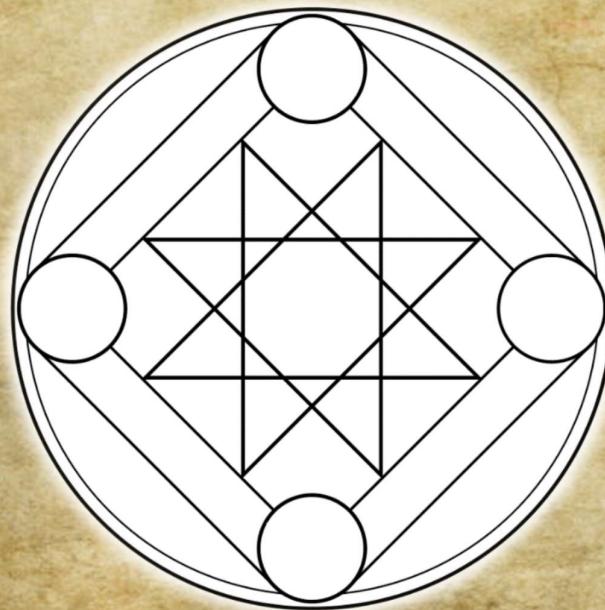


Hydan

LARP

*~Core Rules Book~*



*Your Path Is Your Own*

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# 1. Introduction



From valleys steep, from town or keep  
From caverns deep where dark things sleep  
From peaks of snow, from oceans below  
You know what you've left, now where will you go  
The mystic, the brave, the righteous, the knaves  
Here, all are welcome to forge their tales  
For good or for ill, together or alone  
Venture to Ilydan where your path is your own

## 1.1 *The Discovery of Ilydan*

The first news came from sailors blown off course and lost on the high seas. A new land, verdant, mystical, with new creatures and wonders to behold. Many scoffed, thinking the sailors were covering for some calamity with their strange tales. But then another expedition confirmed the discovery and the Island of Ilydan was drawn onto the maps. While it was many leagues over rough seas, the lure of new land to explore, new resources to exploit has raised excitement across the Great Empire. Freebooters and settlers alike feel drawn to make the dangerous ocean crossing in search of fame, fortune and a fresh start. Ships tasked with taking resourceful adventurers to settle the new land were sponsored by the Emperor himself, keen to stake a claim and expand his influence.

And so you find yourself onboard ship, leaving your old life behind and wondering what awaits you in this mysterious land. Are the tales of magical creatures and unsettled locals true? Will the new land be as rich as you hope, or as dangerous as you fear? Do you have what it takes to survive, maybe even thrive?

## 2. Characters



## 2.1 Creating a Character

Creating a character in Ilydan is straightforward. There are four broad character classes, each of which has their own four specialist classes. To create a character you choose one of the four basic character classes (Fighter, Rogue, Priest, Mage) and then select one of the four specialist classes.

Base Class	Specialist Class
Fighter	Warrior
	Paladin
	Tradesperson
	Barbarian
Rogue	Assassin
	Thief
	Ranger
	Trickster
Priest	Cleric
	Druid
	Healer
	Bard
Mage	Wizard
	Scholar
	Spellsword
	Artificer

Your character therefore has two classes – their base class and the corresponding specialist class.

Your character develops through learning skills, which are bought with experience points (XP). General skills are available to all characters and cost 2XP. Skills that are associated with a class can be developed to four levels – Apprentice, Expert, Master and Grandmaster. A starting character can only learn Apprentice level class skills, and these cost 3XP each. Your starting character has 10XP, and you must spend at least 8XP on their starting skills. Any XP not spent will be recorded on your character card and can be traded in for skills between games or sometimes during a game if special conditions are met.

Once your character has chosen their starting skills they will have adventuring equipment derived from those skills (see Section 5.4 *Starting Equipment*). So if you choose Short Weapon Mastery your character will start the game with a crude short weapon, such as a dagger.

But a character is much more than a list of skills and basic possessions. It can be useful to think through what your character's back story is. Why are they travelling to Ilydan? Do they have travelling companions? What do they like and dislike? What are their ambitions? It can be useful to think through who it is you will be playing and how they might react in certain situations.

To create a character in Ilydan LARP complete the following:

- ❖ Choose a name
- ❖ Choose a base class (Fighter, Rogue, Priest or Mage)
- ❖ Choose a specialist class from the four available to your base class
- ❖ Spend up to 10XP, choosing from General Skills (2XP per skill) and class skills (3XP per skill)

## *2.2 Experience Points and Character Advancement*

As your character goes on their adventures they will earn experience points, sometimes during the adventure, sometimes at the end of an event. Experience points can be exchanged for new or upgraded skills at the end of the event. There are some circumstances, such as taking time to eat a Fine Meal, where you will be able to use some XP to buy skills during the game. The cost for skills are as follows:

SKILL LEVEL	XP COST
General Skill	2
Apprentice	3
Expert	4
Master	5
Grandmaster	6

General skills can be learned at any time and stand alone, you cannot buy extra levels in a General skill. Class based skills, on the other hand, begin at Apprentice level and can be upgraded to Expert level and beyond. However, you can only advance a class skill by one level per event, even if you had the XP you could not go from Apprentice to Expert to Master in one go. For skills at Expert and above you may also need access to a suitable Guild building to assist your training. To learn a skill above Apprentice level you also need to have four class based skills at the level below the one you are wanting to learn in order to advance one of them. So you would need at least four Apprentice level skills to upgrade one of them to Expert level. On your character card skills will be marked as below, and you can only gain a higher level skill when you have a skill marked in the column to the left. You would need to have five skills at Apprentice to learn a second skill at Expert, and seven at Apprentice and four at Expert before learning one at Master level.

Apprentice	Expert	Master	Grandmaster

For example, if you were a Wizard and started with three Apprentice level skills (Mage Power from the Mage list, Staff Mastery and Wizard Lore from the Wizard list). They would need to learn a 4<sup>th</sup> Apprentice skill before being able to upgrade one of their skills to Expert level. So they choose Read Scroll at Apprentice from the Mage list and can then upgrade Mage Power up to Expert level. Their character card would then look like this:

Apprentice	Expert	Master	Grandmaster
Mage Power			
Staff Mastery			
Wizard Lore			
Read Scroll	Mage Power		

Before they could upgrade another skill to Expert they would need to learn a fifth Apprentice skill.

You do not have to upgrade a skill once you have four skill levels at the same rank, you could learn all of your sixteen class skills to Apprentice level and not upgrade any to Expert if you wished.

## 2.3 Hit Points and Power Points

The other factors that determine your character are their Hit Points (HP) and Power Points (PP). Hit Points represent the amount of damage you can take before limbs stop working or you fall unconscious (see Section 4 *Combat, Health, Damage and Death*). Ilydan LARP uses a locational HP system, so you have a fixed number of HP for each location (right arm, left arm, right leg, left leg, body – note we do not use head hits on safety grounds). All characters begin at 1HP per location. Some classes may improve this through skills such as Body Development, Unarmoured Prowess or Shield Mastery. Extra protection can also be added through armour, magical items and magical effects.

Power Points quantify a character's innate will, and can be spent to cast spells, exercise skills or empower weapon calls in combat. Each character has just one total of Power Points, no distinction is made for those used for magic, for combat, for stealth or any other skill. Each base class has a skill that grants 5 PP per level, and most specialist classes have an additional skill that adds an extra 5PP per level. The PP cost for skills, calls and spells are stated in the skills listings for each character class. Not all skills require PP to work, some allow a constant effect, others can be used a certain number of times per event or refresh.

As you adventure you will use your Power Points, and when they are spent you are exhausted and unable to use your skills again. However, in some circumstances you can recharge your Power Points. On longer events you will be able to have one “Refresh” per day, provided that you have a Meal and spend half an hour resting while you eat it (see Section 5.12 *Food*). Once you have rested and eaten a Meal your Power Points will be restored to maximum, your hit points will be fully healed (unless another effect such as broken bones, some poisons or curses prevent this), and any skills whose description allows a number of uses “per refresh” will be restored.

## 2.4 Fighter's Handbook

The Fighter is a base class offering a range of skills suited to combat, both offensive and defensive. There are four specialist classes related to the Fighter, and Fighter characters may pick one to give further shape to their skill choices. The Warrior build encompasses the classic front-line 'tank' that the party are forever thankful for when confronted with a head-on battle. Next don't let the light armour of a Barbarian fool you, their thick skin and brute force make them deadly in combat. Furthermore, their rage ability makes them a great fit for any player that just wants to let loose (within LARP safe standards) on the battlefield. The Paladin is the most spiritual leaning fighter, with a strong sense of right and wrong they are perfect for players who want to rid the world of evil. Furthermore, their healing and smiting abilities are ideal for any fighter types who also want some spellcasting on the side. Finally, Tradespeople may primarily be crafters but their keen survival skills and capabilities with missile weapons mean they can hold their own in combat. There are eight Fighter skills and eight skills for each specialist class, giving each character a choice of sixteen class skills.

FIGHTER BASE CLASS	WARRIOR CLASS	PALADIN CLASS	TRADESPERSON CLASS	BARBARIAN CLASS
Body Development	Craft Military Equipment	Healing Trance	Artisan	Barbarian Power
Fighter Power	Defensive Combat	Heavy Armour Use	Builder	Rage
Great Weapon Mastery	Leadership	Lay On Hands	Chef	Resistance
Intimidate	Tactician	Paladin Lore	Light Armour Use	Survivalist
Long Weapon Mastery	Thrown Weapon Mastery	Paladin Power	Merchant	Thrown Weapon Mastery
Shield Mastery	Two Weapon Mastery	Read Scroll	Missile Weapon Mastery	Two Weapon Mastery
Short Weapon Mastery	Warrior Armour Mastery	Smite	Surgeon	Unarmoured Prowess
Strong Willed	Warrior Power	Turn Undead	Survivalist	War Paint

## 2.4.1 Fighter Skills (Base Class)

The Fighter base class gives a solid grounding in martial abilities, whether proficiency in weapons, toughness from physical training or pure mental strength. These eight skills are available to all characters in the four specialist Fighter classes.

### Body Development

*Your physical training increases your toughness and capacity to withstand physical damage.*

Apprentice: +1 HP per location.

Expert: another +1 HP per location.

Master: another +1 HP per location.

Grandmaster: another +1 HP per location.

### Fighter Power

*Fighter Power is needed to focus your essential essence and generate the power behind the different skills that they have learnt. It is their chi, their energy, their essential force.*

Apprentice: +5 Power Points.

Expert: another +5 Power Points.

Master: another +5 Power Points.

Grandmaster: another +5 Power Points.

### Great Weapon Mastery

*You may use Great Weapons (longer than 42") and issue special weapon calls with them.*

Apprentice: you can use Great Weapons; you can call "Double" on one attack for 1PP.

Expert: you can call "Resist Disarm" for 2PP.

Master: you can call "Crush" or "Double Combat" for 4PP.

Grandmaster: you can call "Critical Blow" for 8PP.

### Intimidate

*Your physical presence and bearing means you give orders and people obey.*

Apprentice: You can issue the command "Intimidate One Stop" for 1PP. The target is compelled to briefly cease what they are doing.

Expert: You can Taunt an opponent for 2PP, which will induce them to attack you. You need to make appropriate insults and make the call "Taunt".

Master: Can make a 2 word command (call "Intimidate 2" and the two word command) for the cost of 4 PP, command lasts for 30 seconds.

Grandmaster: You can terrify your opponents with a "Mass Fear" effect for 8PP. You must bellow some threats and then hold your arms in a cone in front of you while calling "Mass Fear". All enemies in the arc of the cone are affected by a Fear spell, running away from you for 30 seconds and reluctant to approach for five minutes.

### Long Weapon Mastery

*You may use Long Weapons (between 18" and 42") to issue special weapon calls.*

Apprentice: you can call "Double" on one attack for 1PP.

Expert: you can call "Resist Disarm" or "Disarm" for 2PP.

Master: you can call "Double Combat" for 4PP.

Grandmaster: you can call "Critical Blow" for 8PP.

### **Shield Mastery**

*You are skilled in protecting yourself with a shield.*

Apprentice: May use large shields (longest dimension over 24").

Expert: Gain 1HP per location while carrying a shield.

Master: Reflect Double or Through blow for 2 PP; call "reflect" to signify this.

Grandmaster: Reflect Crushing blow in melee for 4 PP; call "reflect" to signify this.

### **Short Weapon Mastery**

*You may use Short Weapons (under 18" in total length) to issue special weapon calls.*

Apprentice: you can call "Through" on one attack for 1PP.

Expert: you can call "Disarm" for 2PP.

Master: you can call "Through Combat" for 4PP.

Grandmaster: you can call "Critical Blow" for 8PP.

### **Strong Willed**

*Your experience of combat and the physical demands of fighter training have given you a toughness of mind that makes you hard to stop.*

Apprentice: Can resist one mind affecting effect (command, fear, etc.) per refresh.

Expert: Once per refresh you can ignore one limb being reduced to zero damage and continue using it as normal. One extra hit on that limb will render it useless again.

Master: Once per refresh you can ignore your chest being reduced to zero damage and you retain consciousness. One extra hit to the chest will knock you down.

Grandmaster: You are immune to hostile mind affecting effects.

## 2.4.2 Warrior Skills (Specialist Class)

“... if we position the archers here we can drive the enemy over there where we can use the terrain to create a chokepoint...” the warrior stepped back to survey their battle plans. The great hall feeling unusually cramped as it bustled with the responsibility of keeping as many soldiers and civilians alive as possible. But the warrior didn’t hear any of this, background chatter melted away as they once again dove head first into strategies and formations. The oncoming war relentlessly marching ever closer.

### Craft Military Equipment

*You can craft weapons and pieces of armour, provided you have the right tools and materials.*

Apprentice: You can craft crude armour and weapons. You may also craft armour patching kits.

Expert: You can craft quality armour and weapons. You can also sharpen 3 weapons per refresh, taking 1 minute per weapon, making the next blow count as a “double”.

Master: You can craft masterwork armour and weapons. You can add an enhancement to crude armour and weapons.

Grandmaster: You can add an enhancement to any armour and weapons.

### Defensive Combat

*You can roll with heavy blows that target you, limiting their effect or even reversing their force onto your opponent.*

Apprentice: Resist Double or Through blow for 1PP, making its effect an ordinary “single” blow. Call “Resist”.

Expert: Reflect Double or Through blow for 2PP, meaning the person making the call receives the full damage of that blow. Call “Reflect”.

Master: Resist Crushing blow for 4PP, making its effect an ordinary “single” blow. Call “Resist”.

Grandmaster: Reflect Crushing blow for 8PP, meaning the person making the call receives the full damage of that blow. Call “Reflect”.

### Leadership

*You are an inspiring leader in battle. Once per refresh you can make a speech (at least one minute) which gives a bonus to all allies who listen. You must inform your listeners of the bonuses they receive.*

Apprentice: Your war speech restores up to 1 Power Point to all allies who listen. It may not take the listener above their starting PP total.

Expert: Your war speech also mends up to 1 point of damaged armour per listener.

Master: Your war speech also heals up to 1 Hit Point to all allies who listen. It can affect those who are unconscious.

Grandmaster: Your war speech also grants all allies who listen immunity to the next blow that would hurt them. If this bonus is not used within five minutes it is lost.

### **Tactician**

*You have an intuitive feel for deployment and strategies in battle, analysing the enemies strengths and weaknesses before reshaping the battlefield to exploit them.*

Apprentice: Once per refresh you can pause a situation by calling "Tactician Time Freeze". All crew have to close their eyes, you and your allies have to stay in position but you (and only you) may talk to your allies and they will be aware of your instructions once time resumes. The Time Freeze lasts for 10 seconds.

Expert: Your tactical pause also allows you to take up to three paces to reposition yourself when time comes back in. You may not pass through solid objects and the Time Freeze still lasts for 10 seconds.

Master: Your tactical pause now lasts for 30 seconds, and you may move yourself and up to three of your allies up to three paces before time resumes. Your allies do not have a choice about being repositioned, you give the orders and they have to move.

Grandmaster: During the 30 second tactical pause you may move any ally up to three paces before time resumes. Your allies do not have a choice about being repositioned, you give the orders and they have to move.

### **Thrown Weapon Mastery**

*You may use Throwing Weapons and issue special weapon calls with them.*

Apprentice: you can use throwing weapons and also call "Through" on one attack for 1PP.

Expert: you can call "Disarm" for 2PP.

Master: you can call "Through Combat" for 4PP.

Grandmaster: you can call "Critical Blow" for 8PP.

### **Two Weapon Mastery**

*You are ambidextrous in combat, using a weapon in each hand.*

Apprentice: Can use a short weapon (under 18") in your off hand.

Expert: Can use a long weapon (between 18" and 42") in your off hand.

Master: Can make common ("Double", "Through") weapon calls with the weapon in your off hand, provided you know those calls with that weapon.

Grandmaster: Can make rare weapon calls ("Disarm", "Critical") with weapon the weapon in your off hand, provided you know those calls with that weapon.

### **Warrior Armour Mastery**

*You are skilled in using armour of all kinds and utilising them to their greatest effect.*

Apprentice: You can wear any type of armour. You may also repair armour using a patching kit, with one use of the kit repairing one point of damage.

Expert: You can stack two types of armour (must be different types). You also gain three armour patching kits at the start of each event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through", missile weapons and damaging magic spells.

### **Warrior Power**

*Through your experience and training you can generate extra power for your skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

## 2.4.3 Paladin Skills (Specialist Class)

*Abruptly awoken to dissonant clanging, it only took a glance out of her window for the paladin to discover the source of the distress. Throwing on an overcoat, she sprinted to the healer's infirmary to find all manner of townsfolk desperately trying to slow the blaze, but with no one taking charge, the effort was chaotic. The paladin sprang into action, "Right you lot over there, grab those buckets and make two chains from the river to the fire, healers do a headcount, check you have everyone and will someone fetch those dratted elemental wizards it's about time they did something useful" Under her direction, the fire was subdued by dawn.*

### Healing Trance

*Your deity wants to keep you alive so you can continue in their service, and if you are defeated in combat your faith can heal you to fight another day.*

Apprentice: At end of death count you are healed to a minimum of 1 per location, once per event.

Expert: Your healing trance can take effect at any point you choose after you are knocked unconscious and takes you to a maximum of 2 HP per location.

Master: Your healing trance restores all hit points, cures all poisons, and mends broken bones.

Grandmaster: Final Battle. On calling "Final Battle" the paladin is immune to all damage and all magical effects for five minutes, all weapon calls are smites regardless of target. At the end of five minutes the paladin dies and may not be brought back.

### Heavy Armour Use

*You are skilled in using and maintaining armour of all types.*

Apprentice: You can wear any type of armour and use patching kits to repair armour.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

### Lay on Hands

*You can channel the power of your deity to grant healing just by laying on hands and administering prayer.*

Apprentice: Laying on hands may be used once per person per refresh and takes 30 seconds of contact to take effect. At apprentice level it heals 1 HP.

Expert: When you lay on hands it heals 2 HP.

Master: In addition to laying on hands, once per event you can heal one other person of all poisons, diseases and broken bones. This takes 5 minutes.

Grandmaster: Once per event you may also resuscitate one target from death, provided their spirit is willing and they have only died in the last ten minutes. This takes 5 minutes.

### **Paladin Lore**

*You may cast spells drawing on the power of your deity.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Revive”. This is a touch spell, when cast on an unconscious target it heals them of 1HP of damage.

Expert: You can cast the 2<sup>nd</sup> level spell “Repair Armour”. This is a touch spell and completely mends one location of armour.

Master: You can cast the 3<sup>rd</sup> level spell “Question of Truth”. This is a touch spell, and the target is compelled to truthfully answer the first question the caster puts to them after the spell is cast.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Mass Heal”. All allies within earshot of the caster are healed for 2 hits per location. The caster does not benefit from this and may determine “ally” in their spell verbals (e.g. of a given religion, of a given Guild or House, of a given race, etc.)

### **Paladin Power**

*You become more attuned to the power of your deity flowing through you and are able to channel that power through the skills and spells that you know.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Read Scroll**

*You can read magical scrolls and cast the spells bound within them. Casting from a scroll destroys the scroll as the spell power is released.*

Apprentice: May cast scrolls inscribed with 1<sup>st</sup> level spells.

Expert: May cast scrolls inscribed with 2<sup>nd</sup> level spells.

Master: May cast scrolls inscribed with 3<sup>rd</sup> level spells.

Grandmaster: May cast scrolls inscribed with 4<sup>th</sup> level spells.

### **Smite**

*In your religious fervour your deity has called you to oppose a specific enemy, and grants you the power to channel holy energy to destroy them. When you first learn the Smite skill you must choose one race to be its target (Daemon, Fae, Tyron, Sylvan or Undead). You may only ever use the Smite skill against that chosen race.*

Apprentice: You may use the combat call “Smite [Race]” against the target race, which causes 3 damage and costs 2 Power Points.

Expert: Your Smite calls are reduced in cost to 1PP.

Master: You gain the combat style “Smite Combat”, which costs 8PP. You may then call Smite as often as you are able for up to five minutes.

Grandmaster: The cost of the combat style “Smite Combat” reduces to 4PP. You may then call Smite as often as you are able for up to five minutes.

### **Turn Undead**

*This allows the Paladin to bring forth holy energy and repel undead creatures in the name of their deity.*

Apprentice: May turn one minor undead per refresh, Call “Turn Minor Undead”.

Expert: Your turn undead power is upgraded to affect all minor undead, call “Turn All Minor Undead”.

Master: Your ability now turns all undead, no matter how powerful, call “Turn All Undead”

Grandmaster: Your ability destroys all minor undead, call “Banish Minor Undead”.

## 2.4.4 Tradesperson Skills (Specialist Class)

*'Anvils sing when they're struck. A steady, reassuring repetition that results in something new, something beautiful, something...' The tradesperson was dragged from his thoughts by a wail and several dull thuds from the alley behind his workshop. He strode up to the door and flung it open to find a gangly boy lying on the floor a few feet away, bloodied and whimpering. Two beefier figures who were leering over the boy turned to see who had interrupted them. Soon the tradesperson discovered that common thugs sing when they're struck too.*

### **Artisan**

*You are skilled in a wide range of trades and are able to make all manner of things to a high standard.*

Apprentice: You are able to make a wide range of Crude quality items, including armour and weapons (see the "Crafting Guide"). You also have all the abilities attributed to the general skill of Tinker.

Expert: You can make Quality items. You can also sharpen 3 weapons per refresh, taking 1 minute per weapon, making the next blow count as a "double".

Master: You can craft Masterwork items. You can add an enhancement to crude armour and weapons.

Grandmaster: You can add an enhancement to a Masterwork item.

### **Builder**

*You are skilled in building substantial structures and can oversee major building projects.*

Apprentice: You gain one Building Resource card per event (see Section 5.14 *Landholdings and Buildings*). You can also perform all of the in game abilities of the general skills Carpentry and Masonry.

Expert: You gain another Building Resource card per event.

Master: You gain a Master Building Resource card per event.

Grandmaster: You gain another Master Building Resource card per event.

### **Chef**

*Some people eat to live, you live to eat – and eat well. With this skill you can prepare a wide range of meals.*

Apprentice: You can make Basic Meals as per the Cookery skill and forage like the Forage General Skill. You can also make Fine Meals and common meals (see Section 5.12 *Food*).

Expert: You can make Delicious Meals and uncommon meals listed in Section 8 of the "Craft Recipes Guide".

Master: You can make Sumptuous Meals and rare recipe meals listed in Section 8 of the "Craft Recipes Guide".

Grandmaster: You can make Feasts and legendary meals listed in Section 8 of the "Craft Recipes Guide".

### **Light Armour Use**

*You are skilled in using and maintaining light armour.*

Apprentice: You can wear any light armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

### **Merchant**

*You have a range of mercantile contacts, and can use these to exchange goods for money and money for goods.*

Apprentice: You may buy and sell a limited range of goods through a ref at a fixed price, the exchange may take some time to work.

Expert: You can access a wider range of goods and the rates for buying and selling are improved.

Master: You can trade in an even wider range of goods and prices are improved again.

Grandmaster: You can trade in anything and rates for buying and selling are discounted even more.

### **Missile Weapon Mastery**

*You may use Missile Weapons (bows and crossbows) and issue special weapon calls when using them.*

Apprentice: You can use missile weapons and you can call "Double" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Double Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Surgeon**

*You are trained in advanced first aid and different techniques of non-magical healing.*

Apprentice: You can tend wounds and make bandages as per the First Aid general skill. You begin each event with three extra Bandages. You may keep one unconscious target alive (i.e. pause their death count) by roleplaying stemming blood flow, etc.

Expert: You may splint broken limbs using one bandage. A splinted limb is useable, the bone will heal in one hour but is rendered useless again by any combat damage.

Master: You can make poultices that enhance the effects of ordinary bandages.

Grandmaster: Through surgical intervention you can cure disease and insanity. Patients take 1HP of damage to treated areas and must rest one hour after surgery.

### **Survivalist**

*Used to making long journeys through the wilderness, you can find and prepare food just about anywhere. It may not be fine dining, but it will keep you alive.*

Apprentice: You may prepare a Fine Meal if you have the ingredients. You may also make Apprentice level snacks (see Section 5.12 Food). Finally, Apprentice level Survivalists have the equivalent skills of Forager and Hunter from the General Skills list.

Expert: You may prepare Expert level snacks.

Master: You may prepare Master level snacks.

Grandmaster: You may prepare Grandmaster level snacks.

## 2.4.5 Barbarian Skills (Specialist Class)

Cornered, wounded, alone, anyone else would lose hope at this point. But not the barbarian. His skin was on fire, bristling with anticipation of the moment that all hell would break loose, honestly, he'd never felt more alive. The moment began as a low growl in the back of his throat, then it built, getting louder and louder till the blood-curdling noise reached a dizzying crescendo as a full frenzied war cry. Through the haze, the barbarian briefly saw the fear in his enemy's eyes.

### Barbarian Power

*You have well developed reserves of raw energy to focus through your skills.*

Apprentice: +5 Power Points.

Expert: Once per refresh you can restore all hit points to one injured location. You must be conscious to do this.

Master: +5 Power Points.

Grandmaster: You may have one extra use of the "Rage" skill per refresh.

### Rage

*You can focus your internal rage and throw yourself into combat with prodigious strength. Once per refresh you can enter a rage, which lasts for up to five minutes.*

Apprentice: While raging you may call "double" on all blows for free.

Expert: While raging all damage calls on you are reduced to singles.

Master: While raging you are immune to magic.

Grandmaster: While raging you may call every third blow as "crush" free of cost.

### Resistances

*Life in the wilds has made you tough and resistant to some of the dangerous that would bring lesser people down.*

Apprentice: Once per refresh you may call "Resist Poison" and ignore the effect of one poison.

Expert: You are completely immune to disease.

Master: Once per refresh you may call "Resist Magic" to ignore the effects of a spell that targets you.

Grandmaster: Your number of resists per refresh to both poison and magic increases to two each.

### Survivalist

*Used to living on the edge, you can find and prepare food just about anywhere. It may not be fine dining, but it will keep you alive.*

Apprentice: You may prepare a Fine Meal if you have the ingredients. You may also make Apprentice level snacks (see Section 5.12 Food). Finally, Apprentice level Survivalists have the equivalent skills of Forager and Hunter from the General Skills list.

Expert: You may prepare Expert level snacks.

Master: You may prepare Master level snacks.

Grandmaster: You may prepare Grandmaster level snacks.

### Thrown Weapon Mastery

*You may use Throwing Weapons and issue special weapon calls with them.*

Apprentice: You can call use throwing weapons and also call "Through" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Through Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### Two Weapon Mastery

*You are ambidextrous in combat, using a weapon in each hand.*

Apprentice: You can use a short weapon in off hand.

Expert: You can use a long weapon in off hand.

Master: You can make common ("Double", "Through") weapon calls with weapon in off hand.

Grandmaster: You can make rare weapon calls ("Disarm", "Critical") with weapon in off hand.

### Unarmoured Prowess

*You are not used to wearing armour but have developed your own toughness and skill to make sure you can take the blows and keep going. These extra Hit Points stack with the Fighter skill Body Development.*

Apprentice: +1 HP per location.

Expert: another +1 HP per location.

Master: another +1 HP per location.

Grandmaster: another +1 HP per location.

### War Paint

*Your tribal traditions use warpaint to summon the blessings and strength of your ancestors, giving power to yourself or anyone you mark. A target may only bear one war paint symbol at a time.*

Apprentice: You may paint a symbol of resilience on a character for 1PP. This acts as one temporary hit point and will be the first hit point that takes damage.

Expert: You may paint a symbol of courage on a character for 2PP. They will resist the next fear effect.

Master: You may paint a symbol of resistance on a character for 4PP. They will resist the next magic effect that targets them.

Grandmaster: You may paint a symbol of regeneration on a character for 8PP. Should the character be rendered unconscious they will instantly heal up to 2 HP per location.

## 2.5 Rogue's Handbook

The Rogue is a base class which combines mobility, evasion and some useful combat effectiveness. The four specialist classes add different directions and flavour onto this fast moving, stealthy base. The Assassin takes the martial abilities of the Rogue to higher levels, adding in poison, missile weapons and disguise abilities to make them a real threat. The Thief adds a wide range of utility to the Rogue, with the ability to break into lockboxes, acquire loot, keep it hidden and profitably dispose of it. The Ranger is focused on operating outdoors, using the stealth and combat ability inherent in the Rogue and combining it with strong survival skills. Finally the Trickster is a Rogue who merges an understanding of arcane arts with subterfuge.

There are eight Rogue skills and eight skills for each specialist class, giving each character a choice of sixteen class skills.

ROGUE BASE CLASS	ASSASSIN CLASS	THIEF CLASS	RANGER CLASS	TRICKSTER CLASS
Acrobatics	Assassin Power	Black Marketeer	Favoured Enemy	Disguise
Dodge	Backstab	Deceptions	Find Familiar	Illusion Lore
Hiding	Craft Military Equipment	Disable Device	Missile Weapon Mastery	Long Weapon Mastery
Light Armour Use	Defensive Combat	Disguise	Poisoner	Missile Weapon Mastery
Rogue Power	Disguise	Evade	Ranger Lore	Read Scroll
Short Weapon Mastery	Long Weapon Mastery	Evaluate	Ranger Power	Trickster Lore
Thrown Weapon Mastery	Missile Weapon Mastery	Lock Picking	Survivalist	Trickster Power
Two Weapon Mastery	Poisoner	Perceptions	Tracking	Write Scroll

## 2.5.1 Rogue Skills (Base Class)

The Rogue is a base class which combines movement, stealth and light combat skills, making for a dangerous and tricky opponent. They have eight skills to draw from, giving a solid foundation for the other four specialist skill sets utilise.

### Acrobatics

*You are extraordinarily agile and nimble, so can move in ways a normal person would find impossible.*

Apprentice: Whenever you jump you can take an additional pace to extend how far you have travelled.

Expert: You can climb up sheer surfaces, like walls or the sides of a pit.

Master: You can free yourself from any bonds, such as rope or chains.

Grandmaster: You do not take any damage from falling.

### Dodge

*You can call "Dodge" against certain attacks to completely ignore their effect and take no damage from them.*

Apprentice: You can call "dodge" in melee to negate one single, "Double" or "Through" blow for 1PP.

Expert: You can call "dodge" in melee to negate one "Disarm" or "Crush" for 2PP.

Master: You can call "dodge" against ranged blows for 4PP.

Grandmaster: You can call "dodge" against one trap or damaging magical spell effect for 8PP.

### Hiding

*You can blend into dark shadows or deep foliage, evading detection from any but the most alert. You must have an appropriate area to hide in, such as dense woodland or shadowed terrain. Your hiding lasts until you choose to come out of hiding, enter an area without cover, are revealed by magical means or attack something.*

Apprentice: You can hide (hand on head) for 1 PP, but must remain in the same place.

Expert: You can hide and move slowly, one pace at a time and pausing between steps, for 2 PP.

Master: You can hide and move at walking pace for 4PP.

Grandmaster: You can hide and move at any pace you are capable of for 8PP.

### Light Armour Use

*You are skilled in using and maintaining light and medium armour.*

Apprentice: You can wear any light or medium armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

### **Rogue Power**

*The power of stealth and low cunning to power your skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Short Weapon Mastery**

*You may use Short Weapons (under 18" in total length) to issue special weapon calls*

Apprentice: You can call "Through" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Through Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Thrown Weapon Mastery**

*You may use Throwing Weapons and issue special weapon calls with them.*

Apprentice: You can call use throwing weapons and also call "Through" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Through Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Two Weapon Mastery**

*You are ambidextrous in combat, using a weapon in each hand*

Apprentice: You can use short weapon (under 18") in off hand.

Expert: You can use long weapon (between 18" and 42") in off hand.

Master: You can make common ("Double", "Through") weapon calls with weapon in off hand, provided you know those calls with that weapon.

Grandmaster: You can make rare weapon calls ("Disarm", "Critical") with weapon in off hand, provided you know those calls with that weapon.

## 2.5.2 Assassin Skills (Specialist Class)

*She slipped through the open window and waited a moment. The house did not stir. Neither did her target who lay sound asleep, blissfully ignorant. Melting into the shadows, she stole up to the bed. This one's lucky, she thought, a quick death is an enviable one. Once satisfied with her work, the Assassin left as she had entered. The house did not stir.*

### **Assassin Power**

*You are deeply focused on the most deadly forms of combat, and have more powers to fuel your skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Backstab**

*If you can get behind someone in melee and attack without them knowing you are there, you can use the Backstab skill effects.*

Apprentice: When attacking from behind you may call "Double" for free.

Expert: You can strike someone's unarmoured body from behind with a blunt weapon and call "subdue" for 2 PP. If the target can be knocked unconscious they are down for five minutes. The blow does no physical damage.

Master: You can issue a "Coup de grace" on a downed target for 4PP. This reduces their Body to zero HP and halves their death count.

Grandmaster: You may call a "Critical" for 4PP, provided that you are striking the target from behind.

### **Craft Military Equipment**

*You can craft weapons and pieces of armour, provided you have the right tools and materials.*

Apprentice: You can craft crude armour and weapons. You may also craft armour patching kits.

Expert: You can craft quality armour and weapons. You can also sharpen 3 weapons per refresh, taking 1 minute per weapon, making the next blow count as a "double".

Master: You can craft masterwork armour and weapons. You can add an enhancement to crude armour and weapons.

Grandmaster: You can add an enhancement to any armour and weapons.

### **Defensive Combat**

*You can roll with heavy blows being targeted at you, limiting their effect or even reversing their force onto your opponent.*

Apprentice: Resist Double or Through blow for 1PP, making its effect an ordinary “single” blow. Call “Resist”.

Expert: Reflect Double or Through blow for 2PP, meaning the person making the call receives the full damage of that blow. Call “Reflect”.

Master: Resist Crushing blow for 4PP, making its effect an ordinary “single” blow. Call “Resist”.

Grandmaster: Reflect Crushing blow for 8PP, meaning the person making the call receives the full damage of that blow. Call “Reflect”.

### **Disguise**

*You can change your appearance to fool others into believing you are someone else.*

*Changes of costume and/or makeup should be used to roleplay the use of the disguise.*

Apprentice: You can disguise yourself as another member of your species and maintain the effect for up to two hours.

Expert: You can disguise yourself as another member of your species and maintain the effect for up to twelve hours.

Master: You can disguise yourself as a member of a different species and maintain the effect for up to two hours.

Grandmaster: You can disguise yourself as a member of a different species and maintain the effect for up to twelve hours.

### **Long Weapon Mastery**

*You may use Long Weapons (between 18" and 42") to issue special weapon calls.*

Apprentice: You can call “Double” on one attack for 1PP.

Expert: You can call “Resist Disarm” or “Disarm” for 2PP.

Master: You can call “Double Combat” for 4PP.

Grandmaster: You can call “Critical Blow” for 8PP.

### **Missile Weapon Mastery**

*You may use Missile Weapons (bows and crossbows) and issue special weapon calls when using them.*

Apprentice: You can use missile weapons and you can call “Double” on one attack for 1PP.

Expert: You can call “Disarm” for 2PP.

Master: You can call “Double Combat” for 4PP.

Grandmaster: You can call “Critical Blow” for 8PP.

### **Poisoner**

*You can brew all manner of noxious substances, all capable of inflicting different harm to those unfortunate enough to come into contact with them.*

Apprentice: You can make common poisons (see Section 5.7 Poisons). You can also gather plant based components as if you had the Foraging general skill.

Expert: You can make uncommon poisons.

Master: You can make rare poisons.

Grandmaster: You can make legendary poisons.

## 2.5.3 Thief Skills (Specialist Class)

Metal on metal, metal that ticks with each slight adjustment until, at last, with the tension just right, pins slid into place and the lock released. The eager yet ever-cautious thief conducted a final inspection of the box, feeling the rough grooves for any sign of a trap. Finally satisfied, she lifted the lid to behold her latest spoils.

### **Black Marketeer**

*You have a range of less reputable contacts, and can use these to shift illicit goods that have come into your possession.*

Apprentice: You may buy and sell a limited range of goods through a ref at a fixed price, the exchange may take some time to work.

Expert: You can access a wider range of goods and the rates for buying and selling are improved.

Master: You can trade in an even wider range of goods and prices are improved again.

Grandmaster: You can trade in anything and rates for buying and selling are discounted even more.

### **Deceptions**

*You have a glib tongue and can fool all but the most determined interrogator.*

Apprentice: You may call a “Suggestion” for 1 PP. This puts a thought in the mind of the target, that being a sentence you say straight after casting the spell.

Expert: Your lies cannot be detected by magical means and you cannot be compelled to tell the truth by magic or skills.

Master: You may call a “Convince” effect for 4PP. On making the effect the target is absolutely convinced that a reasonable statement you have made is completely true. You also receive a 50cm square checked cloth to be able to hide small objects.

Grandmaster: You are immune to mind control effects (command, intimidate, interrogate, Suggestion, etc.)

### **Disable Device**

*You can check items for traps and safely disarm what you find.*

Apprentice: You can identify and disable common traps.

Expert: You can identify and disable uncommon traps.

Master: You can identify and disable rare traps.

Grandmaster: You can identify and disable legendary traps.

### **Disguise**

*You can change your appearance to fool others into believing you are someone else. Changes of costume and/or makeup should be used to roleplay the use of the disguise.*  
Apprentice: You can disguise yourself as another member of your species and maintain the effect for up to two hours.

Expert: You can disguise yourself as another member of your species and maintain the effect for up to twelve hours.

Master: You can disguise yourself as a member of a different species and maintain the effect for up to two hours.

Grandmaster: You can disguise yourself as a member of a different species and maintain the effect for up to twelve hours.

### **Evade**

*You can get out of tight situations with a burst of agility.*

Apprentice: Once per refresh you can evade by disappearing out of game (finger in the air and call "Evade"), instantly move three steps in any direction and then come straight back into game. You cannot evade through solid objects.

Expert: When you activate your evade skill you can now make an instant move of up to five steps.

Master: When you activate your evade skill you can now make an instant move of up to ten steps.

Grandmaster: When you activate your evade skill you can take one person with you. They do not have to be willing.

### **Evaluate**

*Years of handling hot property has given you knowledge of the market value of all manner of things.*

Apprentice: You are given a price list of some crude and quality items.

Expert: Your price list extends to more items and goes to masterwork grade.

Master: Your price list extends to even more items including magical.

Grandmaster: You may ask the DT for an evaluation of any item not on your price list.

### **Lock Picking**

*You can break through locks, whether they are on doors or chests. All locks have a key code, and this skill gives you some numbers of the codes in use.*

Apprentice: Issued with 2 digits of apprentice lock codes.

Expert: Issued with 2 digits of expert lock codes.

Master: Issued with 2 digits of master lock codes.

Grandmaster: Issued with 2 digits of grandmaster lock codes.

### **Perceptions**

*You have very sharp senses and are aware of things that pass most people by.*

Apprentice: You can spot objects that are hidden by checked cloth.

Expert: You can see hidden enemies. Spotting them does not allow others to see them, only you are aware that they are there.

Master: You are immune to any effects that would impede your senses (blindness, deafness).

Grandmaster: You can see invisible enemies. This does not allow others to see them.

## 2.5.4 Ranger Skills (Specialist Class)

*'The new day always brings the freshest air' the ranger thought, 'and the freshest tracks'. Having followed disturbances in the mud, small drops of blood on leaves and other such tells, the ranger had tracked the wounded creature's trail for nearly half a mile. Now crouching over the entrance to a burrow, the ranger listened for any sounds from within, the crisp morning air keeping their senses wide awake. The animal was small so likely wouldn't last much longer, they would need to act fast to save it.*

### Favoured Enemy

*You are particularly proficient in dealing with one specific type of foe. You must pick one from Tyron, Fae, Undead, Sylvan or Daemon, and this skill only ever applies to that foe.*

Apprentice: Your favoured enemy can never hide from you. Once per refresh you can call "Resist" to ignore one magical effect from spells cast by your favoured enemy.

Expert: All your weapon calls against your favoured enemy can be called as "Double" for no PP cost.

Master: You can call "Cause Fear" against your favoured enemy twice per refresh.

Grandmaster: You can have one free "Critical" call per refresh against your favoured enemy.

### Find Familiar

*You bond with a creature which shares powers with you.*

Apprentice: You gain a small creature as your familiar (represent with a small plushie or similar). Your familiar has 2PPs which you can use as if they were your own when holding them. Your familiar has 1 HP, if it dies you are instantly drained to zero Power Points and are very unhappy.

Expert: Your familiar gains an extra 1PP. You can send your familiar up to 10 metres away from you and see and hear through their senses.

Master: Your familiar gains an extra 1PP and 1HP. Your familiar can attempt to interact with small objects (e.g. opening chests, pulling levers, picking up and retrieving small objects).

Grandmaster: Your familiar gains an extra 1PP. You can cast spells through your familiar using your Power Points.

### Missile Weapon Mastery

*You may use Missile Weapons (bows and crossbows) and issue special weapon calls when using them.*

Apprentice: You can use missile weapons and you can call "Double" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Double Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Poisoner**

*You can brew all manner of noxious substances, all capable of inflicting different harm to those unfortunate enough to come into contact with them.*

Apprentice: You can make common poisons (see Section 5.7 Poisons). You can also gather plant based components as if you had the Foraging general skill.

Expert: You can make uncommon poisons.

Master: You can make rare poisons.

Grandmaster: You can make legendary poisons.

### **Ranger Lore**

*You can use the magic of the wilderness.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Entangle". Target is held in place for 30 seconds, provided they are standing in undergrowth.

Expert: You can cast the 2<sup>nd</sup> level spell "Charm Animal". Target animal will trust you and treat you as a friend for five minutes.

Master: You can cast the 3<sup>rd</sup> level spell "Hunter's Mark". For five minutes the target takes double damage from all ordinary single damage blows from any source and they also cannot hide from the caster.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Commune with Nature". You can converse with the spirit of nature itself for up to five minutes.

### **Ranger Power**

*Each has a power, each has a purpose.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Survivalist**

*Used to making long journeys through the wilderness, you can find and prepare food just about anywhere. It may not be fine dining, but it will keep you alive.*

Apprentice: You may prepare a Fine Meal if you have the ingredients. You may also make Apprentice level snacks (see Section 5.12 Food). Finally, Apprentice level Survivalists have the equivalent skills of Forager and Hunter from the General Skills list.

Expert: You may prepare Expert level snacks.

Master: You may prepare Master level snacks.

Grandmaster: You may prepare Grandmaster level snacks.

### **Tracking**

*Some areas where creatures have passed through will have a marker with a code on it. The different levels of tracking skill will help you to understand what has passed through that area.*

Apprentice: Can determine the rough number of creatures that have passed through. You can also gather valuable components from animals that you find as if you had the Hunting skill.

Expert: Can determine the rough type of creature that has passed through.

Master: Can determine what creatures and the number that have passed by with a high degree of accuracy.

Grandmaster: As well as reading the tracking code, if it is a marker leading to an encounter you can have ten seconds at the entrance to the encounter to see how the creatures are arrayed.

## 2.5.5 Trickster Skills (Specialist Class)

*Even from across the room, the trickster could feel the weight of his latest target's pouch. Assessing the correct tension so as not to draw attention to his activities would be difficult. But not impossible. Seeing an opening as his target became distracted, the trickster twitched his fingers, focusing all his energy on discreetly lifting the pouch and placing it in a nearby vase. 'I'll get that later' he thought with a smile.*

### **Disguise**

*You can change your appearance to fool others into believing you are someone else. Changes of costume and/or makeup should be used to roleplay the use of the disguise.*

Apprentice: You can disguise yourself as another member of your species and maintain the effect for up to two hours.

Expert: You can disguise yourself as another member of your species and maintain the effect for up to twelve hours.

Master: You can disguise yourself as a member of a different species and maintain the effect for up to two hours.

Grandmaster: You can disguise yourself as a member of a different species and maintain the effect for up to twelve hours.

### **Illusion Lore**

*You can beguile and trick the senses of others.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Distract". Upon casting the spell the caster must point in a direction to which the target will briefly avert their attention.

Expert: You can cast the 2<sup>nd</sup> level spell "Cause Fear". This causes an affected target to do everything in their power to flee from you for 30 seconds and be hesitant to approach you for five minutes.

Master: You can cast the 3<sup>rd</sup> level spell "Invisibility". For 5 minutes you are invisible (hand on head). The invisibility ends if you attack anything, are revealed by magical means or choose for the spell to end.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Mass Invisibility". For 5 minutes you and any number of willing targets with you become invisible (hand over head). The mass invisibility also ends if any affected by the spell attack anything, are revealed by magical means or you choose for the spell to end.

### **Long Weapon Mastery**

*You may use Long Weapons (between 18" and 42") to issue special weapon calls.*

Apprentice: You can call "Double" on one attack for 1PP.

Expert: You can call "Resist Disarm" or "Disarm" for 2PP.

Master: You can call "Double Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Missile Weapon Mastery**

*You may use Missile Weapons (bows and crossbows) and issue special weapon calls when using them.*

Apprentice: You can use missile weapons and you can call “Double” on one attack for 1PP.

Expert: You can call “Disarm” for 2PP.

Master: You can call “Double Combat” for 4PP.

Grandmaster: You can call “Critical Blow” for 8PP.

### **Read Scroll**

*You can use magic scrolls to cast the spells inscribed upon them. Casting a spell from a scroll destroys the scroll.*

Apprentice: You can cast any magic scroll inscribed with a 1<sup>st</sup> level spell.

Expert: You can cast any magic scroll inscribed with a 2<sup>nd</sup> level spell.

Master: You can cast any magic scroll inscribed with a 3<sup>rd</sup> level spell.

Grandmaster: You can cast any magic scroll inscribed with a 4<sup>th</sup> level spell.

### **Trickster Lore**

*You use arcane powers for cunning effect.*

Apprentice: You gain access to the 1<sup>st</sup> level spell “Manipulate Object”. This allows you to telekinetically move an object with up to a moderate amount of weight within 20 paces of you, so long as the object isn’t in use. The spell lasts for 30 seconds.

Expert: You gain access to the 2<sup>nd</sup> level spell “Spider Climb”. This allows you to climb any surface no matter it’s gradient for 30 seconds. Effects (including gravity) cannot dislodge you from said surfaces unless you allow them to.

Master: You can cast the 3<sup>rd</sup> level spell “Blindness”. This causes the target to be unable to see (they close their eyes) for 30 seconds.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Recall”. The caster and any touched targets are returned to the location of the pre-prepared recall stone. The spell requires two phys reps of recall stones; one held by the caster and one placed at the location to which the caster is returned.

### **Trickster Power**

*You can focus your energies for even more magical and skilful effects.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Write Scroll**

*You may inscribe any spell that you know onto parchment to create a magic scroll. You may only inscribe one scroll per refresh, (see Section 5.8 Magic Scrolls).*

Apprentice: You can prepare a magic scroll to receive one 1<sup>st</sup> level spell.

Expert: You can prepare a magic scroll to receive one 2<sup>nd</sup> level spell.

Master: You can prepare a magic scroll to receive one 3<sup>rd</sup> level spell.

Grandmaster: You can prepare a magic scroll to receive one 4<sup>th</sup> level spell.

## 2.6 Priest's Handbook

Priests regularly bring a strong moral compass (though perhaps slightly less so in the case of the bard) to parties who may otherwise descend into small amounts of murderous chaos. The Cleric is fully devoted to the path of their faith and the care of their community. Druids are for those who truly want to attune themselves to nature. Their deep spiritual connection to both the land and the creatures that live on it means that in most cases the terrain is on their side when it comes to spell casting. Whether it's a skirmish, a particularly devilish dungeon or a full frontal assault, Healers are capable of being near the front line while getting the injured out of danger. Finally, the Bard has strength in bolstering the party with a song or speech. Their knack for talking themselves into or out of any situation makes them invaluable when the party needs to put down their weapons and negotiate.

PRIEST BASE CLASS	CLERIC CLASS	DRUID CLASS	HEALER CLASS	BARD CLASS
Death Lore	Cleric Power	Beast Lore	Alchemist	Bard Power
Divination Lore	Creation Lore	Druid Power	Body Lore	Charm Lore
Life Lore	Divine Channelling	Environment Lore	Healer Power	Chef
Priest Power	Holy Ground	Find Familiar	Healing Lore	Disguise
Read Scroll	Holy Warrior	Light Armour Use	Heavy Armour Use	Light Armour Use
Sanctification Lore	Medium Armour Use	Plant Lore	Resistances	Short Weapon Mastery
Tithe	Preaching	Staff Mastery	Shield Mastery	Song Lore
Write Scroll	Turn Undead	Survivalist	Surgeon	Story Telling

## 2.6.1 Priest Skills (Base Class)

The Priest base class is for spiritual characters who are interested in matters of the divine. Drawing their power from the source of their belief, Priests are powerful spellcasters whose gifts are used for others. These eight skills are available to all characters in the four specialist Priest classes.

### Death Lore

*You can channel magical power to thin the barriers between this world and the next.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Wound”. It does two points of damage on the touched location, ignoring armour.

Expert: You can cast the 2<sup>nd</sup> level spell “Cause Fear”. The target must run away from the spellcaster for 30 seconds and is reluctant to approach them for up to five minutes.

Master: You can cast the 3<sup>rd</sup> level spell “Speak to Dead”. The caster may ask one question (one sentence) of a deceased target.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Leave Body”. The caster’s spirit leaves their body for up to five minutes and can travel around and perceive the world as if they were physically present. The caster’s body is left prone at the space where they cast the spell until the spirit returns.

### Divination Lore

*The gods know all, and sometimes they share that knowledge.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Dreams”. After casting, when you sleep you will have a dream on the subject of your choice. On waking ask a ref to tell you what you dreamed about.

Expert: You can cast the 2<sup>nd</sup> level spell “Intuition”. You can ask a ref a simple “Yes/No” question.

Master: You can cast the 3<sup>rd</sup> level spell “Reveal Secrets”. This spell removes any hiding, camouflage or invisibility effects on all targets in hearing range of the spell verbs for five minutes. Once revealed, anyone can see what was previously hidden.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Commune”. You enter the divine realm and into the presence of your God for five minutes.

### Life Lore

*The whole cosmos is infused with the life spirit of the divine. The wise can channel it to heal the broken.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Revive”. This is a touch spell, when cast on an unconscious target it heals them of 1HP of damage.

Expert: You can cast the 2<sup>nd</sup> level spell “Detect Life”. When cast, any sentient living creature hearing the spell verbs will verbally identify their presence.

Master: You can cast the 3<sup>rd</sup> level spell “Ranged Heal 2”. When cast it instantly heals 2HP to the target, who must be within sight of the caster.

Grandmaster: You learn the 4<sup>th</sup> level spell “Mass Heal”. All allies within earshot of the caster are healed for 2 hits per location. The caster does not benefit from this and may determine “ally” in their spell verbs (e.g. of a given religion, of a given Guild or House, of a given race, etc.)

### **Priest Power**

*Dedication to prayer and study allow you to draw on the power of the sacred to power your skills and spells.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Read Scroll**

*You can use magic scrolls to cast the spells inscribed upon them. Casting a spell from a scroll destroys the scroll.*

Apprentice: You can cast any magic scroll inscribed with a 1<sup>st</sup> level spell.

Expert: You can cast any magic scroll inscribed with a 2<sup>nd</sup> level spell.

Master: You can cast any magic scroll inscribed with a 3<sup>rd</sup> level spell.

Grandmaster: You can cast any magic scroll inscribed with a 4<sup>th</sup> level spell.

### **Sanctification Lore**

*You can bring forth the pure holy presence of the divine to hallow the mundane.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Bless". This is a touch spell which prevents any damage from the next effect that would cause damage and lasts until your next refresh.

Expert: You can cast the 2<sup>nd</sup> level spell "Purify". Target food or liquid is purged of any disease, poison or impurity.

Master: You can cast the 3<sup>rd</sup> level spell "Holy Weapon". Touched target weapon will have the damage call "Holy" in addition to other calls in the next fight it is used in. The spell lasts until the next refresh point or the end of the day.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Mass Bless". All allies within earshot of the caster receive the effects of the 1<sup>st</sup> level "Bless" spell. The caster does not benefit from this and may determine "ally" in their spell verbals (e.g. of a given religion, of a given Guild or House, of a given race, etc.)

### **Tithe**

*You are respected by the faithful ordinary people who give donations to the cause you represent.*

Apprentice: You begin the event with some extra gold or goods donated by followers of your religion.

Expert: You receive a greater tithe to support your work at the start of each event.

Master: The tithe received is greater still.

Grandmaster: Donations to your work are significant.

### **Write Scroll**

*You may inscribe any spell that you know onto parchment to create a magic scroll. You may only inscribe one scroll per refresh, (see Section 5.8 Magic Scrolls).*

Apprentice: You can prepare a magic scroll to receive one 1<sup>st</sup> level spell.

Expert: You can prepare a magic scroll to receive one 2<sup>nd</sup> level spell.

Master: You can prepare a magic scroll to receive one 3<sup>rd</sup> level spell.

Grandmaster: You can prepare a magic scroll to receive one 4<sup>th</sup> level spell.

## 2.6.2 Cleric Skills (Specialist Class)

“Tanwen, I call on you...” a rustling. “...God of the Holy Warrior...” twigs snapping. “...may your blessings be plentiful...” shouts in the distance. “...I devote all that I am to you...” getting closer. “...I ask only that you be by my side during my trials...” pounding footsteps. “...protect me from those who would do me harm...” they’d be here any second. “...and give me the strength to do your great work.”. The cleric rose from the shrine with a half-smile, turning to face his attackers as divine energy pulsed through his entire being. The Gods were with him.

### Cleric Power

*Through adherence to ritual and spiritual practice you can draw on deeper reserves of power.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### Creation Lore

*All religions have an account of how the universe was created. Through your faith you can participate, in a small way, in that act of Creation.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Create Element”. You name one of the four elements (air, earth, fire, water) and a quantity of that element is summoned into being.

Expert: You can cast the 2<sup>nd</sup> level spell “Create Food”. You create one Basic Meal.

Master: You can cast the 3<sup>rd</sup> level spell “Create Rare Component”. On casting you receive one named rare crafting component.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Duplicate”. You can create a copy of one item. The duplicate copy lasts until the end of the day.

### Divine Channeling

*You may gift the power stored within you for use by others.*

Apprentice: You can transfer some of your Power Points into others to replenish their PP total, provided you are both willing. You must be in physical contact with the person receiving the power, and at Apprentice level you may donate 1 power point per person per refresh. This may not take their total above their maximum.

Expert: As Apprentice Divine Channelling, except each target may receive up to 2 Power Points per refresh.

Master: As Apprentice Divine Channelling, except each target may receive up to 3 Power Points per refresh.

Grandmaster: As Apprentice Divine Channelling, except each target may receive up to 4 Power Points per refresh.

### **Holy Ground**

*You can bless the very earth, making it hallowed ground and sacred to the faithful. It is a place of safety, for diplomacy, for hospitality and the breaking of bread.*

Apprentice: You may hallow a Sanctified Ground (see Section 5.13 *Temporary Camp Buildings*).

Expert: Any Sanctified Ground that you have hallowed may not have undead enter it.

Anyone standing in it can resist one Fear effect.

Master: Anyone standing in Sanctified Ground that you have hallowed may pray for five minutes per refresh and recover 1PP.

Grandmaster: Any meal consumed on Sanctified Ground that you have hallowed grants 1XP. A character can only benefit from this once per event.

### **Holy Warrior Lore**

*There is a time for peace and there is a time for war. And when it is time for war you can give the blessings of your god to those called to fight.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Holy Blast 1". The target takes one point of damage which goes through armour.

Expert: You can cast the 2<sup>nd</sup> level spell "Repair Armour". This is a touch spell and completely mends one location of armour.

Master: You can cast the 3<sup>rd</sup> level spell "Dedicate". This is a touch spell, the target must be willing. On casting the target is dedicated to the martial cause of your god and during the next five minutes will have all damage calls reduced to being singles and they are also immune to mind magic. They cannot back out of battle while their foes still stand.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Quest". This is a touch spell and the target must be willing. On casting you can determine a Quest for the target to undertake, specifying a time limit of up to one year. While undertaking the Quest the target will receive random boons from your god, and will be appropriately rewarded if the Quest is completed. They will also receive random debuffs if they stray from the Quest and an appropriate punishment if they fail within the time limit. The caster may only have one Quest operating at any time, a target may only be subject to one Quest at any time.

### **Medium Armour Use**

*You are skilled in using and maintaining light and medium armour.*

Apprentice: You can wear any light or medium armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

### **Preaching**

*You can stir the crowd with the power of the spoken word, the faithful hanging on your every exhortation.*

Apprentice: Once per refresh you may preach a sermon, taking at least one minute to deliver it. One chosen target in your audience is affected by the message in the sermon as if by a Suggestion spell.

Expert: Your sermon will affect up to four chosen targets.

Master: Your sermon will affect up to eight chosen targets.

Grandmaster: Your sermon affects all who hear it.

### **Turn Undead**

*This allows the Cleric to bring forth holy energy and repel undead creatures in the name of their deity.*

Apprentice: May turn one minor undead per refresh, Call "Turn Minor Undead".

Expert: Your turn undead power is upgraded to affect all minor undead, call "Turn All Minor Undead".

Master: Your ability now turns all undead, no matter how powerful, call "Turn All Undead"

Grandmaster: Your ability destroys all minor undead, call "Banish Minor Undead".

### **2.6.3 Druid Skills (Specialist Class)**

*Wailing wind, aching, creaking boughs, restless leaves. That's what the druid felt when they touched the ancient tree. The recent orc attacks had done a lot of damage but to desecrate a mark of Oren was unforgivable. Carefully applying balm to deep gouges interlacing the hallowed tree's bark, the druid hummed an incantation, wincing each time the cacophony of suffering began anew. Minutes melted away as they dedicated themselves to their work until at last, the wind stilled to a gentle whisper, the boughs swayed softly and the leaves fluttered and settled as everything was brought into harmony once again.*

### **Beast Lore**

*You are close to the beasts of the forest, the birds of the air and the fish of the river.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Talk to Animals". On casting you can converse in the languages of different animals for five minutes.

Expert: You can cast the 2<sup>nd</sup> level spell "Charm Animal". Target animal will trust you and treat you as a friend for five minutes.

Master: You can cast the 3<sup>rd</sup> level spell "Animal Illusion". On casting you appear to be an animal no smaller than a cat and no larger than a bear for up to five minutes.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Beastform". You channel the power of raw animal nature, giving you an extra three HP per location and a Double Combat for five minutes.

### **Druid Power**

*You can call on the power of nature to power your spells and skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Environment Lore**

*You can harness the powers of the wind, the sun, the river and all of the natural world around you.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Create [Element]”. You name one of the four elements (air, earth, fire, water) and a quantity of that element is summoned into being.

Expert: You can cast the 2<sup>nd</sup> level spell “[Element] Blast 2”. This is a ranged spell which causes two points of damage through armour to the target’s chest. You must name one of the four elements when casting the spell.

Master: You can cast the 3<sup>rd</sup> level spell “Call Lightning”. The spell may only be cast outdoors and if there is a cloud in front of the sun or the moon/stars. Target is struck by lightning, taking four points of damage to the chest ignoring armour. You may then nominate a second target near to them and they take two points of damage to the chest ignoring armour.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Earthquake”. Everyone in earshot of the spell verbals (excluding the caster) is knocked to the ground and also takes two points of damage to each leg. Temporary buildings may also take damage at a ref’s discretion.

### **Find Familiar**

*You bond with a creature which shares powers with you.*

Apprentice: You gain a small creature as your familiar (represent with a small plushie or similar). Your familiar has 2PPs which you can use as if they were your own when holding them. Your familiar has 1 HP, if it dies you are instantly drained to zero Power Points and are very unhappy.

Expert: Your familiar gains an extra 1PP. You can send your familiar up to 10 metres away from you and see and hear through their senses.

Master: Your familiar gains an extra 1PP and 1HP. They can attempt to interact with small objects (e.g. opening chests, pulling levers, retrieving small objects).

Grandmaster: Your familiar gains an extra 1PP. You can cast spells through your familiar using your Power Points.

### **Light Armour Use**

*You are skilled in using and maintaining light armour.*

Apprentice: You can wear any light armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one ‘resist’ per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of “Through” and damaging magic spells.

### **Plant Lore**

*Your magical abilities are specially attuned to the plant kingdom.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Entangle”. Target has their feet held in place for 30 seconds, provided they are standing in undergrowth.

Expert: You can cast the 2<sup>nd</sup> level spell “Grow”. You can replicate one Common or Uncommon herb in your possession.

Master: You can cast the 3<sup>rd</sup> level spell “Barkskin”. You gain three extra hit points of armour per location for five minutes.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Tree Stride”. On casting you can touch a tree and merge into it. You can then move out of game to another tree and reappear from it. You must emerge from a tree within five minutes of casting the spell.

### **Staff Mastery**

*You nominate one staff to be your Druid's Staff. You can use the abilities from this skill only with your Druid's Staff. You may nominate a new staff to be your sole Druid's Staff once per event.*

Apprentice: Your staff is immune to Shatter spells, you can use your staff to cast touch spells and you can fight with your staff.

Expert: You can call "Resist Disarm" for 2PP.

Master: Your staff is immune to Disintegrate spells. You can call "Double Combat" for 4PP.

Grandmaster: You can call "Absorb" once per refresh, which negates one spell that targets you and you gain the Power Points of that spell (which cannot take you above your starting PP level).

### **Survivalist**

*Used to making long journeys through the wilderness, you can find and prepare food just about anywhere. It may not be fine dining, but it will keep you alive.*

Apprentice: You may prepare a Fine Meal if you have the ingredients. You may also make Apprentice level snacks (see Section 5.12 Food). Finally, Apprentice level Survivalists have the equivalent skills of Forager and Hunter from the General Skills list.

Expert: You may prepare Expert level snacks.

Master: You may prepare Master level snacks.

Grandmaster: You may prepare Grandmaster level snacks.

## *2.6.4 Healer Skills (Specialist Class)*

*They had always thought that death was supposed to be dignified, a quiet exhale that brought a good life to a close. Not these deaths. These deaths were a scream cutting through the steady beat of rain and roll of thunder. The healer stumbled from soldier to soldier, applying poultices, muttering hurried incantations and prayers to Jaeyr, slipping through mud and who knows what else. The aftermath was loud, but silence would be worse. The piercing cries and gasping breaths were hope. Hope that they could save just one more. Just one more.*

### **Alchemist**

*You can combine chemical and magical ingredients to make potions with useful effects.*

Apprentice: You can craft common potions (see the Section 5.6 Potions). You can gather plant based components as per the Foraging skill.

Expert: You can craft uncommon potions listed in Section 4 of the "Craft Recipes Guide"

Master: You can craft rare potions listed in Section 4 of the "Craft Recipes Guide".

Grandmaster: You can craft legendary potions listed in Section 4 of the "Craft Recipes Guide".

## **Body Lore**

*You can weave spiritual magic into embodied flesh to bring healing and wholeness.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Heal Poison”. The touched target has the effect of one poison removed. Note that this does not affect those poisons which have an instant effect, only those with an ongoing effect.

Expert: You can cast the 2<sup>nd</sup> level spell “Mend Bone”. The touched target has one location immediately healed of the broken bone effect.

Master: You can cast the 3<sup>rd</sup> level spell “Cure Disease”. The touched target has one disease affecting them completely cured.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Regenerate”. This spell allows a touched target to have a severed limb re-attached or a missing limb regrown. Regrowing a limb can take up to 24 hours.

## **Healer Power**

*Your inner spiritual reserves dig deep to power your spells and skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

## **Healing Lore**

*You have mastery over injury in mind, body and spirit.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Heal Other 1”. The touched target is healed of 1HP of damage.

Expert: You can cast the 2<sup>nd</sup> level spell “Cure Insanity”. The touched target is healed of one insanity.

Master: You can cast the 3<sup>rd</sup> level spell “Total Heal”. The touched target has all HP on all locations restored to maximum. This spell does not mend broken bones, cure diseases or remove poisons, neither does it overcome effects that prevent the healing of hit points.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Resuscitate”. When cast on a target that has died within the last ten minutes it can return the soul back to the body, restarting their death count. The soul must be willing to return to the body and existing damage to the body remains and will need to be healed to prevent the target dying again.

## **Heavy Armour Use**

*You are skilled in using and maintaining armour of all types.*

Apprentice: You can wear any type of armour and use patching kits to repair armour.

Expert: You gain three armour patching kits per event. You can also call one ‘resist’ per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of “Through” and damaging magic spells.

### **Resistances**

*Working closely with toxins and disease has built up your resistance levels.*

Apprentice: Once per refresh you may call “Resist Poison” and ignore the effect of one poison.

Expert: You are completely immune to disease.

Master: Once per refresh you may call “Resist Magic” to ignore the effects of a spell that targets you.

Grandmaster: Your number of resists per refresh to both poison and magic increases to two each.

### **Shield Mastery**

*You are skilled in protecting yourself with a shield.*

Apprentice: May use large shields (longest dimension over 24").

Expert: Gain 1HP per location while carrying a shield.

Master: Reflect Double or Through blow for 2 PP; call “reflect” to signify this.

Grandmaster: Reflect Crushing blow in melee for 4 PP; call “reflect” to signify this.

### **Surgeon**

*You are trained in advanced first aid and different techniques of non-magical healing.*

Apprentice: You can tend wounds and make bandages as per the First Aid general skill. You begin each event with three extra Bandages. You may keep one unconscious target alive (i.e. pause their death count) by roleplaying stemming blood flow, etc.

Expert: You may splint broken limbs using one bandage. A splinted limb is useable, the bone will heal in one hour but is rendered useless again by any combat damage.

Master: You can make poultices that enhance the effects of ordinary bandages.

Grandmaster: Through surgical intervention you can cure disease and insanity. Patients take 1HP of damage to treated areas and must rest one hour after surgery.

## *2.6.5 Bard Skills (Specialist Class)*

*‘Taverns are rarely tense like this, sometimes they’re angry, often they’re merry but mostly a good tavern is a home away from home. Perhaps that’s why so many have gathered here tonight’. The bard kept these thoughts to herself, eyeing the room crammed with those who were not out fighting, those who couldn’t stand the suffocating feeling of an empty house. But no one seemed to hold an appetite for talking. The bard strummed her lute, thinking of Elyran, a tune steadily forming. The song wandered from melancholy to hopeful to worried to proud. Slowly, people began to murmur to one another as her melody passed the time and quieted their troubled thoughts.*

### **Bard Power**

*You can call on the power of song and pure charisma to power your spells and skills.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Charm Lore**

*You can weave magic with charisma to fascinate and sway others.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Suggestion". This spell puts a thought in the mind of the target, that being a sentence you say straight after casting the spell.

Expert: You can cast the 2<sup>nd</sup> level spell "Taunt". The target of the spell is enraged and liable to attack you.

Master: You can cast the 3<sup>rd</sup> level spell "Command". On casting the spell you can give a command of up to four words which the target must obey. This spell cannot compel the target to harm themselves or their allies and lasts until the command is fulfilled or five minutes have passed, whichever is the shorter.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Mass Suggestion". All within earshot are affected as if by the Suggestion spell.

### **Chef**

*Some people eat to live, you live to eat – and eat well. With this skill you can prepare a wide range of meals.*

Apprentice: You can make Basic Meals as per the Cookery skill and forage like the Forage General Skill. You can also make Fine Meals and common meals (see Section 5.12 Food).

Expert: You can make Delicious Meals and uncommon meals listed in Section 8 of the "Craft Recipes Guide".

Master: You can make Sumptuous Meals and rare recipe meals listed in Section 8 of the "Craft Recipes Guide".

Grandmaster: You can make Feasts and legendary meals listed in Section 8 of the "Craft Recipes Guide".

### **Disguise**

*You can change your appearance to fool others into believing you are someone else.*

*Changes of costume and/or makeup should be used to roleplay the use of the disguise.*

Apprentice: You can disguise yourself as another member of your species and maintain the effect for up to two hours.

Expert: You can disguise yourself as another member of your species and maintain the effect for up to twelve hours.

Master: You can disguise yourself as a member of a different species and maintain the effect for up to two hours.

Grandmaster: You can disguise yourself as a member of a different species and maintain the effect for up to twelve hours.

### **Light Armour Use**

*You are skilled in using and maintaining light armour.*

Apprentice: You can wear any light armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

### **Short Weapon Mastery**

*You may use Short Weapons (under 18" in total length) to issue special weapon calls.*

Apprentice: You can call "Through" on one attack for 1PP.

Expert: You can call "Disarm" for 2PP.

Master: You can call "Through Combat" for 4PP.

Grandmaster: You can call "Critical Blow" for 8PP.

### **Song Lore**

*You can channel magic through your fine musicianship, encouraging and inspiring your listeners.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Song of Courage". For as long as you maintain the song all allies in earshot are immune to Fear causing effects.

Expert: You can cast the 2<sup>nd</sup> level spell "Song of Focus". For as long as you maintain the song all allies in earshot are immune to all mind affecting magic.

Master: You can cast the 3<sup>rd</sup> level spell "Song of Inspiration". For as long as you maintain the song all allies in earshot have the Power Point cost of spells and skills reduced by 1, to a minimum of 1.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Song of Resilience". For as long as you maintain the song all allies in earshot are subject to a "Blur" effect, with all damage calls affecting them being reduced to singles.

### **Story Telling**

*You are silver tongued and can bluff, blather and charm a crowd with your skilful story telling.*

Apprentice: Once per refresh you may spin a yarn, taking at least one minute to deliver it. One target in your audience is affected by the message in the story as if by a Suggestion spell.

Expert: Your story will affect up to four targets.

Master: Your story will affect up to eight targets.

Grandmaster: Your story affects all who hear it.

## 2.7 Mage's Handbook

The Mage is a base class devoted to the study of magic and the arcane arts. While weak in martial combat, the mage has a broad range of magical capabilities that makes them useful in all sorts of situations. The Wizard is a pure mage, developing their magical skills as far as they can be taken. The Scholar is committed to gathering knowledge, bolstering their mundane research skills with magical insights. The Spellsword blends the magical arts with subtle weapon skills, combining the two for deadly effect. Finally, the Artificer is interested in how things are made and how they can be perfected, using magic and craft skills in equal measure.

MAGE BASE CLASS	WIZARD CLASS	SCHOLAR CLASS	SPELLSWORD CLASS	ARTIFICER CLASS
Binding Lore	Arcane Deluge	Alchemist	Body Development	Alchemist
Destruction Lore	Arcane Siphoning	Detection Lore	Defence Lore	Artificer Lore
Find Familiar	Circle of Power	Evaluate	Dodge	Artisan
Mage Power	Element Lore	Knowledge	Long Weapon Mastery	Builder
Movement Lore	Imbue	Scholar Lore	Offence Lore	Disable Device
Protection Lore	Staff Mastery	Scholar Power	Short Weapon Mastery	Enchant Items
Read Scroll	Wizard Lore	Scribe	Spellsword Power	Lock Lore
Write Scroll	Wizard Power	Truth Lore	Two Weapon Mastery	Medium Armour Use

## 2.7.1 Mage Skills (Base Class)

The Mage base class gives a solid foundation for all interested in the arcane arts, with a range of spell lore to choose from bolstered by general magical skills. These eight skills are available to all characters in the four specialist Mage classes.

### Binding Lore

*Your proficiency in controlling magic allows you to bind your foes.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Glue". This is a ranged spell that causes the target to become magically stuck to everything they are touching for 30 seconds.

Expert: You can cast the 2<sup>nd</sup> level "Hold Person". This is a ranged spell that causes the person sized target (e.g. a human or an orc) to be unable to move for 30 seconds or until damaged.

Master: You can cast the 3<sup>rd</sup> level spell "Hold Monster". This is a ranged spell that causes the monster sized target (such as an Ent or an ogre) to be unable to move for 30 seconds or until damaged.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Circle of Binding". To cast this spell you must mark a circle on the ground which acts as an impervious forcewall and no magic can be cast inside the circle. It lasts an hour or until dispelled by the caster. The maximum length of the wall is 10 metres.

### Destruction Lore

*Your mastery of the arcane grants you powers to break and destroy.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Blast 1". This is a ranged spell that causes the target to take 1 damage to chest ignoring armour.

Expert: You can cast the 2<sup>nd</sup> level spell "Blast 2". This is a ranged spell that causes the target to take 2 damage to chest ignoring armour.

Master: You can cast the 3<sup>rd</sup> level spell "Shatter". This is a ranged spell that destroys target non-magical object or palisade. The destroyed object may be repaired.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Disintegrate". This is a ranged spell that destroys target object or palisade. The destroyed object may not be repaired.

### Find Familiar

*You bond with a creature which shares powers with you. Because every mage needs a friend.*

Apprentice: You gain a small creature as your familiar (represent with a small plushie or similar). Your familiar has 2PPs which you can use as if they were your own when holding them. Your familiar has 1 HP, if it dies you are instantly drained to zero Power Points and are very unhappy.

Expert: Your familiar gains an extra 1PP. You can send your familiar up to 10 metres away from you and see and hear through their senses.

Master: Your familiar gains an extra 1PP and 1HP. Your familiar can attempt to interact with small objects (e.g. opening chests, pulling levers, picking up and retrieving small objects).

Grandmaster: Your familiar gains an extra 1PP. You can cast spells through your familiar using your Power Points.

## **Mage Power**

*Mage Power is the essence used to power your spells. Without it you just have theoretical knowledge, but with it you are magic.*

Apprentice: +5 Power Points.

Expert: another +5 Power Points.

Master: another +5 Power Points.

Grandmaster: another +5 Power Points.

## **Movement Lore**

*You know the mysterious pathways of translocating things from one place to another.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Feather Fall". The spell affects the caster and they are immune from falling damage for the next 30 seconds.

Expert: You can cast the 2<sup>nd</sup> level spell "Blink". The spell affects the caster who can disappear and immediately takes up to 10 steps in any direction and then reappears.

Master: You can cast the 3<sup>rd</sup> level spell "Teleport". The spell affects the caster who disappears and walks (out of time) to any point visible from the casting location.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Mass Teleport". The spell works as "Teleport", except it affects the caster and up to six other targets who must be in contact with the caster.

## **Protection Lore**

*You can manipulate the magical dweomer and bend it to protect yourself from harm.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Magic Armour". This spell affects the caster and grants them one magical hit point per location. These hit points will be the first to be lost, and the spell lasts for five minutes.

Expert: You can cast the 2<sup>nd</sup> level spell "Ward". This protects one object from the effects of Shatter, Disintegrate and Crush effects and lasts until the end of the day.

Magic Armour: You can cast the 3<sup>rd</sup> level spell "Magic Shell". This creates a personal anti-magic field around the caster which resists magical spells that target them within the next five minutes. The caster cannot target others with magical spells while Magic Shell is working.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Statue". This spell affects the caster, who is temporarily frozen on the spot and unable to move for five minutes, during which time they are immune to all physical and magical damage and any other magical effects. The caster is aware of whatever is happening around them and they may end the spell at any point before the five minutes is up.

## **Read Scroll**

*You can use magic scrolls to cast the spells inscribed upon them. Casting a spell from a scroll destroys the scroll.*

Apprentice: You can cast any magic scroll inscribed with a 1<sup>st</sup> level spell.

Expert: You can cast any magic scroll inscribed with a 2<sup>nd</sup> level spell.

Master: You can cast any magic scroll inscribed with a 3<sup>rd</sup> level spell.

Grandmaster: You can cast any magic scroll inscribed with a 4<sup>th</sup> level spell.

### **Write Scroll**

*You may inscribe any spell that you know onto parchment to create a magic scroll. You may only inscribe one scroll per refresh, (see Section 5.8 Magic Scrolls).*

Apprentice: You can prepare a magic scroll to receive one 1<sup>st</sup> level spell.

Expert: You can prepare a magic scroll to receive one 2<sup>nd</sup> level spell.

Master: You can prepare a magic scroll to receive one 3<sup>rd</sup> level spell.

Grandmaster: You can prepare a magic scroll to receive one 4<sup>th</sup> level spell.

## *2.7.2 Wizard Skills (Specialist Class)*

*The wizard sighed as he and his apprentice eyed the magical bag. The sedative was supposed to have worn off at least an hour ago and still, it hadn't moved, not even a twitch. "Excuse me sir, but why are we doing this again?" The apprentice asked gingerly. "Because my dear child, whilst it is well known that unless set alight, trolls will simply regenerate..." the wizard fiddled with his robes. "...theoretical debate and preliminary tests have, thus far..." he began to pace, "...been inconclusive as to whether they could survive inside a bag of holding which we have discovered only contains limited breathable air." The wizard stilled abruptly, "now then, there's only one way to find out, isn't there!". Pale, the apprentice nodded as the wizard flourished his hand, opening the bag.*

### **Arcane Deluge**

*Through focusing the mind you can do more than just draw on the swirling winds of magic to cast your spells, you can immerse yourself in them and channel even more power through your mortal body. This effect only affects the casting cost of spells, the cost of other effects such as Imbue cannot be reduced.*

Apprentice: Once per refresh you can initiate a deluge, lasting for five minutes. During that time all of your spellcasting costs are reduced by 1 Power Point, to a minimum of 1 PP.

Expert: You may initiate two deluges per refresh. You cannot stack deluges.

Master: You may initiate three deluges per refresh. You cannot stack deluges.

Grandmaster: You may initiate four deluges per refresh. You cannot stack deluges.

### **Arcane Siphoning**

*You can use the power inherent in other people, provided that they are willing to pass it to you.*

Apprentice: You can cast spells using Power Points from others, provided they are willing. You must be in physical contact with the person donating the power, and at Apprentice level you may use 1 Power Point per person per refresh.

Expert: As Apprentice Arcane Siphoning, except each person donating power may give up to 2 Power Points per refresh.

Master: As Apprentice Arcane Siphoning, except each person donating power may give up to 3 Power Points per refresh.

Grandmaster: As Apprentice Arcane Siphoning, except each person donating power may give up to 4 Power Points per refresh.

### **Circle of Power**

*You know the arcane lore of binding magical energies to a specific place, creating a strong tethered enchantment which spellcasters can take advantage of. The Circle lasts as long as the area laid out on the ground is intact, and you can only have one Circle of Power at a time.*

Apprentice: You may enchant an Arcane Circle (see Section 5.13 *Temporary Camp Structures*).

Expert: Anyone in an Arcane Circle that you have enchanted is immune to ranged attacks.

Master: Anyone standing in an Arcane Circle that you have enchanted may resist one spell per refresh.

Grandmaster: Anyone standing in an Arcane Circle that you have enchanted may reflect one spell per refresh.

### **Element Lore**

*You can command the power of the fundamental elemental forces that drive the workings of the universe. The verbs used to cast the spell will be one of the four elements (Air, Earth, Fire or Water), said in place of [Element] in the spell description.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Create [Element]”. You create a small amount of the chosen element.

Expert: You can cast the 2<sup>nd</sup> level spell “[Element] Blast 2”. This is a ranged spell which causes two points of damage through armour to the target’s chest.

Master: You can cast the 3<sup>rd</sup> level spell “[Element] Armour”. This affects the caster, last for up to five minutes and grants them two points of armour per location.

Grandmaster: You can cast the 4<sup>th</sup> level spell “[Element] Immunity”. This affects the caster, lasts for up to five minutes, and makes the caster completely immune to any damaging effects from the chosen element, magical or non-magical.

### **Imbue**

*You can shape the raw powers of magic and place them within a willing target, placing a fully formed spell within them which they can then cast by invoking your name. You must pay the cost of casting the spell and one extra Power Point to imbue a spell, which the target can then cast by invoking your name (“By the power of [Your Name] Spellcasting [Name of Spell]”). The spell is cast as if the person imbued was the caster, must be the next spell that they cast and is lost if not cast before the end of the day.*

Apprentice: You can imbue a target with a 1<sup>st</sup> level spell.

Expert: You can imbue a target with a 2<sup>nd</sup> level spell.

Master: You can imbue a target with a 3<sup>rd</sup> level spell.

Grandmaster: You can imbue a target with a 4<sup>th</sup> level spell.

### **Staff Mastery**

*You nominate one staff to be your Wizard's Staff. You can use the abilities from this skill only with your Wizard's Staff. You may nominate a new staff to be your sole Wizard's Staff once per event.*

Apprentice: Your staff is immune to Shatter spells, you can use your staff to cast touch spells and you can fight with your staff.

Expert: You can call "Resist Disarm" for 2PP.

Master: Your staff is immune to Disintegrate spells. You can call "Double Combat" for 4PP.

Grandmaster: You can call "Absorb" once per refresh, which negates one spell that targets you and you gain the Power Points of that spell (which cannot take you above your starting PP level).

### **Wizard Lore**

*Your magical knowledge is developed to gather in even more magical spells for you to command.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Wound". The target takes two points of damage to the touched location which goes through armour.

Expert: You can cast the 2<sup>nd</sup> level spell "Magic Wall". You must mark an enclosed area on the ground to denote the wall, maximum length of three metres, and you and only you can be inside it when the spell takes effect. For five minutes the wall is a barrier to all physical and magical spells.

Master: You can cast the 3<sup>rd</sup> level spell "Dispel Magic". This cancels a specific ongoing spell effect.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Planar Gate". This must be cast at a site designated as a potential portal between two places. When cast the portal is activated, allowing movement to and from the two linked places by anything for up to five minutes.

### **Wizard Power**

*Your studies have unlocked access to even more arcane power to charge your spells.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

## 2.7.3 Scholar Skills (Specialist Class)

“You won’t be away from your research for long, they said. You won’t even need to do all that much, they said.” The scholar muttered to herself as all their lives now lay in her ability to complete this final puzzle. The battle raged around her as her companions fought tooth and nail to keep the undead at bay. Turning her attention back to the task at hand, the scholar focused on the logic problem tinged with magic. In any other situation she’d be enjoying this, frustration and fascination all tied up neatly with a wax seal. Calling on her studies of the arcane, the scholar was astutely aware that she was on the clock and time is ever short for the living.

### Alchemist

*You can combine chemical and magical ingredients to make potions with useful effects.*

Apprentice: You can craft common potions (see the Section 5.6 Potions). You can gather plant based components as per the Foraging skill.

Expert: You can craft uncommon potions listed in Section 4 of the “Craft Recipes Guide”

Master: You can craft rare potions listed in Section 4 of the “Craft Recipes Guide”.

Grandmaster: You can craft legendary potions listed in Section 4 of the “Craft Recipes Guide”.

### Detection Lore

*You can use magical lore to have insights that go beyond ordinary perception.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Detect Magic”. The spell affects the caster who can sense magical power within items, places, people and creatures for the next 30 seconds.

Expert: You can cast the 2<sup>nd</sup> level spell “Detect Hidden”. The spell allows the caster to see any one target using a “Hide” skill, or any one object camouflaged by a checked cloth.

The caster must have reasonable grounds in character to believe that a hidden object or person is nearby.

Master: You can cast the 3<sup>rd</sup> level spell “Reveal Secrets”. This spell removes any hiding, camouflage or invisibility effects on all targets in hearing range of the spell verbs for five minutes. Once revealed, anyone can see what was previously hidden.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Past Visions”. This allows the caster to perceive important events that have happened at the location where they cast the spell during the last 24 hours.

### Evaluate

*Years studying different trinkets and curios have lead you to having a pretty good idea of the market price for all manner of things.*

Apprentice: You are given a price list of some crude and quality items.

Expert: Your price list extends to more items and goes to masterwork.

Master: Your price list extends to even more items including magical.

Grandmaster: You may ask the DT for an evaluation of any item not on your price list.

## **Knowledge**

*You know things and are a veritable encyclopaedia of information - some of it useful, some of it merely interesting.*

Apprentice: You begin the event with some background information, some of which will relate to the event.

Expert: Your list of information, facts and snippets of stories includes is longer.

Master: Your knowledge sheet at the start of the event is longer still.

Grandmaster: Your knowledge sheet for each event is extensive.

## **Scholar Lore**

*You don't just gain knowledge from studying books, you also use magic to advance your studies.*

Apprentice: You can cast the 1<sup>st</sup> level spell "Tongues". This allows you to understand and communicate in any language for the next five minutes.

Expert: You can cast the 2<sup>nd</sup> level spell "Identify". This will give you information about the magical properties of an enchanted item. Multiple casting may be required for powerful items with multiple properties.

Master: You can cast the 3<sup>rd</sup> level spell "Item Knowledge". This will give you information about the history and provenance of a specific item.

Grandmaster: You can cast the 4<sup>th</sup> level spell "Insight". This gives you a clear intuition on a question of your choice, allowing you to ask a ref that question.

## **Scholar Power**

*Scholar Power is developed by the years of study and reflection, and gives you control of your mental faculties to channel power through your spells.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

## **Scribe**

*Taking notes, scribbling down reflections through to writing full blown treaties. The Scribe skill is for those who wish to master the written word.*

Apprentice: If you have the Create Scroll skill you may make one extra scroll per refresh. You may also draw up mundane documents such as treaties, legal agreements and other formal texts.

Expert: You may cast spells from scrolls at one level higher than your Read Scroll skill.

Master: You will be given the translation sheets for all but the most obscure alphabets and codes. You also begin each event with some extra scroll writing components.

Grandmaster: You may make one extra scroll per refresh.

### Truth Lore

*The path to true knowledge resides in the power to select what is true from a mire of falsehood.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Detect Lies”. For the next 30 seconds you can sense if anything said to you is a deliberate lie.

Expert: You can cast the 2<sup>nd</sup> level spell “Zone of Truth”. The Scholar marks a circle on the ground, and on casting the spell no deliberate lie can be told within that circle for the next five minutes.

Master: You can cast the 3<sup>rd</sup> level spell “Question of Truth”. On casting the spell you can ask the target one question which they must directly answer without lying.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Interrogate”. This is a touch spell, on casting you take control of the target’s mind for five minutes and they must truthfully answer all questions that you put to them. The target must comply, cannot run away and cannot act aggressively. The spell ends if they take damage.

### 2.7.4 Spellsword Skills (Specialist Class)

*Hurled against rough stone. Not even a moment to breathe. So close to the end. The spellsword parried yet another forceful blow, trying to counter with one of their own. Manoeuvring was awkward in the confines of this particular passageway. Their opponent was brutal, but there was weakness too. Slow, deliberate motions with an edge of clumsiness. Each movement crucial, the spellsword continued in their agonising dance until at last, they landed a stinging blow. An opening. Reciting hastily, the spellsword blurred their opponent’s vision, giving them just enough time to escape to easier terrain. Facing down the tunnel they had just come from, the spellsword readied themselves for the inevitable next attack.*

### Body Development

*Your physical training increases your toughness and capacity to withstand physical damage.*

Apprentice: +1 HP per location.

Expert: +1 HP per location.

Master: +1 HP per location.

Grandmaster: +1 HP per location.

### Defence Lore

*Mages break easily, but not if they use magic to protect themselves.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Heal Self”. This heals the caster of 1HP of damage.

Expert: You can cast the 2<sup>nd</sup> level spell “Blur”. For the next five minutes all weapon calls affecting the caster are negated and such blows only inflict a single point of damage.

Master: You can cast the 3<sup>rd</sup> level spell “Riposte”. This spell allows the character to call “reflect” on one blow that affects them in the next five minutes.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Recall”. The caster and any touched targets are returned to the location of the pre-prepared recall stone. The spell requires two phys reps of recall stones; one held by the caster and one placed at the location to which the caster is returned.

### Dodge

*You can call “Dodge” against certain attacks to completely ignore their effect and take no damage from them.*

Apprentice: You can call “dodge” in melee to negate one single, “Double” or “Through” blow for 1PP.

Expert: You can call “dodge” in melee to negate one “Disarm” or “Crush” for 2PP.

Master: You can call “dodge” against any ranged blows for 4PP.

Grandmaster: You can call “dodge” against one trap or damaging magical spell effect for 8PP.

### Long Weapon Mastery

*You may use Long Weapons (between 18" and 42") to issue special weapon calls.*

Apprentice: You can call “Double” on one attack for 1PP.

Expert: You can call “Resist Disarm” for 2PP.

Master: You can call “Double Combat” for 4PP.

Grandmaster: You can call “Critical Blow” for 8PP.

### Offense Lore

*You have learned magical tricks to give you the edge over your opponent.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Drop”. The target must drop one weapon they are holding.

Expert: You can cast the 2<sup>nd</sup> level spell “Compelled Duel”. The target will attack you and only you for 30 seconds unless someone else moves to attack them.

Master: You can cast the 3<sup>rd</sup> level spell “Arcane Combat”. For five minutes you may add “Arcane” to all your hits (i.e. “Arcane” for singles, “Arcane Double”, “Arcane Through”, etc.)

Grandmaster: You can cast the 4<sup>th</sup> level spell “Mass Fear”. All targets within a 90 degree cone in front of the caster (shown by the caster’s arms) are affected by Fear and must run away from the caster for 30 seconds and are reluctant to approach the caster for 5 minutes.

### Short Weapon Mastery

*You may use Short Weapons (under 18" in total length) to issue special weapon calls.*

Apprentice: You can call “Through” on one attack for 1PP.

Expert: You can call “Disarm” for 2PP.

Master: You can call “Through Combat” for 4PP.

Grandmaster: You can call “Critical Blow” for 8PP.

### **Spellsword Power**

*Spellsword Power gives you the essential elan and swagger to pull off your combat moves and battle magic.*

Apprentice: +5 Power Points.

Expert: +5 Power Points.

Master: +5 Power Points.

Grandmaster: +5 Power Points.

### **Two Weapon Mastery**

*You are ambidextrous in combat, using a weapon in each hand.*

Apprentice: You can use short weapon (under 18") in off hand.

Expert: You can use long weapon (between 18" and 42") in off hand.

Master: You can make common ("Double", "Through") weapon calls with weapon in off hand.

Grandmaster: You can make rare weapon calls ("Disarm", "Critical") with weapon in off hand.

## *2.7.5 Artificer Skills (Specialist Class)*

*"Just tighten here... plug these... and then..." wiping sweat and grease from his brow, the artificer sat back and smiled to himself as his latest creation awoke. The ability to meticulously weave life into what others may regard as just a pile of scrap metal would never fail to amaze him. Every new magical item held its own sort of frequency, from an enchanted sword to the small metallic creature now fully awake in front of him, each had its own unique energy and each was beautifully his handiwork. The mechanical friend began to whir and buzz as it tested out its new functions, then beeped furiously as a golden whisp of energy spilt from a loose bolt in its side. The artificer chuckled, "Oh it's ok little one, I'll just tighten that up for you".*

### **Alchemist**

*You can combine chemical and magical ingredients to make potions with useful effects.*

Apprentice: You can craft common potions (see the Section 5.6 Potions). You can gather plant based components as per the Foraging skill.

Expert: You can craft uncommon potions listed in Section 4 of the "Craft Recipes Guide"

Master: You can craft rare potions listed in Section 4 of the "Craft Recipes Guide".

Grandmaster: You can craft legendary potions listed in Section 4 of the "Craft Recipes Guide".

### **Artificer Lore**

*Your magical skills can rustle up crafting components from thin air.*

Apprentice: You can cast the 1<sup>st</sup> level spell “Create Common Component”. On casting you receive one named common crafting component.

Expert: You can cast the 2<sup>nd</sup> level spell “Create Uncommon Component”. On casting you receive one named uncommon crafting component.

Master: You can cast the 3<sup>rd</sup> level spell “Create Rare Component”. On casting you receive one named rare crafting component.

Grandmaster: You can cast the 4<sup>th</sup> level spell “Create Legendary Component”. On casting you receive one named legendary crafting component.

### **Artisan**

*You are skilled in a wide range of trades and are able to make all manner of things to a high standard.*

Apprentice: You are able to make a wide range of Crude quality items, including armour and weapons (see the “Crafting Guide”). You also have all the abilities attributed to the general skill of Tinker.

Expert: You can make Quality items. You can also sharpen 3 weapons per refresh, taking 1 minute per weapon, making the next blow count as a “double”.

Master: You can craft Masterwork items. You can add an enhancement to crude armour and weapons.

Grandmaster: You can add an enhancement to a Masterwork item.

### **Builder**

*You are skilled in building substantial structures and can oversee major building projects*

Apprentice: You gain one Building Resource card per event (see Section 5.14

*Landholdings and Buildings*). You can also perform all of the in game abilities of the general skills Carpentry and Masonry.

Expert: You gain another Building Resource card per event.

Master: You gain a Master Building Resource card per event.

Grandmaster: You gain another Master Building Resource card per event.

### **Disable Device**

*You can check items for traps and safely disarm what you find.*

Apprentice: You can identify and disable common traps.

Expert: You can identify and disable uncommon traps.

Master: You can identify and disable rare traps.

Grandmaster: You can identify and disable legendary traps.

### **Enchant Items**

*You are able to combine ephemeral magical energies with mundane everyday objects, sealing magical spells into the corporeal.*

Apprentice: You can enchant items to be a single use magical item (see Section 5.11 *Enchanting Magic Items*).

Expert: You can enchant items to be rechargeable.

Master: You can enchant items to have a fixed number of charges per refresh.

Grandmaster: You can enchant Runestones (see Section 5.8 *Magic Scrolls*).

### **Lock Picking**

*You can break through locks, whether they are on doors or chests. All locks have a key code, and this skill gives you some numbers of the codes in use.*

Apprentice: Issued with 2 digits of apprentice lock codes.

Expert: Issued with 2 digits of expert lock codes.

Master: Issued with 2 digits of master lock codes.

Grandmaster: Issued with 2 digits of grandmaster lock codes.

### **Medium Armour Use**

*You are skilled in using and maintaining light and medium armour.*

Apprentice: You can wear any light or medium armour and use patching kits to repair them.

Expert: You gain three armour patching kits per event. You can also call one 'resist' per refresh on any weapon call on an armoured location.

Master: While wearing armour you gain +1HP per location.

Grandmaster: Armour is always damaged before you, negating the penetrating effects of "Through" and damaging magic spells.

## *2.8 General Skills*

As well as the class based skills that your character can learn, there are a list of general skills that any character can learn. They are basic skills that help you to function in the world of Ilydan and only cost 2XP each. Unlike class skills, general skills do not have ranks, once you have learned them you can do what they say but there is no way to improve them further. Note that some class based skills give the same effects as these general skills, so make sure that you are not doubling up by picking a general skill which doesn't add anything extra owing to a class skill that you know. An example would be the Chef skill (available to Tradespeople and Bards) which allows all the benefits of the Cooking and Foraging general skills.

### **General Skills List**

#### **Carpentry**

The Carpentry skill allows you to turn basic materials into temporary structures in game and permanent buildings on landholdings during downtime. It also allows you to harvest timber provided you have the tools. As well as using the carpentry skill during the game you will gain one Building Resource Card per event for use in downtime. This Card does not stack with Masonry or Builder skill. (See Section 5.14 *Landholdings and Buildings*.)

#### **Cookery**

The Cookery skill allows you to use a cooking station to craft a Basic Meal, requiring one food component, one herb component and five minutes of crafting time. A Basic Meal can be used for a character to gain a Refresh once per 24 hours.

#### **First Aid**

With First Aid you can use a Bandage to heal 1 HP of damage on one location. This skill can be used on yourself or someone else. First Aid also allows you to make Bandages listed in Section 6 of the "Crafting Recipes Guide".

### **Foraging**

Foraging allows you to gather valuable components from plants that you find. This can include food, herbs and other plant based component useful for crafting.

### **Hunting**

You can gather valuable components from animals that you find. This can include food, skins and monster parts, all useful for crafting.

### **Language**

When you learn this skill you must state a given language within the system (Tyron, Fae, Undead, Sylvan, Daemon) and you are then able to speak that language. To indicate speaking the language a player will say “*TYPE Speak*” where *TYPE* is the given language, and whatever follows is in that language. For example, “Fae Speak – can you show me where the camp is”. Anyone not knowing the given language should roleplay not understanding what has been said. Each language must be learned separately and it only teaches you the spoken language, you cannot read the given language through use of this skill.

### **Masonry**

The Masonry skill allows you to turn basic materials into temporary structures in game and permanent buildings on landholdings during downtime. You can also harvest stone or ores from appropriate locations, provided you have the relevant tools. As well as using the masonry skill during the game you will gain one Building Resource Card per event for use in downtime. This Card does not stack with the Carpentry or Builder Skill. (See Section 5.14 *Landholdings and Buildings*.)

### **Swimming**

You can swim in deep water, usually indicated by blue bunting. You cannot swim while wearing armour, carrying red Resource cards or carrying any great weapon. You can only swim at the speed of one step forward every count of three, you should move your arms as if doing breaststroke, and you cannot fight while swimming.

### **Tinker**

The Tinker skill gives you access to some basic crafting skills, such as crude tools, armour patching kits and some crafting components such as metal ingots listed in Sections 1,2,3,9 and 10 in the “Craft Recipes Guides”.

### 3. Magic and Casting Spells



### 3.1 Casting Spells

Magic is an integral part of life on Ilydan. Some see magic as a gift from the gods, some as the manipulation of deep mystical power or a force of will. However it is rationalised, magic is a reality in this world.

To simulate magic (which, sadly, those of us in the real world cannot do) there are conventions which everyone in the game works with. For a player character to cast a spell first they need to know it, which happens by learning a skill giving them access to the spell. Next they need to have the Power Points available to cast that spell. Spells cost a fixed amount of Power Points according to their level as follows:

SPELL LEVEL	POWER POINT COST
1	1
2	2
3	4
4	8

The player then has to cast the spell by using the phrase “By the power of [POWER SOURCE] Spellcasting [NAME OF SPELL]”. The POWER SOURCE can be anything that the character believes they are drawing on to power the spell, so it could be the name of a divine entity, it could be an elemental power, it could be the character’s own strength of will. It’s up to you what to cast a spell by, and what you pick is part of playing your character. The NAME OF SPELL is the name of the spell in the list of character skills. Once the casting sentence is complete you expend the Power Points and the spell is cast, with those hearing you casting the spell reacting accordingly.

For example, while being attacked by a troll you point at it and utter “By the power of Fire spellcasting Fire Blast 2”. The troll will then react as if they are hit by a bolt of searing flame that has leapt from your fingers and struck them in the chest. Or perhaps you bellow “By the power of the arcane spellcasting Glue”, at which point the troll is stuck to the ground and unable to move towards you. Or there’s the old favourite of “By the power of the North Wind spellcasting Teleport”, at which point you put your hand over your head (to indicate that you are no longer there) and walk off to somewhere else, leaving the troll blinking and wondering where you have literally disappeared to.

Note that the casting sentence is the minimum requirement for casting a spell. There is nothing stopping you adding more for dramatic effect, such as waving your arms, scattering glittering powder and standing on one leg while calling out “I call upon the powers of the elements, and see with sight beyond sight, by wing of crow and hoof of horse, take this mortal shell to a better place, by the power of magic spellcasting Teleport”. What’s the point of casting magic if it isn’t impressive?

## 3.2 List of Spells

The following is a list of all spells available to player characters, ordered alphabetically. After the spell name is given the level of the spell and which character classes may learn it.

	Level 1 (1PP)	Level 2 (2PP)	Level 3 (4PP)	Level 4 (8PP)
All Mages	Blast 1 Feather Fall Glue Magic Armour	Blast 2 Blink Hold Person Ward	Hold Monster Magic Shell Shatter Teleport	Circle of Binding Disintegrate Statue
Wizard	Create Element Wound	Element Blast 2 Magic Wall	Dispel Magic Element Armour	Element Immunity Planar Gate
Scholar	Detect Lies Detect Magic Tongues	Detect Hidden Identify Zone of Truth	Item Knowledge Question of Truth Reveal Secrets	Insight Interrogate Past Visions
Spellsword	Drop Heal Self	Blur Compelled Duel	Arcane Combat Riposte	Mass Fear Recall
Artificer	Create Common Component	Create Uncommon Component	Create Rare Component	Create Legendary Component
All Priests	Bless Dreams Revive Wound	Cause Fear Detect Life Intuition Purify	Holy Weapon Ranged Heal 2 Reveal Secrets Speak to Dead	Commune Leave Body Mass Bless Mass Heal
Cleric	Create Element Holy Blast 1	Create Food Repair Armour	Create Rare Component Dedicate	Duplicate Quest
Druid	Create Element Entangle Talk to Animals	Charm Animal Element Blast 2 Grow	Animal Illusion Barkskin Call Lightning	Beast Form Earthquake Tree Stride
Healer	Heal Other Heal Poison	Cure Insanity Mend Bone	Cure Disease Total Heal	Regenerate Resuscitate
Bard	Song of Courage Suggestion	Song of Focus Taunt	Command Song of Inspiration	Mass Suggestion Song of Resilience
Trickster	Distract Manipulate Object	Cause Fear Spider Climb	Blindness Invisibility	Mass Invisibility Recall
Ranger	Entangle	Charm Animal	Hunter's Mark	Commune with Nature
Paladin	Revive	Repair Armour	Question of Truth	Mass Heal

## A

- ❖ **Animal Illusion (Lvl 3, Druid)** On casting you appear to be an animal no smaller than a cat and no larger than a bear for up to five minutes.
- ❖ **Arcane Combat (Lvl 3, Spellsword)** For five minutes you may add “Arcane” to all your hits (i.e. “Arcane” for singles, “Arcane Double”, “Arcane Through”, etc.

## B

- ❖ **Barkskin (Lvl 3, Druid)** You gain three extra hit points of armour per location for five minutes.
- ❖ **Beast Form (Lvl 4, Druid)** You channel the power of raw animal nature, giving you an extra three HP per location and a Double Combat for five minutes.
- ❖ **Blast 1 (Lvl 1, Mage)** This is a ranged spell that causes the target to take 1 damage to chest ignoring armour.
- ❖ **Blast 2 (Lvl 2, Mage)** This is a ranged spell that causes the target to take 2 damage to chest ignoring armour.
- ❖ **Bless (Lvl 1, Priest)** This is a touch spell which prevents any damage from the next effect that would cause damage and lasts until your next refresh.
- ❖ **Blindness (Lvl 3, Trickster)** This causes the target to be unable to see (they close their eyes) for 30 seconds.
- ❖ **Blink (Lvl 2, Mage)** The spell affects the caster who can disappear and immediately takes up to 10 steps in any direction and then reappears.
- ❖ **Blur (Lvl 2, Spellsword)** For the next five minutes all weapon calls affecting the caster are negated and such blows only inflict a single point of damage.

## C

- ❖ **Call Lightning (Lvl 3, Druid)** The spell may only be cast outdoors and if there is a cloud in front of the sun or the moon/stars. Target is struck by lightning, taking four points of damage to the chest ignoring armour. You may then nominate a second target near to them and they take two points of damage to the chest ignoring armour.
- ❖ **Cause Fear (Lvl 2, Priest, Trickster)** The target must run away from the spellcaster for 30 seconds and is reluctant to approach them for up to five minutes.
- ❖ **Charm Animal (Lvl 2, Druid, Ranger)** Target animal will trust you and treat you as a friend for five minutes.
- ❖ **Circle of Binding (Lvl 4, Mage)** To cast this spell you must mark a circle on the ground which acts as an impervious forcewall and no magic can be cast inside the circle. It lasts an hour or until dispelled by the caster. The maximum length of the wall is 10 metres.
- ❖ **Command (Lvl 3, Bard)** On casting the spell you can give a command of up to four words which the target must obey. This spell cannot compel the target to harm themselves or their allies and lasts until the command is fulfilled or five minutes have passed, whichever is the shorter.
- ❖ **Commune (Lvl 4, Priest)** You enter the divine realm and into the presence of your God for five minutes.
- ❖ **Commune with Nature (Lvl 4, Ranger)** You can converse with the spirit of nature itself for up to five minutes.

- ❖ **Compelled Duel (Lvl 2, Spellsword)** The target will attack you and only you for 30 seconds unless someone else moves to attack them.
- ❖ **Create Common Component (Lvl 1, Artificer)** You can cast the 1<sup>st</sup> level spell "Create Common Component". On casting you receive one named common crafting component.
- ❖ **Create Element (Lvl 1, Cleric, Druid, Wizard)** This summons into being a quantity of the named element (air, earth, fire, water).
- ❖ **Create Food (Lvl 2, Cleric)** You create one Basic Meal.
- ❖ **Create Legendary Component (Lvl 4, Artificer)** On casting you receive one named legendary crafting component.
- ❖ **Create Rare Component (Lvl 3, Artificer, Cleric)** On casting you receive one named rare crafting component.
- ❖ **Create Uncommon Component (Lvl 3, Artificer)** On casting you receive one named uncommon crafting component.
- ❖ **Cure Disease (Lvl 3, Healer)** The touched target has one disease affecting them completely cured.
- ❖ **Cure Insanity (Lvl 2, Healer)** The touched target is healed of one insanity.

## D

- ❖ **Dedicate (Lvl 3, Cleric)** This is a touch spell and the target must be willing. On casting the spell the target is dedicated to the martial cause of your God and during the next five minutes will have all damage calls reduced to being singles and they are also immune to mind magic. They cannot back out of battle while their foes still stand.
- ❖ **Detect Hidden (Lvl 2, Scholar)** The spell allows the caster to see any one target using a "Hide" skill, or any one object camouflaged by a checked cloth. The caster must have reasonable grounds in character to believe that a hidden object or person is nearby.
- ❖ **Detect Lies (Lvl 1, Scholar)** For the next 30 seconds you can sense if anything said to you is a deliberate lie.
- ❖ **Detect Life (Lvl 2, Priest)** When cast, any sentient living creature hearing the spell verbals will verbally identify their presence.
- ❖ **Detect Magic (Lvl 1, Scholar)** The spell affects the caster who can sense magical power within items, places, people and creatures for the next 30 seconds.
- ❖ **Disintegrate (Lvl 4, Mage)** This is a ranged spell that destroys target object or palisade. The destroyed object may not be repaired.
- ❖ **Dispel Magic (Lvl 3, Wizard)** This cancels a specific ongoing spell effect.
- ❖ **Distract (Lvl 1, Trickster)** Upon casting the spell the caster must point in a direction to which the target will briefly avert their attention.
- ❖ **Dreams (Lvl 1, Priest)** After casting, when you sleep you will have a dream on the subject of your choice. On waking, ask a ref to tell you what you dreamed about.
- ❖ **Drop (Lvl 1, Spellsword)** The target must drop one weapon they are holding.
- ❖ **Duplicate (Lvl 4, Cleric)** You can create a copy of one item. The duplicate copy lasts until the end of the day.

## E

- ❖ **Earthquake (Lvl 4, Druid)** Everyone in earshot of the spell verbals (excluding the caster) is knocked to the ground and also takes two points of damage to each leg. Temporary buildings may also take damage at a ref's discretion.
- ❖ **Element Armour (Lvl 3, Wizard)** This affects the caster, last for up to five minutes and grants them two points of armour per location.
- ❖ **Element Blast 2 (Lvl 2, Druid, Wizard)** This is a ranged spell which causes two points of damage through armour to the target's chest.
- ❖ **Element Immunity (Lvl 4, Wizard)** This affects the caster, lasts for up to five minutes, and makes the caster completely immune to any damaging effects from the chosen element, magical or non-magical.
- ❖ **Entangle (Lvl 1, Druid, Ranger)** Target has their feet held in place for 30 seconds, provided they are standing in undergrowth.

## F

- ❖ **Feather Fall (Lvl 1, Mage)** The spell affects the caster and they are immune from falling damage for the next 30 seconds.

## G

- ❖ **Glue (Lvl 1, Mage)** This is a ranged spell that causes the target to become magically stuck to everything they are touching for 30 seconds.
- ❖ **Grow (Lvl 2, Druid)** You can replicate one Common or Uncommon herb in your possession.

## H

- ❖ **Heal Other 1 (Lvl 1, Healer)** The touched target is healed of 1HP of damage.
- ❖ **Heal Poison (Lvl 1, Healer)** The touched target has the effect of one poison removed. Note that this does not affect those poisons which have an instant effect, only those with an ongoing effect.
- ❖ **Heal Self (Lvl 1, Spellsword)** This heals the caster of 1HP of damage.
- ❖ **Hold Monster (Lvl 3, Mage)** This is a ranged spell that causes the monster sized target (such as an ent or an ogre) to be unable to move for 30 seconds or until damaged.
- ❖ **Hold Person (Lvl 2, Mage)** This is a ranged spell that causes the person sized target (e.g a human or an orc) to be unable to move for 30 seconds or until damaged.
- ❖ **Holy Blast 1 (Lvl 1, Cleric)** The target takes one point of damage which goes through armour.
- ❖ **Holy Weapon (Lvl 3, Priest)** Touched target weapon will have the damage call "Holy" in addition to other calls in the next fight it is used in. The spell lasts until the next refresh point or the end of the day.
- ❖ **Hunter's Mark (Lvl 3, Ranger)** For five minutes the target takes double damage from all ordinary single damage blows from any source and they also cannot hide from the caster.

## I

- ❖ **Identify (Lvl 2, Scholar)** This will give you information about the magical properties of an enchanted item. Multiple casting may be required for powerful items with multiple properties.
- ❖ **Insight (Lvl 4, Scholar)** This gives you a clear intuition on a question of your choice, allowing you to ask a ref that question.
- ❖ **Interrogate (Lvl 4, Scholar)** This is a touch spell, on casting you take control of the target's mind for five minutes and they must truthfully answer all questions that you put to them. The target must comply, cannot run away and cannot act aggressively. The spell ends if they take damage.
- ❖ **Intuition (Lvl 2, Priest)** You can ask a ref a simple "Yes/No" question.
- ❖ **Invisibility (Lvl 3, Trickster)** For 5 minutes you are invisible (hand over head). The invisibility ends if you attack anything, are revealed by magical means or choose for the spell to end.
- ❖ **Item Knowledge (Lvl 3, Scholar)** This will give you information about the history and provenance of a specific item.

## L

- ❖ **Leave Body (Lvl 4, Priest)** The caster's spirit leaves their body for up to five minutes and can travel around and perceive the world as if they were physically present. The caster's body is left prone at the space where they cast the spell until the spirit returns.

## M

- ❖ **Magic Armour (Lvl 1, Mage)** This spell affects the caster and grants them one magical hit point per location. These hit points will be the first to be lost, and the spell lasts for five minutes.
- ❖ **Magic Shell (Lvl 3, Mage)** This creates a personal anti-magic field around the caster which resists magical spells that target them within the next five minutes. The caster cannot target others with magical spells while Magic Shell is working.
- ❖ **Magic Wall (Lvl 2, Wizard)** You must mark an enclosed area on the ground to denote the wall, maximum length of three metres, and you and only you can be inside it when the spell takes effect. For five minutes the wall is a barrier to all physical and magical spells.
- ❖ **Manipulate Object (Lvl 1, Trickster)** This allows you to telekinetically move an object with up to a moderate amount of weight within 20 paces of you, so long as the object isn't in use. The spell lasts for 30 seconds.
- ❖ **Mass Bless (Lvl 4, Priest)** All allies within earshot of the caster receive the effects of the 1<sup>st</sup> level "Bless" spell. The caster does not benefit from this and may determine "ally" in their spell verbals (e.g. of a given religion, of a given Guild or House, of a given race, etc.)
- ❖ **Mass Fear (Lvl 4, Spellsword)** All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by Fear and must run away from the caster for 30 seconds and are reluctant to approach the caster for 5 minutes.

- ❖ **Mass Heal (Lvl 4, Paladin, Priest)** All allies within earshot of the caster are healed for 2 hits per location. The caster does not benefit from this and may determine “ally” in their spell verbals (e.g. of a given religion, of a given Guild or House, of a given race, etc.)
- ❖ **Mass Invisibility (Lvl 4, Trickster)** For 5 minutes you and any number of willing targets with you become invisible (hand on head). The mass invisibility also ends if any affected by the spell attack anything, are revealed by magical means or you choose for the spell to end.
- ❖ **Mass Suggestion (Lvl 4, Bard)** All within earshot are affected as if by the Suggestion spell.
- ❖ **Mend Bone (Lvl 2, Healer)** The touched target has one location healed of the broken bone effect.

## P

- ❖ **Past Visions (Lvl 4, Scholar)** This allows the caster to perceive important events that have happened at the location where they cast the spell during the last 24 hours.
- ❖ **Planar Gate (Lvl 4, Wizard)** This must be cast at a site designated as a potential portal between two places. When cast the portal is activated, allowing movement to and from the two linked places by anything for up to five minutes.
- ❖ **Purify (Lvl 2, Priest)** Target food or liquid is purged of any disease, poison or impurity.

## Q

- ❖ **Quest (Lvl 4, Cleric)** This is a touch spell and the target must be willing. On casting the spell you can determine a Quest for the target to undertake, specifying a time limit of up to one year. While undertaking the Quest the target will receive random boons from your god, and will be appropriately rewarded if the Quest is completed. They will also receive random debuffs if they stray from the Quest and an appropriate punishment if they fail within the time limit. The caster may only have one Quest operating at any time, a target may only be subject to one Quest at any time.
- ❖ **Question of Truth (Lvl 3, Paladin, Scholar)** On casting the spell you can ask the target one question which they must directly answer without lying.

## R

- ❖ **Ranged Heal 2 (Lvl 3, Priest)** When cast it instantly heals 2HP to the target, who must be within sight of the caster.
- ❖ **Recall (Lvl 4, Spellsword, Trickster)** The caster and any touched targets are returned to the location of the pre-prepared recall stone. The spell requires two phys reps of recall stones; one held by the caster and one placed at the location to which the caster is returned.
- ❖ **Regenerate (Lvl 4, Healer)** This spell allows a touched target to have a severed limb re-attached or a missing limb regrown. Regrowing a limb can take up to 24 hours.
- ❖ **Repair Armour (Lvl 2, Cleric, Paladin)** This is a touch spell and completely mends one location of armour.

- ❖ **Resuscitate (Lvl 4, Healer)** When cast on a target that has died within the last ten minutes it can return the departing soul back to the body, restarting their death count. The soul must be willing to return to the body and existing damage to the body remains and will need to be healed to prevent the target dying again.
- ❖ **Reveal Secrets (Lvl 3, Priest, Scholar)** This spell removes any hiding, camouflage or invisibility effects on all targets in hearing range of the spell verbals for five minutes. Once revealed, anyone can see what was previously hidden.
- ❖ **Revive (Lvl 1, Paladin, Priest)** This is a touch spell, when cast on an unconscious target it heals them of 1HP of damage.
- ❖ **Riposte (Lvl 3, Spellsword)** This spell allows the character to call “reflect” on one blow that affects them in the next five minutes.

## S

- ❖ **Shatter (Lvl 3, Mage)** This is a ranged spell that destroys target non-magical object or palisade. The destroyed object may be repaired.
- ❖ **Song of Courage (Lvl 1, Bard)** For as long as you maintain the song all allies in earshot are immune to Fear causing effects.
- ❖ **Song of Focus (Lvl 2, Bard)** For as long as you maintain the song all allies in earshot are immune to all mind affecting magic.
- ❖ **Song of Inspiration (Lvl 3, Bard)** For as long as you maintain the song all allies in earshot have the Power Point cost of spells and skills reduced by 1, to a minimum of 1.
- ❖ **Song of Resilience (Lvl 4, Bard)** For as long as you maintain the song all allies in earshot are subject to a “Blur” effect, with all damage calls affecting them being reduced to singles.
- ❖ **Speak to Dead (Lvl 3, Priest)** The caster may ask one question (one sentence) of a deceased target.
- ❖ **Spider Climb (Lvl 2, Trickster)** This allows you to climb any surface no matter it’s gradient for five minutes. Effects (including gravity) cannot dislodge you from said surfaces unless you allow them to.
- ❖ **Statue (Lvl 4, Mage)** This spell affects the caster, who is temporarily frozen on the spot and unable to move for five minutes, during which time they are immune to all physical and magical damage and any other magical effects. The caster is aware of whatever is happening around them and they may end the spell at any point before the five minutes is up.
- ❖ **Suggestion (Lvl 1, Bard)** This spell puts a thought in the mind of the target, that being a sentence you say straight after casting the spell.

## T

- ❖ **Talk to Animals (Lvl 1, Druid)** On casting you can converse in the languages of different animals for five minutes.
- ❖ **Taunt (Lvl 2, Bard)** The target of the spell is enraged and liable to attack you.
- ❖ **Teleport (Lvl 3, Mage)** The spell affects the caster who disappears and walks (out of time) to any point visible from the casting location.
- ❖ **Tongues (Lvl 1, Scholar)** This allows you to understand and communicate in any language for the next five minutes.

- ❖ **Total Heal (Lvl 3, Healer)** The touched target has all HP on all locations restored to maximum. This spell does not mend broken bones, cure diseases or remove poisons, neither does it overcome effects that prevent the healing of hit points.
- ❖ **Tree Stride (Lvl 4, Druid)** On casting you can touch a tree and merge into it. You can then move out of game to another tree and reappear from it. You must emerge from a tree within five minutes of casting the spell.

## W

- ❖ **Ward (Lvl 2, Mage)** This protects one object from the effects of Shatter, Disintegrate and Crush effects and lasts until the end of the day.
- ❖ **Wound (Lvl 1, Priest, Wizard)** You can cast the 1<sup>st</sup> level spell "Wound". It does two points of damage on the touched location, ignoring armour.

## Z

- ❖ **Zone of Truth (Lvl 2, Scholar)** The Scholar marks a circle on the ground, and on casting the spell no deliberate lie can be told within that circle for the next five minutes.

### *3.3 Mind Affecting Spells*

The rules sometimes make reference to "mind affecting spells", usually in the context of resistance to such magic. For the avoidance of doubt, this category of spells includes:

- ❖ Animal Illusion
- ❖ Cause Fear
- ❖ Charm Animal
- ❖ Command
- ❖ Compelled Duel
- ❖ Distract
- ❖ Drop
- ❖ Interrogate
- ❖ Mass Fear
- ❖ Mass Suggestion
- ❖ Question of Truth
- ❖ Suggestion
- ❖ Taunt
- ❖ Zone of Truth

## 4. Combat, health, damage and death



## 4.1 Health and Healing

The world of Ilydan is a dangerous one fraught with peril, and there is always the risk that your character could be injured or worse. All characters have their health represented by a number of hit points, which is the amount of damage any body location can sustain before it is unusable. There are five body locations – left leg, right leg, left arm, right arm and torso. The head does not count as a location in combat, please do all you can to not hit an opponent's head. If a leg or an arm is reduced to zero hit points then it cannot be used, you will need to drop what is being held by the injured arm, you cannot place weight on the injured leg. If your torso is reduced to zero you are rendered unconscious and will drop to the floor. Locations cannot be reduced to below zero hit points.

If you have zero hits on the chest and are unconscious you will start to bleed out and it will not be long before you die. On becoming unconscious you should start to count off seconds in your head, and once you reach 120 seconds (two minutes) your character has died. In the vast majority of cases this will mean that your time playing that character is over. Report to GOD for further instructions.

If, however, the hit points on your torso can be restored to above zero you regain consciousness and can stop your death count. There are several ways in which healing to restore hit points can happen, the most common being:

- ❖ First Aid
- ❖ Healing spells
- ❖ Healing items such as potions or snacks
- ❖ Eating a meal and resting to fully refresh yourself

First Aid is a general skill, and it allows someone to apply a Bandage to an injured location. This restores one hit point of damage and uses up the Bandage.

There are also various healing spells that can be cast, such as "Revive" or "Heal Other 1" (see Section 3.2 *Casting Spells*).

Healing items can be found, bought or crafted, and the most common ones are listed in Section 6 of the "Craft Recipes Guide".

Finally, whenever you decide to have a rest of at least 30 minutes and consume a Meal to refresh your character this will heal all Hit Points back to their maximum, provided that there aren't any effects that prevent healing (e.g. broken bones, some poison effects). Every time your character has a refresh they cannot have another for 24 hours.

## 4.2 Damage in Combat

The most common way that a character will sustain damage is through combat. Every hit from a weapon will do one point of damage to the location that is struck. Some characters can add protection to a location by wearing armour, assuming they have the appropriate Armour Use skill. Armour points are reduced before hit points, giving a protective shell to the character wearing it. Damaged sustained by armour can be repaired using an Armour Patching Kit or by magical means such as the Repair Armour spell.

Some characters and some creatures you will meet are able to do special weapon calls that modify the damage they inflict. Note that weapon calls can only be done with the type of weapon to which the skill relates (e.g. you could not call a Crush with a short weapon). These calls include:

**Double** – The hit does two points of damage.

**Triple** – The hit does three points of damage.

**Smite [TYPE]** – The hit does three points of damage to targets of [TYPE] (e.g. “Smite Undead”).

**Through** – The hit ignores Armour and does one point of hit point damage directly to the target.

**Crush** – The hit reduces heavy armour to zero, if it hits a location with less than heavy armour that location and any armour on it are all reduced to zero and the bone on the location is broken.

**Critical** – The hit reduces all armour and hit points on the location to zero and the bone on the location is broken.

These weapon calls do not stack, so you cannot use two skill calls for a “Double Through”. When using a skill for a special weapon call you will need to have a good swing behind it, ideally starting from behind your shoulder. Just tapping your opponent for a Crushing blow isn’t realistic. You must also leave at least one second between each call to prevent “drumming” (where many repeated small hits rain down on your opponent in quick succession).

In addition to weapon calls arising from skills, you can also gain weapon calls from the nature of the weapon. Item calls include:

**Poison [TYPE]** – The hit applies a poison effect, e.g. “Poison Sleep”. Poison effects in combat only take effect if the attack damages the person, if a strike with poison is blocked by armour then it does not take effect.

**[ELEMENT]** – The hit applies damage related to one of the four elements, with the call being “Fire”, “Earth”, “Air” or “Water”. Some creatures are more susceptible to specific elemental damage, e.g. Salamanders and Water.

**Holy** – The weapon is blessed with holy power, making it more dangerous to specific types of opponent.

**Arcane** – The weapon is magically imbued, making it more dangerous to specific types of opponent.

These item can be combined with skill calls, for example “Fire Double” or “Through Poison”.

## 4.3 *Broken Bones, Disease, Poison and Insanity*

Taking hit point damage isn't the only thing that can hurt your character. Bones can break, diseases can take hold, poisons can burn your insides out and insanity can eat away your mind.

**Broken Bones** – If a location without heavy armour is hit by a Crush, or any location hit by a Critical, that location also counts as having a broken bone. There may be other effects in game which also apply a broken bone effect to a location. While a bone is broken that location cannot have any hit points healed, not even in a Refresh. Ways to mend a bone include spells, surgery and potions.

**Disease** – There are circumstances when you could contract a disease within game. This will come with various effects and you will be briefed by a ref what these are. Diseases can be contagious, can get worse, or can heal naturally. There are ways to heal diseases within the game, such as spells, surgery and potions.

**Poison** – Poisons exist within the game, and can be administered as combat poison on weapons or ingestion poison slipped into food or drink (see Section 5.7 *Poisons*). Some poisons instantly cause damage to hit points or power points, and these would have to be restored by normal means. Other poisons have an ongoing effect, such as causing paralysis or blindness, and such ongoing effects can be healed through spells or potions.

**Insanity** – Just as the body can sicken with disease, so the mind can sicken with insanity. Should your character acquire an insanity in game you will be briefed as to its effects and will need to roleplay accordingly. Insanities can be healed through magic, surgery or potions.

## 5. Items and Crafting Guide



## 5.1 *Introduction*

Arriving on a new land with little by way of existing civilisations, those travelling to Ilydan have been tasked with settling the new territory so it can be incorporated into the Great Empire. But before they can dream of ploughing fields or building towns the aspiring colonisers will need to search the land for resources, manage their basic survival needs and create more mundane items for keeping themselves safe. Ilydan LARP has a deep crafting system to cover everything from foraging for food to making tools right through to constructing buildings.

## 5.2 *Items and Equipment*

Trade cards allow you to prove to others what you own as a character. They can be traded, lost or stolen just like any other object. While trade cards do not need to be permanently attached to a particular physical representation (“phys rep”), if you do not have a trade card for an item, you cannot use it in game. Mundane objects (e.g. plates and tankards) and safety items (e.g. lanterns and ropes) do not require trade cards. However, if you see an item with a trade card attached to it, it signifies that this item is not just a simple, mundane object (although it might look like one) and may be of significance.

Trade cards also exist to ensure that no character need ever hand over a personal prop or item to anyone else; only the trade card representing the item is passed between characters. This does not mean that you can prevent an item being lost or stolen by simply keeping hold of the trade card; look after your phys reps as you would items in the real world!

Trade cards allow players to accumulate more items than they have physical representations of (for instance, five sets of heavy armour). There is no encumbrance limit within Ilydan, you can carry as many items as you have the cards for. The only exception are resource cards, which are red and represent bulky items such as ores, timber or stone. You may only carry one red resource card at a time.

Trade cards are distributed at the start of each event in each player’s character pack. At the end of an event, all trade cards should be returned in the check-out envelopes provided at the General Organisation Desk (GOD).

### **Grades of Items and Equipment**

Manufactured items in the world of Ilydan have varying quality, fixed when the item is made. The four item grades are Crude, Quality, Masterwork and Magical. The grade of an item is clearly marked on its trade card and denoted by the colour of the card. The grade of an item signifies the value of the item and also how it can be used, as detailed below.

### Crude

- ❖ The most common items, often flimsy and of low status they may only be used to empower general and apprentice level skills and any associated calls.

### Quality

- ❖ Well-made items, much more valuable and of higher status than Crude items. They can be used to facilitate all but Grandmaster skills.

### Masterwork

- ❖ The finest items that can be made without magic, the hallmark of a skilled artisans. They can be used to facilitate any associated skills regardless of level.

### Magical

- ❖ Magical items are enchanted forms of Crude, Quality or Masterwork items. They retain the limitations of the mundane grade they have before being enchanted. However, once made magical they become immune to shattering or mundane breakage, although more powerful magic can still destroy them. Magical items have spells embedded into them, which anyone using the item can cast.

## 5.3 Weapons and Armour

Weapons and armour are integral to combat in the world of Ilydan. Weapons for close combat are divided into close combat and ranged weapons. Close combat weapons are divided into short (up to 18 inches), long (18 to 42 inches in total length) and great weapons (over 42 inches in total length). Great weapons must be used with two hands in combat.

Ranged weapons are either throwing weapons or missile weapons. Missile weapons (bows and crossbows) can only be used if you have the Missile Weapon Mastery skill, throwing weapons (which must be designated LARP safe throwing weapons without a solid core) require the Thrown Weapons Mastery skill.

Any character may use short or long weapons. All other weapon types require the relevant Mastery skill. You can't just pick up a Greatsword or a Longbow and use it effectively.

Armour may only be worn with the appropriate Armour Use skill. There are three levels of armour, light (e.g. fur, soft leather, padded armour), medium (e.g. rigid leather, studded leather, ring mail) and heavy (e.g. chainmail, scale mail, plate mail). Armour applies to a specific location (arms, legs or chest) and applies extra hit points to that location. Armoured hit points sustain damage before ordinary body hit points, unless special effects such as a "Through" weapon call bypass the armour to damage the body underneath. Once an armoured hit point is lost it can only be restored by using an Armour Patching Kit or a Repair Armour spell. Any damaged armour is restored between events, which assumes that in the long days between one event and the next you find the time and resources to fully repair it. Light armour confers one point of protection,

medium armour grants two points and heavy armour gives three. You may only wear one type of armour on a given location (with the exception of Warriors with the Warrior Armour Mastery skill at Expert level).

## 5.4 Starting Equipment

When you arrive in Ilydan you will not have very much with you. Your starting equipment is determined by your starting skills, and you will have the basics to ensure that your character can exercise their skills. If you do not have a starting weapon from your skills you may also choose one crude weapon, either short or long. You will have nothing else – no food, no money, no spare weapons or armour. You will have to forage, hunt, scavenge and then craft and construct anything more that you want.

<b>Skill</b>	<b>Starting Equipment</b>	<b>Skill</b>	<b>Starting Equipment</b>
Alchemist	Crude Alchemy Kit, one random common potion	Medium Armour Use	One set of crude armour (light or medium only)
Artisan	Crude Artisan's Tools	Missile Weapon Mastery	Crude bow / missile weapon
Black Marketeer	Small amount of gold	Poisoner	Crude Alchemy Kit, one common poison
Builder	Crude Building Tools	Read Scroll	One random 1st level scroll
Carpentry	Crude Building Tools	Scribe	Crude Scribe's Kit, two random 1st level scrolls
Chef	Three common food or herb components	Shield Mastery	Crude Shield (Small or Large)
Cookery	Three common food or herb components	Short Weapon Mastery	Crude Short Weapon
Craft Military Equipment	Crude Artisan's Tools	Staff Mastery	Crude Staff
Disable Device	Crude Thieves' Tools	Surgeon	Crude Medical Tools, Three bandages
First Aid	Three bandages	Survivalist	Three common food components
Great Weapon Mastery	Crude Great Weapon	Thrown Weapon Mastery	Crude throwing weapons
Heavy Armour Use	One set of crude armour	Tinker	Crude Artisan's Tools, three armour patching kits

Light Armour Use	One set of crude light armour	Tithe	Small amount of gold
Lockpicking	Crude Thieves' Tools	Two Weapon Mastery	Crude Short Weapon
Long Weapon Mastery	Crude Long Weapon	Warrior Armour Mastery	One set of crude armour of your choice
Masonry	Crude Building Tools	Write Scroll	Crude Scribe's Kit, one random 1st level scroll
Merchant	20 gold, three random items		

## 5.5 Coinage

To facilitate trade the Emperor has permitted the coinage of the Great Empire, known as "Gold" to be used by the new settlers in Ilydan. With the steady expansion of the Imperial economy actual gold coins have not been used for some time and a paper based money system is in operation. Sometimes a lack of this currency means that barter is a more effective means of trade. There are some merchants on the island who are able to convert goods found or made on the island for gold, and sometimes trade what gold you may have for sought after trade goods.

## 5.6 Potions

Potions can be made to give one off temporary effects to whoever drinks them. They are made using the Alchemist skill, which reads as follows:

### Alchemist (Healer, Scholar, Artificer)

Apprentice: You can craft common potions.

Expert: You can craft uncommon potions.

Master: You can craft rare potions.

Grandmaster: You can craft legendary potions.

Making potions also requires the relevant components and Alchemy Kit. A full list of potions and their ingredients can be found in the "*Craft Recipes Guide*".

## 5.7 Poisons

Poisons can be used to cause damage and undesirable effects. Poisons created by the skill Poisoner and administered by anybody. There are two types of poison – combat and ingested. Combat poisons may be applied to sharp weapons and the ammunition of missile weapons. Each dose of a combat poison works for the first hit only, and will not affect the target if the hit is intercepted by armour or a shield. A “Through” blow, however, will cause combat poison damage to bypass armour. Ingestion poison must be consumed to take effect, such as slipped into a drink or applied to food. Poisons cannot be stacked.

When used in combat a poisoned weapon will use the call “Poison [NAME OF POISON]”. This call can stack with skill based weapon calls, e.g. “Through Poison Sleep”.

To make a poison, a character with Poisoner skill (available to Assassin and Ranger) must be able to make the level of the poison (see skill description below), have the components to make the poison and access to a ref to cash in the components for a Poison card. It will also take five minutes to brew the poison once the cards are exchanged. All combat poisons require a viscous liquid called “Rogue’s Oil”, which is a specific tree sap, while ingestion poisons require Aqua Caeruleum, a mountain spring water containing minerals absorbed from the bare mountain rock.

### **Poisoner Skill (available to Assassins and Rangers)**

Apprentice: You can make common poisons

Expert: You can make uncommon poisons.

Master: You can make rare poisons.

Grandmaster: You can make legendary poisons.

A full list of poisons and their ingredients can be found in the “Craft Recipes Guide”.

## 5.8 Magic Scrolls

Magical scrolls may be written which contain the power to cast a spell. Once the spell is cast the release of the magical power destroys the scroll. To cast a spell from a magical scroll you need to have an appropriate level Read Scroll skill, and the level of the spell will be written on the scroll so you will know if you are able to cast it or not. The spell verbs will be written on the scroll, and are usually in the form “By the power of this scroll spellcasting [SPELL NAME]”.

The Read Scroll skill (details below) allows access to any scroll of the given level, not just those from a character’s class. So a Wizard could cast a Priest spell if their Read Scroll skill were sufficient.

### **Read Scroll**

Apprentice: You can cast any magic scroll inscribed with a 1<sup>st</sup> level spell.

Expert: You can cast any magic scroll inscribed with a 2<sup>nd</sup> level spell.

Master: You can cast any magic scroll inscribed with a 3<sup>rd</sup> level spell.

Grandmaster: You can cast any magic scroll inscribed with a 4<sup>th</sup> level spell.

Characters with the Write Scroll skill can create one magic scroll per refresh. To write a scroll the character needs one piece of Parchment to create the scroll, uses one Power Point to prepare the scroll to receive a spell, and then a source of casting that spell for it to be imprinted on the Parchment. The source of the spell does not have to be the person writing the scroll, it could be another spellcaster or even an item that can cast the spell. The one Power Point cost for preparing the parchment cannot be reduced in any way. The scroll then has to have the appropriate verbals for casting the spell written onto it and an indication of the level of the spell. Details of the Write Scroll skill are as follows:

### **Write Scroll**

Apprentice: You can inscribe a magic scroll with one known 1<sup>st</sup> level spell.

Expert: You can inscribe a magic scroll with one known 2<sup>nd</sup> level spell.

Master: You can inscribe a magic scroll with one known 3<sup>rd</sup> level spell.

Grandmaster: You can inscribe a magic scroll with one known 4<sup>th</sup> level spell.

There are rumours of magic runes on the island of Ilydan, often carved into trees or rocks, which also function as magic scrolls. The only difference is that these are immovable and they are not destroyed when the spell is cast. They can contain a spell which must be cast using the Read Scroll skill. The spell will recharge automatically with a cooldown time linked to the level of the spell. First level spells recharge every 30 minutes, level 2 every two hours, level three every four hours and level four every twelve hours. Details of the spell and cooldown time will be noted next to the magical rune.

## *5.9 Components and Gathering*

All crafting requires components, which are basic item cards acquired by gathering, trade or simply finding them while adventuring. Components include food, herbs, timber, stone, ore, ingots, cloth, parchment, plants, skins and much, much more. Some skills which allow you to gather components are as follows:

### **Building**

- ❖ For gathering timber, stone or ore from marked locations.

### **Carpentry**

- ❖ For gathering timber from marked locations.

### **Foraging (also included in Alchemist, Poisoner and Survivalist)**

- ❖ For gathering plant based materials such as food, herbs and potion ingredients.

### **Hunting (also included in Survivalist and Tracking)**

- ❖ For gathering components from animals and monsters that you might find, and harvesting components from animal based locations.

### **Masonry**

- ❖ For gathering ores and stone from marked locations.

There are also spells which can conjure components out of thin air. Components will have a general type (e.g. "Timber") and a specific sub type (e.g. "Oak" or "Beech"). Some crafting will only require a general type of component, while others will require a specific sub-type. Components also have a rarity, being either Common, Uncommon, Rare or Legendary. Some of the finest and most demanding crafting recipes will require very specific components of a Rare or Legendary specific sub-type, and trade in such components can be lucrative.

## *5.10 Crafting*

While you will arrive on Ilydan with only limited goods, with the right skills you can soon start crafting a wide range of useful items. Crafting requires a relevant skill, components, often some tools and time. Skills for crafting are as follows:

**Carpentry (General)**- Temporary Camp Structures, Buildings

**Cookery (General)**- Basic Meals

**First Aid (General)**- Bandages

**Masonry (General)**- Temporary Camp Structures, Buildings

**Tinker (General)**- Minor items (e.g. Tools, Bandages, Armour Patching Kits)

**Alchemist (Artificer, Healer)**- Potions

**Artisan (Artificer, Tradesperson)**- Armour, Weapons and all mundane items not made by other skills

**Builder (Artificer, Tradesperson)**- Temporary Camp Structures, Buildings

**Chef (Bard, Tradesperson)**- Meals

**Craft Military Equipment (Warrior, Assassin)**- Armour, Armour Patching Kit, Weapons

**Enchant Items (Artificer)**- Magic Items

**Poisoner (Assassin, Ranger)**- Poisons

**Surgeon (Healer, Tradesperson)**- Poultices

**Survivalist (Barbarian, Druid, Ranger, Tradesperson)**- Snacks

**Write Scroll (Mage, Priest, Trickster)**- Magic Scrolls

To craft an item all you need to do is take the required component cards to a senior ref, show the relevant crafting skill on your character card, and they will exchange the components for the crafted item card. You will then need to roleplay crafting the item for a minimum of five minutes.

## 5.11 Enchanting Magic Items

Magic items can be created by an Artificer with the Enchant Items skill. It will require an item to be enchanted, components such as Mana Crystals, a source of the spell which will be enchanted into the target item and some Power Points from the Artificer. The Enchant Item skill reads as follows:

### **Enchant Items**

Apprentice: You can enchant items to be a single use magical item.

Expert: You can enchant items to be rechargeable.

Master: You can enchant items to have a fixed number of charges per refresh.

Grandmaster: You can enchant Runestones.

### **Target Item**

The target item must be of Crude, Quality or Masterwork construction. Crude items may only be used for single use magic items, while Quality can be used for single use or rechargeable items. Masterwork can be used to make any magical item. Once an item has been enchanted it is classed as "Magic" in addition to its grade, meaning it cannot be Shattered or broken by mundane means, but retains limitations for which skills it empowers - a magical crude sword is still a crude sword. Being magical does not confer any weapon call, you cannot call "Arcane" with them, and an item can only be enchanted with one spell.

### **Types of Magic Item**

A single use magic item can have one spell contained in it, which once cast is gone forever. Once that spell is cast the item is no longer magical.

A rechargeable magic item can contain a set number of castings of a given spell. The number of charges is set when the item is enchanted and cannot be changed. Once a spell is cast the charge is depleted, but can be restored by a source casting the given spell into the magic item.

A recharging magic item has a fixed number of charges that can be used per refresh. The number of charges are determined when the item is enchanted and cannot be changed.

A Runestone is an immovable object, usually a large tree or a standing stone. It can contain a spell which must be cast using the Read Scroll skill. The spell will recharge automatically with a cooldown time linked to the level of the spell. First level spells recharge every 30 minutes, level 2 every two hours, level three every four hours and level four every twelve hours.

### **Using a Magic Item**

Casting a spell from a magic item follows the same pattern as all spellcasting, with the item named as the source of power - "By the power of [ITEM] spellcasting [SPELL]". For example "By the power of the helm spellcasting Magic Armour".

### **Components for Enchanting Items**

Enchanting an item consumes Mana Crystals, with more crystals needed the more powerful the effect you are trying to achieve. The full schedule of Mana Crystals and Power Points required can be found in the “Craft Recipes Guide”. Once prepared the item must then have the spell to be stored within it cast the number of times that it is to have as charges. The Alchemist need not cast the spell, another spellcaster can assist or the spell can be acquired from another source such as a magic scroll.

## *5.12 Food*

Ilydan is an unsettled land, so adventurers will have to be resourceful in gathering what they need, including things to feed themselves. While you can eat what you want out of character, we’re not going to starve our players, there is a food system within the game which encourages players to forage, gather and hunt for their food.

There are two forms of craftable food within the game – Meals and Snacks. Meals are necessary for a character to take a rest and refresh themselves, so if you can’t get hold of Meals your character will eventually use up their Power Points and skills as hunger and exhaustion take their toll. Snacks are not as filling, but can give the person eating them a short term boost as they go about their business.

To craft a meal requires the skill of Cookery (for Basic Meals), Survivalist (to craft a common Fine Meal) or Chef (for a wide range of advanced Meals). You will also require components, usually a mixture of Food items such as fruit, berries or meat and Herb items such as Sage, Garlic or Parsley. Finally you will need access to a cooking station, which is a Temporary Camp Structure.

Snacks are made with the Survivalist skill, and again require a mix of components and access to a cooking station.

A full list of Meal and Snack recipes can be found in the “Craft Recipes Guide”.

## *5.13 Temporary Camp Structures*

You may have dreams of building towns and cities in the new land of Ilydan, but when you step off the boat all of that will have to wait while you dig in and make your impression on the land. While you begin to gather the necessary resources for a more settled way of life, you will need some temporary structures to aid you. These are structures which can be built in the game and which last until the end of the event. You will need to gather some resources, such as timber, stone or metal ingots, and also have a carpenter, mason or builder to oversee the construction. While these structures only support you for the length of the event you are playing, they can give significant advantages for you and the whole player group so can be worth working together to construct.

Examples include a first aid station, which allows bandages to heal one extra hit point when doing first aid or surgery. A camp kitchen is necessary if those with Cookery, Survivalist or Chef skills are going to prepare Meals and Snacks. And a Forge will allow Tinkers and Artisans to start making basic goods for use or trade. You can even work together to construct rudimentary palisade walls to give some defence to your camp. You are not just limited to building temporary structures in the player camp, if you have the resources and skills available you might decide to place first aid waystations or an Arcane Circle in remote but strategically important areas of the adventuring site.

A full list of Temporary Camp Structures can be found in the “Craft Recipes Guide”.

## *5.14 Landholdings and Buildings*

You have been tasked with settling the new land of Ilydan, at some point that will mean building something more permanent. Over time you and your adventuring group can acquire a landholding and develop it, and benefit from the goods produced by that landholding.

All landholdings and buildings are developed in downtime. You may hand in the necessary resource cards to construct a building during the game or at the end of the game, but the effects of the building will only take effect once time is in at the next event. Buildings confer status and also have an effect of granting some resources at the start of each event. Some buildings are required to allow training to Expert level and above. Alongside the physical resource to construct something you will also need enough skilled labour. The Masonry, Carpentry and Builder skills grant Building Resource Cards, and advanced buildings will require Master Builder Resource Cards available through the Master or Grandmaster Building skill.

To gain a landholding you need to build a Homestead. Think of this as your permanent residence, with an indeterminate amount of land surrounding it which you can then develop by constructing other buildings. Having a Homestead defines your status in the Empire as the head of a House or part of the nobility. If you put together a landholding with other players you will have to decide which of you has control of the Homestead along with the title of the head of the House. They will then be given a title deed to the landholding, which is effectively a record sheet of the Homestead and any buildings associated with it. Should the Homestead be upgraded over time your status as nobility will also increase. Under Imperial law the head of a House has responsibility for those belonging to the household, and those belonging to the household owe fealty to its head. Exactly how this is interpreted under the law depends on local circumstances, but there is a close bond within a household and a legal expectation that this should be honoured. Should a member of a household commit a crime, the head of the household will be called upon to mete out justice. If the head of the household gives an instruction to one of their own there is an expectation that it should be carried out. Negotiating the bonds of a feudal system can be complicated.

A full list of Buildings and their benefits can be found in the “Craft Recipes Guide”.

## 6. *The World of Ilydan*



## 6.1 *The Great Empire*

Before coming to Ilydan to explore and settle, all player characters began their life in The Great Empire. This entity covers a sprawling continent which has gradually been united through conquest and diplomacy. The position of Emperor is elected from among the crowned heads and great leaders across the territory, with a delicate balance of rights and responsibilities tying together the Emperor, the electors and others throughout a feudal system.

The Great Empire is presently co-ruled by a King and Queen who have been in power for several decades. Much of their time is devoted to keeping the peace and balancing rights between the different client territories. Within the Great Empire are many, many different tribes, nations, peoples and realms, all living within the widest imaginable lands, climates and cultures. To play a character travelling from the Great Empire means that you can create any race, culture or background that you can imagine. Whatever background you can dream up for your character, there is space somewhere in the Great Empire for them to have started life before choosing to travel to Ilydan. However, when you arrive in Ilydan you are just another person off the boat, one of a company of equals. The wilderness does not care about your background. Whether you were a prince or a peasant in the Great Empire matters not on Ilydan.

## 6.2 *The Island of Ilydan*

To describe Ilydan as an island is perhaps selling it short. Yes, it is surrounded on all sides by sea, and it is remote from any other known landmass, but in itself it is vast. Mile after mile of unexplored territory waiting to be discovered, mapped, cleared, fenced and settled. No wonder the Great Empire sees it as such an opportunity. Little has been explored so far, only a few have made the ocean journey to come to the island, but so far some tales have already come out. Of strange creatures and new peoples that inhabit the place, with their own languages and way of life. Not all are brute beasts, some have their own cultures, and understanding the ways of your new neighbours will be essential if you are to survive and flourish. Here is what is known so far...

### 6.2.1 *The Tyrons of Tiberon*

Most at home on the open waves, the Tyrons hail from the nearby island of Tiberon. Made up of orcs, goblins, ogres, trolls and the like they have begun exploring areas in the east of Ilydan, building forts and minor settlements whilst using the rivers to keep their supply lines strong. Some clans seek dominance on the high seas as seafaring warriors while others are more easy-going as traders or scavengers on the shore, but the ties to the sea are common to them all. They are mostly trustworthy, which makes them excellent traders, and their craftspeople make some of the finest goods in Ilydan.

## *6.2.2 The Courts of the Fae*

Harmless tricksters at best, deadly foes at worst the fae are fickle and not to be trifled with. Long established on Ilydan, the various species of fae spring up where least expected or invited hoping to catch travellers and adventurers unawares. With a taste for chaos, the only organisation they seem to have is four courts each bearing the name and character of a season. Most Fae are more interested in their personal goals than in co-operating with others. When they do focus their minds on things they can be very efficient, but often they prefer to play with others and find whimsical fun in day to day life. They have much knowledge that we could learn, but treat with care.

## *6.2.3 The Sylvan Communes*

Closely attuned to the natural world around them, the Sylvan are fiercely protective of the lands they inhabit and wary of those who they feel may wish it harm. Spirits that manifest themselves as plants or animals, they live a communal life with little hierarchy. Shambling plants, bearlike creatures walking on hind legs, man sized crows that can speak human languages, there seems no end to the variety of these nature beings. With some of their elders among the first life known on Ilydan, the Sylvan are wise to the ways of the fae. Hostile to those who would do the land harm, and tolerant of those who respect it, understanding the Sylvan will be essential to any wishing to settle on the island.

## *6.2.4 The Stryxian Enclave*

You may not be the first peoples to journey to Ilydan, there are signs that a previous civilisation may have been on the island. Old tales told by nursemaids to children in the Great Empire tell of the Stryxian Enclave. Servants to science, they valued knowledge above all else. Their world hinged on order, structure and ambition with strict hierarchies governing the houses of their society. Cut off from the wider world they became a myth to outsiders, their reality fading into legend. Now Ilydan has been found, could this be where the lost society of the Stryxian Enclave once lived? And if it is, does anything remain of their once great culture?

## 7. LARP Conventions



## 7.1 Who's Who in LARP

LARP events are usually structured with different people playing different roles. First there is the **Design Team (DT)**, who are in charge of the overall system. They write the rules, plan the events, sort out the admin – do everything to ensure the game can take place. Then there are **refs**, people at the event who help to ensure the game runs smoothly, can make decisions to resolve rules queries, sometimes help to write plot for adventures. At most events there is a central place known as the General Organisation Desk (GOD), where a member of the DT or a ref will be to help answer any questions you may have. Then there are **crew** (sometimes called monster crew or monster team), who play all the scripted parts to fill out the adventuring world. The DT will also act as refs, and refs will also help to crew the event. Last, but definitely not least, are the **players** who take part in the adventure. Each player will play a single character of their own devising and will make their own choices and reactions to the plot played out by the monster crew.

All of the different roles are fun and rewarding, and at Ilydan LARP we are happy to involve Live Action Roleplayers in any aspect of the game, whether it is playing, coming along to crew or being involved in the reffing and running of the games. If you have not LARPed before it can be a good idea to come along and crew for an event. It will give you a chance to get to know people, gain experience of the system, and you can use the Ilydan LARP kit, costume and weapons in playing different roles throughout the event.

## 7.2 How Time Works

### Time In

When the game is running and your character is in the game world doing their thing, this is referred to as “Time In”. Everyone in the game will try and act out as the character or part they are playing while time is in.

### Time Out

The game can be paused either as a whole or in certain locations. A “Time Out” can be called to allow refs to brief players on something that is happening. Locations under a permanent time out include the crew base (where the crew store kit and costume and get ready to support the game), wherever the DT have set up the General Organisation Desk (known as “GOD”) and any toilet facilities. In an out of time location no in-character activities can take place, players will usually only enter these areas to specifically use the facilities, ask rules questions, hand in lost property and any other non-game activities. If someone has to move from one part of the site to another out of game (e.g. having been teleported, or following an instruction to report to GOD) they will indicate that they are out of time by holding an open hand clearly above their head. “Time Out” is also used to end gameplay at the end of the event.

### Time Freeze

A ref may call "Time Freeze" to allow something to happen in the game world which cannot be facilitated in the real world, such as magically teleporting monsters or items in or out of a situation. If a ref calls "Time Freeze" you close your eyes, keep in the position you were in when the call was given and wait for a ref to call "Time In", at which point the game restarts.

### Time Faff

A ref may call "Time Faff" to pause the action of the game while they need to sort something out, but players can remain in character and interact with each other while this is being done. During a Time Faff there will be no combat or significant action, it is a holding pattern while other parts of the game are being organised.

### Refresh

"Refresh" is a time where a character can rest, recovering all of their Hit Points and Power Points to their maximum starting level and resetting any skills which may be exercised so many times every "Refresh". A Refresh happens when a character spends 30 mins resting and consumes a Meal, and can only happen once every 24 hours. For one day events this means that your character will be able to have one Refresh. On weekend events you may be able to have two, although it depends on your timing – once a Refresh has happened you cannot have another until a full 24 hours have passed.

### Downtime

Downtime covers any in character activities that happen between events. Ilydan LARP has a limited downtime system, mainly for spending any XP your character has gained so they can have better skills for the next event, or for any crafting or building they are able to do. This downtime activity can be completed directly at the end of an event by filling out the relevant downtime form, by contacting the DT between events, or at check in at the start of the next event.

## 7.3 Things in the World

There are some conventions to represent certain effects in the world, which will need to be roleplayed as such.

**Hidden objects** can be marked by being covered with a black and white checked cloth. If you are unable to detect such hidden objects, ignore the cloth.

**Hidden people**, whether hiding using a skill or magically invisible, are noted by putting a closed hand above their head. Unless you have the means to detect such hidden people you should ignore them.

**People not physically present** are marked by having a finger in the air above their head. This may be because they are walking out of game between two locations, or there is some in game effect that has caused them to disappear (not hidden but genuinely vanished).

**Bodies of Water** are marked by blue bunting or a rope with blue tags tied to it. You may swim in such areas with the general skill Swimming.

**Fire or Lava** are marked by red bunting or a rope with red tags tied to it.

**Walls** such as palisades can be marked with white bunting or a rope with white tags tied to it. You cannot walk through these or shoot at targets immediately behind them, and it will take special skills or spells to climb over them.

**Special Encounter Areas** are areas of the site that are reserved for running specific encounters, and they are marked off by multicoloured bunting. Do not cross into these areas unless instructed to do so by ref.

**Location Markers** are written signs that indicate something in the world such as the beginning of a trail or the entrance to a cave. They will have instructions describing what you find and what you can do to explore further. There may also be a code giving further information which a Ranger with Tracking skill can decode.

While many resources will just be placed out in the wilderness to be directly found, some can be gathered from **resource areas** such as places to quarry stone, good timber gathering locations or veins of ore to be mined. These will be indicated by a sign similar to a location marker. If you have the relevant skill you will be able to gather the appropriate resource to gain one card per five minutes, and there will be a fixed number of cards at the location. Once all of the cards are gathered that resource area will be exhausted.

## 7.4 Safety

LARP events are about having fun, but it does include activities that carry some risk. Live action role-play is effectively a full contact sport and everyone attending should take every precaution to limit the risks to themselves and others.

This section sets out the most important safety aspects of which all players must be aware before taking part in an event. Before the start of each event, a safety briefing will also be given by the senior referee team; this will reiterate the points made here and also cover any other relevant details or site-specific issues as necessary.

### Safety Calls

To help eliminate the risks the organisers have a series of safety calls; many of these are universal throughout the hobby but we must draw these to your attention for your safety and the safety of everyone else at the event.

**Time Out – Man Down** This is the most important call to be aware of. It can be used by anyone at any time to indicate a potential injury to a player or crew member. On this call, all play stops and a nominated first-aider is sent for. On hearing the "time out – man down" call, please stand still and respond to any instructions from a referee as swiftly as possible. Due to the potentially serious nature of this call, please do not use the phrase "man down" in an in-game context.

**Time Freeze** This call will typically be made by referees, but certain player skills will require its use. On this call, all players immediately cease what they are doing, stand still, close their eyes and hum (to limit awareness of what is happening during the “time freeze” period).

**Time Out** This call will typically only be made by referees. On this call, all play ceases immediately and all in-character action stops.

**Time In** This call will typically be made by the individual(s) that made the original call to halt play. On this call, play commences again at the point at which it was halted; characters are not aware of any happenings that occurred during the “time freeze /time out” period.

### **Non Combatants**

We all want LARP to be as inclusive as possible and there may be those that do not want to/are unable to take part in the combat element in the system. To support them and ensure their enjoyment there is a non-combatant role, this role has the following rules applied to it. If you are a non-combatant you are expected to remove yourself from combat and make the fact you are non-combatant obvious. If no other way of removing yourself from combat is immediately obvious, non-combatants can put both hands in the air and walk to safety saying the words noncombatant. No other actions can be taken while you have your hands in the air, nor whilst you are in the combat area (i.e. within touching distance of combatants).

Non-combatants:

- ❖ Must wear an orange armband clearly to show they are a non-combatant
- ❖ May not be dealt or deal physical blows
- ❖ Can cause and be affected by spell effects and damage
- ❖ Can be affected by “Point Blank” calls from those using missile weapons

If you as a non-combatant are the only player still alive in a combat situation, you should take guidance from a referee; if a referee is not immediately present, go to GOD immediately.

Players who are not considered combat safe (e.g. children who have not been combat approved, or adults who have had too much to drink) will be issued with a non-combatants armband. Anyone who has been told to wear an armband MUST do so at all times whilst they are in costume. Anyone found to be in contravention of this may be made to leave the site with no warning, nor refund. This is to protect the safety of others. If you have been issued an armband during the event, and feel it is no longer required, you are welcome to visit GOD to have your combat safety assessed.

### **Pulled Blows**

Combat is the most dangerous aspect of the system as it involves physical contact with others. As mentioned previously, to damage a character with a weapon, the weapon must touch your opponent. All weapon strikes MUST be made using a pulled blow. A pulled blow is one that is pulled back from the target at the point of impact, resulting in a light strike and not a heavy hit that could actually hurt. All new players to the system will need to demonstrate their competency at pulling blows before entering the game; the referees and crew will always be happy to assist newcomers to learn to fight safely.

### **Head Strikes**

The combat system in Ilydan does not include the head as a legitimate location and all participants should try their utmost not to strike someone's head during combat. If a head strike does happen by accident it will not cause any in game damage.

### **Bow Safety**

We welcome the use of bows and crossbows in the world of Ilydan, but they do need to be used and maintained correctly. Before a player can use a bow or crossbow in game, they must demonstrate their competency to the senior referee team. The maximum permitted poundage of bows at Ilydan is 28 lb.

### **Point Blank**

In the course of combat, occasions may arise where someone using a thrown weapon or missile weapon needs to use their weapon at very short range. To ensure the safety of all involved, instead of loosing the arrow or bolt, or throwing the weapon, the call of "Point Blank" should be made, clearly indicating the intended target. The target is to accept the call as if a successful strike was made, taking the damage or making the necessary defensive call.

A ten second gap is required between each "Point Blank" call. Ideally, after a point blank call, the character making the call moves to a new position from where the call is no longer necessary.

### **Weapon and Armour Safety**

At the start of each event, there will be a weapon and armour check to ensure the safety of all weapons and armour used at the event. This will be undertaken by members of the senior referee team before the event begins.

If a weapon, shield or piece of armour is deemed to be unsafe, it will not be able to be used at that event. While the senior referees will take every effort to identify potentially unsafe weapons, the ultimate responsibility lies with you the players to ensure that your gaming equipment is safe for you and others to use.

## *7.5 Behaviour in the Game*

Ilydan LARP is run for everyone to have fun while roleplaying, and it is expected that everyone participating will aim to ensure everyone is having fun and feels accepted and welcome. While there can be in character disputes as part of the story we strongly discourage players from trying to kill off other characters within the game. Within the game, any character in Ilydan is under the protection of Imperial Law, and any death of a valuable settler will be thoroughly investigated with severe punishment for any found responsible for the death of another.

We also insist that there is respect for one another out of character. Ilydan LARP does not accept any form of sexism, racism, ableism, homophobia, transphobia or sexual

harassment. Chosen pronouns are honoured both in and out of character, we want all players to know that they can participate in an environment that is inclusive and accepting.

We also require all players and crew to abide by standard LARP safety rules, particularly when engaging in simulated combat. If any member of the DT instructs you to act in a way that they consider to be safe you must comply.

## *7.6 Photography*

The DT and refs reserve the right to take photographs or video for promotional purposes. If you would prefer not to appear in any of this material please inform a member of the DT. Permission will be sought by the DT before any material is used, but it is helpful if we know in advance if you would prefer not to be photographed.

Photos or video may be taken by players for personal use, although be careful if sharing these on social media and do not tag people in the images unless you have their permission. Not everyone wants pictures of themselves dressed as a raging barbarian getting circulated among their wider social circle.

## *7.7 The DT's Word is Final*

No rules document can cover every eventuality within or outside the game. While we try to be as thorough and prepared as we can be there will always be situations that will require a judgement call. In such situations the Design Team's word is final. We will always strive to make the game inclusive, fair and enjoyable. Should you have any concerns, either about another player or a member of crew, raise it with the DT and we will handle it. If you have any questions please talk to one of the DT, we will do our best to help.

## 8. Acknowledgements



We would like to extend our deepest thanks to others who have run LARP events which have been an inspiration to us in laying the foundations for Ilydan LARP. In particular, we would like to thank everyone who was involved in running the Eventyr LARP system which many of us attended over the years. Special thanks go to Jason Burt, who founded Eventyr and kept the system going for many years, to James Agg who masterminded the Eventyr rules system and whose ideas have been developed and built on for our own game, and to Mark Holdforth, whose story writing and all round LARPing have set high standards for us to aspire to. Some of their work has been included in this rulebook, and some of their excellent ideas have informed the direction we have taken. If our system is anywhere near as good as the one they ran we will be very happy indeed.

We also want to thank our refs and crew, without whom the game would not take place. Your commitment brings Ilydan to life.

And, of course, we want to thank all of our players for participating in the game and giving it such passion, energy and joy. You're awesome.

From the Ilydan LARP Design Team~

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