



Core Rules

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Introduction

This is a small scale PvE game. The game runs with a small number of players who make a community. They compete with each other but direct conflict and action against other characters is rare. The game assumes that the players will work together against external enemies while competing with each other socially and economically. There is an understanding that player characters will not kill other player characters except in the most extreme of circumstances and the game world is set up in a way which makes it virtually certain that this type of activity will be discovered and that NPCs will act against characters who act in such a fashion. The game is not suited to players who want to kill other player characters.

The game is set in the same world that was used for Bladelands and X-Isle (in existence since 2006) so there is a great deal of lore and myth for players to explore. You do not need to know any of this background to enjoy the game but will hopefully enjoy discovering the history. This document is intended to give you the information you need to play a character but not to tell you everything that there is to know. Once you have defined your character's race and guild etc. you will receive further information specific to that including details of the skills and abilities that you can start with.

World Background

Geography

The game is set on an island (or group of islands) off the coast from a much larger continental landmass predominantly ruled as an empire with various subordinate kingdoms. The capital is at Sanctuary in the south east part of the main island. There are other major settlements at Skullport on the south coast some 100 miles south and west of Sanctuary, Schooltown some 100 miles north of Sanctuary.

Recent History

The island was, until recently the Kingdom of the Isles, part of the Empire but ruled by a King and extended noble class all subject to Imperial Law and rule. The Kingdom paid taxes and raised troops to serve in the imperial legions. The King and court of nobles held feudal authority over all the people of the Kingdom. Over the past years a new social class of professionals arose and formed themselves into guilds in order to improve their bargaining position with the nobility. The nobility continued to retain power and wealth was measured in land until the King issued charters to certain guilds granting them certain rights in return for obligations directly to the crown (including taxation and service). This was not popular with the nobles who saw their power being eroded and a loss of power. The richest and most important guilds were those who offered services that the king valued, these included the Guild of Mages, the Guild of Alchemists, the Guild of Barbers and Surgeons and the Guild of Mercenaries.

Some twelve years ago the old queen, Catherine II, died and power passed to her son Edward IV. Edward was a weak person who was heavily influenced by his friends in the nobility. He engaged in a number of reforms which strengthened the rights of the nobles by reducing the number of Freemen (persons who owed no direct duty of service to a noble) reverting them to serf status. He also sought to tax the guilds and removed most of their charters, placing their members into noble households as serfs. This did not happen to the richest and most powerful guilds but they could see which way things were developing and three years ago they organised a revolution against the nobility.

The revolution was successful for three main reasons:

First, the rebellion was orchestrated by the "adventuring guilds" – the Mercenaries, Mages, Alchemists and Surgeons. These guilds had the combat training and expertise to deal with the troops of the nobles as well as being rich enough to fund supplies and equipment;

Second, the nobles themselves were not fully cooperative and could be easily set against each other; and



Finally, the rebels managed to reactivate an awesomely powerful magical defence system on the island. This system created devastating magical storm wherever large concentrations of troops appeared; while the loyal forces were superior in number, the guilds were able to field small units individually far superior to those troops thus the loyalists could not use their superior numbers to overcome the rebels individual superiority.

After the war, the Guilds Council, or just the Council, was formed to rule the Kingdom. Each guild master has one vote with a deciding vote going to the chairman of the council. The guilds elect their own leaders. In addition the overall head of the churches determined by the various churches and their faithful sits on the Council. The chair is currently held by the head of the Mages' Guild.

The magical defence is now further enhanced to prevent ships reaching the island unless the appropriate steps are taken to protect the vessel. This has prevented the Empire from sending military forces in any significant numbers to attempt to recapture the Kingdom. At the moment the Empire is still at war with the Kingdom but it is only a matter of time before they change their approach and offer to let the Council rule the Kingdom under imperial overall rule in much the same way that the royal family used to.

One of the first edicts of the Council was that all nobles and their families be executed. This was carried out efficiently although many family members did manage to escape into exile. It is a criminal offence for any person to claim a noble title on the islands although visiting nobles from other lands are not subject to this.

The serfs are all in the process of being emancipated. The Council neither needs nor wants a class of serfs and is in the process of freeing all the serfs: anyone may approach the Council and obtain a writ of freedom at no charge which declares them to be free from all feudal obligations. Many serfs have chosen not to do this as they do not understand the new system. The Council has Knights and Guards travelling around the villages and communities setting up new systems for land management. A Council officer is appointed to regulate the community and collect taxes. This person divides up the farmland between the farmers and grants them title over the land that they work; any crops they raise are theirs and can be consumed or sold and they now have a duty to pay taxes. At the moment this is costing the Council to set this up but it is expected that the taxes will pay for things in time. An extensive new travelling merchant class has come into existence to trade goods (mostly food) from these communities and sell it in the towns which do not produce their own food. At present, the Council are ensuring food supplies to the towns. This system is not idyllic and does not suit everyone. Citizens have to work to earn money or produce food, those who do not or cannot starve. These changes are not popular everywhere but at the moment it is working and the majority of the population are highly supportive of the Council.

One upshot of all of this is that the social structure has replaced the classes of serf, freeman and noble with peoples' guild rank. In effect the new nobility is made up of the senior guild members but there is one significant difference: anyone is free to join a guild, advance within the guild and (potentially) rule the Kingdom. Money not land now determines your wealth. Many families are now encouraging their children to apprentice to powerful guilds.

The council has created and funds three bodies to protect the people:

- The Guards – responsible for law and the protection of towns; they have powers to arrest and hold criminals and to pursue warrants issued by a magistrate.
- The Rangers – responsible for scouting and reconnaissance and the protection of outlying villages and communities from threats from the wild lands.
- The Knights – responsible for protecting the islands from threats from the void including demons and the unlife. They are also responsible for dealing with priests of banned religions as well as dangerous demonologists and necromancers.

These groups are all considered part of the Mercenaries Guild but report to the Guild Council through their internal chain of command. They are paid and supplied with special equipment and training paid for by the council.

The Council also pays for the training of healers and supports the right of their guild to control healing and the right of the alchemists to control the trade in all magic that does not involve healing. Currently the Council does not have a view on the new magientists and is in discussions about permitting them to set up a University on the island; there is a slight dispute as to which guild they might fall under.



Current Situation

The adventures have come together in a very small hamlet at a place called Sharonoir where there was originally a guard post. The guard post has been taken over by the Council who want to clear the area for settlement. Unfortunately it is rather wild at the moment and the area is far from safe. Rather than send in groups of Rangers (of which the Council has very few), it has been decided to encourage adventurers to Sharonoir and offer them guild warrants to investigate and clear the area.

The hamlet was built over a place known to the ancient people of the land as Forg ap Wailand. There is a druidic site nearby as well as a magical nexus. This is not particularly unusual, such places are often used for settlements since they have significant advantages.

- Guild representative – the guilds are represented locally by a Guild Senior Alchemist who will handle banking, payment for missions and act as a buyer and seller of magical goods.
- Law enforcement – there will be a senior Guard responsible for law enforcement and judging any cases that may come up.
- Scout – there will be a Ranger who can lead out parties on scouting missions.

If the number of adventurers increases, extra representatives will be sent.

The Guilds

The adventuring guilds are now the core of Kingdom society. Most people join as an apprentice and are trained until they qualify as a full member. More senior members can become masters with access to the inner secrets of their guild. Most people are a member of only one guild but certain guilds can be combined.

The Guild of Alchemists

The Alchemists have a monopoly on making magical items of all sorts and buying and selling such items. This is enforced by the law. The guild jealously guards its monopoly and uses the law and its own officers and hirelings to enforce it.

Guild members may not make magical items which heal unless the member is approved (usually a member of) the Guild of Barbers and Surgeons. The guild does not pursue those who make herbal potions as these are regarded as non-magical.

Alchemists cannot also be magic wielders. Anyone who wields magic may not join the guild and no guild member may learn to wield magic. This means mages, mystics and druids.

Most guild members are human (or human avatars). Any Ossiad may join the guild and any innate magical abilities will be overlooked. Other spirit creatures may not join. The guild will consider individuals who are members of other races on a case by case basis.

The guild supplies equipment and raw materials to its members and permits them to buy training in guild skills. The guild charges fees to its members and failure to pay results in suspension or expulsion.

The guild also acts as the main bankers and will open accounts and take deposits for any citizen. They pay interest on these deposits. They will consider making loans but this is determined on a case by case basis. The guild also sells a variety of potions at fixed prices from its guild houses – members in good standing can obtain discounts. Manufacturing occurs between events – characters cannot make items at events.

The current head of the guild is Alena Korlov. She is known to be a tough no nonsense business woman and a person not to be messed with. It is common knowledge that there is friction between the Guild-master and the Archmage.



The Guild of Barbers and Surgeons

Often referred to as the Healers Guild. They have a monopoly on the vital skills which allow the treatment of mortal wounds. The Council supports the guild by funding the support and training of members which means that there are no guild fees for apprentices and even full guild members have low fees.

The guild is highly protective of its members. People who injure or kill surgeons will often be found dead in mysterious circumstances and there are rumours that assassins make a lot of money from the guild. A record is kept of those who fail to pay for healing services and they are blacklisted – members will not heal persons who have been so listed.

The guild teaches all the healing skills and also the correct use of herbs both to treat wounds and also to make herbal potions. The Alchemists do not make an issue of this as the potions are regarded as non-magical. Alchemists who wish to make healing devices are required by their guild to obtain a licence from the Guild of Barbers and Surgeons.

The ability to heal is a magical gift. As such it cannot be combined with Soulfire (mages), Ogham (druids) or Force (mystics) but does not interfere with divine power. The guild will not take on people who are members of the Mages Guild or who are Mystics or Druids. Most guild members are human but they will accept any race as members. It is possible to be a member of both the Guild of Barbers and Surgeons and the Mercenaries.

The current head of the guild is Roberta Dawlish, a scholastic and calm person who is also a member of the church of Rhiannon.

The Guild of Mercenaries

The guild provides training and support to those who fight for a living.

The Mercenaries Guild allows members of the other guilds to join and will accept members of all races. Training is offered in return for fees but the fees to be a member are reasonable. There are a range of skills that the guild will teach to anyone who pays the fees whether or not members, these include all the basic weapon and armour skills. Advanced combat and physical training are restricted to members.

The guild is also technically the guild of the Guards, Rangers and Knights. These are all subject to their own separate chains of command and report to the Council. Their fees and equipment are provided by the Council but they are required to perform duties in return.

The current head of the guild is Paul Colta. He is a tough old warrior but politically inept. It is pure luck that keeps him in power (he is very lucky). He is a proponent of the magientists believing that they offer a range of new gadgets to protect the island.

The Mages Guild

The guild controls all spell magic and you must have the permission of the guild to cast magic or be considered a witch. The archmage has declared that all uncorrupt druids and mystics are associate members and permits are issued on request. All corrupt druids and mystics are witches and there are orders to hunt them down and kill them.

Mages cannot wear armour and cast spells. If they cast spells while carrying weapons (except those made of wood) they are injured – they lose the power to cast spells until dawn and suffer a mortal wound to the body which is reduced to zero hits. It is known that some materials do not cause this and can be carried but it is unclear how this works.

Guild fees are significant but those who cannot pay are assigned to Council or guild duties not expelled. The guild provides training and resources to make magical aids: spell books, scrolls, wands, rods and staves as well as access to the guild library.

The Mages Guild is exclusive. You cannot be a member of any other guild and the mages. All races are accepted except creatures of the void and the unliving.



The current head of the guild is John Lymner. Also the chair of the Council he wields significant power but rarely uses it. He is known to personally fund the Druidic College and to be a great supporter of the land – he is opposed to magientists and their goals and is currently (politely) blocking their desire to found a university. He hates witches and has been known to personally track them down and kill them – a situation that the guild witch finder finds rather embarrassing.

The Church

The church is a catch all for the worshippers and priests of all the various accepted faiths. These include Rhiannon, Rhianos, Orion, Elektra, Hieron, Oghma, Thales, Nysa and Goras.

The gods live in a place beyond the void known as the dreaming. They communicate with their mortal followers with the aid of their loyal servants who ascend to the dreaming via the rainbow bridge in the void. The evil creatures of the void are held at bay by the guardians of the bridge.

All the various faiths are opposed to a malign force known as the Unlife and all fight and seek to destroy its servants the demons of the void and the unliving. They also work together to ensure that the souls of mortal beings are sent safely to the gods in the dreaming.

Races

Humans

The most common race of the world; they have the easiest time interacting with society which means that they can interact easily with the Guilds leading to easier access to training and to obtaining warrants to execute tasks for the Guilds (Guild jobs). They have no specific advantages but they also have no disadvantages; as mortals they have the greatest control over their own souls and a (relatively) easy time being resurrected.

Humans have no specific costume requirements or prosthetics.

NB Non-humans are at a significant disadvantage in learning restricted skills.

Avatars

These are immortal souls who have somehow become tied to the world. No one knows how this has come about or why. Their bodies can die but this leads to their souls moving on to a new host. The avatar has clear memories of the distant past prior to its endless journey and good memories of its most recent lives inside hosts but the endless chain of existence means that only the current life is truly remembered – distant past lives are just hazy glimpses. Avatars are almost impossible to kill but cannot be resurrected; it is important that they keep in mind that anything they do to their soul will travel with them from host to host.

The souls almost always embody in humans but in very rare cases they may embody in other races. When this happens the avatar is less stable.

Humans avatars have no specific costume requirements or prosthetics but non-human avatars would have the requirements of the race they appear to be.

NB A player will normally only be allowed to play one Avatar character.

The Fae

The fae are a group of related races with certain things in common; they are divided into the Summer Court and the Winter Court. Summer each court is ruled by three nobles who exercise great magical power over the members of their court:

- a Queen (or King) who rules the court but who is rarely seen,



- a Knight who is responsible for defending the court, and
- a Lady or Lord who is responsible for dealings with outsiders.

Fae appear rather odd to other races with strange behaviour and motivations that others do not understand. They are noted for keeping their word but the letter not the spirit and also for paying the debts.

Legend has it that the Fae do not have souls which must make them difficult or impossible to restore to life but they are also notoriously hard to kill. Fae powers reputedly include immunity to normal weapons, the ability to generate a warding, immunity to soul wounds, longer death counts and the ability to naturally enchant their weapons.

There are a huge number of different types of fae; when you design your character, you are permitted to state which court you come from and to specify the details of your sub race. This also sets your costume requirements. At this stage you can also discuss any disadvantages and advantages that your specific race has.

Spirit Creatures

These are permanently embodied spirits of the land. They are physically embodied so do not have many of the features of spirits. They each serve a spirit lord which rules their sphere.

Therans are shape changing beast spirits who serve the Hunter aspect of Chase. They protect the key places where the land generates power and the home of the spirits. They are generally powerful and deadly killers. They are friendly to non-corrupt druids and work closely with them. They appear human most of the time but can assume a beast shape to fight. In beast shape they are terrifying killers.

Dryads are plant spirits that serve Logan. They protect the forest and wild places. They have many of the aspects of plants and are tough and hard to kill. They also have the best connection with the life web that links the spiritual places of power. They have obvious leaves and vines on their bodies.

Ossiads are creatures of stone that serve Waylan while Naiads are creatures of the waters that serve Mayna.

Unliving

These are not a playable race and we strongly recommend that you avoid becoming one in play.

These are a race that have entered into a pact with the Unlife in order to gain endless existence and power but are inimical to life. They are hard to kill, easy to restore, very difficult to destroy permanently and have various powers and immunities.

Shards

These are not a playable race and we strongly recommend that you avoid becoming one in play.

These are a race that are naturally resident in the void. They cannot be destroyed, when killed they return to the void where they reform over time before returning.

The Law

The law is enforced by the Guards and the Magistrates. Guards arrest offenders but in the absence of a guard, any citizen can arrest any social inferior or bring the matter to a guard so that they can do so. Where available a magistrate will hear the case as soon as possible and make a judgement. If no magistrate is available a guard can hear the matter but this can be dangerous if they get it wrong. The case will normally be heard briefly and immediately and punishment rendered on the spot. Criminals should be aware that a hearing is unlikely to take longer than 10 minutes and that most judges insist on people getting to the point. While hearing a case a judge is allowed to hear who they like and ignore who they like, they can also invoke “Contempt of Court” if an individual



refuses to obey them while they are hearing a case – they can level any punishment they wish. (NB the system is nothing like modern justice and is not intended to be).

- It is illegal to consort with enemies of the council. Punishment is highly flexible.
- Heresy is illegal. It is defined as the worship of false or proscribed gods. Judgement and punishment is handled by the church but the usual punishment is death.
- It is illegal to kill another citizen or cause another citizen to die. Killing a social equal or superior without proper cause is punishable by death. Killing a social inferior or killing with cause will be punished as determined by the situation but will range from death, through maiming and fines to discharge.
- It is illegal to buy or sell magical items of all sorts unless either the buyer or the seller is a member of the Guild of Alchemists. The punishment is being handed over to the Alchemists Guild for punishment as they see fit. Generally, the guild will confiscate all magical items and level a fine based on the proceeds they believe have been made. They may also offer the opportunity to join the guild where appropriate. They are permitted to maim or execute the criminal if they see fit. The decision is usually taken by the Master elected to handle such matters.
- It is illegal to cast magic without appropriate authority from the Mage Guild. The criminal is handed over to the Mage Guild. This is referred to as witchcraft and is almost always punished by execution.
- It is illegal to reveal the secrets of a guild contrary to that guild's rules. The punishment (on both teacher and student) is to be handed over to the guild in question which has freedom to punish as it sees fit. They will often offer the student an opportunity to join the guild but the teacher is usually executed.
- It is illegal to steal. The punishment determined by the situation but will range from death, through maiming and fines to discharge.
- It is illegal to impersonate an officer of the council. Punishment is usually death.
- It is illegal to assault on an officer of the council. If they were in pursuit of their duties it is usually punished by death otherwise it varies with the rank of the officer and the nature of the assault.
- Rudeness to social superiors or council officers is a really bad idea but not a crime (except in the case of a judge holding a hearing).

Currency

The currency of the land is the penny, the shilling and the groat. There are twelve pennies in a shilling and 20 shillings in a groat. The coinage is made from gold and silver; the silver coins are the penny, the threepenny bit and the shilling; the gold coins are the griffin (a quarter groat or five shillings), the pegasus (a half griffin) and the dragon (a groat).

In addition to the metal coins, the guilds (particularly the alchemists) issue notes against which they guarantee to pay. The guilds also issue training papers permitting the named person to receive training from the guild. The value of these can be flexible but alchemical notes are regarded as "good as gold".

The alchemists guild offers its services as a bank, money changer and lender. When money is changed there is often a small charge to split it into smaller coins but changing up is usually free. The alchemists will always exchange alchemical notes for gold on demand, they also offer a discount for purchases made with guild notes; this can make alchemists guild paper worth more than its gold face value. The guild pays interest on cash deposited with it for safe keeping; the rate is 8% per annum paid at 2% quarterly.

Adventuring Companies

The council will issue a charter to adventuring companies. This is to make their services more readily accessible and to encourage organisation.

- Adventuring companies receive a charter from the Council
- They must pay a small annual tax to the Council



- They benefit from preferential pay rates for guild jobs
- The Council offers them general employment and may offer equipment
- They may open an account with the alchemists for the company which all members can access
- They must be capable which means in practice that they must be a balanced group
- The minimum size is four (a healer, at least two warriors and one other)

Creating a Character

In order to create a character it is important to come up with a concept that you find interesting. Key decisions include your race and which guild (if any) you intend to belong to as well as the type of things you are good at.

What are you good at?

The skills and abilities are divided into seven groups: Physical Abilities; Weapon Skills; Crafting Skills; Knowledge Skills; Magical Gifts; Mental Abilities; and Racial Gifts. New characters prioritise these deciding which are most important to them.

Humans must choose an area of focus:

- If they select Self Discipline as their area of focus, Physical and Mental Abilities are priority 1; all other groups are priority 2
- If they select Combat as their area of focus, Physical Abilities and Weapon skills are priority 1; Crafting and Knowledge skills are priority 2; and Magic and Mental Abilities are priority 3
- If they select Magic as their area of focus, Magic and Mental Abilities are priority 1; Crafting and Knowledge skills are priority 2; and Physical Abilities and Weapon skills are priority 3
- If they select Study as their area of focus, Knowledge and Crafting are priority 1; Magic and Mental Abilities are priority 2; and Physical Abilities and Weapon skills are priority 3
- If they select Adventure as their area of focus, Weapons and Magical Skills are priority 1; Physical and Mental Abilities are priority 2; and Knowledge and Crafting are priority 3

Non-humans must choose priority 1 for Racial Gifts; they then an area of focus:

- If they select Self Discipline as their area of focus, Physical and Mental Abilities are priority 2; all other groups are priority 3
- If they select Combat as their area of focus, Physical Abilities and Weapon skills are priority 2; Crafting and Knowledge skills are priority 3; and Magic and Mental Abilities are priority 4
- If they select Magic as their area of focus, Magic and Mental Abilities are priority 2; Crafting and Knowledge skills are priority 3; and Physical Abilities and Weapon skills are priority 4
- If they select Study as their area of focus, Knowledge and Crafting are priority 2; Magic and Mental Abilities are priority 3; and Physical Abilities and Weapon skills are priority 4
- If they select Adventure as their area of focus, Weapons and Magical Skills are priority 2; Physical and Mental Abilities are priority 3; and Knowledge and Crafting are priority 4

When you buy skills the cost is multiplied by a factor based on the priority in which they lie:

- Priority 1 : x1
- Priority 2 : x1½
- Priority 3 : x2
- Priority 4 : x3



Character Development

When you improve your character's abilities, the cost is affected by a further multiplier which is determined by the total basic cost (not multiplied up) of the abilities and skills you already have:

- Skill Total < 1501 : x1
- Skill Total < 2001 : x1½
- Skill Total < 2501 : x2
- Skill Total < 3001 : x3

(detailed further elsewhere)

Races

Humans can choose to be in any guild they wish and start play as guildsman rank in that guild; alternatively they may be a Mystic or a Druid. They can also elect to be an initiate in a faith of their choice and may choose to be devoted if they wish and purchase Faith I. They can then spend their starting experience allocation on skills from that guild and/or church. Finally they may have any basic equipment (armour, weapons etc) that they can use and start play with 10 shillings (half this if a Mystic or devoted to a god).

Fae characters must select their court and define the race of the fae that they come from if they wish (otherwise they are generic fae) seeing advice from the game team as required. They may join a guild if they wish but are considered to be an associate member only; alternatively they may be a Mystic or a Druid. Fae cannot be initiates. They then spend their starting experience allocation on skills from that guild and/or race. Finally they may have any basic equipment (armour, weapons etc) that they can use and start play with 10 shillings (half this if a Mystic).

Spirit characters select their spirit type. They are limited to certain guilds by their spirit type but if they join a guild but they are considered to be an associate member only; alternatively they may be a Mystic or a Druid. Spirits cannot usually be devoted to a god. They then spend their starting experience allocation on skills from that guild and/or race. Finally they may have any basic equipment (armour, weapons etc) that they can use and start play with 5 shillings.

A new avatars can select any guild (or be a Druid or Mystic) and build their core skills with their starting experience allocation. Avatars do not become devoted to the churches of the gods. This then forms their core skills – they restart all future lives with these skills. Finally they may have any basic equipment (armour, weapons etc) that they can use and start play with 10 shillings.

Adventuring Companies

If a group of characters wish to start play as an adventuring company, this is encouraged. You will be allowed to form your company prior to the start of play. Depending upon the size of your company and its composition you may receive extra cash and useful equipment; this will depend upon the size of the company and its composition – a well-balanced larger company is like to receive more.

Adventuring companies are also allowed to purchase certain equipment directly. from the Alchemists for fixed prices (this is only possible between events). These prices can vary but the following is an indication:



Weapon	Form	Effect	Retail Price
Keen	Sword	Strikes for THROUGH	40/-
Weighted	Mace	Strikes for STUN	40/-
Keen	Dagger	Strikes for THROUGH	60/-
Keen	2H Sword	Strikes for THROUGH	30/-
Bruising	2H Wpn	Strikes for KNOCKDOWN	55/-
Weighted	2H Mace	Strikes for STUN	25/-
Keen	Spear	Strikes for THROUGH	30/-
Enchanted	Any	Enchanted	40/-
Flaming	Any	Flaming	55/-
Shocking	Any	Shock	55/-
Icy	Any	Cold	55/-

Poison	Form	Effect	Retail Price
Oil of Enchant	Oil	The blade to which this is applied strikes for enchanted for 10 min; does not require skill to use	3/-
Oil of Flame	Oil	The blade to which this is applied strikes for flaming for 10 min; does not require skill to use	4/-
Oil of Ice	Oil	The blade to which this is applied strikes for cold for 10 min; does not require skill to use	4/-
Oil of Lightning	Oil	The blade to which this is applied strikes for shock for 10 min; does not require skill to use	4/-

Potion	Form	Effect	Retail Price
Silver Ink	Potion	Used for scrolls	1/-
Rite Paper	Special	Use for rite scrolls	1/6
Physicians Poultrice	Bandage	Used by healers with their skills	-/4
Korba	Potion	Ritual material used by mages	2/-
Heal Limb	Potion	Heals one limb to full hits and removes debilitation effect; does not effect mortal wounds	1/6
Heal Body	Potion	Heals the body to full hits and removes debilitation effect; does not effect mortal wounds	2/-
All Heal	Potion	Heals all locations to full hits and removes debilitation effect; does not effect mortal wounds	6/-
Purge Poison	Potion	Removes the effects Venom and Swift Death, cures many other poisons (but not all); does aid if the poison caused an effect call (eg Fatal)	4/-
Cure Disease	Potion	Removes the effects of most diseases (but not all); a side effect is extending the time to die from Decay doubling any remaining time after it is taken	5/-
Cure Decay	Potion	Removes the effect of Decay	
Firm Resolve	Potion	Immune to mind spells - 10m	6/-
Mobility	Potion	Immune to immobilisation - 10min	7/6



Armour	Form	Effect	Retail Price
Reinforced	Heavy	Full or partial suit provides +1 to armour in each location	12/-
Reinforced	Light	Full or partial suit provides +1 to armour in each location	20/-
Close Fitting	Heavy	Immune to NORMAL THROUGH	20/-
Padded	Heavy	The armour will resist the first CRUSH that hits any location but is reduced to zero in the process	16/3

Members of adventuring companies can take missions when the company as a whole are unavailable; if enough of the company are present they can take jobs as normal; if individual members want to contract as independents that is also possible but they wont receive the credit for their company.

If you wish to join or form an adventuring company, please contact us so that we can help you with this process.

Skills you can Buy

Characters start with 1000 points representing the training that they have already received. A starting character who belongs to a guild will be provided with a list of the skills that guild teaches. A non-human character will be provided with a list of the racial abilities that they may buy. The following are available to all.



SKILLS AVAILABLE TO ALL CHARACTERS			
	Cost	Pre-Req	
Weapon Skills			
One Handed Weapons	100		The skill to use any one handed weapon effectively
Dagger	100		The skill to use a dagger effectively
Two Handed Weapon	100		The skill to use any two handed weapon effectively
Polearms	100		The skill to use a staff or other polearm effectively
Throwing Weapons	100		The skill to use (weapon checked) throwing weapons
Archery	100		The skill to use bows and crossbows (all shots have the effects of THROUGH and STRIKEDOWN without requiring any calls
Light Armour	100		The skill to use and maintain light armour
Heavy Armour	100	Lt Arm	The skill to use and maintain heavy armour
Shields	100		The skill to use a shield
Physical Abilities			
Strength I	100		Required for certain skills and can be used in role playing situations
Toughness I	100		Increases bleeding time from mortal wounds from 5m to 8m
Ambidextrous	100		the skill to use your off hand to fight or spell cast
Locational Hits	100	Special	First level adds one to body, second level adds one to limbs then the cost for each additional level increases by 50; Can buy 2 levels plus 2 more for each level of Toughness
Knowledge Skills			
Hold Wounds	50		The most basic healing skill – this allows the person to double the time it takes for someone to bleed out from a mortal wound provided that the healer continues to use both hands to look after the victim.
Contribute to Ritual	100		This allows a character to act as a ritual contributor once per event
Magical Skills			
Faith I	100		Required to learn religious skills and abilities



Combat

Live action combat must be as safe as possible. All people who choose to play the game choose to accept certain risks, for example: they could trip or fall on uneven or cluttered ground, they are likely to come into physical contact with other participants and they may be struck by a pulled blow with a weapon physrep. All participants who fight are responsible for the following:

- Do not engage in simulated combat when it is unsafe to do so or in an unsafe manner;
- Do not engage in simulated combat when you would not be considered safe to drive a motor vehicle;
- Do not use any implement (including your own hands and feet etc.) which is not a suitable combat physrep;
- Grappling and body moves are more likely to cause damage to persons or property and is not permitted;
- Always pull your blows so that the contact is felt but so that no harm is done (it is accepted that accidents happen and that hitting a moving target can make it harder to properly pull a blow); and
- Avoid aiming blows at sensitive areas including the head.

Be safe and have fun!

Hit Locations

Most characters and monsters have five hit locations: four limbs and the body or vitals (the head is not a location but blows that land on the head are treated as hits to the body).

Each hit location has a certain number of Location Hits and Location Armour Hits.

Each blow that lands on a hit location takes one point off the location armour hits until that runs out then takes one point off the location hits until that runs out; until that point the character can continue to function normally.

If an arm drops to zero location hits you must drop anything held in that hand and not use that arm until it is healed. If your arm has a shield strapped to it you may not use the shield to block but simply let the arm hang by your side – you must role-play having a useless arm.

If a leg drops to zero location hits you must fall over and not use that leg until it is healed. You may pull yourself back to standing but you cannot even walk normally let alone run – you must role play having a useless leg.

If vitals drop to zero location hits you will become UNCONSCIOUS.

If any hit location drops to zero you become DEBILITATED – this means that you become very ineffective.

Coup de Grace

Any character can cause a mortal wound to a target which is PARALYSED or UNCONSCIOUS by placing a weapon which can affect the target against a hit location and counting aloud slowly to three the stating COUP DE GRACE; the target then has zero location hits in that hit location and a mortal wound. The attacker must concentrate and not be hit with a weapon or spell for the period they are causing the mortal wound or the Coup de Grace has no effect.

Execution

Any character can kill a target which is UNCONSCIOUS or PARALYSED by simulating hacking apart the target with a weapon which can affect the target for an uninterrupted 30 seconds. At the end of this time the target is dead, hacked to pieces. The attacker must concentrate and not be hit with a weapon or spell for the period they are executing or the Execute has no effect.

Armour

Armour comes in two types: light (armour which appears not to be made from metal) and heavy (any metal appearing armour). The physrep must be reasonable so that an observer can see you are armoured, if in doubt ask a referee.



Light Armour is worth one point while Heavy Armour is worth three points. This can be increased by special armour or by skill. A location is considered armoured if the physrep covers half or more of it.

Calls and their effects

- SUBDUE** This means that the weapon being used is doing very little harm to you; the damage done does reduce location armour hits and location hits but five minutes of rest will get back any hits lost; if it lands on heavy armour it has no effect at all!
- VENOM** This means that the weapon was poisoned; if it causes you to lose any location hits you will be effected by the poison. You are **DEBILITATED** immediately and die after 300 seconds.
- SWIFT DEATH** This means that the weapon was poisoned; if it causes you to lose any location hits you will be effected by the poison. ; You become **UNCONSCIOUS** immediately and die after 120 seconds.
- THROUGH** This means that your armour is ineffective against this blow and is ignored; if you suffer any location hits loss (ie it actually wounds), you receive a mortal wound.
- IMPALE** This means that your armour and shield are ineffective against this blow and is ignored (a hit on the shield is treated as a hit on the arm holding the shield) ; if you suffer any location hits loss (ie it actually wounds), you receive a mortal wound.
- STUN** If this blow strikes the target's body (not the head) then the target is **DEBILITATED** unless they are wearing a helm or have some form of magical protection that protects all hit locations.
- CRUSH** If this blow hit your shield it is damaged and must be discarded before you can do anything else; if it hits your weapon or you, you receive a **KNOCKBACK** effect; if it hits armour then the location armour hits are immediately reduced to zero and the location hits are immediately reduced to zero; if you suffer any location hits loss (ie it actually wounds), you receive a mortal wound.
- HARM** If this blow hit you (not your weapon or shield) it ignores any location armour hits and drops the location hits to zero in the hit location hit; if you suffer any location hits loss (ie it actually wounds), you receive a mortal wound.
- DECAY** If this blow hit you (not your weapon or shield) it ignores any location armour hits and causes one location hits; five minutes later you die, your body turning to mush five minutes after that; while under this effect no healing will function until the Decay is removed (including regeneration).
- SOUL WOUND** If this blow hit you (not your weapon or shield) it ignores any location armour hits and drops the location hits to zero in the hit location hit; if you suffer any location hits loss (ie it actually wounds), you receive a soul wound.

NB If you are immune to the **TYPE** of damage (eg normal damage), then you are also immune to effects that stem from weapons that you are immune to.

Special armour can be immune to **THROUGH** / **IMPALE** / **CRUSH** in which case the armour just takes one location armour hits; if the blow hits armour with no location armour hits or a hit location with no armour, the call works normally.

Special skill can make you immune to the effects of these calls on your body but not your armour; if you are immune to **CRUSH** and are hit by that effect, your armour will be taken to zero or your shield damaged as normal but when it hits your location hits you will only lose one location hits and will not take a mortal wound.

It is also possible for a weapon to carry a spell effect. These effects work exactly like the spell of the same name but cannot be blocked by **WILL** or **COUNTERMAGIC**. The weapon only has to make contact with you, your armour, shield or weapon to take effect.

Special Materials

Some weapons are made of unusual materials. This will be called when the weapon strikes.

If no call is made, the weapon is considered **NORMAL**.



ENCHANTED, FLAMING, COLD, SHOCK, SPIRIT are all calls that mean that the weapon does magical damage. This means that it will wound creatures immune to normal weapons. It also means that more powerful armour is required to block THROUGH, IMPALE and CRUSH from these weapons.

SLAYING [Creature Type] is even more deadly than magical weapons to the type or creature named; against other types it is just a magical weapon. This means that it will wound creatures immune to even magical weapons. Neither special equipment nor special skill protects you from the effect calls from SLAYING weapons if you are of that type. If no type is named, the weapon is SLAYING against everything!

There are many other materials but these only affect certain types of creatures. These will know what to do when struck. If you haven't been told about a specific material, treat it as NORMAL.

Injury States

The following possible states can be affecting a character:

WOUNDED The character is below their maximum location hits in one or more locations.

DEBILITATED Usually occurs when a character has one of their hit locations on zero hits. They are unable to move faster than a walk, they cannot cast spells or use any active skills. Once there is no longer an ongoing issue causing the effect (for example the wound causing it is healed) it will wear off after 5 minutes.

UNCONSCIOUS Usually occurs when a character's body hit location is reduced to zero location hits. The character is out cold and can do nothing until woken. How they may be woken depends on what caused it: a spell or potion has a fixed duration after which they may be woken normally; if body hit location location hits have been reduced to zero you wake naturally after 5 minutes (although you are still DEBILITATED), you may be woken sooner by a healer treating your wounds and awakening you.

DYING The character has a mortal wound and is bleeding to death. If not treated the character will die once they have reached their death count (usually 300 seconds).

SOUL WOUND The character's soul itself has been damaged and unless this is fixed they will die after a count of 300 seconds (this does not vary like their death count).

These are special states that can affect a character

POISONED The character has been affected by a poison. The poison must be treated separately to any wounds they are suffering from: if the poison was VENOM they will become DEBILITATED immediately and die after 300 seconds; if the poison was SWIFT DEATH they will become UNCONSCIOUS immediately and die after 120 seconds; other poisons are handled by referees.

DISEASED The character is affected by a disease; there are many different diseases each with their own effects – you will be told the effects by a referee, until you are told you can ignore the effect but will detect as having a disease if this is detected.

BLIND The character must role-play being unable to see BUT must not close their eyes (for safety reasons); the character may not engage in any combat either attacking or parrying or dodging; the character may only cast touch spells.

DEAF The character must role-play being unable to hear BUT can clearly hear all calls and statements made by referees (as these are OOC).

PARALYSED The character is completely unable to move or speak. Spells can still be resisted using the Will effect.

MUTE The character is completely unable to speak or make other voluntary sounds, this also prevents all spell casting except the Will effect. They may still make calls (as these are OOC).



Healing

There are a number of ways to heal the various injuries. The most difficult to treat are MORTAL WOUNDS, SOUL WOUND and DECAY. MORTAL WOUNDS can be treated to slow death but can only be cured by surgery; SOUL WOUNDS can be cured by the clergy or powerful surgeons; DECAY can be treated by very powerful alchemy and powerful surgeons.

If you are bleeding out from a mortal wound you will die after a period of time (your death count), usually five minutes. A simple skill (Hold Wounds) which can be learned by anyone will double your remaining death count and a healer can stabilise you so that your death count stops for an hour.

There are various spells and potions which will cure location hits damage, purge poisons and treat diseases.

If you do die, powerful magic can perhaps be used to save you by Resurrection.

Healing Cards

When healing a person with a mortal wound, the healer draws a card from their healing deck to determine the best way to treat the patient.

The results of the draw will involve the use of surgical supplies to physrep the healing process; in addition to the tools and equipment, they must have to deal with the injury.

The healer will ask the patient what caused the mortal wound as this affects the results of the card draw. A mortal wound caused by a coup de grace is treated as if caused by HARM.

Miscellaneous Rules

Potions

Potions require you to have available magical energy (described as a “link”) in order to make a potion (alchemical or herbal) to function. If all your links are in use, potions (including healing potions) do not function for you. If you have nothing linked you always have the energy available to make potions work (even if you are unable to have linked items for some reason).

You can only benefit from one potion at a time (this does not apply to poisons) – if you take a second while the first is functioning, you are DEBILITATED while both are functioning. If the potions are durational, both function but during the period that both are in effect you are DEBILITATED; once the duration of one ends, the DEBILITATION ends and the other continues normally. If one of the potions is instant (for example a healing potion), you are DEBILITATED for 5 minutes. This applies to both potions made by alchemists and herbalists.

Poisons

Using poisons in most circumstances can be dangerous if you do not have the appropriate skills (for example using Oil of Swift Death without the skill to wield a poisoned weapon). You may attempt this if you tell a referee BEFORE using the poison but be warned, you may poison yourself and not the target.

Spell Books

A mage’s spell book is a vital resource. They can use a spell book in various ways to help them to cast and prepare spells. They must have their spell book and light to read by to perform all rites and to create runes. You can purchase a spell book from the Mages Guild if you cannot make your own. Player mages will be required to bring a suitable phys rep if they wish to use their book at the event (if no book is brought, it is assumed to be safely stored elsewhere).



Scrolls

Mages can use scrolls to store both the knowledge of a spell and the energy to cast it. You can cast a spell from a scroll using it as a matrix but it takes 30 seconds and requires the normal expenditure of soulfire. Alternatively you can burn out a scroll to cast the spell in the same way but with no expenditure of soulfire. Any use of a scroll requires light to read it by.

Wands, Rods and Staves

Mages carry and use these magical tools to make spell casting easier. All these items can be used to store spell matrixes but they have additional properties: you can use them to cast the spells stored in them by touch. Wands cannot be used as melee weapons but rods and staves can deliver the spell (at the usual cost) as a weapon effect; this makes it impossible to counter or resist with willpower. You have to use the spell verbal, you then have 10 seconds to deliver a hit with the weapon. To do this, the mage has to have the skill to use the appropriate weapon.

Permanent Magic Items

Your latent magical energy is used to power magical items made by the alchemists. A character normally has four available links which can be attached to items to make them work. This can vary for a variety of reasons (most notably race). If you are a magic using character (spell caster) some of these links become unavailable as you use them to power your magic. You can always link to items but this blocks your ability to cast spells: you need one available link to cast 1st order spells, two available links to cast 2nd order spells and three links available to cast 3rd order spells (high magic). If you have no linked items you are always assumed to have the latent energy to spell cast.

Most items take just a single link but very powerful items may require two or even more links.

When an item is made, it is made for a specific person and links to that person. The creator needs to know the true name of the user in order to do this. If the person dies (even if subsequently resurrected) the link is broken and the item ceases to function. You can voluntarily remove a link to an item breaking it and enabling you to link to other items (for example to upgrade your equipment). Broken items have value and can be sold to the Alchemists Guild who will use the materials for new items. There is no known way to restore a broken item. It is theoretically possible to keep an item functioning but this involves trapping the soul of the linked person and is a terrible offence against the gods.

Runes

When a spell caster puts a rune on themselves or another character it depletes the caster's maximum soulfire / force / oghham by one point until the next day. Even if the rune is removed this loss remains. It takes a rite to attach the rune which can be drawn on the target's face or placed on a necklace. Other methods may be possible (please see a referee with your ideas). In order for it to work the caster must use the target's true name in the rite.

Mages must use a unit of Korba to place a rune on themselves or another person.

Rites

Rites are short freeform rituals. A referee is required to perform a rite. The rite usually takes a couple of minutes of appropriate roleplaying and mages must have their spell book but all casters need light to perform a rite.

Casting a spell which is not normally a rite requires nothing more. If the spell is a defined rite, it must be inscribed on a rite paper before the rite can be performed (performing the rite destroys the rite paper).



Tags

Certain skills and certain magic items cause you to have an aura visible to certain beings; this is represented in the game by the need to wear visible “tags” which must be prominently displayed on your kit. If you are asked you must show your tags or describe them (this is most likely to happen if they are hidden by your position when lying down etc.).

- If you are an Avatar or a Fae – BLACK tag
- If you are a healer or a devotee of the gods – WHITE tag and a further tag for each blessing
- If you have any links to items – BLUE tag for each link that is in use based on the link cost before reductions
- If you are a caster – one BLUE tag for each rank of magic you have the skill to cast

NB Tags are a game mechanic and may not be used by players in character unless for some reason the character has the ability to see them.

True Names

Every character has a true name. This must be registered with and approved by the game team. The name may not be too long or confusing, may not duplicate another character’s name (including NPCs), may not be obscene or abusive or silly.

Your true name is vital for many reasons as many magics can only affect you if your true name is used. We recommend you are careful who you tell it to.

Souls

Most characters (but not all) have souls. Your soul can be pledged, sold, traded and used in various ways. Be careful how you do this. Your soul can also become corrupted or tainted. If this happens it will have a major effect on you (some beneficial, some less so). You should be careful what you do with your soul – you only have one!

Important Game Signs and Signals

Hand held above head	This indicates that the person is temporally not actually present. You should ignore them. This is usually because they have died but may be for other reasons (such as being currently being on another plane or being moved by a referee).
A squared off R	This marks a referee or referee object. If you are not a referee please ignore this object unless told otherwise by a referee (this includes things like monster packages that have not been issued, rules and referee only areas).
A squared fish shape	(Actually a squared off O and C) This marks an OOC object or person or area. Please do not interact with it in character (this includes things like toilet areas, people taking photos for us etc.)
Time In	(Referee Only) This call is used to resume game play after a suspension. Also used at the start of the event.
Man Down	This call is reserved for an actual real life injury or suspected injury. Anyone may call it (please do if you see someone injured). The game team should be informed so that they can try to assist the person / call for medical aid. The game is suspended until this is dealt with (Time out).
Time Freeze	(Referee call only) This call suspends the game temporarily. It is intended to be a short period so that a referee can deal with a situation or briefing. Please stand quietly with eyes closed until Time In is called.
Time Out	(Referee call only) This call is used for longer game suspensions. It works like a time freeze but you may move about, talk and so on. Please remain in the area and do not engage in any in game activity as the game is considered suspended. It is also used at the end of the event.



Spell Effects:

Charm effects are marked in **BLUE**, Mind effects are marked in **RED**, spells which only affect the living are marked in **GREEN**

Aura of []	This is a chant effect, the aura is Flame, Cold or Shock and creatures vulnerable to that thing cannot approach or strike at the chanter but must react with TERROR
Beguile	The target may not resist the spell with Will Power and neither Countermagic nor High Countermagic have any effect nor will any form of dispel magic; the duration is until the next day and for this time the target will do nothing that could possibly harm the caster and will do anything the caster asks. @
Blast	The target is struck for one point of magical damage in each hit location (armour protects and loses one location armour hits).
Blind	The target is struck BLIND for 30 seconds.
Blast Senses	This spell overloads the target's senses causing them to collapse to the ground in a stupor; the effect is instant and it takes 30 seconds to recover before you can move and you are then DEBILITATED for 5 minutes.
Choke	Target is instantly muted and halted (immunities will not help with these) and begins to suffocate; after 30 seconds they are reduced to zero location hits in the body; after a further 30 seconds they are killed. The caster must concentrate on the target to maintain the effect.
Confusion	The target becomes confused about what is going on and who their friends and enemies are; they can move and defend themselves but cannot attack until someone attacks them at which point they fight back (breaks concentration); lasts for 30 seconds.
Control []	Same as Dismiss [] except that if the rank equals or exceeds the rank of the target then they fall under the control of the caster equivalent to a BEGUILE effect. @
Countermagic	This spell cancels a 1st or 2nd order spell as it is cast; it must be cast as the spell is cast or within three seconds to work.
Dark Channels	The target must drop immediately to the ground and remains UNCONSCIOUS until a referee is able to inform them when they may recover; no healing or magic will help you until you have a referee's instructions; the target may not resist the spell with Will Power and neither Countermagic nor High Countermagic have any effect nor will any form of dispel magic; players should be aware that the effects can vary from simple unconsciousness for a time to death.
Deafen	The target is struck DEAF for 30 seconds.
Death Fugue	The target believes they are being killed in the fashion that they fear the most; the target should enact this fear for 30 seconds, if they are not made unconscious (reduced to zero location hits on body) within that time they die of fear (no bleed time); sleep and other mind effects do not work although Death Sleep does; it is vital that the target is not grappled - they cannot consent while under this spell.
Detect Magic	Anyone within 3m (10ft) of the caster must say "Ping" if they are currently under the effect of a magical spell or rune.
Detect [type]	Anyone within 3m (10ft) of the caster must say "Ping" if they have the named Type.
Detect Rune	Anyone within 3m (10ft) of the caster must say "Ping" if they have a rune upon them.
Entangle	The target becomes entangled in undergrowth; there must be suitable undergrowth in range and the target is only entangled to the extent that it reaches; lasts for 30 seconds; cannot be blocked with Will Power.
Discern Truth	The caster speaks to the target for up to ten minutes; during the conversation the target may not lie (they may not answer).



Dismiss []	<p>If the spell has a rank of equal to or higher than the target then they are dismissed; a possessed being will take a HARM effect to the chest; this spell cannot be blocked with Will Power, Countermagic or High Countermagic.</p> <p>This spell can be cast as a 1st order or 2nd order spell of as High Magic - it has a dismiss rating of the power required to cast such a spell (not the amount actually used); when cast you say the power (eg "Dismiss Planar 4"); it is modified by the casters dismissing skills which can take it to rating 10.</p>
Dispel Magic	<p>This spell removes a 1st or 2nd order durational spell that is specifically named. Runes and spells which countermagic will not work against are not affected.</p>
Drain Life	<p>This spell draws the life from the target causing them to collapse to the ground too weak to move; the effect is instant and it takes 30s to recover before you can move and you are then DEBILITATED for five minutes (breaks concentration).</p>
Drop	<p>The target must drop the named object and not hold it for a minimum of three seconds.</p>
Distract	<p>The target becomes unable to notice the caster unless they do something that forces the target to notice them or moves within 3m of them (breaks concentration); lasts for 30 seconds.</p>
Enthral	<p>So long as the caster continues to speak logically and coherently to the target, the target must move toward the mage then remain calmly in front of them; the effect ends immediately if they are attacked or suffer any injury; lasts for a max of 10 minutes.</p>
Fear	<p>The target flees from the caster; if unable to flee they will cower; under no circumstances can they attack the caster or defend themselves against them (breaks concentration); lasts for 30 seconds.</p>
Feeblemind	<p>The target may not resist the spell with Will Power and neither Countermagic nor High Countermagic have any effect nor will any form of dispel magic; the duration is until the next day and for this time the target becomes unable to think clearly, they cannot use skills, they cannot communicate and will tend to do what they are told (like a very young child). @</p>
Freeze	<p>The target becomes PARALYSED; lasts for 30 seconds (breaks concentration).</p>
Fumble	<p>The target becomes unable to hold anything in their hands dropping anything that they are holding; lasts for 30s</p>
Guard	<p>This is a call made by the target of a contact effect (such as a weapon blow) when a character or creature is able to resist an effect but is not immune to it.</p>
Halt [Type]	<p>The target becomes PARALYSED if they are of the stated type; lasts for 30 seconds. Cannot be stopped by Will Power, Countermagic or High Countermagic.</p>
Heat Metal	<p>The metal object targeted (which may be a suit of armour) heats up to an unbearable level; anyone holding such an object must drop it within five seconds or their hand(s) drop to zero location hits and they drop it anyway; the wearer of metal armour gets 30 seconds to get it off (they must do this to the exclusion of all else) or they drop to zero location hits in the armoured locations and if it is still on 30 seconds later take a mortal wound in the armoured locations; the heated item is destroyed unless it is magical in which case it takes 10 minutes to cool down; cannot be blocked with Will Power.</p>
High Countermagic	<p>This spell cancels a spell as it is cast; it must be cast as the spell is cast or within three seconds to work.</p>
High Willpower	<p>This is a spell effect that requires no active casting but rather is an act of will. It blocks spells targeted at the caster (not objects held or worn) and will block 1st order and 2nd order magic as well as high magic; it does not break concentration to cast, requires no free hands, and does not break a chant effect provided the chant recommences immediately.</p>
High Dispel Magic	<p>This spell removes a durational spell that is specifically named. Will even remove spells which require High Countermagic and Runes; will not remove more potent effects including Beguile and Feeblemind.</p>



Knock Back	The target is driven back 3m and must move immediately to that distance and must stay this distance clear of the caster for 30 seconds; cannot be blocked with Will Power.
Knock Down	The target must fall to the ground so that the body touches the ground (they may not roll) or put one hand on the ground for 10 seconds; cannot be blocked with Will Power.
Magebolt	The target is struck by a magical effect in the body taking body to zero location hits and causing a mortal wound; armour and warding do not protect. Only High Countermagic will block the spell.
Mute	The target becomes unable to make any vocal sounds (they may still make calls as these are OOC) (breaks concentration); lasts for 30 seconds.
No Effect	This call is used by the target of an effect when they are immune to the effect to indicate to the person calling the effect that it did not work.
Obey Me	The target is compelled to obey the caster's instructions for the next 5 minutes. Only High Countermagic will block the spell.
Pact with []	Creates a pact between the caster and the target (if you are immune you must say "No Effect" so that the caster knows there is no pact); this spell cannot be blocked with Will Power, Countermagic or High Countermagic nor can it be dispelled; it makes it impossible for the caster and the target to cause harm to each other directly or indirectly for the duration of the spell which is until dawn the next day.
Paralyse	The target is PARALYSED for 10 minutes (breaks concentration). Only High Countermagic will block the spell.
Remove Fear	The target has any FEAR effect removed and becomes immune to FEAR for 30 seconds.
Remove Paralysis	The target has any PARALYSIS effect removed and becomes immune to FREEZE for 30 seconds.
Petrify	The target is affected by PARALYSIS (immunity to PARALYSIS does not prevent this), this cannot be removed until the Petrify is cured. The target will die in 300 seconds if not cured. Only High Countermagic will block the spell.
Resist	This is a call made by the target of a spell; it can be used when a character uses the magic effect WILLPOWER (or HIGH WILLPOWER) to resist a spell or when a character or creature is otherwise able to resist a spell.
Root	The target becomes unable to move from the spot, they can shift their weight and move their feet to get good balance but must then keep them still; lasts for 30 seconds; cannot be blocked with Will Power.
Sleep	The target falls UNCONSCIOUS until woken (they will not wake naturally for 30s unless actually wounded) (breaks concentration).
Shatter	The named weapon or shield is broken and unusable and must be dropped and not used; cannot be blocked with Will Power.
Speak True	The target must answer the next question that they are asked "yes" or "no" and the answer must be the objective truth and clearly audible; players are required to answer truthfully to the best of their ability (this is a magical effect not a roleplaying opportunity); this concerns the game so the question / response must be in character; only High Countermagic will block the spell.
Stun	The target's body is reduced to zero location hits unless they are wearing a helm; cannot be blocked with Will Power.
Switch Perspective	Target changes sides seeing friends as foes and foes as friends; lasts for 30 seconds.
Terror	The target flees from the caster; if unable to flee they will cower; under no circumstances can they attack the caster or defend themselves against them (breaks concentration); lasts for 10 minutes; cannot be blocked with Will Power or Countermagic.



Warp	The named weapon (which must have significant wooden components) or shield is broken and unusable and must be dropped and not used; cannot be blocked with Will Power.
Weakness	This spell causes the target to become DEBILITATED; lasts for 30 seconds.
Wound Limb	Causes one point of damage to the limb nominated; armour has no effect (breaks concentration).
Wound Body	Causes one point of damage to the body; armour has no effect (breaks concentration).
Willpower	This is a spell effect that requires no active casting but rather is an act of will. It blocks spells targeted at the caster (not objects held or worn) and will block 1st and 2nd order magic but not high magic; it does not break concentration to cast, requires no free hands, and does not break a chant effect provided the chant recommences immediately.
Writhe	This chant causes the target to experience agony as it rends their soul; this continues so long as the chant continues and if it is continued for 10 minutes they suffer a HARM effect to the body hit location.



Mages

Essence Magic - the Magic of Mages

Mages use soulfire, their inner essence, to draw upon the essence that makes up the world around them; they use this essence to power their spells but the power is not expended simply moved around using the soulfire within the mage. The more powerful the mage, the more soulfire that they can command and the more spells that they can cast.

Essence is found almost everywhere as all matter and energy are comprised of it; only truly empty places where there is neither matter nor energy of any type do not have essence and thus mages can cast their spells almost anywhere including the world and the Void (and it is assumed the Dreaming).

Mages are able to renew their soulfire by resting and it naturally recovers over time and fully overnight. In places where the essence is particularly present in a suitable form (so called "places of power") this recovery is significantly faster.

Mages find it difficult to cast spells when encumbered due to the subtle gestures required; a mage may not cast spells if wearing armour and must have their primary hand free and empty. Metals have a significant affect on essence and carrying metals can cause the essence to flashback onto the caster. As a result, mages never cast while carrying or holding weapons made from metal for fear that they will be "burnt" by this effect. Characters who cast while in contact with metals may suffer no effect or may be seriously injured, they can also loose the ability to wield soulfire either temporarily or perminantly. The referees will determine what happens but we advise against experimenting!

Player character mages are all trained by the Guild of Mages but there are other ways in which soulfire can be awoken in a person. The Guild Council do not want unregulated mages causing trouble for them or infiltrating their lands so anyone who casts magic is de facto a witch (criminal spell caster). The Guild of Mages is charged with dealing with witches and bringing them to justice or executing them; the person in charge of this is the Guild Witch-finder.

When a mage reaches the rank of Guild Mage, they choose whether to specialise becoming Battle Mages, Necromancers or Demonologists. While being a necromancer or a demonologist is not against the law they are carefully watched and generally feared due to what they can do. They also have marks upon their souls.

A mage writes and maintains their own spell book. It must contain all their spells on separate pages. A mage may only have one spell book. They can make a new spell book between events. Making wands, rods, staves, scrolls and spell books all require the assistance and equipment of the Mages' Guild or other assistance from NPCs.

A mage can cast any spell that they know as a rite, this takes 30s and costs double the usual amount of Soulfire (note that the cost does not double if you cast from your spell book, or a scroll; either requires light).

Fees: Full guild members pay guild fees of five shillings per season and may need to pay for training to improve their skills.

Mystics

The power from within

Mystics call upon a power that comes from within themselves that they refer to as the Mystic Force or just Force. They focus this power through chants that enable them to create spells.

In order to be able to harness this inner force, Mystics dedicate themselves to a life of self control and abstinence that they refer to as the "Way". Mystics who follow the way obey the following rules:

- They do not attack others without provocation and fight only in defence of themselves or others
- They do not seek to interfere in free will - while they will use their magic to gain short term control over others, they do not try to rule or control groups except by changing their minds
- They seek to live in balance with the circle of life and do not interfere with the souls of others



- They do not seek material wealth - they will keep a suit of armour and a weapon combination for their own needs as well as things needed to live, but they do not hoard wealth and dispose of everything in excess of about 10/- or so that they own above their basic needs
- They teach others freely the Mystic Way and seek to help other Mystics advance

Mystics who do not follow these rules will see their store of force dwindle away until they are unable to use magic (in game terms if you break these rules you cannot cast spells until you have purified yourself).

In order to purify themselves after breaking the rules of the way they must first attempt to put right what they did to sin and then fast and meditate for a night (players may eat and drink what they like OOC but IC must only drink water and not eat anything from 8pm until the next morning). It is assumed that mystics do this between events if they wish provided they do not continue to break the rules of the way (for example getting rid of excess wealth).

Venial Mystics, are those who are self-serving and selfish. They can get away with breaking the sins provided that they are able to rationalise an explanation (for example, these are not my potions or goods, they belong to X who is letting me carry / use them). However, they are unable to strain themselves by overcasting.

Corrupt Mystics, are those who have left the mystic way completely behind. They may do as they wish however, their soul is marked and they have access to a slightly different spell list. They are permitted to overcast. They recover their powers slightly differently as well.

Mystics recover all their force overnight but they may recover it more quickly by meditating.

Mystics of all types are unaffected by armour and do not require free hands to use their chants.

Mystics do not have their own guild but they are not persecuted by the Guild of Mages as witches. What they do is not regarded as spell casting. In addition many of them are initiates of the gods so it would be impolitic to persecute them in this way. This is not true of corrupt mystics who will not be initiates (their souls are marked) and who are generally regarded as a threat by the Guilds Council - corrupt mystics are vigorously pursued. A non-corrupt mystic can obtain a certificate from the mages guild if required.

Becoming a Mystic usually requires many years of training and discipline working with another mystic. At the end of the process you gain 3 force and the ability to recover force; you also gain the skill to use all the 1st order chants.

Fees: Mystics do not pay guild fees and receive training from other mystics for free.

Druids

The path of the spirits

Druids call upon specific land spirits to power their spells: Ossiads (earth spirits), Dryads (wood spirits), Naiads (water spirits), Sylphs (air spirits), Espers (ice spirits), Ifrits (fire spirits)

All druidic magic requires the use of a short rite to call upon the appropriate spirit of the land and gain their powers; so a druid must call upon an Ifrit in order to use fire spells. Druids learn how to call on each group of spirits separately; they then gain the ability to use their spells; the druid must first call upon the spirit (unless it is their patron) which costs 2 ogham (it is free if it is their totem), the spirit then remains with them until they call upon another spirit or they regain ogham.

While possessed by a spirit the druid becomes vulnerable to certain forces:

- Earth Cold is treated as SLAYING damage
- Water Shock is treated as SLAYING damage
- Ice Flame is treated as SLAYING damage
- Fire Cold is treated as SLAYING damage
- Air Shock is treated as SLAYING damage
- Wood Flame is treated as SLAYING damage



Druids regain ogham every day at dawn. They may also get their ogham back by communing with the spirits; you must inform a referee prior to doing this, it will take:

- 10 minutes of peaceful communion in a nexus attuned to the spirits
- 5 minutes of peaceful communion in a greater nexus
- 5 minutes in the company of an NPC spirit in appropriate RP
- 10 minute rite anywhere if the druid knows the rite of communion (a skill)

Druids must follow the path of the spirits in order to be able to call upon them. Every sin a druid commits reduces their ogham pool (maximum ogham) by 1. The ogham pool recovers by 1 each night due to the normal process of communing with the spirits but it is not normally possible to recover any faster.

A corrupt druid (a skill) is able to lie to and deceive the spirits which means that they no longer suffer from breaking the path. They must recover their power differently however: they still get all their ogham back at dawn but to recover it faster they must commune with the spirits in the presence of other believers (non-corrupt ones) or enjoy the company of a corrupt spirit or use the rite of communion. It can be very difficult to be a lone corrupt druid and this is not recommended.

Druids are not regarded as mages as they do not cast spells, the spirits do on their behalf. Never-the-less, they are regulated by the Mages for legal purposes; any non-corrupt druid can obtain a license from the Mages' Guild. The current Archmage (Guild Head) is highly supportive of the druids and personally funds a Druidic College as a place for centralised learning.

Fees: Druids do not pay guild fees but do donate half their income to the Druidic College which spends this money on training and to support their groves.

Divine Power

The faithful and the chosen

Players are at liberty to choose the gods that their characters worship. Initiates gain their powers through their faith.

The gods are able to communicate with their followers, they can send messengers (who may or may not be believed) and they are capable of intruding into the dreams of their devotees. They can also grant blessings to their followers - these are significant magical powers or protections that the followers enjoy for a time as the gods will it.

A starting character may choose to be an initiate and select the god that they follow. It is also possible to be a devoted follower of the god you are initiated but this requires donations (tithes). A priest is a person who holds a position in an organised religion.

<u>Deity</u>	<u>Sphere of Influence</u>	<u>Sins and Restrictions (examples)</u>
The First	The god of nature and all creation. Rarely worshipped, they are an erratic god that does not answer follower's prayers. Symbol: unknown	There is no organised church and no communication from the god so no one knows what the sins are.
Rhianos	The god of the dead and of law. Rhianos has a special dislike of the unliving and their followers are very concerned with souls passing correctly. Symbol: A skull	<ul style="list-style-type: none">• Being resurrected or being involved in any way with resurrection.• Ambush and assassination are prohibited.• Lying and deceit are prohibited.



Rhiannon	<p>The god of healing and mercy as well as civilisation. Rhiannon is a very peaceful deity and dislikes violence. Often regarded as the god of life.</p> <p>Symbol: A flower</p>	<ul style="list-style-type: none"> • Killing another sentient being • Priests must heal all who ask, protect those they have taken prisoner or who they are healing, • Priests may carry no weapons except a staff or knife, may wear no heavy armour, may not carry shields • Must not allow harm to come to the helpless nor fight except in self defence.
Hieron	<p>The god of the sun and of wisdom. Hieron is viewed as the ruler of the gods and is partnered with Elektra. Worshipped by rulers and commanders.</p> <p>Symbol: the Sun.</p>	<ul style="list-style-type: none"> • Failure to examine all sides of a debate • Abandoning ones followers • Giving bad judgements
Elektra	<p>The god of battle, passion and rulership. Elektra is the partner of Hieron – it is because of their control over rulership that Hieron is the ruler. In truth the deity who determines who rules.</p> <p>Symbol: a sword</p>	<ul style="list-style-type: none"> • Failure to accept a (reasonable) challenge • Attacking an unarmed foe • Treason against your chosen leader • Not showing your feelings
Oghma	<p>The god of knowledge, books, language and learning. Worshipped by those who study and seek knowledge.</p> <p>Symbol: a book</p>	<ul style="list-style-type: none"> • Destroying books • Priests are expected to teach and pass on knowledge • Priests usually carry a staff
Orion	<p>The god of skill and expertise; worshipped by all those seeking to perfect their skills.</p> <p>Symbol: a pyramid or a triangle</p>	<ul style="list-style-type: none"> • Accepting second best • Failure to train and practice • Delivering a less than perfect (to the best of your ability) service
Nysa	<p>The god of the moon and luck (random chance). Opposed to Fate.</p> <p>Symbol: the crescent moon</p>	<ul style="list-style-type: none"> • Must accept any (reasonable) wager • Must be prepared to take risks • Must not accept a fixed plan – tends to be quite free form in approach
Thales	<p>The god of justice, travellers and the stars. This god is very closely connected with the bridge by which souls reach the gods.</p> <p>Symbol: Scales or a star</p>	<ul style="list-style-type: none"> • Required to protect the weak against the evil strong • Must not back down before evil • Must seek new places and opportunities to travel



Goras	The god of merchants, money and mercenaries. Symbol: a coin	<ul style="list-style-type: none">• Breaking a contract• Failure to pursue a debt• Must seek wealth (in some form)
The Unnamed	The god of unlife, opposed to Rhianos (death) and Rhiannon (life). Is worshipped but is not recognised by the Council but is deemed to be an evil heretical religion. Symbol: a black disk	Unknown
Fate (or the Fates)	The gods of time, logic and bargains. No one worships Fate as such, there is no priesthood or church so it is not possible to be an initiate of Fate. Symbol: a six spoked wheel	There is no organised church and no communication from the god so no one knows what the sins are.

Fees: Devoted Followers pay tythes not guild fees and will usually not need to pay for training to improve their skills.

Alchemy

Alchemists are not permitted by the Guild to make healing potions unless they have the permission of the Guild of Barbers and Surgeons.

Alchemists can learn to make a variety of potions and poisons. They use guild facilities to do this between events. They have a certain amount that they can make between events and each potion or poison has ingredients (bought from the guild) which represent the cost of making each item.

Potions and poisons which are kept sealed are not ruined by time but remain potent.

Alchemy is a financial business that may not be attractive to players.

Alchemists can learn to make a variety of magical weapons and armours. These are all made for specific individuals and are bonded to the person for whom they are made. They have a certain amount that they can make between events and each item has ingredients (bought from the guild) which represent the cost of making each item.

The simplest items are not particularly expensive to make but the most powerful can cost hundreds of shillings in materials. Most items use a single link but the more powerful use two or even three links so no person can have more than a handful of items that they can use.

Bonded items do not wear out and last indefinitely but they can be un linked to free links for more powerful items (upgrading).

No Alchemist currently has the ability to work Eog or Laen

Fees: Full guild members pay guild fees and facility fees of ten shillings per season and may need to pay for training to improve certain skills.



Healers

Healers are a vital part of the infrastructure of any adventuring company but to use their skills they must have resources and this means money.

It generally costs between a shilling and four shillings to heal a mortal wound and the surgeon also needs to make a living. The Guild of Barbers and Surgeons encourages and expects its members to charge appropriate fees for their services. Surgeons who do not charge are likely to fall into disfavour with their guild; those who do not pay can be marked by the guild and banned from receiving further healing or even suffer a worse fate ... The other guilds are very supportive of the Surgeons in this and you are unlikely to get much sympathy if you do not pay your healer.

Healers are also trained in herbalism. The herbs that they use to heal mortal wounds and treat patients can also be used to create potions. Unlike alchemy, these are created at events.

Fees: Full guild members pay guild fees of three shillings per season but will usually not need to pay for training to improve their skills.

Soldiers of Fortune

Mercenaries are the expert warriors. Often also chosen as a “second” guild by surgeons, alchemists and the followers of the gods (even some mystics and druids). This guild welcomes all. It is vital that they earn money at all times – a poor merc is a dead merc as they need to pay for alchemical weapons and armour, potions to enhance their abilities not to mention healing. They are also well paid as they are vital to any endeavour – you can win most fights and accomplish most missions with just mercs: without them all missions are impossible. This is reflected in the Council rules for adventuring companies. A good block of mercs also means that an adventuring company will be deemed to earn more between events.

Fees: Full guild members pay guild fees of two shillings per season and will usually need to pay for training to improve their skills.