will automatically fail. Different ranks of *Create Trap* allow arming different types of traps; see the *Create Trap* skill description for details.

If you do not have this skill, you must role-play ignorance in figuring out how to remove a trap. Your character can still detect the presence of the trap by noticing trip wires and such, but will be completely unable to figure out how to disarm it.

A trap may be disarmed by any means which does not permanently destroy the trap, so long as the chosen method prevents the trap from producing a noise or a light. For example, popping a battery clip off a battery or moving a mouse trap bar slowly so that it does not snap shut represents the disarming of the trap.

Permanent damage means treating the trap in such a way that a marshal cannot fix the damage within ten minutes or needs a tool. For instance, removing the top of a box by taking the screws out of the hinges is not allowed. It's a nice lateral way of solving the problem, yes, but it requires the marshal to have to use tools to put the box back together and is not what this skill is all about. Conversely, a trap cannot require tool usage (such as requiring a screw driver to open a box) to disarm.

Note that, like weapons used by NPCs, traps found in modules cannot always be "harvested" as treasure. Just because you disarm a trap in a module doesn't mean you will get a trap card.

Triggers: All traps must have a real, physical trigger. This trigger could produce a light (such as from a flashbulb) or a sound (such as from a mouse trap). This trigger must always be detectable by an impartial observer. Every trap must be disarmable, even though it may be difficult to do so.

All traps must be approved by a marshal and, if not in a module where the documentation is held by the marshal, must contain a trap card.

A trigger can be something as simple as a mouse trap with a thread going across a hallway that, when tripped, sets off the mouse trap.





A better trap can be made with a springed clothespin, two tacks, some thread, two pieces of wire, a nine-volt battery, a cheap electric buzzer, and a small piece of cardboard. Attach wires to the base of each tack. Pull the clothespin apart and push a tack through each part of the clothespin so that when the clothespin is closed, the two tacks will touch each other and make a connection.

Attach the wires to the buzzer mechanism and a battery and you will hear the buzzer go off.

Next, take a small bit of cardboard and poke a hole in it. Tie the thread through the hole and then place the cardboard between the jaws of the clothespin, thus preventing the tacks from touching each other.

The other end of the string can be run as a tripwire or attached to the top of a box so that when the thread is pulled, the cardboard is removed and the tacks connect, causing a connection, which makes the buzzer go off.

Trap Globes

Trap crafters can build and throw Trap Globes. In-game, these are essentially miniaturized traps that can be thrown to produce a specific effect on impact. They are represented by orange packets (just like Alchemy Packets) and are thrown with the Elemental qualifier. These items need to be identified in the same way as Alchemical Gas Globes; see the *Educated* skill description for details. Note that one rank of *Create Trap* also allows for identification of these items.

Any character with three or more ranks of *Create Trap* may throw Trap Globes.

Example: Ena has three ranks of Create Trap and a Slow Globe. When chasing after a faster opponent, she throws her Slow Globe with the call "Elemental Slow," striking their foe in the back. Now she can catch up and strike them down!

Locks

Any character may use a standard lock to protect their items. In addition, you may find that ancient treasures are often locked away behind locks of their own. Any Alliance lock must be approved by a marshal before use. Generally speaking, if you can demonstrate that you can pick your lock, then it will probably be allowed. Remember though that we prefer easy to pick locks, as it is the in-game skill itself that is supposed to be used and not the out-of-game skill of actually picking a very difficult lock. Combination locks are not allowed to be used by players but may be found in modules (where part of the module is discovering the combination).

If you have at least one rank of the *Create Trap* skill, you may attempt to pick any lock you encounter. This should be done in-game with whatever tools you have with you. While any Alliance trap will have been approved by a marshal, this doesn't mean that you shouldn't practice your skills - real-world skill can help when surrounded by monsters and trying to quickly open a treasure chest!

Note that, due to local laws, some chapters may have alternative methods of opening locks. Check with your local chapter to see if they have a different implementation.

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