# WELCOME TO SHADOWMOOR

The game of Shadowmoor is set in a frontier town struggling to find its place in the strange world of Amroth. The town of Shadowmoor is a rough-and-tumble outpost that rests in a resource-rich jewel known as the Oasis, surrounded by wilds and caught between several emerging civilizations.

The world is wracked by Cataclysms, touched by Primal forces, and bound by Fate. There is no central government, and no royal or military authority. In Shadowmoor the only bonds which hold sway are those of friendship (however temporary), and the strength of one's arm and spells.

Prepare for your expectations, and your ideas of what a fantasy role-playing game can be, to be challenged and changed.

We invite you to come and join us and experience a truly different style of fantasy!

# RULES OF CONDUCT

Players are expected to abide by the most up-to-date version of Shadowmoor's Code of Conduct document at all times while interacting with the game community. See our website for the full and complete document.

Shadowmoor adheres to the guidelines for warnings and expulsion as described in our Code of Conduct, and likewise reserves the right to bring criminal charges against anyone that breaks the law, or endangers Players or Staff by violating Shadowmoor policies.

# IMPORTANT DEFINITIONS

## Character and Player

The Player is you - the real person behind the daring adventurer, callous villain, or clever trickster. Players have motivations and personalities different from their Characters, and are real humans with real needs and challenges. Players come to Shadowmoor to be part of a community and experience the fun of telling a story with other Players during the course of a weekend event.

The Character is a persona a Player inhabits while they are In-Play. Characters are often larger than life, and may believe very different things from a Player which cause them to behave in ways the Player may normally not. Characters make decisions good and bad which have consequences that help build their unique story and change them as a person. They may treat their friends generously and their enemies with blatant antagonism. However, the relationships a Character builds, and the actions they take, are not always the same decisions their Player would make in the same situation!

At Shadowmoor, a Player is always more important than a Character or the game.

### Bleed

Bleed occurs when the feelings and beliefs of a Player influence those of the Character being played, or vice versa.

A Player may find that a very emotional encounter for their Character leaves them with immediate or lingering feelings about the situation that cannot be easily separated from their own real-life feelings. This may impact their real-life relationships and experiences outside of the game. Or, a Character's response to an in-game situation may be influenced (consciously or otherwise) by the beliefs and preferences of their Player.

Bleed is not inherently bad or good, but our reactions to it can make things difficult! Bleed can lead to feelings such as regret, resentment, and mistrust. Conversely, Character bleed may lead a Player to have feelings of extreme emotional closeness to another Player whose Character shared a powerful experience during the game.

These feelings towards other Players may not have a strong basis in shared reality, and other Players may be blind to the feelings that are influencing another Player's relationships to them. It is important for each Player

to take time to think about strong feelings they have about things that happen during the game, and where necessary, take some time to process where they may be having a hard time separating their own feelings from that of their Character.

(It's also okay to not have <u>any</u> bleed or strong feelings! But bleed can sneak up on you, even days or weeks after an encounter, so we encourage you to be consciously attentive to your own needs and emotions as you experience the world of Shadowmoor. In some situations, a Player may find it helpful to communicate those feelings to their fellow Players to help minimize hard feelings or misunderstandings.)

Shadowmoor staff have some helpful tips and tools to help you manage bleed by "putting on" and "taking off" your character at the beginning and end of events. These actions are optional and are not covered as part of the mandatory safety course training mentioned elsewhere in this document. However, we encourage you to attend optional onboarding and offboarding activities to get more information about these tools.

# In-Play (IP) and Out-of-Play (OOP)

The term "Out-Of-Play" (OOP) means that the person or thing is not in the game world, and therefore cannot affect nor be affected by anyone or anything that is In-Play. An OOP Player cannot affect anyone or anything that is IP.

OOP Players are not permitted to observe, hear, or otherwise gain knowledge about IP occurrences and bring them back IP as knowledge possessed by their Character. OOP Players should remove themselves as swiftly as possible from areas where IP events are occurring, to encourage clarity between what the Player knows and what their Character knows.

OOP Players should also not deliberately spread knowledge of IP information to other OOP Players without the explicit consent of all involved (and ideally not even then). Doing so can breed serious misunderstandings and mistrust between Players, and may damage secrets various Characters depend on being kept in the course of their story. Telling tales OOP often robs other Characters of the opportunity to react IP. In especially severe cases, this can even ruin planned story surprises for the entire Player population! We ask the Players to please make every effort to avoid this kind of loose talk, even if it means keeping an entertaining story to themself. Especially regarding what your player may see or experience while volunteering for the game.

A Player who is OOP must wear a white headband to signify this status. Anyone who is not wearing a white headband is IP. In a scenario where a Player finds themself without a white headband, holding a fist or weapon over the head also signifies that a Player is out-of-play.

Certain buildings are always out-of-play and anyone in these buildings is OOP as well. A Player in an out-of-play building must have a good reason for being in there, it is not permissible for a Player to run into an out-of-play building to get their Character away from someone or something.

A Player may take themself out-of-game at any time. However, they should take care as much as possible that this will not change the course of action of other Characters around them and that they are doing so for good reason. This will not negate the consequences that a Character may experience from the encounter while their Player is OOP, or negate the logical consequences from an In-Play interaction in general.

> Example:
>
> A group of monsters comes around a corner and encounters a Character, but the Player of that Character has to go to the bathroom quite urgently and cannot safely engage in combat. The Player may notify the monsters they are going OOP for a good reason, but this does not allow them to escape the logical consequences of encountering those monsters and claim their Character immune from likely having died. In this example it would be assumed the Character simply chose not to defend themselves, and the combat came to its natural conclusion as a result.

# Out-Of-Play Buildings

## Bath Houses

A Player is OOP while in a bathhouse or bathroom.

## Plot Cabin

The Plot Cabin is OOP and may only be entered by Plot Members. If anyone else other than a Plot Member enters the Plot Cabin without the permission of a Plot or Staff member, they will be subject to disciplinary action.

## Tavern

The Tavern is always IP - however, the kitchen is a no-combat area. If combat breaks out in the main Tavern area while a Character is inside the kitchen, the Character may watch and make noise to call for help, but may not interact with or influence the combat in any way until it has fully ended. This includes casting spells or tossing items from the kitchen to the main area.

If a Character is being chased by a monster or other opponent, they may not run into the kitchen and claim that the monster cannot attack.

The Tavern is also OOP on Friday night until all Logistics and Safety Course are completed and Staff have fully vacated the Tavern.

### Out-Of-Play Tables

Certain tables in the Tavern are designated OOP so that Players who wish to eat or rest can do so without being disturbed IP. These will be pointed out and marked at the event.

# Out-Of-Play Times

Certain times of the game are designated as Out-Of-Play, during which In-Play activities will not take place. In addition, some specific times are designated as Staff Downtime hours during which activities requiring Staff volunteers for storytelling/marshaling attention should not be expected to take place.

## Gamewide Out-Of-Play

- Pre-Game through Opening Ceremonies
- 6pm-8pm Saturday ("Reset")
- Game-Off Sunday through Checkout

## Staff Downtime

_If there is a medical or other on-site emergency, do not hesitate to approach Staff at any hour!_

Plot and Monstertown will shut down in the early hours of the morning, through roughly breakfast time, to allow Staff to rest and recover. We also strongly encourage Players to <u>sleep</u>.

- Early Morning (~4am) through Breakfast (~10) Saturday - Plot and Monstertown shutdown
- Early Morning (~4am) through Breakfast (~10) Sunday - Plot and Monstertown shutdown

While there is no requirement for Players to stop play, you should have no expectation that game Staff will be available to resolve questions, run encounters, or provide any entertainment during these hours. <u>You should not wait until Staff Downtime hours</u> to try to conduct unplanned activities requiring a Rogue Marshal.

# Going Out-Of-Play and Returning to In-Play

To go Out-Of-Play, a Player should state that they are going Out-Of-Play, and then put on their white headband and remove themselves from the area of In-Play activity. Ideally before doing this, the Player should physically remove their Character to an out of the way area such as a cabin.

To return to In-Play status, the Player must return to the location where their Character was, state they are coming back In-Play, and remove their white headband.

If a Player is going OOP for an extended period of time - for example to Monster, to sleep OOP while their Character sleeps IP in another area, or to leave site while their Character is still present in the game area - they must leave their Character items and tags (especially the Life Tag) in the location where the Character's body is in-play. Because this puts the Character in some danger, it is common for a Player going OOP for an extended period of time to ensure their Character is in a protected cabin, or even hide their Character's "body and possessions" (tags and physreps) somewhere in the woods where it is unlikely to be found.

# Sleeping OOP

Sometimes bed space is limited and may cause the Players of rival or unfamiliar Characters to share a cabin. Since these Characters would not necessarily sleep or stay in the same cabin with each other, one or more of the Characters may occupy the cabin space OOP while their Character is represented elsewhere.

It is also possible for a Character to "sleep in the woods" or similar while the Player sleeps in a cabin OOP.

However, a Character must be somewhere at all times of the day and night—if a Player is sleeping in a cabin OOP their Character must be physically represented by items showing that it is the Character (i.e., .a tabard, a sash, etc.), tags, and all of the IP belongings on the Character. Other IP items not on the Character must be stored in an in-play location, elsewhere if necessary.

OOP status of any Characters in a cabin, must be noted on the Marshal Notes. If an entire cabin is OOP, the IP items belonging to those Characters must be stored somewhere else in an IP area. Our website has additional resources on how to fill out Marshal Notes which are a requirement for every cabin to have filled out.

## Fate of the Party

If at any time a Player needs to go Out-Of-Play for any reason, they may choose to take "Fate of the Party" for other Characters their Character is with. This includes situations where the Characters may be in combat, for example on a module or during a Field Battle. The Player who needs to go OOP should notify a nearby Marshal, watching Staff member, and/or one or more of their fellow Players that they are "taking Fate of the Party", and then put on their white headband and exit play. When they return from being OOP, they should notify the nearby parties that they have returned to play, remove their white headband, and resume playing their Character.

This is expected to be handled with honesty by the Player - if they return from OOP to find that there is a reasonable chance their Character would have died or suffered some other consequence while the Player was OOP, they should accept this consequence along with the rest of their party.

A Player cannot take Fate of the Party if there is nobody else around. They must leave their "body and possessions" (tags and physreps) where their Character is when the Player went OOP.

# Physreps

A "physrep" is the physical real-world representation of an in-game item. Usually this will be a magical item of some sort - a weapon, piece of jewelry, book, box, etc. Occasionally it may be an image or other marker to represent a creature or magical barrier.

# GAME AND CAMPSITE POLICIES

## Minimum Age

The minimum age to play Shadowmoor is 15. Players of this age must be directly accompanied by their parent or registered guardian at all times. 16-17 may play unattended as long as a parent or guardian is on site at all times. If not accompanied by a parent, all Players under the age of 18 must have signed Temporary Guardianship forms on file before participating.

## Pets, Emotional Support Animals, and Service Animals

Pets and emotional support animals aren't permitted to stay onsite during an event. If you want to bring a pet or emotional support animal for a short visit during out-of-play times such as Reset or Check-In, please check with Game Management first. If you have a trained ADA-compliant Service Animal and wish to bring them onsite with you, please contact us well in advance of the event so we can discuss appropriate arrangements. Please be aware that for the safety of everyone involved, it may be dangerous and not recommended for Service Animals to enter in-play areas where combat may take place, which is most of the game space at all times during an event. This unfortunately limits both accessibility and the viability of animals of any type at an event.

## Drugs and Alcohol

Possession of illegal substances, prescription drugs without a prescription, or alcohol, onsite will result in immediate expulsion from site. Prescription drugs must be properly secured and not distributed to any individuals who are not named on the prescription. Please alert game medics about pertinent medical issues and any medication or emergency response requirements as part of Check-In.

## Smoking

Smoking and vaping are permitted onsite exclusively in the following areas:

- The Tavern back porch
- Cabins, with the express consent of each cabin occupant

This covers pipes, cigars, cigarettes, vape pens, etc. Note that hookah are considered "open flame" and are not permitted in cabins.

Smoking is not permitted anywhere else on site. Players must clean up all stubs/butts and leavings. Players are also encouraged to pick up and throw away any stray butts they may find around site from other occupants, as it prevents Shadowmoor from being fined for littering.

# Volunteer Medics and Emergency Response

Shadowmoor's volunteer medics are first responders if any participant is seriously injured playing the game. They have basic first response training and emergency response supplies available. Please don't hesitate to ask for help if you're having a medical concern. However, medic Staff are Player volunteers, like other volunteer positions in the game; they aren't acting in any official capacity as part of a medical organization. If you have a serious medical issue onsite requiring professional medical attention from a trained physician – something that our volunteer medics can't safely or effectively help you manage – our Staff will assist you with contacting an ambulance or hospital.

# Open Flame and Space Heaters

Open flame is not permitted onsite, especially in cabins – this includes candles, oil/incense burners, hookah, etc. Lodge buildings have built-in fireplaces, which can be used for a fire if it passes cleanliness and safety inspection. The fire must be monitored at all times by someone physically present in the building, and fully extinguished before leaving the cabin. In those situations the fuel must be provided by the cabin occupants and come from offsite – park regulations prohibit cutting down trees or collecting firewood from the park grounds.

Additionally, other common-sense measures for fire safety (keeping flammable items away, leaving airflow to prevent carbon monoxide Poisoning, etc.) must be strictly observed. Always check with Game Management if you intend to build a fire onsite.

Space Heaters, whether electric or gas/kerosene fueled, are not permitted in buildings.

# Standalone Tents, Anchored Pavilions, Trailers, etc.

We love to encourage an exciting in-play atmosphere with appropriate decorated cabins and sleeping areas. Please be aware that space at the camp for these types of standalone items is very limited, and they come with some special out-of-play placement and in-play usage restrictions. Standalone tents, trailers, etc. therefore require specific approval by Game Management. Please email Logistics prior to the Logistics cutoff for any event to discuss.

In general, the areas available for portable trailer "wagons", etc. are limited to the main area of town or a flat area near the stables. The paths leading to other cabin areas are not suitable for transporting these vehicles.

All standalone tents, etc. must provide their own lighting and power such as a boat battery or ultra-quiet generator. Generators are not permitted near cabin areas, both to maintain in-play atmosphere and to ensure the quiet necessary for intense roleplay, covert sneaking, and sleep.

# Parking and Driving Off-Road

## Attendee Parking

Site parking areas for attendees are in the large parking lot to the left of the road approaching site, and along the road approaching site before reaching the cabin areas. All cars on the road must be parked on the right-hand side (as you are leaving site). This is to prevent impeding emergency vehicles and other cars from entering and leaving site.

All areas near cabins and in the main campsite town area must be cleared of vehicles on Friday night before the game begins. Unload all equipment in advance of Opening Ceremonies, and do not leave vehicles parked in these areas.

Parking areas next to the Tavern and Plot Cabin are reserved for game staff. Please do not park in these areas.

## Driving Off-Road

There are some lightly-defined "roads" into the cabin areas which are paved with gravel. Vehicles driving into cabin areas must stick to these gravel paths. Do not drive off-road - this prevents tires from tearing up the landscaping, which can draw negative attention from park staff.

Vehicles are not permitted to drive into the cabin areas, even on the "roads", when the ground is wet and soggy such as after a heavy rain. This is to prevent vehicles from becoming stuck in the clay.

# Cleanup

Shadowmoor staff do not stay late after an event to do post-event cleanup. All attendees are required to clean up their occupied cabin/tent space and surrounding area before leaving site. This includes a formal check-out process.

Shadowmoor has volunteer site cleanup staff who will make sure Players have cleared their cabin area of trash, verify occupants have swept their cabin, document removal and return of any borrowed camp cots, and note any damage or safety/maintenance issues to be reported to the park staff.

This check-out process has staff assigned to check cabins after Game Off on Sunday - early check-outs should still complete the cleanup process on their own and make sure to fill out their Check-Out Envelopes. Please do your part to ensure Shadowmoor remains well-respected renters of our campsite.

# Decorations

## Park Rules

The site where Shadowmoor is run is a historic South Carolina state park campsite and its buildings are historically protected.

Park rules prohibit the destructive modification of buildings and other structures, so installing nails, hooks, or other decorative features that alter a building is prohibited. You may not paint or mark the structures with permanent designs. You may also not deliberately damage, destroy, or modify any structures.

Because this is a historic site, however, other past occupants have violated this rule. Most usefully, you will often find plenty of nails to use to hang decorations. Regardless, we strive to treat the site better than others who do not call it their home, and request that all Players make an effort to leave the site better than they found it.

## Safety and Game Flow Requirements for Decorations

### Private Areas and Cabins

Decorations in a cabin or tent must be installed in a way that permits safe game combat activity as much as reasonably possible. Do not position beds, stack boxes, or use decorations "defensively" in a way that may cause actual safety issues to another Player attempting to occupy the environment.

### Public Game Areas

Public game areas - outside of public buildings, in the Tavern, etc. - are meant for the general use of the game. Priority is given to game Staff who need to repurpose buildings for encounters and other activities. Decorations in a public game areas must be installed in such a way that they do not interfere with game activities or require them to be heavily rearranged by game Staff attempting to repurpose the space.

For example a banner or tablecloth is easy to relocate, but an elaborate table full of loose props and boxes is not. If a Character wants to occupy public spaces to run an in-game merchant activity or install large decorations and props, we enthusiastically encourage this. However, the Players must supervise the space and fully clean up after themselves, removing these items from the public area of game play when they are not present to use and interact with them.

When not supervised, loose props must be packed away in totes or boxes and placed in an out-of-play and out-of-the-way area. There are designated out-of-play areas in the Tavern which are suitable for limited short-term storage of properly packed and closed totes or boxes, but these should not be filled so much that Players cannot occupy the space to eat and rest.

# THE GAME SYSTEM OF SHADOWMOOR

## Paperclip System & Skill Use

To track many of the statuses and properties covered in the following section. Shadowmoor uses various types of cards a Player must carry with them to keep track of their Character's abilities. The contents of these cards will differ between Characters - for example Characters without spells will have a simpler card without a Spell Column.

The most common of these cards is a Daily Spell/Skill card or "Daily Card". On the Daily Card will be marked which spells and single-use Skills a Character has available. There are check boxes for all single-use Skills, including potential spells. When a Character uses one of their limited-use Skills, simply mark out the open checkbox for that particular use.

At the end of every combat, it is the Player's responsibility to mark off your used Skills and spells, and adjust any armor and Body totals. Staff may need to check these tags and cards, and a Player will likely lose track of statuses in the heat of adventure, so they should take care to keep things updated.

You will be issued an armor card when your armor is evaluated at Weapon and Armor Check-In. It will have numbers on the edge, and you'll be given a paperclip along with your cards at Check-In. Around the edge of the card will be a selection of numbers in sequential order - 1 through 100. Black out all numbers higher than your maximum Armor total. At the beginning of the game, just place the small, inner loop of the paperclip over the highest Armor amount on the card. When a Character takes damage, move the paperclip to the correct number.

## About Death And Resurrection

### Life Force

To represent a Character's Life, each Player is given a Life Tag at Check-In. This Life Tag has the Character's name and level on it and must always be carried on the Player's Skill Ring. Any Character whose Player loses a Life Tag will be presumed to be dead by natural causes or accident.

As a Character increases in level, their Life Force increases as well. Each Character begins the game with four (4) Lives and gains an additional Life every even level. Should a Character die in the course of an event, they must go to the Plot cabin to fill out the Resurrection Log and receive a new Life Tag upon completion of their resurrection. With each resurrection, a Character's Life force weakens until finally, if the Character dies on their last Life (when they have no resurrection credits remaining), they may no longer resurrect and the Player must make a new Character.

The maximum number of Lives a Character a Character may possess at a given time is nine (9), and any Lives gained beyond this by gaining levels are simply lost until the Character's Life total dips below the nine (9) Life

maximum. Life Tags are OOP and may not be stolen. Life Tags may not be exchanged with others, for Goblin Points, for in-play money or possessions, or for any other IP or OOP resource.

# Hit Points

Hit Points represent the amount of damage a Character may take before going unconscious.

Hit Points are divided into Armor Points and Body Points. Each is represented on cards that are received at Check-In and should be marked as the status changes throughout the event. (See the Armor System section of this document for details.)

When taking damage, Armor Points are removed first, followed by Body Points unless the effect states otherwise (for example, the Mind Blast (CG/CO,5) spell does direct Body Damage).

## Armor Points

Armor Points represent the amount of damage a Character may take to their armor. Once the armor has taken the amount of damage equal to the Armor Points, the armor has been breached and all remaining damage is applied to Body.

## See specific instructions on how armor is used and repaired in the Armor System Section. Body Points

Body Points simulate the endurance of a Character and represent the amount of damage a Character may take to their body before going unconscious. Body Points are determined by the following:

- **Class**: for example, a Warrior has more endurance and therefore more Body Points than a Scholar.
- **Race**: for example, Elves are more frail and have fewer Body Points than Dwarves.
- **Level**: as a Character gains Skill and experience, their stamina improves and their Body Points increase.

Characters lose Body Points in combat, through magical or physical attacks, and may recover them through healing magic or Alchemical substances.

# Health Status

Below are listed several different statuses that a Character may themself be subject to or will perhaps encounter in other Characters. These statuses are not necessarily limited to this list nor are all statuses exclusive of one another. For example, one may be of the status "Bleeding to Death and Poisoned" or "Slain and Life Drained," but once one hits the Dead status all other status effects are gone. To aid in determining what one must say when the Healing Arts Skill is used please note the line at the end of each status entry which reads, Status: "Down X Body, Health Status."

## Waylaid

A Character who has been successfully Waylaid loses one Body Point and remains unconscious for ten (10) minutes. If the attacker has exceptional strength from their race, through Skill or the use of magic, each point of strength causes an additional point of Body Damage so that, for example, if an Endow (C/E,2) spell is used in conjunction with the Waylay Skill, the victim will lose (3) three Body Points.

A Character who has been Waylaid may be brought back to consciousness by either one minute of First Aid (the Character will not regain the Body Point(s) lost to the Waylay unless the Character is at zero Body, in which case they will be brought back to one Body Point) or a curative (healing spell, Potion, Lay on Hands, or Alchemical solution) which exceeds the amount of damage inflicted by the Waylay.

**Status: "Down X Body, Waylaid."**

## Unconscious

If a Character takes enough damage to reduce them to EXACTLY zero Body Points: they are unconscious. A Character that is unconscious may be brought back to consciousness by one (1) minute of First Aid. Left alone, they will regain consciousness in ten (10) minutes with only one (1) Body Point

If cured by Alchemy or Magic, the Character immediately regains consciousness with Body Points equal to the amount of curing.

**Status: "Down X Body, Unconscious."**

## Bleeding to Death

If a Character takes enough damage to reduce their Body Points below zero, they are instead at zero Body and are Bleeding to Death. While Bleeding to Death, a Character takes no further damage but may be killing blown. The Character will be at the Dead status in one minute if not given First Aid (see Skills section) or a curative. A Player should begin counting to sixty seconds as soon as they take enough damage to fall below zero. This count is not completed verbally and the character cannot speak or react in play as they are beyond unconscious.

Once someone has begun First Aid on a Character, the Character should stop counting. If for some reason, the Character performing First Aid stops, the unconscious Character should begin counting to sixty again from where they left off. However, if the Character performing First Aid stops after reaching a minimum of ten (10) seconds, the unconscious Character should begin counting to sixty again (starting with one). After one full minute of First Aid, the unconscious Character will be at one (1) Body Point.

If cured by Alchemy or Magic, the Character immediately regains consciousness with a number of Body equal to the amount cured.

**Status: "Down X Body, Bleeding to Death."**

## Slain

A Character that has taken effect from a Critical Slay or Fatal Blow is immediately dropped to the Slain status and they will die in one minute. Only the following spells will save the victim from death: Cure Critical Wounds (EG/D,6), Heal Critical Wounds(H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain Character be Desecrated, only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds(H,6),Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the Character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have the appropriate amount of Body restored by the spell used when the Character regains consciousness.

**Status: "Down X Body, Slain."**

## Dead

Once a Character is dead, all of their active spells are no longer active (See Active Spells in the Magic section). If the Character does not receive a Life (EG/D,9) or Revive (H,9) spell before five (5) minutes pass, their body will dissipate. Should the Dead Character be "Desecrated", a Death (EG/D/N,9) or Revive (H,9) spell must be administered within five (5) minutes or the same fate will befall them. The only other spells that work on a Dead Character are: Decay (N,4), Preserve (H/N,4), Spirit Armor (C/E,5), Create Undead (N, 7), Destroy Undead (H/N, 7), Annihilate Undead (H, 9), and Create Ghoul (N, 9).

Upon dissipation, the Character must leave all in-play possessions at the spot of dissipation, put on a white headband and go resurrect. See "Being a Spirit" below.

**Status: "Dead."**

## Animated Dead

Characters may be created into Undead by several means: by the Create Undead (N,7) spell, the Create Ghoul (N,9) spell, by Formal Magic, by the touch of various forms of Undead, and by High Sorcery.

The Create Undead (N,7) spell allows the caster to turn a non-Undead, non-Desecrated creature, which has reached the Dead status, into a Zombie. The Zombie thus created will have half the number of Body Points the victim had in life, and whatever armor is left on the corpse. If the Zombie ever reaches zero Body Points, it will turn to dust. Please see the Create Undead (N,7) spell description for more information.

The Create Ghoul (N,9) spell allows a caster to turn a non-Undead, non-Desecrated creature, which has reached the Dead status, into a Lesser Ghoul. Should this occur, the Lesser Ghoul will receive their new statistics from their creator. Unlike the Create Undead spell, a Lesser Ghoul can be healed even when it reaches zero Body Points with Cause or Inflict spells.

Do note that while the status of Desecration will protect a Character from the Create Undead (N,7) and Create Ghoul (N,9) spells, it will NOT protect a Character from ANY other means of Animation.

The victim who has been created into Undead cannot be restored to life by any known means and has no memories or Skills that they had as their Character.

## Other Status Effects

Other status effects exist and may be inflicted upon a Character through many means, including spells, gaze attacks, claws, bites, and so on. Unless otherwise stated in the status effect, should an affected Character have the Healing Arts Skill used on them, the way in which to reply is as follows where Status Effect is substituted with the effect on the Character:

> Status: "Down X Body, Status Effect"

For example, "Down 13 Body, Life-Drained", "Down 10 Body, Paralyzed", "Down 40 Body, Poisoned", "Down 0 Body, Asleep", and so on.

# Process For Death And Resurrection

Unless moved by someone or something, the Player must remain where their Character died for five (5) minutes. If their Character does not receive a Life (EG/D,9), Death (EG/D/N,9) (if Desecrated), or a Revive (H,9) spell within five minutes, the Character's body dissipates and the spirit is released. At this time the Player should give their Life Tag to the Character or thing that killed them.

## Being a Spirit

The Player must then leave all of the in-play items they are carrying (IP money, Potions, Scrolls, weapons, magic items, etc.) at that spot. They must put on a white headband (See Headbands in Miscellaneous Rules) to denote they are a spirit and OOP and make their way to the Plot Cabin to register their Resurrection. They can then proceed to an appropriate Resurrection Area to be resurrected. They will be issued a replacement Life Tag.  A character that does not have additional Life Force may not resurrect and is Permanently Dead.

Unless indicated otherwise by Plot, it will take as long as it would take for the Character to walk (in-play) from their point of death to the designated resurrection point in order to be resurrected. For example, if one were to die in the town of Shadowmoor and wish to resurrect in the Chuo Kikuu, it would take weeks to reach that resurrection circle and the Character would therefore be unplayable for the rest of a given event.

While a spirit, they are invisible and may not interact with anyone or any part of the in-play world until they reach one of the following:

- A circle capable of resurrection (for example in the Healer's Guild)
- An area capable of resurrection (for example Stonebranch)

Upon touching or entering the circle or area, they become visible to Invested members of the circle but still may not interact with anyone. In the case of a circle, a Character who is magically Invested with the circle can then begin resurrecting the dead Character.

### Sensing Danger in the Resurrection Area

While a Character cannot see or interact with the world, while as a spirit, they are able to sense if there is immediate danger of some sort in the vicinity of the resurrection area, and choose to wait to resurrect until it is gone. The sense is no more precise than that - the spirit will simply know if it is obviously "safe" to resurrect

without being immediately attacked (for example if there is a band of monsters leaning against Stonebranch, that would be an obviously dangerous situation). The spirit may still choose to resurrect into danger if they wish.

### Memory Loss

The shock of dissipation causes the Character to forget everything that happened for a period of 30 minutes prior to their death. The Character will know that they have died, but not who did the actual killing nor where their death took place. The Character will also not have any memories of their time as a spirit.

### Resurrection

A resurrected Player has full Body Points, no active spells and no armor.

Each resurrection causes one Life to be lost and the Character's Life Force to be weakened.

# Combat

The primary concern of Shadowmoor Staff is the safety of its Players, and combat is the least safe aspect of the game. For this reason, a MANDATORY safety course is given to all Players before they will be allowed to participate in the game in any way, and the rules for combat must be followed strictly.

## Combat Safety Rules

### Hold

Any Player, at any time they feel unsafe for any reason or is being hit too hard by their foe, may call a Hold. The Player calling the Hold must yell the word "HOLD!" loudly enough for everyone in the immediate vicinity to hear.

When a Hold is called, everyone involved must stop all in-game actions and all in-play conversations and drop to one knee. Once in a Hold, the Player who called it should then resolve the reason for the Hold, by telling their opponent or a Marshal the problem. Once resolved, the Player who called the Hold must call the "Lay On". To do so, they tell everyone to get up, and then they say, "3, 2, 1, Lay On!".

Players should remember the importance of calling a Hold and should only call one when necessary, as it detracts from the game.

Anyone ignoring a Hold may be subject to disciplinary action. Holds are used for emergencies and Players should treat all Holds as emergencies until it is determined there is not one.

If there is a valid medical reason why you cannot drop to one knee, please make an effort to crouch or stoop to signify you are in a Hold.

## Healer vs. Medic

During the course of the event your Character may need healing from damage they take in combat. It is an out-of-play necessity to make the calling of a "Medic" forbidden unless a Player is hurt in real life. If you have a REAL injury call for a Medic and someone will come to your aid; if you witness someone else get injured and see that they cannot call for a Medic, do so for them.

If your Character is injured and needs healing in-play, please call for a "Healer".

For small injuries, Shadowmoor has many first aid items located in the Tavern for your use. If you need anything such as band-aids, ankle wraps, or aspirin, contact one of the Medics, who will be identified on social media prior to each event and on a list in the tavern at events. .

## Orange Headbands

Players wearing orange headbands are playing with limitations to keep them from encountering medically dangerous situations. They have some restrictions on how they may participate, as well as how they may be affected and respond to effects in the game. It is forbidden to attack with a weapon or spell packet someone wearing an orange headband, or engage them in combat in any way. Similarly, an orange head-banded person may not enter into combat for any reason. Should combat occur around an orange headbanded person, the orange headbanded person should do everything to remove themselves safely from the combat zone.  Please consult a Shadowmoor Staff member to explain in detail the way to "attack" someone in an orange headband.

Bright fluorescent "safety orange" is a restricted color for all costuming worn on or above the shoulders – don't use it if it might be mistaken for a headband.

And a reminder: Players wearing a white headband are completely out-of-play and should be completely ignored by Players that are in-play.

## Physical Contact

The only unannounced contact allowed at Shadowmoor is via weapons or spell packets. Brawling, wrestling, kicking, and any other form of body contact are forbidden. Anyone violating this rule will be subject to immediate disciplinary action.

### Permission to Touch

A Player may request additional permission to engage in physical contact with another Player by clearly asking, "Permission to touch?" or "Permission to <specific physical contact action>?" and waiting for a response. The other Player may choose to verbally grant consent for this contact, or suggest an alternative modified form of contact. The other Player is also completely within their rights to deny this request outright including with a simple "No" or nonverbal signal (thumbs down, head shake, etc.). A Player should never be pressured or penalized for responding in the negative.

If a Player is not clear on whether permission was enthusiastically granted, they should interpret the response as a "No" and conduct themselves accordingly.

Players should always ask for permission for this type of contact and wait for verbal consent, even if it has been granted in the past. Remember that consent is enthusiastic, ongoing, changeable, and revocable at any time. Anything else is not true consent!

# Rules of Offense

## Hitting an Opponent

When a Player hits another opponent, they must swing their weapon through an arc of no less than 45 degrees and no greater than 90 degrees. This keeps people from being hit too quickly or hard. Players should only be trying to make contact with their opponents, not knock each other across the battlefield.

Some hits will require judgment calls on the part of the victim. A Player wearing a lot of armor may not feel the hit and will have to look to the attacker for how many times they were hit. If a shot is blocked, it does not count. However if the block was weak and allowed the opponent to hit at half or more of normal strength, the hit does count.

## Calling Damage

Each time the weapon makes contact with the opponent, the Player must call the appropriate damage and the amount and type of damage being done ("3 Normal!" or "10 Magic!"). This allows the opponent to know how much damage was done, and whether or not it affected them (some monsters are immune to normal damage). The standard types of damage are Normal, Blunt, Silver, Gold, Mithril, and Magic.

A Character wielding a Magic weapon may call either the Normal or Magic tagline but creatures only affected by the Magic tagline will not take effect until the user calls Magic on it.

A Character wielding a Mithril, Gold, or Silver weapon may call that tagline with their weapon or may also call the Normal or Blunt tagline, if appropriate. Should the weapon be enchanted to call Magic, the user can choose the tagline for each swing (Material, Normal or Blunt, or Magic).

Calling damage is a necessary function of combat spoken by a Player, even if their Character cannot speak.

A Player is only required to call Magic damage with a magic weapon if they wish. For example, if a Character has a +2 Weapon Proficiency, they would call "4 Normal!" with a regular sword. However, if the Player had a +2 damage magic sword, they could still call up to "6 Normal!" or "6 Magic!".

The minimum damage a Player may call is zero (0)—either by attacking with little to no effort, using the flat of the blade, sparring, etc. or because the Character has become too weak or inept to wield their weapon. Using the example above, the Player could normally choose to call anywhere between "0 Magic" and "6 Magic" but when affected by a Weakness (E,4) spell and a Cause Disease (EG/D,3) spell, the Character's effective combat ability would be reduced by six (6) points of damage so that they could only call "0 Normal" or "0 Magic".

If a Player is hitting so quickly that they cannot announce the damage fast enough to keep up with the swings, that Player is "machine gunning" or "drum rolling". If this happens, the Player's opponent has the right to lump all of those hits into one and only count the damage for one hit.

## The Killing Blow / Killing Spell / Killing Strike

If at any time, a Character is reduced to zero Body Points, or is restrained in any way that they could not move from in front of a weapon, they are a candidate for a Killing Blow, Killing Spell, or Killing Strike. Note that a Character that is fully conscious and unrestrained is NOT considered an "immobile victim" or a candidate for a killing blow unless they willingly submit to it.

A Killing Blow is given by placing a weapon or packet on the chest or back of an immobile victim and saying "Killing Blow one, Killing Blow two, Killing Blow three." This simulates placing the weapon up under the armor and plunging it into the vital organs or choking the Character with your hands. If the Character performing the Killing Blow is interrupted before reaching three, they must begin the Killing Blow again.

A Killing Spell is given by throwing a damage spell at the center chest or back of an immobile victim and saying "<spell verbal> Killing Spell." (i.e., "I smite you with a Magic Missile Killing Spell."). This simulates taking the time to aim the spell at a chink in the armor and deliver its damage to the vital organs.

A Killing Strike is given by firing a missile weapon, throwing a damaging ranged attack or throwing a damaging element or Acid at the center chest or back of an immobile victim and saying "<damaging attack> Killing Strike." (i.e., "20 Acid Killing Strike", "10 Flaming Killing Strike").

If a Character receives either a Killing Blow, Killing Spell or Killing Strike they are at the Dead status. Should the Character not receive an appropriate spell to bring them back to life then they will dissipate. Should they dissipate the Player should then give their Life Tag to whomever or whatever gave them the killing blow, and go resurrect.

## Throwing Magic and Gasses in Combat

In order to simulate throwing magical energy and Gas -filled vials, birdseed-filled packets are used in Shadowmoor combat (for details, see Packet Construction in the [Shadowmoor Weapon Construction](#) guide).

Spells use spell packets, which can be of any color except green. To cast a spell, the caster must have a spell packet in their hand (and no in-play item), say the verbal clearly and loud enough for the Player nearest to the caster to know what spell is being cast, and then hit the target with the spell packet within three (3) seconds of finishing the verbal. For example, "I set your Doom upon you!" should be followed by the release of a spell packet toward the intended target. If a spell packet hits anywhere on a target, the target takes the effect of that spell.

Gasses use Gas packets, which must be green. To throw a Gas packet, a Player must state the name of the effect being thrown and then throw the packet at the intended victim. For example, "20 Acid!" or "Paralysis Gas!" should be followed with a green packet. Only one Gas packet may be thrown at a time. If the Gas or Acid packet hits anywhere on a target, the target takes the effect of the Gas thrown. Acids take effect if they

hit anywhere on the target, including a shield.. This damage may not be blocked with a weapon, should the packet strike a held weapon the target takes the full effect of the attack.

Note that Poison packets, unlike spell packets, are in-play. Therefore, they can be seen, stolen, etc.

Once thrown, the attacker should mark the item of their Production Card or mark the spell(s) off on their daily Spell Card.

## Other Thrown Attacks

The Elemental Burst (EL,2), Elemental Maelstrom (EL,5) and Elemental Fury (EL,8) spells summon Elemental effects that may be delivered via a spell packet. These effects are not to be considered spells and cannot be stopped by spell shields but may be stopped by appropriate specialty shields such as Fire/Cold/Lightning Shield (EL,5) and Elemental Shield (EL,8) as well as appropriate Resists and physically blocked by a shield. This damage may not be blocked with a weapon, should the packet strike a held weapon the target takes the full effect of the attack.

Monsters, NPCs, and other Characters can sometimes deliver physical damage via a packet attack such as "20 Magic", "10 Lightning", or "50 Life". This is physical damage and may only be blocked by a shield and stopped only if an appropriate specialty shield would block it, such as "20 Flaming" being stopped by an Elemental Shield (EL, 8) spell. This damage may not be blocked with a weapon, and should the packet strike a held weapon the target takes the full effect of the attack.

### Missile Weapons

A variety of missile weapons are employed in Shadowmoor combat including: bows, crossbows, and a wide range of thrown weapons. Should one of these attacks strike a Character they will take full damage from the attack. The only way in which a Character may block an attack from a ranged weapon is with a shield, should a missile from a ranged weapon strike a Character's weapon they will still take damage from that attack.

Furthermore, should any Critical Slays or Fatal Blows (see Skill section) be delivered through a ranged attack they are to be considered Unparryable. These attacks may not be blocked by any means, save through the Shield Parry and Shield Fatal Parry Skills.

## Increased Damage

Please note that it is the target's responsibility to double or otherwise multiply damage done to it by spell or weapon, not the attacker's. In addition, it is possible to have more than one damage multiplier on the same target—such as a creature that takes double damage from Cold/Ice that is also struck with a Curse (E,8) spell. When this occurs, the victim increases the multiplier by +1 rather than "doubling the double". For example, if a Fire Elemental is struck with a Curse (E,8) spell and is hit by a warrior calling "10 Ice!", they would take three times (3x) damage for a total of 30 points.

## Ending Combat

A Combat officially ends when a Character has taken no offensive or defensive actions in direct engagement with opponent(s) for at least 10 seconds. The spirit of the rules is that if opponents are continuing to attempt to engage you – you are still in Combat. All Skills, abilities, and effects which reference limited uses per combat, or have other combat-related effects, adhere to this definition.

# Combat Rules Violations

## Illegal Targets

The following targets are illegal: head, neck, throat, groin, and hands from the wrists out. On female Players, the upper chest is also an illegal target area. Anyone repeatedly hitting these areas will be subject to immediate disciplinary action.

## Shield Turtling

A mainstay of fighting with a shield is what is known as "turtling". A Player bending their knees and fully hiding behind a shield so that their opponent may not reach them is turtling. However, the opponent could overbear the Player who is turtling and knock them down. For this reason, Turtling is illegal in Shadowmoor, and repeated turtling will result in having the Shield Skill removed from the Character.

## Pinning Weapons and Charging

Although used greatly in sword fighting, pinning a weapon is restricted at Shadowmoor. Most moves used to free oneself from pinning are dangerous, and safety is the main concern of Shadowmoor. For that reason, it is illegal to pin another Player's weapon.

Charging is also not allowed. This, too, is used in sword fights to back an opponent into a corner, but it can cause a Player to trip over something and injure themself. If a Player is moving back and stops, their opponent is Charging if they run into the Player. This is considered body contact and, as stated in the rules above, is not legal. Also, if their opponent is backpedaling at more than a walking speed, the Player is charging. Use your common sense here; if it seems unsafe, don't do it.

You must always remain a safe distance from an opponent even if neither of you is moving. If you are less than your arm's length from your opponent you are charging.

## Not Taking Damage

Taking damage relies heavily on the honor system. A Player must count the damage they have received and fall to the ground after receiving the appropriate amount of damage to reduce them to zero Body Points. Players who do not count hits properly will eventually find that their opponents do not count damage properly when fighting them. Not counting hits is considered cheating and will result in disciplinary action.

# Combat Lores and Knowledges

Combat Lores and Knowledge Lores are distinct from each other.

## Combat Lores

As per the Combat Lore Skill a Combat Lore imparts +2 damage when using weapons in combat against opponents to which the Lore Skill applies. The Combat Lore will also allow a Character to identify the different types of creatures encompassed by the Lore.

A Combat Lore may provide general knowledge about other aspects of the creature or environment, in certain Plot-marshaled situations. Availability of such information is wholly at the discretion of the Plot Marshal in charge. A list of available general Combat Lores is in the Available Combat Lores section at the end of this document.

## Knowledge Lores

As per the Knowledge Lore Skill, a Knowledge Lore may allow a Character to correctly identify creatures, beings, and entities in some situations. Knowledge Lores are available in a far wider variety than Combat Lores.

A Knowledge Lore may provide knowledge about other aspects of the game world, in certain Plot-marshaled situations. Availability of such information is wholly at the discretion of the Plot Marshal in charge.

The list of potential Knowledge Lores a Character might learn is too varied to include in this document. Some examples might include racial Knowledge Lores—"Lore, Knowledge (Sampan)", "Lore, Knowledge (Amrothi Dwarf)"—or Knowledge Lores covering specific aspects of the world of Amroth—"Lore, Knowledge (Winter Court Politics)", "Lore, Knowledge (Akadai History)", "Lore, Knowledge (Elemental Diplomacy)", "Lore, Knowledge (Ogre Empire Etiquette)", etc.

## Using Combat Lores Against Player Characters

Under no circumstances will Combat Lore Skills provide additional combat damage against other Player Characters, even if the Combat Lore would apply otherwise.

## Purchasing Combat Lores and Knowledges at Character Creation

Combat Lores may not be purchased at Character creation.

Racial Knowledge Lores for a given race may be purchased at Character creation exclusively by members of that race. Note that this is a separate Skill from the basic racial information packet available for members of a specific race to reference onsite.

No other Knowledge Lore Skills may be purchased at Character creation without explicit approval from Game Management.

# Armor System

## Armor Check-in

When your armor is evaluated, you'll receive an Armor Card. The Armor Card will identify your maximum armor value (for repair later), and your Break Value. Any extra armor points around the edge of the card above your max value will be marked out. Place your paperclip with the inner loop over your maximum value number and go kill some monsters.

## Refitting Armor

There are two types of damage a Character can take: Armor and Body. When a Character takes damage, the damage is removed from the Character's Armor Total first. Once the Armor Total is reduced to zero, the remaining damage is carried over to the Character's Body pool.

At the end of a fight, a Character may spend sixty (60) seconds refitting their armor themself. By tightening buckles, adjusting straps, and making sure the armor is refit correctly, the Character's armor is restored to a usable state. As part of this, the Armor Total is changed and its maximum value is reduced by its Break Value, which is 10% of the armor's maximum, rounded up. This value is marked on your Armor Card for easy calculation.

Important Note: The Armor Total is automatically reduced by its Break Value upon each refit, regardless of whether the armor was completely broken at the time of refit. This means that if a Character has only lost a few points of armor in a fight, it may not always be advantageous to stop and refit until they engage in a few more fights and actually have no armor left.

When armor is broken, use a pen to mark off a number armor points from the current maximum, equal to the Break Value.

> Here is an example of refitting and applying the Break Value reduction to armor.
>
> 1. A Character's armor maximum is 25 points, and all their armor is damaged in a fight. Their armor is Broken, and the Break Value is 3. So the Player will mark off 3 points from the Character's Armor Card, leaving them with a new max of 22 points, and that full 22 points of active armor after they have finished refitting their armor.
>
> 2. In their next fight, they run away after having only 10 points of their armor damaged. They may keep going with only 12 points of armor until the next fight when their armor is completely damaged, or they may choose to go ahead and pause for 60 seconds to refit. If they choose to immediately refit, they will again reduce the maximum value of their armor by its Break Value of 3 points, and will be at a maximum of 19 points of usable armor.

3. After a few more fights and breaks, the Character's armor is now looking pretty shabby. They decide to get it properly repaired. See below for information on how to go about this.

## Destroy

The Destroy Armor spells damage armor. These effects immediately reduce the active armor to zero and reduce the Armor Total by one Break Value. While the Armor Total is at zero, additional Destroy effects do no additional damage to the armor (subsequent Destroy spells do not reduce the Armor Total by any additional Break Values). The Armor may be refit as normal, taking into account the newly reduced Armor Total, or repaired by an Smith.

## Armor Repair

There are two ways to repair armor that has been broken: visiting the Armorsmith's Guild, or using an Armor Repair Kit.

Going to the Armorsmith's Guild is the easiest: for a fee, the Armorsmiths of the Guild will repair a Character's armor up to its maximum original unbroken status. You'll receive a fresh new armor card and can go on from there.

Repairing armor in the field can easily be done during a fight. Given the required time, a smith can use armor repair kits to repair broken armor a little at a time.

A single use of an Armor Repair Kit takes sixty (60) seconds, and will repair a set number of Break Value increments worth of armor, up to the limit of the armor's maximum original value depending on the quality of the Armor Repair Kit.

Both parties must concentrate on the Armor Repair activity for the full duration of the 60 seconds – a Character must stay in the same location and not engage in combat, spellcasting, etc. while their armor is being repaired. An interrupted Armor Repair attempt does not waste the Armor Repair Kit , but the count must be completely restarted to try again.

Some Armor Repair Kits may complete the Armor Repair activity in thirty (30) seconds instead of one full minute.

Only one Smith may work on a target at a time.

During the armor repair period, the Smith and their target should perform the OOP logistical activities of marking off the Armor Repair Kit, and marking the Player's Armor Card with the new maximum Armor Value. This is important to make sure the Smith doesn't forget and use the Armor Repair Kit multiple times , and that the Player knows the current maximum value of their armor regardless of how many times it has been broken and repaired in the field.

## Armor Repair Kits

Armor Repair Kits  kits are single-use only - once a repair point is consumed from the kit it may not be used again and must be permanently torn or marked off from the kit's paper tag. Each point of an Armor Repair Kit can repair one or several Break Value(s) worth of armor for the target.

# Battle Magic

## Casting Magic

### Casting Offensively

To cast a spell, the caster must have a spell packet in their hand (and no in-play item), say the verbal clearly and loud enough for the Player nearest to the caster to know what spell is being cast, and then hit the target with the spell packet within three (3) seconds of finishing the verbal. In most cases it is preferable to say the verbal loudly enough for the target to hear it so that one does not have to state out-of-game what spell the Character has just been hit with. The spell verbal is "in-game" and may be understood by anyone. During 2023, we will also be Playtesting the Tagline requirement for spells. See the Playtest section for further details.

To count as a hit against a target, the packet only needs to hit some part of the victim. As throwing packets is a less precise form of combat than melee, this can (and often does) include areas that are considered illegal in melee combat. Though these hits are considered legal when hit by accident, specific and purposeful targeting of these areas is considered a combat violation. A weapon, shield, or even a Character's clothing is a valid target for a spell. The defender can try to physically dodge a spell packet, but they cannot block it with something they are carrying.

### Failed Spells

If a spell misses a target, the spell is considered to have failed and the recipient does not take the effects. Spells that DO hit their target may also fail for the following reasons:

- The verbal is inaudible or unintelligible.
- The verbal is inaccurate.
- The spell packet is thrown before the verbal is completed or more than three (3) seconds after.
- The caster takes any Body Damage before the verbal is completed. This includes Critical Slays, Fatal Blows or Assassinates.

Once a spell is cast, whether or not it was successful, it must be marked off the Player's daily Spell Card. If it remains active on the target they should mark the spell on their Armor Card. . .

### Casting on Oneself

When casting spells upon oneself, a spell caster may cast underneath their spell shields. Therefore, for example, one can heal themself or cast protective magics without disrupting their personal spell shield.

Although it is not necessary to use a spell packet, a Character must have one hand free and say the verbal aloud when casting upon themself.

## Casting a Spell Not in Memory

If a Player unintentionally casts a spell for which they do not have a tag (or slot on their Spell Card), they must either pull four (4) times the level's worth of the spell cast, or allow the opponent to choose spells two (2) times the level's worth of the spell cast and pull those tags (or mark their Spell Card as if those spells had been expended). Repeated wrongful casting (i.e., throwing spells you do not have) will result in immediate disciplinary action.

# Daily Spell Memorization

## Receiving Daily Spell Cards

Spellcasters may cast a certain number of spells each day, which are represented on their daily Spell Cards. In order for a Character to receive their spells, they must complete their spell Pyramid/Column card(s), which shows how many spells of each level that Character can cast. The Spell Cards must have the date on them.

The Spell Cards are color-coded with a different color for each day. Anyone caught casting spells from a previous day will be subject to disciplinary action. The Spell Cards left over from the previous day should be thrown away.

# Realms and Schools of Magic

Shadowmoor has two realms of magic: Celestial and Earth. There are three schools of Celestial Magic: Generalist, Elementalist, and Confinist; and four schools of Earth Magic: Generalist, Druid, Healer, and Necromancer.

Any class may specialize up to one Column at a time. Only Scholars may specialize more than one Column at a time.

A Character must find an in-play teacher to "convert" them to a specialty school of magic. Furthermore the Character must reach 10th level prior to any Character conversion. All schools of magic other than "Generalist" fall under this category.

The first school a Character chooses is called their Primary School of Magic. If the Character later decides to learn another school, that school is called their Secondary School of Magic, and the third is their Tertiary School of Magic, and so on. The Spell Slots (see the Skills section) for a Character's Secondary School of Magic will cost more than the Primary, and the Tertiary will cost more than the Secondary.

## Multiple Magic Specialties

Only a Scholar may specialize in more than one school of magic. Even so, a Character may only specialize in one school of magic per realm. With this restriction, even a Scholar may only ever have four (4) schools of

magic known: two Generalist and two Specialist (e.g., Earth Generalist, Healer, Celestial Generalist, Confinist).

A Character may only specialize once in any given Column, even if that specialty should later be lost through breach of one's code or restrictions. A Character, should they desire, may then specialize a different Column, provided they do not go over the maximum of one specialty per realm.

## Specialty Restrictions

A Character that chooses a specialty school of magic is sometimes subject to in-play restrictions. Characters with a Healer or Druid specialty have no strict moral code to abide by but the casting of Necromancy by any means, including enchanted items and Formal Magic, will bring the loss of one's specialty.

Those casters that choose to select a specialty for their Earth magic as either Druid or Healer are further subject to the following restrictions:

- May not knowingly heal Undead or those that create them.
- May not knowingly befriend Undead or those that create them.
- May not create Undead.
- May not summon Undead.
- May not make deals with Undead.
- May not control Undead.
- May not feed Undead Life Force.
- May not cast Necromancy by any means.
- May not buy, sell, or trade in Necromantic items, Formal Scrolls, or Components if not for the intent of their destruction.
- May not possess Necromantic items, Formal Scrolls, or Components if not for the intent of their destruction.
- May not knowingly live in the same cabin as an Undead or those that create them.

Not abiding by the above restrictions will bring an immediate loss of the Druid or Healer's specialty Column and subsequent conversion of that Column to that of an Earth Generalist. Any other possible situations that violate the basic moral tenets Healers and Druids must adhere to may also lead to an eventual, immediate, or permanent loss of their Specialty Column. Mechanically speaking, a specialty caster who casts a spell prohibited to them or in a way prohibited to them immediately loses access to the specialized Column. A Character who loses their specialty during an event will be unable to access any specialty-only spells they have memorized for that weekend and only be able to cast those spells they memorized that also appear on the Earth Generalist spell list. In addition, any specialty-granted abilities or Skills (Resist Necromancy, Animal Empathy, etc.) become immediately inaccessible.

When the Player fills in their check-out envelope they must note for Logistics that their Column is no longer specialized and that they are now an Earth Generalist. If a Character loses their specialty and had an Earth Generalist Column already, it is an exception to the rule that a Character may only have one Earth Generalist Column. The formerly specialized Column is not combined with the existing Earth Generalist Column. However, the other existing Earth Generalist Column may now be specialized (provided it has not been specialized before).

## Desecration

Desecration is a condition that some Characters are born with or can attain through in-play means that causes certain forces to be reversed when particular spells are cast on them. Characters who are Desecrated take the opposite effects from the following spells:

| | |
|---|---|
| Cure Light Wounds/Cause Light Wounds | Zone of Life/Zone of Death |
| Cure Wounds/Cause Wounds | Renew/Waste |
| Cure Disease/Cause Disease | Create Undead/Destroy Undead |
| Cure Serious Wounds/Cause Serious Wounds | Create Ghoul/Annihilate Undead |
| Cure Critical Wounds/Cause CriticalWounds | Life/Death |

For example, a Desecrated Character struck by a Cure Light Wounds (EG/D,1) spell would take five (5) points of Body Damage but be healed five (5) Body if struck by a Cause Light Wounds (EG/D/N,1) spell. Likewise, a Desecrated Character struck with a Life (EG/D,9) spell would be struck Dead but would be brought back to life with a Death (EG/D/N, 9) spell.

Though Cures/Causes are reversed for a Desecrated Character, Inflicts and Heals still affect them normally. Other spells, such as Zone of Life (H,6) and Zone of Death (N,6) also have the opposite effect on them so that a Zone of Life will prevent entrance and a Zone of Death will provide protection from the "living".

The make-up requirement for a Desecrated Character is that it must appear the Character has sunken eyes (i.e. gray under the eyes). This requirement remains true for races whose makeup might seem difficult to see sunken eyes - in these cases, simply use a lighter gray.

Furthermore, a Desecrated Character may never cast Curing, Healing, Life, or Revive spells nor use any item, Potion, or ability that grants such spells.

# Celestial

### Celestial Generalist

Celestial Generalists are versatile offensive casters, with a wide variety of spells at their disposal. Though they lack the spells and Resists of the specialty schools, they still have more than enough firepower when employed correctly. The utility spell selection that accompanies their offensive capability more than completes this School, making Celestial Generalists truly fearsome opponents.

### Confinist

If the Elementalist is a vehicle of destruction then the Confinist is what stops their rampage. With their large variety of confining spells, they are a deadly caster to all but the largest of prey. Their greater variety of confining spells makes them formidable against most foes but their lack of Elemental damage can be a

hindrance against foes strong enough to break their magics or immune to their other available spells. The utility spells available to the Confinist are similar to those available to that of the Generalist, with the addition of spells to grant them armor of Force and protection from Confining spells.

## Elementalist

Elementalists are purely vehicles of destruction. With a wider variety of Elemental spells at their disposal than their Generalist brethren, they can solve nearly any problem with Elemental damage, lots of it. The upper tier of their spell selection makes them formidable in combat, but due to their lack of "one-shot" kill spells, they tend to find themselves casting more often than Confinists and Generalists. The utility spells available to the Elementalist are similar to those of the Generalist, with the addition of spells to both shield against, and to enchant weapons with, Elemental damage.

# Celestial School Spell Lists

| Spell Lvl. | Celestial Generalist | Confinist | Elementalist |
|---|---|---|---|
| 1 | Disarm<br>Magic Missile<br>Shield | Disarm<br>Eldritch Grasp<br>Shield | Disarm<br>Elemental Dart<br>Shield |
| 2 | Armor<br>Detect Magic<br>Endow<br>Lightning Bolt<br>Mental Jab *<br>Repulse | Armor<br>Detect Magic<br>Endow<br>Repulse | Armor<br>Detect Magic<br>Elemental Burst<br>Endow<br>Lightning Bolt |
| 3 | Destroy<br>Ice Bolt<br>Trap<br>Truth/Lie | Destroy<br>Trap<br>Truth/Lie | Destroy<br>Elemental Forge<br>Ice Bolt<br>Truth/Life |
| 4 | Bind/Unbind<br>Enchanted Blade<br>Flame Bolt<br>Greater Endow | Bind/Unbind<br>Enchanted Blade<br>Force Blade<br>Greater Endow<br>Slow | Elemental Blade<br>Enchanted Blade<br>Flame Bolt<br>Greater Endow |
| 5 | Mind Blast<br>Mute<br>Spirit Armor<br>Trance | Mind Blast<br>Mute<br>Spirit Armor<br>Trance | Elemental Arrow<br>Elemental Maelstrom<br>Fire/Cold/Lightning Shield<br>Mute<br>Spirit Armor<br>Trance |
| 6 | Destroy Armor<br>Dispel Greater Magic<br>Enrage<br>Lightning Storm<br>Reflect Magic<br>Web | Destroy Armor<br>Dispel Greater Magic<br>Reflect Magic<br>Web | Destroy Armor<br>Dispel Greater Magic<br>Lightning Storm<br>Reflect Magic |
| 7 | Destroy Mind<br>Drain Life<br>Friendship<br>Ice Storm<br>Mental Fortress<br>Wall of Force<br>Wither Limb<br>Wizard's Lock | Drain Life<br>Force Armor<br>Friendship<br>Wall of Force<br>Wither Limb<br>Wizard's Lock | Drain Life<br>Elemental Attunement<br>Friendship<br>Ice Storm<br>Wither Limb<br>Wizard's Lock |
| 8 | Defend<br>Disjunction<br>Dragon's Breath | Defend<br>Disjunction<br>Force Shield<br>Imprison | Defend<br>Disjunction<br>Dragon's Breath<br>Elemental Fury<br>Elemental Shield<br>Storm Blade |
| 9 | Circle of Protection<br>Doom<br>Ward | Circle of Protection<br>Doom<br>Shackle<br>Ward | Circle of Protection<br>Elemental Blast<br>Ward |

# Earth

## Earth Generalist

The Earth Generalist has the ability to cast healing, harming, and protective magics. Though not as offensively capable as Celestial casters, they trade that offensive ability for the ability to heal themself and their comrades, whether they are tainted or not. Though their spell selection is a bit slimmer than the Earth specialty Schools, Earth Generalists trade that limited selection for the freedom of choice in moral issues and associations, being able to call upon Death, Life, and Chaos.

## Druid

Druids are protectors of the wilderness, maintaining a similar spell selection to that of the Earth Generalist. Druids are able to cast both curing and harming magics, maintaining that both are part of the balance of Nature. However, they see Necromancy as an abomination and may never cast it by any means (see "Specialty Restrictions"). In their protection of all things natural, Druids have several spells specific to them which enable them to befriend animals, entangle their quarry, and increase the toughness of their skin to that of bark. Once a Druid reaches their first 6th level spell, they gain the Animal Empathy and Speak with Animals abilities for free. Druids have restrictions on their spells. The breaking of these restrictions will cost the Druid their specialty or bring other in-play repercussions.

Druids may purchase Resist Natural Confining as a specialty resist in the same manner that all other specialties may (max 3, 5 build each).

A Druid may not cast Necromancy, by any means (battle magic, formal, one-shots, Potions, etc.), without the immediate loss of their specialty Spell Column. Druids hate Necromancy in all its forms and will not compromise in their constant war against the powers of corruption.

## Healer

The Healer gains the benefit that they can heal nearly anyone, regardless of taints or other effects. Not only does the Healer's magic work on nearly anyone, it actually heals them for twice the amount that a similar spell cast from an Earth Generalist/Druid/Necromancer would, providing fast healing for the Healer's friends. In addition to this, the Healer may touch-cast healing spells [this includes the Heal and Cleanse line of spells as well as Bless (E,1) and Greater Bless (E,3)] under another's spell shield or Cloak, thereby allowing their comrade to maintain their spell defenses without having to recast them. Healers have restrictions on their spells. The breaking of these restrictions will cost the Healer their specialty or bring other in-play repercussions. The casting of Necromancy through memory, enchanted items, or by Formal Magic will bring the immediate loss of one's Healer specialty (see "Specialty Restrictions"). In addition to all that they already benefit from, they also come equipped with an excellent selection of spells with which to combat Undead, should they so desire.

A Healer may not cast Chaos magic or Necromancy - including the Death spell - by any means (battle magic, formal, one-shots, Potions, etc.) without the immediate loss of their specialty Spell Column. Healers will not

tolerate the presence of Undead or Necromancy, and will actively attempt to thwart the advancement of the foul art.

A Healer may cast Cures and Lives provided by Expand Item (eg, a "per-event" spell from an item) and Enchant Item (eg, a one-shot from a focus), even though these spells do not appear on their spell list. This does not grant Healers any special ability to memorize these spells and does not allow them to use other special items as if they could cast these spells from memory.

A Healer may cast Destroy Undead and Annihilate Undead spells without having memorized the spells for that day, at a cost. In order to cast these spells without having memorized them, they must sacrifice a 7th or 9th level spell (respectively) which they have memorized for the day and not yet cast.

## Necromancer

The Necromancer can harm nearly anything that Lives with their range of spells, but the trade off is that they can heal very few people, and possibly not even themself. The spell repertoire available to Necromancers makes them quite possibly the most formidable opponents to be found. With spells to kill quickly and spells for easy disposal of bodies, they are to be approached with caution. Years of studying creatures of Undeath grants them spells that allow them to create, control, destroy, and heal Undead with the greatest of ease.

Necromancers have restrictions on their spells. The breaking of these restrictions will cost the Necromancer their specialty or bring other in-play repercussions. A Necromancer may not cast Healing or Curing magic - including the Life spell – via any means (battle magic, formal, one-shots, Potions, etc.) without the immediate loss of their specialty Spell Column. They seek to increase their own power at the cost of all else.

A Necromancer may cast Create Undead and Create Ghoul spells without having memorized the spells for that day, at a cost. In order to cast these spells without having memorized them, they must sacrifice a 7th or 9th level spell (respectively) which they have memorized for the day and not yet cast.

# Earth School Spell Lists

| Spell Lvl. | Earth Generalist | Druid | Healer | Necromancer |
|---|---|---|---|---|
| 1 | Bless<br>Cure / Cause Light Wounds<br>Disarm<br>Light | Bless<br>Cure / Cause Light Wounds<br>Disarm<br>Light | Bless<br>Disarm<br>Heal Light Wounds<br>Light | Bless<br>Cause Light Wounds<br>Disarm<br>Inflict Light Wounds<br>Light |
| 2 | Cure / Cause Wounds<br>Endow<br>Repel Undead<br>Repulse | Control Animal<br>Cure / Cause Wounds<br>Endow<br>Repel Undead | Endow<br>Heal Wounds<br>Repel Undead<br>Repulse | Cause Wounds<br>Elude Undead<br>Endow<br>Inflict Wounds |
| 3 | Cure / Cause Disease<br>Destroy<br>Fear / Remove Fear<br>Greater Bless<br>Trap<br>Truth/Lie | Cure / Cause Disease<br>Destroy<br>Entangle<br>Fear / Remove Fear<br>Greater Bless<br>Trap<br>Truth / Lie | Cleanse Disease<br>Destroy<br>Fear / Remove Fear<br>Greater Bless<br>Healing Hands<br>Trap<br>Truth / Lie | Destroy<br>Fear<br>Greater Bless<br>Inflict Disease<br>Trap<br>Wraith Touch |
| 4 | Bind/Unbind<br>Cure / Cause Serious Wounds<br>Greater Endow<br>Weakness | Bind/Unbind<br>Cure / Cause Serious Wounds<br>Greater Endow<br>Wall of Thorns<br>Weakness | Bind/Unbind<br>Greater Endow<br>Heal Serious Wounds<br>Preserve<br>Turn Undead<br>Weakness | Cause Serious Wounds<br>Control Undead<br>Decay<br>Greater Endow<br>Inflict Serious Wounds<br>Preserve<br>Weakness |
| 5 | Mute<br>Spirit Armor<br>Toxin Shield<br>Trance | Mute<br>Spirit Armor<br>Toxin Shield<br>Trance | Mute<br>Spirit Armor<br>Superior Bless<br>Toxin Shield<br>Trance | Mute<br>Soul Drain<br>Spirit Armor<br>Toxin Shield |
| 6 | Cure / Cause Critical Wounds<br>Curse of Ineptitude<br>Destroy Armor<br>Dispel Greater Magic<br>Mistform<br>Reflect Magic | Cure / Cause Critical Wounds<br>Destroy Armor<br>Dispel Greater Magic<br>Mistform<br>Reflect Magic | Destroy Armor<br>Dispel Greater Magic<br>Heal Critical Wounds<br>Mistform<br>Reflect Magic<br>Zone of Life | Cause Critical Wounds<br>Destroy Armor<br>Dispel Greater Magic<br>Inflict Critical Wounds<br>Mistform<br>Reflect Magic<br>Zone of Death |
| 7 | Drain Life<br>Friendship<br>Remedy<br>Restore Limb / Wither Limb | Drain Life<br>Friendship<br>Insect Swarm<br>Remedy<br>Restore Limb / Wither Limb<br>Spirit of the Ent<br>Stoneskin | Destroy Undead<br>Friendship<br>Remedy<br>Restore Limb / Wither Limb | Corrupt Memory<br>Create / Destroy Undead<br>Drain Life<br>Greater Control Undead<br>Restore Limb / Wither Limb<br>Stoneskin |
| 8 | Curse / Remove Curse<br>Defend<br>Paralyze / Unparalyze<br>Renew / Waste<br>Stone Web | Curse / Remove Curse<br>Defend<br>Paralyze / Unparalyze<br>Renew / Waste | Curse / Remove Curse<br>Defend<br>Heal Mortal Wounds<br>Paralyze / Unparalyze | Curse / Remove Curse<br>Defend<br>Inflict Mortal Wounds<br>Paralyze / Unparalyze<br>Waste |

| 9 | Circle of Protection<br>Life / Death<br>Proscribe Creature | Banish<br>Circle of Protection<br>Life / Death<br>Nature's Transformation<br>Proscribe Creature | Annihilate Undead<br>Circle of Protection<br>Proscribe Creature<br>Revive | Circle of Protection<br>Create Ghoul<br>Death<br>Imbue Death<br>Proscribe Creature |
|---|---|---|---|---|

# Spell Attributes

All spells listed in the spell description section will have the name of the spell, what level it is, what school can cast it, its duration, and what type of spell it is. Unless specified in the spell's description (e.g., Mistform), Concentration duration spells are the only type of spell that may be prematurely ended by their caster by simply releasing the effect.

## Spell Duration Descriptions

### Line of Sight

A spell with this duration lasts until the caster has left the combat area, falls unconscious, dies, or one hour—whichever happens first. The combat area is defined by drawing a line between the caster and the target that is not obstructed by a major structure or thick forest. The caster does not need to be actually looking at their victim for the spell to remain in effect. Should a target wish to (or be forced to) leave the area by going around a corner, etc. they should state aloud that they are leaving Line of Sight by saying "Breaking Line of Sight 1, Breaking Line of Sight 2, Breaking Line of Sight 3". If the caster should re-enter Line of Sight at any point of time during this three-count, Line of Sight is maintained.

### Concentration

A spell with this duration lasts as long as the caster maintains their concentration on the spell, or 10 minutes, whichever occurs first. This is denoted by the caster holding their hand up. While concentrating on a spell, the caster may not attack (including but not limited to the use of weapons, spells, Alchemy, and Poisons) but may still block incoming attacks using a weapon or shield with the hand that is not used in maintaining concentration. Other activities which require the caster's concentration to accomplish (i.e., First Aid, Armor Repair, etc.) will also prematurely end the spell.

### Instant

A spell with this duration has no defining duration. However, another spell or Skill may be required to reverse the effect. For instance, a Character hit by a Flame Bolt (CG/EL,4) will take twenty (20) points of damage and would need someone who can repair armor or heal the body to counteract the effect.

### One Event

A spell with this duration lasts until the end of the event during which it is cast.

A spell with a length of time for its duration (i.e., 5 seconds, 10 minutes, 1 hour, etc.) lasts for the specified length of time measured from the time of casting in real time.

Other

A spell with this duration will explain how long it lasts in the spell description.

## Visible Effects for Protective Spells

The following protective spells have in-play visible effects when expended. The target must announce the effect out loud, and revealing whether or not an attack which triggers the protection has affected you may not be delayed by choosing to announce the appropriate effect or "flash" at a later time. They must announce it immediately (within 3 seconds of taking the effect).

- Defend (C/E,8)
- Reflect Magic (C/E,6)
- Spirit Armor (C/E,5)
- Any other specialty shields

## Announcing Resists

The following types of Resists may be delayed in their out-of-play announcement for a period of time after the initial attack hits:

- Charming
- Emotion
- Sleep
- Toxin

Typically while delaying, the target will mimic having taken the effect of the attack in-play – they are welcome to just stand there instead, but depending on how much attention their attacker is paying to them, that may not be very convincing!

It is also worth noting that in many cases the delivery methods of these attacks aren't something verbally announced in-play – you hear a spell verbal, but you cannot hear what type of Poison vial just hit you. Therefore when attempting to "fake" having taken one of the above effects in-play, the Character may very well choose incorrectly when mimicking the horrible effects of the Poison they thought struck them.

## Radius Effects

A radius effect is an "other powerful magical effect" as per the rules about Formal Magic and High Sorcery. Personal battle-magic level protective spells and abilities (Imprison, Mistform, Spirit of the Ent, Stone Web, Wall of Force, etc.) which do not provide a spell shield effect ("flash", etc.) do not block or negate Radius effects outright, so the effect will still pass through.

If a Radius effect incapacitates a Character who has activated one of the above non-spell shield protections on themself, the non-spellshield protective effect immediately drops.

> Example:
>
> A Druid within a Spirit of the Ent spell has no other spell protections active, and is caught within a "Trance - 10 foot Radius" effect. The Druid is affected by the Trance, and the Spirit of the Ent immediately drops.

If the Radius effect otherwise affects a Character but does not incapacitate them (Life Drain, Pin, etc.) they take the effect and the protection does not automatically drop.

> Example:
>
> A Druid within a Spirit of the Ent spell has no other spell protections active, and is caught within a "Trap - 10 foot Radius'' effect. The Druid is affected by the Trap, but the Spirit of the Ent is still active. If the Druid exits the Spirit of the Ent before the Trap duration expires, they will still be Pinned.

If the character within one of these protections has other specific spell protections such as Cloak and Resist, those will still apply in normal order.

> Example:
>
> A Druid within a Spirit of the Ent spell has a Defend active, and is caught within a "Trance - 10 foot Radius" effect. The Defend will "Flash" the Trancespell, and the Spirit of the Ent will remain active.

Circle of Protection, Wizard Lock, and Ward completely block Radius effects.

## Ward and Wizard Lock Placement

Wards and Wizard Locks are magical protections that can be placed on a cabin to prevent unwanted people and monsters from getting inside (in-play). Both Wards and Wizard Locks will be referred to as a "Barrier" for the purposes of the following statements, and will use the same rules for how they are placed around or inside a cabin.

### Positioning of Walls and Lock Physreps

A Barrier requires three physical walls to support it. A Barrier cannot act as a physical wall for another Barrier. Barriers MUST have a "Lock" physrep that is placed inside or touching the protected area at the time of casting. Once placed, the Lock may not be moved while the Barrier is in-play.

## Lock Physreps

A Lock is a purpose-build physrep that consists of a "Lock" portion, and a "Key" portion. This must be made in a manner that only the specified key should fit into the lock portion. Logistics usually has these sets for sale at check-in or you may construct your own as long as they are sufficiently unique and purpose-built to serve as a Lock physrep. Impromptu Locks (water bottles, torn paper, broken sticks) may not be used.

## Raising and Lowering

The Barrier is raised when the Key is not in the Lock. It is lowered by inserting the Key into its matching Lock. This is the only way a Barrier may be lowered (a Barrier may not be lowered simply by touching the "plane of the lock" with the Key). Cabin guardians may raise and lower Barriers on command by performing this action on behalf of their Controller. The guardian must be physrepped near the Lock, and the Key must be within arm's reach of the creature.

## Inside/Outside the Barrier

The Key that matches its Barrier's Lock may be used to lower a Barrier from "outside" the protected area. (This is to avoid confusing statements about whether the lock is "inside" or "outside" the Barrier and how a person would ever be able to reach it.)

In order for this to succeed, the Lock must be located within arm's reach of an opening into the protected area - typically a door or window. The Player must actually physically out-of-play reach through that opening and insert the Key into the Lock to lower the Barrier. Barriers will not "hold anything shut" to prevent a person from swinging open a door or window shade (see the "Doors" section in this Supplement).

A Character's hand, with the Key in it, is not impeded by the Barrier for the purposes of lowering the Barrier.

Unlocking a Barrier is the only in-play action that a Character can take. They aren't "reaching through the Barrier" in any way that allows them to manipulate things in their cabin, cast spells past the Barrier, or anything of a similar nature. This action must be performed with the Key that fits the Lock in question.

## Other Requirements

Keys are unique and may not be duplicated through any in-play means.

# Celestial Spell Descriptions

A few of the spells from some of the schools of Celestial Magic are reversible [i.e., Truth (C/E,3) and Lie (C/E,3)]. These types of spells do not have to be learned or memorized separately. The decision of how the spell is used is chosen at the time of casting by stating the appropriate verbal.

Note: Abbreviations can be seen throughout the spell description pages, including to the far right of the black bar underneath each spell name as well as located in the descriptions themselves. These letters are as follows: "D" for Druid, "H" for Healer, "N" for Necromancer, and "EG" for Earth Generalist. Should an "E" be encountered alone, that means that ALL Earth schools have access to that spell, and if "C" is encountered in the same manner, it means that the spell can be accessed by ALL Celestial schools. Spells from the Celestial realm of magic encountered are designated with "CG" for Celestial Generalist, "EL" for Elementalist, and "CO" for Confinist. Some are also marked "O" for unique Oracle spells. If in doubt, check the specialty school's individual spell lists.

| Armor | Level 2 | C | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I draw upon Celestial arts to grant you an armor to protect you." | | | | | |
| The Armor spell provides fifteen (15) additional Armor Points to the target. These points are the first points of armor lost to damage (after Protection Aura). The Armor spell can be combined and worn with any worn armor and Spirit Armor (C/E,5) spell. It may not be combined with the Stoneskin (D/N,7), Force Armor (CO,7), or Shield (C,1) spells. As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing them to cast spells while taking damage. | | | | | |

| Bind | Level 4 | CG CO | Type: Confining | Duration: Line of Sight | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With mystic thread, I bind you fast." | | | | | |
| The Bind spell binds the arms of the target to their sides. The target may not cast spells or use any weapons or shields. Since this spell does not affect the target's feet, they may still walk, run, and leave the combat area. It takes 4 seconds and superhuman strength of +4 or greater to break a Bind, and doing so causes the target 6 points of Body Damage.<br><br>Reversible: Unbind (CG, CO, EG, D, H) | | | | | |

| Circle of Protection | Level 9 | C | Type: Protection | Duration: 5 Minutes | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "I cast a circle of protection about me, let none enter here."

The Circle of Protection spell creates a translucent impenetrable globe of force around the caster. No weapons, spells, gasses, or anything else may enter or leave the circle except air and spirits of Dead Characters (unless the circle is set, see below).

To cast a Circle of Protection, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spellpacket thrown on the ground at the caster's feet.

Once cast, the caster must say "circle up" to raise the globe around them. While the circle is up, spells may be cast within the circle but will not be able to affect anything outside the circle.

The circle may be raised and lowered as many times as the caster deems necessary. When the circle is down, it provides no protection for those inside the circle. People, weapons, gasses, spells, etc. may enter and leave the circle while it is lowered. Raising a circle merely requires concentration and may be done even if the caster is unable to speak or raise their hands. However, raising the circle must be represented logistically by stating aloud, "Circle up!" and the visible effect must be indicated in some way or another by either the raising of the Player's hand or raising their hand holding an item, be it a weapon, wand, rod, or other item. Lowering a circle is done in the same manner as above but by stating "Circle down!" and lowering the hand.

If a living being steps on a lowered circle, the circle will not rise when the caster says, "Circle up." Undead, Constructs, or any creatures without spirits, however, will be thrown off in one direction or the other. The Player who is playing the Undead or Construct will choose the direction.

While the circle is up, the caster may "set" the circle by saying, "Circle set." This will disallow entry to and exit by the spirits of Dead Characters. The circle may not be lowered while set. The caster must say, "Circle unset," to "unset" the circle, followed by, "Circle down" to lower it.

The spell is broken if the caster leaves the circle, dies, or falls unconscious before the five (5) minutes is up.

Further, another Circle of any sort may not be cast or inscribed within or around the existing one until the first has completely run its course.

| Destroy | Level 3 | C | Type: Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I summon a force to destroy your <item>."

The Destroy spell allows the caster to destroy an item and render it completely useless. It may be cast on any weapon, shield, or item up to "shield" size. If the item is in possession of a creature then it may only be destroyed if it is presently held in hand. It will not make a hole the size of a shield in a larger object. This spell also causes 20 points of damage to skeletal Undead or creatures made of metal or gemstone. This spell will not affect any Enchanted, or Gold or better, item.

| Destroy Armor | Level 6 | C | Type: Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I summon a force to destroy armor."

The Destroy Armor spell will destroy the target's armor, rendering it completely useless. The target's Armor Points, both mundane and magically granted, will be reduced to zero. This spell also causes 40 points of damage to skeletal Undead or creatures made of metal or gemstone. This spell will not affect armor that has been reinforced by a Smith..

| Destroy Mind | Level 7 | CG | Type: Mind-Affecting | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "With mental might I destroy your mind."

The Destroy Mind spell allows the caster to bypass the target's armor and do twenty (20) Body Points of damage to the target. A Destroy Mind will not affect mindless creatures such as Undead, Constructs, and Golems.

| Detect Magic | Level 2 - Caster Only | C | Type: Enchantment | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the mystic forces to detect all magics before me."

The Detect Magic spell causes a magical item or active spell to glow. This glow is visible only to the caster. To determine if an item is magical, the item in question must be touched for a duration of three seconds. If the target of this spell is a Character with any spells active on them at the time, the caster will know all spells that are active on them.

| Defend | Level 8 | C | Type: Protection | Duration:1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the Earth to defend you from magic."

The Defend spell protects the recipient from the next spell of 8th level or below cast upon them. If the level of that next spell is 3rd through 8th, the Player must say "Flash" to denote that the spell shield absorbed the spell and dissipated. If that next spell is 9th level, it will act as if no spell shield is present and the Defend will dissipate. However, if the level of that next spell is 1st or 2nd, the spell shield will absorb the spell but will not be dissipated. The Player wearing the Defend must say "Flash" when hit with a 1st or 2nd level spell.

| Disarm | Level 1 | C | Type: Disarming | Duration: 5 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I disarm you of your <item>."

The Disarm spell allows a caster to disarm someone of any hand held item of shield size or smaller. The weapon must be dropped to the ground and may not be picked up by the target Player for five (5) seconds, however, anyone else may pick it up. The exact item to be disarmed must be stated by the caster. Saying, "I disarm you of your weapon" is not sufficient, while saying, "I disarm you of your sword" is specific enough to disarm the weapon, however if a Character is wielding two swords it is the victim's prerogative as to which "sword" is disarmed.

Spell packets are not in-game, and monsters' claws are attached to the monster, hence, they may not be disarmed.

| Disjunction | Level 8 | C | Type: Dispelling | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I disjunct all magics with the power of entropy."

The Disjunction spell will dispel any spell of 8 level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled.

A Defend (C/E,8) will protect all other spells on the target from being dispelled and acts as it would toward any other spell. Spell shields of 6th level or lower, Reflect Magic (C/E,6)will be dispelled along with all other spells on the target.

| Dispel Greater Magic | Level 6 | C E | Type: Dispelling | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call forth entropy to dispel all greater magics before me."

The Dispel Greater Magic spell will dispel any spell of 6th level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled.

A Defend (C/E,8) will protect all other spells on the target from being dispelled and acts as it would toward any other spell, while a Reflect Magic (C/E,6) will act as it does against other spells and send the Dispel Greater Magic back at the caster.

| Doom | Level 9 | CG CO | Type: Death | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I set your doom upon you."

The Doom spell causes a living Character's spirit to immediately leave their body, bringing them to the Dead status (see the "Health Status" and "About Death and Resurrection" sections). This spell bypasses any armor and dispels all beneficial active spells on the target, regardless of whether the Doom spell can harm the victim or whether they take damage from the spell rather than dying instantaneously. The Life (EG/D,9) or Revive (H,9) spells are the only way to save a non-Desecrated Character that has been killed by a Doom spell. Those that are Desecrated can only be saved by a Death (EG/D/N,9) or Revive (H,9) spell.

If the victim is wearing a Spirit Armor (C/E,5), then they will not die but will be left with one (1) Body Point. If a creature takes Body Point damage from the Doom spell, then the Spirit Armor (C/E,5) will protect the creature from any damage but all beneficial spells will still be lost.

| Dragon's Breath | Level 8 | CG EL | Type: Elemental and Fire | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the dragon's breath." | | | | | |
| The Dragon's Breath spell allows the caster to shoot a magical bolt of flame at a target, which will do forty (40) points of magical damage. Due to its magical origin, it will not set anything on fire. | | | | | |

| Drain Life | Level 7 | C | Type: Metabolic | Duration: 10 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "With vampyric power, I drain your Life." | | | | | |
| The Drain Life spell drains the majority of Life Energy from the victim, leaving only enough for them to crawl, fend off killing blows, speak, and drink Potions. The victim may not fight, or cast spells.<br><br>This condition may be healed by a Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This condition may also be dispelled by the Disjunction(C,8) spell.<br><br>As no actual Body Points are taken with this spell, an attacker may not Killing Blow a Character who has had their life drained before subduing them (see "Killing Blow" in the "Rules of Offense" section). | | | | | |

| Eldritch Grasp | Level 1 | CO | Type: Protection | Duration: 1 Event | Item: Y Scroll: N |
|---|---|---|---|---|---|
| Verbal: "From eldritch thread I weave a gauntlet that your grasp is steady against your foes." | | | | | |
| Grants a specific spell shield versus Disarming Magics. | | | | | |

| Elemental Arrow | Level 5 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I summon forth an Elemental arrow of <element>." | | | | | |
| The Elemental Arrow spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do twenty-five (25) points of Elemental damage. | | | | | |

| Elemental Attunement | Level 7 | EL | Type: Elemental, Cursing, and Fire, Ice, or Lightning | Duration: 10 Minutes | Item: N Scroll: N |
|---|---|---|---|---|---|

Verbal: "With Elemental might I attune you to <element>"

The Elemental Attunement spell enables an Elementalist to temporarily attune the target to a particular element of their choosing at the time of casting. The Elemental Attunement spell infuses the target with great power of that element, granting the benefit of temporary immunity to damage, spells, and attacks that utilize that element.

However, with this temporary infusion comes the drawback that all spells and attacks of the chosen element's opposition will inflict twice the normal damage.

- Fire: Immunity to Fire spells and attacks, -4 damage from Flaming tagline attack. Double damage from all Ice attacks.
- Ice: Immunity to Ice spells and attacks, -4 damage from Ice tagline attack. Double damage from all Fire attacks.
- Lightning: Immunity to Lightning spells and attacks, -4 damage from Lightning tagline attack. Double damage from all Acid attacks.

The effect which grants double damage to the opposing element of the Elemental Attunement does not stack with inherent weakness to an element nor does the damage increase when coupled with a Curse (E, 8) spell.

If the target of an Elemental Attunement spell receives a Remove Curse (E,8) or Disjunction (C,8) spell or resurrects, the spell will be removed. Should the target of the spell possess a formal version of an Elemental Attunement, this spell has no effect. Likewise, if a creature is already susceptible to a certain element (such as a Fire Elemental vs. Ice) this spell will not increase or multiply damage caused by this weakness.

| Elemental Blade | Level 4 | EL | Type: Enchantment | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call upon Elemental <element> to enchant your blade with <element>".

The Elemental Blade spell is cast on a Character and allows the target to add two (2) points of damage for one combat with the type of element declared at casting. All damage inflicted by this attack is dealt as fire, ice, or lightning (e.g., "6 Ice!"). This spell may be saved until the Character wishes to use it or until the spell expires. More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time.

| Elemental Blast | Level 9 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I call forth an Elemental blast of <element>." | | | | | |
| The Elemental Blast spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do one hundred (100) points of Elemental damage. | | | | | |

| Elemental Burst | Level 2 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I summon forth a burst from the plane of <element>." | | | | | |
| The Elemental Burst spell allows the Elementalist to plant their right foot (as per the Trap spell) and the ability to throw Unlimited "5 <element>" packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 seconds, taking Body damage while the spell is active, casting another spell, being incapacitated, or moving one's right foot will all end the spell. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental Skill will. | | | | | |

| Elemental Dart | Level 1 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I smite you with an Elemental dart of <element>." | | | | | |
| The Elemental Dart spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do five (5) points of Elemental damage. | | | | | |

| Elemental Forge | Level 3 | EL | Type: Enchantment | Duration: Instant | Item: Y Scroll: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the forge of Fire and anvil of Earth to repair this item." | | | | | |
| Allows the caster to repair one hand-held object of shield size or smaller. | | | | | |

| Elemental Fury | Level 8 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I summon forth a fury from the plane of <element>." | | | | | |
| The Elemental Fury spell allows the Elementalist to plant their right foot (as per the Trap spell) and the ability to throw Unlimited "20 <element>" packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 seconds, taking Body damage while the spell is active, casting another spell, being incapacitated, or moving one's right foot will all end the spell. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental Skill will. | | | | | |

| Elemental Maelstrom | Level 5 | EL | Type: Elemental and Fire, Ice, or Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I summon forth a maelstrom from the plane of<element>." | | | | | |
| The Elemental Maelstrom spell allows the Elementalist to plant their right foot (as per the Trap spell) and the ability to throw Unlimited "10 <element>" packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 seconds, taking Body damage while the spell is active, casting another spell, being incapacitated, or moving one's right foot will all end the spell. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental Skill will. | | | | | |

| Elemental Shield | Level 8 Caster Only | EL | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I grant you immunity to the elements that you may have a shield to protect you."

The Elemental Shield spell protects the caster from the next Elemental attack that is fire, ice, or lightning in nature as well as any Elemental-based unique battle magic spell.

Note that Acid attacks of any sort may not be flashed with this spell unless the attack is part of a direct damage, unique battle magic spell (e.g. Elemental Blast – Acid, Elemental Arrow – Acid, Elemental Dart – Acid may be flashed but 20 Acid, 50 Acid, or 100 Acid may not). Other unique Elemental spells may also be flashed with this spell protection (i.e., Elemental Blast – Chaos, Elemental Blast – Death, etc).

Elemental Strike – Acid and other radius-effect Acid effects may not be flashed (unless it is a battle-magic spell).

The Player must say "Elemental Shield" to denote that the spell shield absorbed the spell and dissipated. This spell defense will be affected before a general spell shield (see "Wearing Active Spells").

| Enchanted Blade | Level 4 | C | Type: Enchantment | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call upon Celestial arts to enchant your blade with magic."

The Enchanted Blade spell is cast on a Character and allows the target to add two (2) points of damage to three consecutive attacks. All damage inflicted by this attack is magical, so call damage as, "x-magic!". This spell may be saved until the Character wishes to use it or until the spell expires. More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time.

| Endow | Level 2 | C | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I endow you with ogre strength."

The Endow spell endows the recipient with extra strength. This strength will be used in the next feat the Character performs which requires more than their average strength (i.e., it will not be

used for the Character's next step but will be used for the Character's next attack with their weapon).

If used in conjunction with a weapon (excluding Crossbows), this spell adds two (2) points of damage to the Character's next one (1) attack. The Player must add the two points and call the appropriate damage. This will not allow a Character to affect a monster affected only by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes, but is not limited to: moving at full speed while carrying another Character for ten (10) seconds; throwing another Character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a Character on a roof is not allowed).

More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only two points may be added by an Endow spell to any one blow).

| Enrage | Level 6 | CG | Type: Mind-Affecting | Duration: 10 Minutes | Item: N Scroll: N |
|---|---|---|---|---|---|
| Verbal: "I strip your will and loose your rage." | | | | | |
| The target of this spell takes a Berserk effect, as per the Berserk Gas Poison. | | | | | |

| Fire/Cold/Lightning Shield | Level 5 | EL | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I grant you immunity to <element> that you may have a shield to protect you." | | | | | |
| The Fire/Cold/Lightning Shield Spell protects the recipient from the next chosen Elemental- based attack. The Player must say "Fire/Cold/Lightning Shield" to denote that the spell shield absorbed the spell and dissipated. The caster must decide at time of casting which element they want to be protected against. This spell cannot be worn with an Elemental Shield. This spell defense will be affected before a general spell shield (see "Spell Defenses"). | | | | | |

| Flame Bolt | Level 4 | CG EL | Type: Elemental and Fire | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call forth a flame bolt."

The Flame Bolt spell allows the caster to shoot a magical bolt of flame at a target, which will do twenty (20) points of magical damage. Due to its magical origin, it will not set anything on fire.

| Force Armor | Level 7 Caster Only | CO | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I strike upon the eldritch anvil to forge an armor of force to protect me."

The Force Armor spell grants the caster thirty (30) Armor Points. As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing them to cast spells while taking damage. This spell does not stack with physical armor, nor does it stack with Stoneskin (D/N,7), Armor (C,2), or Shield (C,2).

| Force Blade | Level 4 | CO | Type: Elemental | Duration: 1 Event | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "I strike upon the eldritch anvil to forge a blade of ether."

This spell creates a blade of pure force, which only the caster may wield and which cannot be Disarmed, or Destroyed. The Force Blade will, however, be immediately dispelled with a Dispel Greater Magic (C/E,6) or Disjunction (C,8) which strikes the caster. The caster must have an appropriate physrep (solid blue, 1H Edged) available on their person and may not call a hold to retrieve the weapon. The blade created may be wielded by the caster until they have fallen unconscious, dies, or 5 minutes have passed.

The Force Blade is considered a One-Handed Edged weapon. The blade calls "4 Magic." The caster may wield the blade even if they don't have the One-Handed Edged Skill. In order to Dual Wield a Force Blade with another weapon, or with another Force Blade, the wielder must possess the Skills for Dual Wielding as if they were using a physical weapon (1H Edged, and Florentine or Florentine/Two Weapon). The second weapon must also meet the length requirements for dual wielding alongside the "1H Edged Force Blade".

Two Force Blades may be active on the caster at the same time, provided the caster has the appropriate Skills to dual wield a weapon combination of the appropriate size. If the caster has only 1H Edged and Florentine, the two Force Blade physrep pair sizes must be Dagger and

Shortsword length, respectively. If the caster has 1H Edged, Florentine, and Two Weapon, the Force Blade physrep pair lengths can be: Dagger/Shortsword, Dagger/Longsword, or Shortsword/Longsword.

A Force Blade is a magical spell effect and may not be further enchanted or production enhanced with additional effects.

| Force Shield | Level 8 Caster Only | CO | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "May this shield protect you from the forces of confinement." | | | | | |
| The Force Shield spell protects the caster from the next confining based attack, magic or otherwise. The Player must say "Flash—Force Shield" to denote that the spell shield absorbed the spell and dissipated. This shield is affected before spell shields but after Cloaks. See "Wearing Active Spells" for more information on stacking spell shields and order of stacking protection. | | | | | |

| Friendship | Level 7 | C | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I bind you in friendship to me." | | | | | |
| The Friendship spell causes the target to treat the caster as though the caster is their best friend in the world. The victim must stay by the caster's side and will listen to their suggestions. Although the caster is the victim's best friend, the victim will not mindlessly follow the caster's orders, nor will they do anything which they would not normally do, unless the caster gives them a very good reason. If the caster's party attacks the victim, the caster must give a convincing reason why they are not helping defend the victim or the spell will be broken immediately.<br><br>A Character already under the effects of another charming effect [Friendship (C/EG/D/H,7), Influence, Vampyric Dominate, etc.] is not affected by a Friendship spell. Incredibly powerful effects, such as Supercharm, will still work as normal on the Character.<br><br>This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (E/D/N,8) in the above list. This condition may also be cured with a Sylvan Fae's "Charm Break" ability or dispelled via the Disjunction (C,8) spell. | | | | | |

| Greater Endow | Level 4 | C | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the Earth to endow you with its strength."

The Greater Endow spell endows the recipient with extra strength. Unlike the Endow spell, this spell may be saved until the Character wishes to use it or until the spell expires. If used in conjunction with a weapon (excluding Crossbows), this spell adds four (4) points of damage to the Character's next one (1) attack. The Player must add the four points and call the appropriate damage. This will not allow a Character to affect a monster that is only affected by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes but is not limited to: moving at full speed while carrying another Character for ten (10) seconds; throwing another Character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a Character on a roof is not allowed).

More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only four points may be added by a Greater Endow spell to any one blow).

| Ice Bolt | Level 3 | CG EL | Type: Elemental and Ice | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I strike you with an ice bolt."

The Ice Bolt spell allows the caster to shoot a magical bolt of ice at a target, which will do fifteen (15) points of magical damage.

| Ice Storm | Level 7 | CG EL | Type: Elemental and Ice | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "From the north I call an ice storm forth."

The Ice Storm spell allows the caster to call forth a storm of ice from the sky and direct it at a target. The storm will do thirty-five (35) points of magical damage.

| Imprison | Level 8 | CO | Type: Confining | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I imprison you with eldritch force."

The Imprison spell allows the caster to surround the target with a form-fitting wall of force. This Imprison may be lowered by the caster (on a 3-count), but doing so terminates the spell. While imprisoned, the target may hear everything but may not move or speak. Only the caster may kill the imprisoned being by physically giving it a Killing Blow. No other Character or monster can do damage to the victim of this spell, even if the victim is in the process of "breaking" it. A being that is imprisoned is not rooted to the ground and may be carried. The caster may also killing blow creatures with the Imprison itself, even those requiring magic to hit. The caster must be within arm's reach to deliver a Killing Blow (including via spell) or lower the Imprison.

It takes 10 seconds and superhuman strength of +10 or greater to break an Imprison, and doing so causes the target 25 points of damage.

In the case that the Imprison is self-inflicted, it is represented by one arm across the chest and the caster may lower the Imprison when desired. If not forcibly removed from the Imprison by a Disjunction (C,8) spell, it takes a 3-count lowertheImprison—"Returning 1, Returning 2, Returning 3" at which time the spell ends. While the Imprison is being lowered, the caster is immune to everything that this spell normally makes them immune to.

Radius attacks (i.e., 100 Flaming 10' Radius, Imbue Death 10' Radius, etc.) have full effect against Characters in an Imprison. A Character wearing an appropriate spell shield will be protected from the above spells as per normal.

Regarding magic, it should also be noted that the Imprison spell will only protect targets within from battle magic spells (except Disjunction). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

| Lie | Level 3 | C | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the shadows of deceit that you will lie to all who ask of you."

The Lie spell requires the target Character to answer the next three (3) yes or no questions asked of them falsely, yet believably. The target may, however, choose not to answer any or all of those questions. The spell is active until three questions have been answered or until the hour duration has expired.

If a Character has a Lie spell active when a Truth (C/E,3) spell is cast on them, the spells will cancel each other on a question-by-question basis. This means that if a Character has not answered any questions since the Lie spell was cast, they would be able to answer the questions any way they

wish. If, however, the target Character had already answered one question falsely, the other two would only cancel two of the questions of the Truth spell, and they would have to answer the last question truthfully.

Reversible: Truth (C/E)

| Lightning Bolt | Level 2 | CG EL | Type: Elemental and Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I summon forth a lightning bolt." | | | | | |
| The Lightning Bolt spell allows the caster to shoot a magical bolt of lightning at a target, which will do ten (10) points of magical damage. It will not, however, spark a fire. | | | | | |

| Lightning Storm | Level 6 | CG EL | Type: Elemental and Lightning | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I call down a storm of thunder and lightning." | | | | | |
| The Lightning Storm spell allows the caster to call forth a storm of lightning from the sky and direct it at a target. The storm will do thirty (30) points of magical damage. It will not, however, spark a fire. | | | | | |

| Magic Missile | Level 1 | CG | Type: Elemental | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I smite you with a magic missile." | | | | | |
| The Magic Missile spell allows the caster to shoot a magical missile at a target, which will do five (5) points of magical damage. | | | | | |

| Mental Fortress | Level 7 | CG | Type: Protection | Duration: 1 Event | Item: Y Scroll: N |
|---|---|---|---|---|---|
| Verbal: "With mental mortar and thought like stone I build a barrier of will." | | | | | |
| Grants a specific spell shield vs. Mind Affecting magics. Caster only. Caster may say "Mind Shield" when Mental Fortress "flashes" an incoming spell. | | | | | |

| Mental Jab | Level 2 | CG | Type: Mind-Affecting | Duration: Instant | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "From dextrous thought, a Mental Jab."

Deals 5 points of Body damage to the target.

| Mind Blast | Level 5 | CG CO | Type: Mind-Affecting | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I release a bolt to mind blast my foe."

The Mind Blast spell allows the caster to bypass the targets armor and do ten (10) points of damage directly to the Body. A Mind Blast will not affect mindless creatures such as Undead, Constructs, and Golems.

| Mute | Level 5 | C | Type: Silencing | Duration: 10 Minutes | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I command you to be mute."

The Mute spell seals the lips of the target so that they may not speak. The target may not cast spells or speak with anyone. However, they must still call damage in combat and announce spell effects ("Flash", "Reflect", etc.).

| Reflect Magic | Level 6 | C | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I give you a charm to reflect magic sent against you."

The Reflect Magic spell protects the recipient from the next spell of 6th level or below cast upon them by reflecting it back at the caster. If the level of that next spell is 6th level or below, the Player must say "Return" or "Reflect" to denote that the spell shield reflected the spell and dissipated. The Character wearing the Reflect Magic spell is considered the caster of the reflected spell. A reflected spell may again be returned upon the recipient if the original caster also is wearing a Return or Reflect Magic.

If the cast spell is greater than 6th level, it will act normally and will dissipate the Reflect Magic spell.

| Repulse | Level 2 | CG CO | Type: Repelling | Duration: Concentration | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I repulse this being from me."

Upon hitting the target with a spell packet, the Repulse spell causes the target to remain at least ten (10) feet away from the caster. The caster must hold a hand up with the palm of their hand toward the target while the Repulse spell is active. Undead and Elementals are unaffected by this spell.

| Shackle | Level 9 | CO | Type: Enchantment | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I bind you to this plane with shackles of force."

The Shackle spell binds the target to this plane in a corporeal state; the target may not phase, rift, teleport, jump into shadows, etc. The only means of escaping is to leave the combat area. This spell does not affect gaseous form or Mistform.

A Shackled target takes twice the time to break confining as it normally would take. For example, a Shackled troll hit with a Web (CG/CO,6) spell would need 12 seconds to break rather than 6.

| Shield | Level 1 | C | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I weave a mystic force to shield you from harm."

The Shield spell endows the recipient with ten (10) extra Armor Points. These additional points are the first Armor Points lost to damage (after Protection Aura). The Shield spell can be combined and worn with any worn armor and Spirit Armor (C/E,5) spell. It may not be combined with Armor (C,2), Stoneskin (D/N,7), or Force Armor (CO,7) spells.

As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing them to cast spells while taking damage.

| Slow | Level 4 | CO | Type: Enchantment | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I dam the flow of time to slow your body."

The Slow spell reduces the target to half speed, making them unable to run or use the Dodge Skill. This spell has no effect on targets that are already at half speed.

| Spirit Armor | Level 5 | C | Type: Protection | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the Earth to grant you spirit armor to protect you."

The Spirit Armor spell will protect the non-Desecrated wearer from one of the following: a Death (EG/D/N,9), Doom (CO/CG,9), Imbue Death (N,9) spell, or a Critical Slay. This spell will also protect the Desecrated wearer from: a Life (EG/D,9), Doom (CO/CG,9), or Imbue Death (N,9) spell; or a Critical Slay. In addition, this spell will protect a Lesser Undead from the Life (EG/D,9), Revive (H,9), or Destroy Undead (H/N,7) spells. However, the Character will have only one Body Point left, and the Spirit Armor will no longer be active.

Certain creatures that simply take damage from the spells that Spirit Armor protects against will take no damage should they be struck with one of the above spells, but the Spirit Armor will be used up in the process.

A Spirit Armor will also prevent a Character from being knocked unconscious as the result of a Waylay, a strength-enhanced (spell or natural) Waylay, or a Magical Waylay. The Waylay will still do the appropriate Body Damage to the victim and the Spirit Armor will be expended. When struck with a spell or ability that will expend the Spirit Armor, the Player must say "Spirit Armor" to denote that the protection absorbed the attack and dissipated.

| Storm Blade | Level 8 Caster Only | EL | Type: Enchantment | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I forge your blade with a storm of <element>."

The Storm Blade spell allows the caster to add four (4) points of Elemental-based damage for one combat with the type of element declared at casting. All damage inflicted by this attack is dealt as

fire, ice, or lightning (e.g., "10 Ice!"). This spell may be saved until the Character wishes to use it or until the spell expires.

More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time.

| Trance | Level 5 | C | Type: Mind-Affecting | Duration: 10 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I drop you into a trance." | | | | | |
| The Trance spell causes the target to fall into a deep trance. The target may be awakened by being shaken for ten (10) seconds, by dispelling the spell with a Dispel Greater Magic (C/E,6), or Disjunction (C,8); letting it run its course or; by a Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This spell does not affect mindless beings such as Undead, Constructs, or Golems. | | | | | |

| Trap | Level 3 | CG CO | Type: Confining | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I trap you where you stand." | | | | | |
| The Trap spell will cause the target's right foot to be trapped to the ground. The target may pivot on the trapped foot but may not move it. It takes 3 seconds and superhuman strength of +2 or greater to break a Trap, and doing so causes the target 3 points of damage. | | | | | |

| Truth | Level 3 | C | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the light of truth to reveal the answers I seek." | | | | | |
| The Truth spell requires the target Character to answer the next three yes or no questions asked of them, by the caster, truthfully. The target may, however, choose not to answer any or all of those questions. The spell is active until the three questions have been asked or until the hour expires.<br><br>If a Character has a Truth spell active when a Lie (C/E,3) spell is cast upon them, the spells will cancel each other on a question-by-question basis. This means that if a Character has not answered any questions since the Truth spell was cast, they would be able to answer the questions any way they wish. If, however, the target Character had already answered one question | | | | | |

truthfully, the other two would only cancel two of the questions from the Lie spell, and they would have to answer the last question falsely.

Reversible: Lie (C/E)

| Unbind | Level 4 | CG CO | Type: Dispelling | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I unbind you and set you free." ||||||
| The Unbind spell will free a Character from any form of binding, be it a Trap (CG/CO/E,3), Entangle (D,3), Bind (CG/CO/EG/D/H,4), or Web (CG/CO,6) spell; a Physical Web (e.g., from a giant spider), a Physical Bind, the Entangle tagline, handcuffs, rope, etc. However, this spell will not free someone from an Imprison (CO,8) spell.<br><br>Reversible: Bind (CG, CO, EG, D, H) ||||||

| Wall of Force | Level 7 | CG CO | Type: Protection | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I build a wall of force barring all entry." ||||||
| The Wall of Force spell allows the caster to, by scribing a straight line in the ground no more than ten (10) feet wide and saying the verbal, create a translucent wall as wide as the line drawn with a height of ten (10) feet. For the wall to be raised, it must remain in contact with the caster's outstretched and raised arm. It may be lowered by the caster at will by simply lowering their arm and saying "Wall Down". While the wall is raised, the caster may take other actions such as casting spells using their other hand, defending themself, drinking Potions, etc. however the wall spell will end the moment their outstretched arm is lowered and is no longer capable of being in contact with the wall. A caster may only have one Wall spell active at a given time.<br><br>Only air and the spirits of Dead Characters may move through the barrier. Once the caster leaves the reach of the wall or is incapacitated, the wall is dispelled. ||||||

| Ward | Level 9 | C | Type: Protection | Duration: 1 Event | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "I form a ward about this place so that only the possessor of the key may enter."

The Ward spell allows the caster to seal a room or building (cannot be cast on any movable objects such as chests). If someone were to look through an opening in the door or building (i.e., window, door, hole, etc.), they would see a translucent field covering the opening. Only air and the spirits of Dead Characters may move through the barrier. Up to one (1) Ward and two (2) Wizard Locks may be cast on a standard cabin but must be cast in such a way that each Protection spell touches a minimum of three walls.

When the spell is cast, a lock with a unique key in it must be placed somewhere in the building which the Ward occupies. Once cast, the key must be removed from the lock to raise the Ward. While the Ward is up, spells may be cast within it but will not be able to affect anything outside of the Ward.

Placing the key in the lock will lower the Ward, and it will remain lowered as long as the key is in the lock. The Ward may be raised and lowered as many times as necessary. When the Ward is down, it provides no protection for those inside the Ward. People, weapons, gasses, spells, etc. may enter and leave the Ward while it is lowered.

The key must be uniquely constructed and approved by Logistics at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved Ward Key, one does not have a Ward.

If a living being steps on a Ward while it is lowered, the Ward will not rise when the key is removed. Non-living creatures (i.e., Undead, Golems, etc.), however, will be thrown off in one direction or the other. The Player playing the creature will choose the direction.

| Web | Level 6 | CG CO | Type: Confining | Duration: Line of Sight | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "A web of force will seal your fate."

The Web spell allows the caster to immobilize their target from the neck down and rooted to the spot where struck. The target may still turn their head and talk. While trapped, the target may be given a Killing Blow (see "Killing Blow" in the "Rules of Offense" section). One may not cut a victim out of a Web and any damage dealt attempting to do so is applied to the victim. It takes 6 seconds, superhuman strength of +6 or greater to break a Web, and doing so causes the target 12 points of damage.

| Wither Limb | Level 7 | C | Type: Metabolic | Duration: 10 Minutes | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I wither your <limb> with age."

The Wither Limb spell causes a limb, specified by the caster, to rapidly wither and become infirm. The victim may not use the withered limb to wield weapons, cast spells, or move about.

This condition may be healed by a Remedy (EG/H,7), Restore Limb (E,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This effect may also be dispelled by the Disjunction (C,8) spell.

| Wizard's Lock | Level 7 | C | Type: Protection | Duration: 1 Event | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "I build a wizard's lock that none may enter without the key."

The Wizard's Lock spell allows the caster to seal a room or building. However, unlike the Ward (C,9) spell, the Wizard's Lock spell may also be cast on a movable object such as a chest or anything that can be logically locked.

If someone were to look through an opening in the door or building (i.e., window, door, hole, etc.), they would see a translucent field covering the opening (Note, the translucent field formed by a Wizard's Lock looks exactly as a Ward does). Only air and the spirits of Dead Characters may move through the barrier. Up to one (1) Ward and two (2) Wizard Locks may be cast on a standard cabin but must be cast in such a way that each Protection spell touches a minimum of three walls.

When this spell is used on an object rather than a room or building, those particular Wizard Locks do not count against the Ward/Wizard Lock maximum of a building. For example, one might have one (1) Ward and two (2) Wizard Locks protecting their cabin and five (5) chests sealed with Wizard Locks inside or three (3) Wizard Locks protecting their cabin and two (2) Wizard Locks protecting a pair of chests, and so on.

When the spell is cast, a lock with a unique key in it must be placed somewhere in the building/item which the Wizard's Lock occupies. Once cast, the key must be removed from the lock to raise the Wizard's Lock. While the Wizard's Lock is up, spells may be cast within it but will not be able to affect anything outside of the Wizard's Lock.

Placing the key in the lock will lower the Wizard's Lock, and it will remain lowered as long as the key is in the lock. The Wizard's Lock may be raised and lowered as many times as necessary. When the Wizard's Lock is down, it provides no protection for those inside the Wizard's Lock. People, weapons, gasses, spells, etc. may enter and leave the Wizard's Lock while it is lowered.

The key must be uniquely constructed and approved by Logistics at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved key, one does not have a Wizard's Lock.

If a living being steps on a Wizard's Lock while it is lowered, the Wizard's Lock will not rise when the key is removed. Non-living creatures (i.e., Undead, Golems, etc.), however, will be thrown off in one direction or the other. The Player playing the creature will choose the direction.

# Earth Spell Descriptions

## Reversible Spells

Many of the spells from some of the schools of Earth Magic are reversible [i.e., Paralyze (E,8) and Unparalyze (E,8)]. These types of spells do not have to be learned or memorized separately. The decision of how the spell is used is chosen at the time of casting by stating the appropriate verbal.

Note: Abbreviations can be seen throughout the spell description pages, including to the far right of the black bar underneath each spell name as well as located in the descriptions themselves. These letters are as follows: "D" for Druid, "H" for Healer, "N" for Necromancer, and "EG" for Earth Generalist. Should an "E" be encountered alone, that means that ALL Earth schools have access to that spell, and if "C" is encountered in the same manner, it means that the spell can be accessed by ALL Celestial schools. Spells from the Celestial realm of magic encountered are designated with "CG" for Celestial Generalist, "EL" for Elementalist, and "CO" for Confinist. Some are also marked "O" for unique Oracle spells. If in doubt, check the specialty school's individual spell lists.

| Annihilate Undead | Level 9 | H | Type: Undead Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the powers of Law to annihilate this Undead." | | | | | |

The Annihilate Undead spell allows the caster to destroy, utterly, one Lesser Undead, regardless of protections it is wearing. The affected Undead, once destroyed, cannot be brought back by any means, not even by a Death (EG/D,9) spell.

This spell will do 75 points of damage to a Greater Undead, even if it is protected by a Spirit Armor (C/E,5).

This spell will not affect living beings or their spell shields, although if a Dead, Desecrated target is hit with it, the body will be turned to dust and the Character must go resurrect.

| Banish | Level 9 | D | Type: Primal, Destruction, and Undead Destruction | Duration: Instant | Item: N Potion: N |
|--------|---------|---|------------------------------------------------|-------------------|-----------------|
| Verbal: "With the might of Amroth, I banish you from this Plane." | | | | | |
| Utterly destroys one (1) Lesser Undead regardless of protections. Does one hundred (100) points of damage to any Greater Undead or any Planar Creature native to one of the Moral Planes (Bridge of Life, River of Death, Positive Plane, Negative Plane). Note that the Elemental Plane is not a Moral plane. | | | | | |

| Bind | Level 4 | EG D H | Type: Confining | Duration: Line of Sight | Item: Y Potion: N |
|------|---------|--------|-----------------|-------------------------|-----------------|
| Verbal: "With mystic thread, I bind you fast." | | | | | |
| The Bind spell binds the arms of the target to their sides. The target may not cast spells or use any weapons or shields. Since this spell does not affect the target's feet, they may still walk, run, and leave the combat area. It takes 4 seconds and superhuman strength of +4 or greater to break a Bind, and doing so causes the target 6 points of Body Damage. Reversible: Unbind (CG, CO, EG, D, H) | | | | | |

| Bless | Level 1 | E | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|-------|---------|---|-------------------|-------------------|-----------------|
| Verbal: "I call upon the forces of the Earth to bless this spirit." | | | | | |
| The Bless spell endows the recipient with ten (10) extra Body Points but cannot be used to revive an unconscious Character. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Greater Bless (E,4) or Superior Bless (H,5) spell. | | | | | |

| Cause Critical Wounds | Level 6 | EG D N | Type: Chaos | Duration: Instant | Item: Y Potion: Y |
|-----------------------|---------|--------|-------------|-------------------|-----------------|
| Verbal: "I call upon Chaos itself to cause critical wounds." | | | | | |
| The Cause Critical Wounds spell allows the caster to bypass a target's armor and do thirty (30) points of Body Damage to those targets that are healed by normal means. This spell will cure | | | | | |

thirty (30) Body Points of damage to a Desecrated or Undead Character and can restore them to consciousness with thirty (30) Body Points. It will also save a Desecrated or Undead Character from the Slain status, restoring them to consciousness, and curing thirty (30) points of damage. This spell has no effect on a Dead Character.

Reversible: Cure Critical Wounds (EG, D)

| Cause Disease | Level 3 | EG D | Type: Chaos and Metabolic | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the powers of Chaos to cause disease." | | | | | |

The Cause Disease spell will infect the non-Desecrated victim with a non-contagious, yet lethal, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cure Disease (EG/D/H,3), Remedy (EG/D/H,7), Heal Mortal Wounds (H,8), or Renew (G/D,8) spell. This condition may also be dispelled by Dispel Greater Magic (C/E,6), and Disjunction (C,8). Alternatively, this spell will cure a Desecrated target of any disease with which they have been afflicted.

While diseased, a Character cannot run or use the Dodge Skill. The Character's strength is also reduced by two (2), making them call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

Reversible: Cure Disease (EG, D)

| Cause Light Wounds | Level 1 | EG D N | Type: Chaos | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon Chaos to cause light wounds." | | | | | |

The Cause Light Wounds spell allows the caster to bypass a target's armor and do five (5) points of Body Damage to those targets that are healed by normal means.

This spell will cure five (5) Body Points of damage to a Desecrated or Undead Character and can restore them to consciousness with five (5) Body Points. This spell has no effect on a Slain or Dead Character. Reversible: Cure Light Wounds (EG, D)

| Cause Serious Wounds | Level 4 | EG D N | Type: Chaos | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon Chaos to cause serious wounds."

The Cause Serious Wounds spell allows the caster to bypass a target's armor and do twenty (20) points of Body Damage to those targets that are healed by normal means.

This spell will cure twenty (20) Body Points of damage to a Desecrated or Undead Character and can restore them to consciousness with twenty (20) Body Points. This spell has no effect on a Slain or Dead Character.

Reversible: Cure Serious Wounds (EG, D)

| Cause Wounds | Level 2 | EG D N | Type: Chaos | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon Chaos to cause wounds."

The Cause Wounds spell allows the caster to bypass a target's armor and do ten (10) points of Body Damage to those targets that are healed by normal means. This spell has no effect on a Slain or Dead Character.

This spell will cure ten (10) Body Points of damage to a Desecrated or Undead Character and can restore them to consciousness with ten (10) Body Points.

Reversible: Cure Wounds (EG, D)

| Circle of Protection | Level 9 | E | Type: Protection | Duration: 5 Minutes | Item: Y Scroll: N |
|---|---|---|---|---|---|

Verbal: "I cast a circle of protection about me, let none enter here."

The Circle of Protection spell creates a translucent impenetrable globe of force around the caster. No weapons, spells, gasses, or anything else may enter or leave the circle except air and spirits of Dead Characters (unless the circle is set, see below).

To cast a Circle of Protection, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spellpacket thrown on the ground at the caster's feet.

Once cast, the caster must say "circle up" to raise the globe around them. While the circle is up, spells may be cast within the circle but will not be able to affect anything outside the circle.

The circle may be raised and lowered as many times as the caster deems necessary. When the circle is down, it provides no protection for those inside the circle. People, weapons, gasses, spells, etc. may enter and leave the circle while it is lowered. Raising a circle merely requires concentration and may be done even if the caster is unable to speak or raise their hands. However, raising the circle must be represented logistically by stating aloud, "Circle up!" and the visible effect must be indicated in some way or another by either the raising of the Player's hand or raising their hand holding an item, be it a weapon, wand, rod, or other item. Lowering a circle is done in the same manner as above but by stating "Circle down!" and lowering the hand.

If a living being steps on a lowered circle, the circle will not rise when the caster says, "Circle up." Undead, Constructs, or any creatures without spirits, however, will be thrown off in one direction or the other. The Player who is playing the Undead or Construct will choose the direction.

While the circle is up, the caster may "set" the circle by saying, "Circle set." This will disallow entry to and exit by the spirits of Dead Characters. The circle may not be lowered while set. The caster must say, "Circle unset," to "unset" the circle, followed by, "Circle down" to lower it.

The spell is broken if the caster leaves the circle, dies, or falls unconscious before the five (5) minutes is up.

Further, another Circle of any sort may not be cast or inscribed within or around the existing one until the first has completely run its course.

| Cleanse Disease | Level 3 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life, I cleanse your body of disease." | | | | | |
| The Cleanse Disease spell will cure a target of any disease, magical or conventional—this includes the Cause Disease (EG/D,3) and Inflict Disease (N,3) spells as well as the Cure Disease (EG/D,3) spell inflicted upon a Desecrated Character. | | | | | |

| Control Animal | Level 2 | D | Type: Mind-Affecting | Duration: 10 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "By Nature's power and the will of the Wild, I command thee to do my bidding." | | | | | |
| Caster may give target natural animal one simple command (i.e., "Guard me", "Kill that creature", "Run that way", etc.), which the creature must then follow. Any commands which would give the | | | | | |

caster the ability to give the controlled creature more commands (i.e., "Obey my every command", "Do what I tell you for an hour", etc.) are not acceptable.

| Control Undead | Level 4 | N | Type: Necromancy | Duration: 1 Hour | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "By Death's dark mantle and the powers of Necromancy, I control Undead to do as I bid."

The Control Undead spell grants the caster the ability to throw three (3) packets that will deliver the Control Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating "Control Undead!" while throwing each packet.

The Control Undead spell will allow the caster to control any uncontrolled, Lesser Undead struck by the spell. Any Lesser Undead struck by the spell that is not given a command will simply stand there until a command is given by the caster. The caster may give each Lesser Undead which they control one simple command (i.e., "Guard me", "Kill yourself", "Run that way", etc.). Any commands which would give the caster the ability to give the controlled Undead more commands (i.e., "Obey my every command", "Do what I tell you for an hour", etc.) are not acceptable. Greater Undead cannot be controlled with this spell.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield, however the shield will be blown.

The spell shields of living beings struck by the spell are unaffected.

| Corrupt Memory | Level 7 | N | Type: Necromancy and Mind-Affecting | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "By necromantic decay and foul desiccation, I plant a seed of corruption in your mind."

May be cast only upon a willing or incapacitated target. The target forgets the previous 30 minutes, as their memory is removed by the trauma of the spell, similar to what happens upon resurrection. The tag for this spell should be handed to the target, and the date and time of the spell's casting should be written on the tag. The target Character must keep this tag on them at all times. This spell cannot be removed from the target by any means, including Battle magic or Formal magic.

| Create Ghoul | Level 9 | N | Type: Necromancy | Duration: 1 Hour | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "By the power of Necromancy, I create a ghoul to serve my will."

The Create Ghoul spell allows the caster to turn a non-Undead, non-Desecrated, Dead creature into a Lesser Ghoul. Unlike zombies created via Create Undead (N,7), the Ghoul can be healed even when it reaches zero Body Points.

A ghoul created by this spell has the following statistics:

- 80 Body
- Armor Points the victim had remaining
- +4 Strength (May wield weapons or use claws, can call 7 Paralyze with Claws)
- Standard Lesser Undead Package
- +2 Proficiency / 1 Critical Slay

The ghoul is unintelligent, has none of the Skills or memories the victim had in life, and may not speak. It may only wield a weapon or claw. Once created, the caster controls the Ghoul completely, able to give it multiple commands for one hour. The victim who has been created into a ghoul cannot be restored to life by any means.

This spell will not affect living beings or their spell shields.

| Create Undead | Level 7 | N | Type: Necromancy | Duration: 1 Hour | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "By the power of Necromancy, I call you forth and create Undead to walk the Earth."

The Create Undead spell allows the caster to turn a non-Undead, non-Desecrated, Dead creature into a zombie. The zombie thus created will have half the number of Body Points the victim had in life, whatever armor is left on the corpse, may move at half-speed, and may wield a single weapon and call base damage for that weapon. This spell will not affect living beings or their spell shields should they not be at one of the aforementioned statuses.

The caster may then give the zombie, which they created, one command (i.e., "Guard me", "Kill yourself", "Walk that way", etc.). Any commands which would give the caster the ability to give the created Undead more commands (i.e., "Obey my every command", "Do what I tell you for an hour", etc.) are not acceptable.

The zombie is unintelligent, has none of the Skills or memories the victim had in life, and may not speak.

The zombie created by this spell gains the abilities and weaknesses of a standard Lesser Undead (see Standard Lesser Undead Package for details) but when the zombie reaches zero (0) Body Points, it will turn to dust.

The victim who has been created into a zombie cannot be restored to life by any means.

This spell will not affect living beings or their spell shields.

Reversible: Destroy Undead (H/N)

| Cure Critical Wounds | Level 6 | EG D | Type: Curing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the land to cure critical wounds."

The Cure Critical Wounds spell will cure thirty (30) Body Points of damage to a Character and can restore them to consciousness with thirty (30) Body Points. It will also save a Character from the Slain status, restoring them to consciousness, and curing thirty (30) points of damage. This spell has no effect on a Dead Character. This spell allows the caster to bypass a Desecrated target's armor and do thirty (30) points of Body Damage. This spell will do sixty (60) Body Points of damage to an Undead creature.

Reversible: Cause Critical Wounds (EG, D, N)

| Cure Disease | Level 3 | EG D | Type: Curing and Metabolic | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I cure you of all invading disease."

The Cure Disease spell will cure a non-Desecrated target of any disease they have been inflicted with. The Cure Disease spell will also infect a Desecrated victim with a non-contagious, yet painful, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cause Disease (EG/D,3), Remedy (EG/H,7), Heal Mortal Wounds (H,8), or Waste (EG/D/N,8) spell. This condition may also be dispelled by Dispel Greater Magic (C/E,6), and Disjunction (C,8).

While diseased, a Character cannot run or use the Dodge Skill. The Character's strength is also reduced by two (2), making them call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

Reversible: Cause Disease (EG, D)

| Cure Light Wounds | Level 1 | EG D | Type: Curing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the land to cure light wounds."

The Cure Light Wounds spell will cure five (5) Body Points of damage to a Character and can restore them to consciousness with five (5) Body Points. This spell has no effect on a Slain or Dead Character. This spell allows the caster to bypass a Desecrated target's armor and do five (5) points of Body Damage. This spell will do ten (10) Body Points of damage to an Undead creature.

Reversible: Cause Light Wounds (EG, D, N)

| Cure Serious Wounds | Level 4 | EG D | Type: Curing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the land to cure serious wounds."

The Cure Serious Wounds spell will cure twenty (20) Body Points of damage to a Character and can restore them to consciousness with twenty (20) Body Points. This spell has no effect on a Slain or Dead Character. This spell allows the caster to bypass a Desecrated target's armor and do twenty (20) points of Body Damage. This spell will do forty (40) Body Points of damage to an Undead creature.

Reversible: Cause Serious Wounds (EG, D, N)

| Cure Wounds | Level 2 | EG D | Type: Curing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the land to cure wounds."

The Cure Wounds spell will cure ten (10) Body Points of damage to a Character and can restore them to consciousness with ten (10) Body Points. This spell has no effect on a Slain or Dead Character. This spell allows the caster to bypass a Desecrated target's armor and do ten (10) points of Body Damage. This spell will do twenty (20) Body Points of damage to an Undead creature.

Reversible: Cause Wounds (EG, D, N)

| Curse | Level 8 | E | Type: Cursing | Duration: 1 Minute | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I curse you to die a painful death."

The Curse spell causes the victim to receive twice the amount of damage from any and all sources until the spell is removed. The damage is doubled before being applied to the Character's defenses. If the victim of a Curse spell receives a Remove Curse (E,8) or Disjunction (C,8) spell or Resurrects, the Curse will be removed.

Reversible: Remove Curse (E)

| Curse of Ineptitude | Level 6 | EG | Type: Cursing | Duration: Line of Sight | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I curse you with ineptitude."

The Curse of Ineptitude spell causes the target to be generally inept in combat, making it very difficult to connect with their opponents. This reduction in combat effectiveness causes the target to call half (1/2) the damage they would normally be capable of. If affected by Weakness (E,4) or another strength reducing effect, then the Curse of Ineptitude would take effect after.

For example, a Death Knight is calling 24 Magic and is hit with a Curse of Ineptitude and then would call 12 Magic. If they were subsequently struck with a Weakness (E,4), they would then call 10 Magic. Note, effectiveness is reduced, inherent strength bonus is not so that a victim would still be able to break confining as it normally would.

| Death | Level 9 | EG D N | Type: Death | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I grant you the gift of Death."

The Death spell causes a living Character's spirit to leave their body, immediately bringing them to the Dead status (see the "Health Status" and "About Death and Resurrection" sections). This spell bypasses any armor and dispels all beneficial active spells on the victim, regardless of healing type taken. This spell may also bring back to life a Dead Desecrated or Undead target with one (1) Body Point.

The Life (EG/D,9) and Revive (H,9) spells are the only ways to save a Character that has been killed by a Death spell. If the victim is wearing a Spirit Armor (C/E,5), then they will not die but will be

left with one (1) Body Point. If a creature takes Body damage from the Death spell, then theSpirit Armor (C/E,5) will protect the creature from any damage but all beneficial spells will still be lost.

Reversible: Life (EG, D)

| Decay | Level 4 | N | Type: Necromancy | Duration: Instant | Item: N Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the forces of Necromancy to decay your body." ||||||
| The Decay spell will lower the dissipate count of the target to two (2) minutes (see the "Health Status" and "About Death and Resurrection" sections). This spell has no effect if the target is already past two minutes on their dissipate count. ||||||

| Defend | Level 8 | E | Type: Protection | Duration:1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the Earth to defend you from magic." ||||||
| The Defend spell protects the recipient from the next spell of 8th level or below cast upon them. If the level of that next spell is 3rd through 8th, the Player must say "Flash" to denote that the spell shield absorbed the spell and dissipated. If that next spell is 9th level, it will act as if no spell shield is present and the Defend will dissipate. However, if the level of that next spell is 1st or 2nd, the spell shield will absorb the spell but will not be dissipated. The Player wearing the Defend must say "Flash" when hit with a 1st or 2nd level spell. ||||||

| Destroy | Level 3 | E | Type: Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I summon a force to destroy your <item>." ||||||
| The Destroy spell allows the caster to destroy an item and render it completely useless. It may be cast on any weapon, shield, or item up to "shield" size. If the item is in possession of a creature then it may only be destroyed if it is presently held in hand. It will not make a hole the size of a shield in a larger object. This spell also causes 20 points of damage to skeletal Undead or creatures made of metal or gemstone. This spell will not affect any Enchanted, or Gold or better, item. ||||||

| Destroy Armor | Level 6 | E | Type: Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I summon a force to destroy armor."

The Destroy Armor spell will destroy the target's armor, rendering it completely useless. The target's Armor Points, both mundane and magically granted, will be reduced to zero. This spell also causes 40 points of damage to skeletal Undead or creatures made of metal or gemstone. This spell will not affect armor that has been reinforced by a Smith.

| Destroy Undead | Level 7 | H N | Type: Undead Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I destroy this Undead abomination before me."

The Destroy Undead spell allows the caster to destroy, utterly, one Lesser Undead. The affected Undead, once destroyed, cannot be brought back by any means, not even by a Death (EG/D,9) spell. If the Lesser Undead is wearing a Spirit Armor (C/E,5), the defense will be dispelled and the Lesser Undead will have only one (1) Body Point remaining. Should the Lesser Undead be wearing a Defend (C/E,8), the creature will be protected normally.

This spell will do 50 points of damage to a Greater Undead, even if it is protected by a Spirit Armor (C/E,5). A Defend (C/E,8) will, however, protect the Greater Undead normally.

This spell will not affect living beings or their spell shields, although if a Dead, Desecrated target is hit with it, the body is turned to dust and they must immediately go resurrect.

Reversible: Create Undead (N)

| Disarm | Level 1 | E | Type: Disarming | Duration: 5 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I disarm you of your <item>."

The Disarm spell allows a caster to disarm someone of any hand held item of shield size or smaller. The weapon must be dropped to the ground and may not be picked up by the target Player for five (5) seconds, however, anyone else may pick it up. The exact item to be disarmed must be stated by the caster. Saying, "I disarm you of your weapon" is not sufficient, while saying, "I disarm you of your sword" is specific enough to disarm the weapon, however if a Character is wielding two swords it is the victim's prerogative as to which "sword" is disarmed.

Spell packets are not in-game, and monsters' claws are attached to the monster, hence, they may not be disarmed.

| Dispel Greater Magic | Level 6 | E | Type: Dispelling | Duration: Instant | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I call forth entropy to dispel all greater magics before me."

The Dispel Greater Magic spell will dispel any spell of 6th level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled.

A Defend (C/E,8) will protect all other spells on the target from being dispelled and acts as it would toward any other spell, while a Reflect Magic (C/E,6) will act as it does against other spells and send the Dispel Greater Magic back at the caster.

| Drain Life | Level 7 | EG D N | Type: Metabolic | Duration: 10 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "With vampyric power, I drain your Life."

The Drain Life spell drains the majority of Life Energy from the victim, leaving only enough for them to crawl, fend off killing blows, speak, and drink Potions. The victim may not fight, or cast spells.

This condition may be healed by a Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This condition may also be dispelled by the Disjunction(C,8) spell.

As no actual Body Points are taken with this spell, an attacker may not Killing Blow a Character who has had their life drained before subduing them (see "Killing Blow" in the "Rules of Offense" section).

| Elude Undead | Level 2 Caster Only | N | Type: Necromancy | Duration: Concentration | Item: N Potion: N |
|---|---|---|---|---|---|

Verbal: "Servants of Undeath, be humbled by the darkness within me."

The Elude Undead spell allows the caster to identify themself to all Undead, both lesser and greater, that they are a Necromancer. The Undead will not attack the caster unless provoked. However, caution is advised when dealing with Greater Undead - they have been known to have the strength of will to attack those even under an Elude Undead.

The Character under the effects of an Elude Undead Spell must walk with one arm crossed across their chest to show to others they are under the effects of the spell. While concentrating on this spell, the caster may not attack (including but not limited to the use of weapons, spells, Alchemy, and Poisons) but may still block incoming attacks using a weapon or shield with the arm not crossed over the chest. Other activities which require the caster's concentration to accomplish (i.e., First Aid, Armor Repair, etc.) will also prematurely end the spell.

| Endow | Level 2 | E | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I endow you with ogre strength." | | | | | |

The Endow spell endows the recipient with extra strength. This strength will be used in the next feat the Character performs which requires more than their average strength (i.e., it will not be used for the Character's next step but will be used for the Character's next attack with their weapon).

If used in conjunction with a weapon (excluding Crossbows), this spell adds two (2) points of damage to the Character's next one (1) attack. The Player must add the two points and call the appropriate damage. This will not allow a Character to affect a monster affected only by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes, but is not limited to: moving at full speed while carrying another Character for ten (10) seconds; throwing another Character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a Character on a roof is not allowed).

More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only two points may be added by an Endow spell to any one blow).

| Entangle | Level 3 | D | Type: Confining | Duration: Line of Sight | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the forces of Nature to entangle you." | | | | | |

The Entangle spell causes the victim to be immobilized from the neck down and rooted to the spot where struck. The Entangle spell may be "snapped" with an Endow (C/E,2), or Greater Endow (C/E,4) spell. Creatures with superhuman strength of +2 or greater can snap an Entangle and take no damage from doing so. Note that this spell may be cast anywhere. Another Character may cut a victim out of an Entangle with an edged weapon on a ten-count, ("Cutting 1, Cutting 2, Cutting 3,"

etc.). If the cutting count is interrupted in any way, the Character must restart their cutting count each time.

| Fear | Level 3 | E | Type: Mind-Affecting | Duration: 1 Minute | Item: Y Potion: N |
|------|---------|---|----------------------|--------------------|-------------------|

Verbal: "I command you to fear me."

The Fear spell causes the target to be afraid of the caster. The target may no longer attack or defend themself from the caster for one (1) minute, or until the caster is incapacitated by a being other than the victim. The target may leave the combat area and can attack and defend themself from any other attacker, cast spells, and drink Potions to remove the Fear effect. The Disjunction (C,8), Dispel Greater Magic (C/E,6), Renew (EG/D, 8), Heal Mortal Wounds (H,8), Remedy (EG/H,7), and Remove Fear (E,3) spells will remove the effects of this spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list.

Reversible: Remove Fear (E)

| Friendship | Level 7 | EG D H | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: N |
|------------|---------|--------|----------------------|------------------|-------------------|

Verbal: "I bind you in friendship to me."

The Friendship spell causes the target to treat the caster as though the caster is their best friend in the world. The victim must stay by the caster's side and will listen to their suggestions. Although the caster is the victim's best friend, the victim will not mindlessly follow the caster's orders, nor will they do anything which they would not normally do, unless the caster gives them a very good reason. If the caster's party attacks the victim, the caster must give a convincing reason why they are not helping defend the victim or the spell will be broken immediately.

A Character already under the effects of another charming effectFriendship (C/EG/D/H,7), Influence, Vampyric Dominate, etc.] is not affected by a Friendship spell. Incredibly powerful effects, such as Supercharm, will still work as normal on the Character.

This condition may be healed by a Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (E/D/N,8) in the above list. This condition may also be cured with a Sylvan Fae's "Charm Break" ability or dispelled via the Disjunction (C,8) spell.

| Greater Bless | Level 3 | E | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I grant you the gift of a greater bless."

The Greater Bless spell endows the recipient with fifteen (15) extra Body Points, but cannot be used to heal an unconscious Character. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Bless (E,1) or Superior Bless (H,5) spell.

| Greater Control Undead | Level 7 | N | Type: Necromancy | Duration: 1 Hour | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "With Necromantic might, I demand these Undead follow my bidding."

The Greater Control Undead spell grants the caster the ability to throw three (3) packets that will deliver the Greater Control Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating "Greater Control Undead!" while throwing each packet.

The Greater Control Undead spell will allow the caster to control any uncontrolled, Lesser Undead struck by the spell. Any Lesser Undead struck by the spell that is not given a command will simply stand there until a command is given by the caster. The caster may give each Lesser Undead which they control multiple simple commands (i.e., "Guard me", "Kill yourself", "Run that way", etc.).

Greater Undead cannot be controlled with this spell. Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield, however the shield will be blown.

The spell shields of living beings struck by the spell are unaffected.

| Greater Endow | Level 4 | E | Type: Enchantment | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the Earth to endow you with its strength."

The Greater Endow spell endows the recipient with extra strength. Unlike the Endow spell, this spell may be saved until the Character wishes to use it or until the spell expires. If used in conjunction with a weapon (excluding Crossbows), this spell adds four (4) points of damage to the Character's next one (1) attack. The Player must add the four points and call the appropriate damage. This will not allow a Character to affect a monster that is only affected by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes but is not limited to: moving at full speed while carrying another Character for ten (10) seconds; throwing another Character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a Character on a roof is not allowed).

More than one of this type of spell may be active on a Character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only four points may be added by a Greater Endow spell to any one blow).

| Heal Critical Wounds | Level 6 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life I heal your critical wounds." | | | | | |
| The Heal Critical Wounds spell will heal sixty (60) Body Points of damage to any non- Undead target and can restore them to consciousness with sixty (60) Body Points. It will also save a Character from the Slain status, restoring them to consciousness, and healing sixty (60) points of damage. This spell has no effect on a Dead Character. This spell will do sixty (60) Body Points of damage to an Undead creature. | | | | | |

| Heal Light Wounds | Level 1 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life I heal your light wounds." | | | | | |
| The Heal Light Wounds spell will heal ten (10) Body Points of damage to a Character and can restore them to consciousness with ten (10) Body Points. This spell has no effect on a Slain or Dead Character. This spell will do ten (10) Body Points of damage to an Undead creature. | | | | | |

| Heal Mortal Wounds | Level 8 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life I heal your mortal wounds." | | | | | |
| The Heal Mortal Wounds spell allows the caster to heal any non-Undead target of eighty (80) Body Points of damage as well as healing the target of all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects and can restore them to consciousness, with eighty (80) Body Points. It will also save a Character from the Slain status, restoring them to consciousness, and healing eighty (80) points of damage. This spell has no effect on a Dead Character. This spell will do eighty (80) Body Points of damage to an Undead creature. | | | | | |

| Heal Serious Wounds | Level 4 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life I heal your serious wounds." | | | | | |
| The Heal Serious Wounds spell will heal forty (40) Body Points of damage to a Character and will restore them to consciousness with forty (40) Body Points. This spell has no effect on a Slain or Dead Character. This spell will do forty (40) Body Points of damage to an Undead creature. | | | | | |

| Heal Wounds | Level 2 | H | Type: Healing | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "With the essence of Life I heal your wounds." | | | | | |
| The Heal Wounds spell will heal twenty (20) Body Points of damage to a Character and will restore them to consciousness with twenty (20) Body Points. This spell has no effect on a Slain or Dead Character. This spell will do twenty (20) Body Points of damage to an Undead creature. | | | | | |

| Healing Hands | Level 3 Caster Only | H | Type: Enchantment | Duration: 10 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "May my hands heal with the power of Life." | | | | | |
| The Healing Hands spell allows the caster to heal someone of wounds and take the wounds upon themselves. The actual process of this occurs by the Healer using a spell packet and laying on hands on a three-count to transfer their own Body to the target. The Character can only heal up to their last Body Point. The healed Character should ensure they mark the Body change on their card. This healing only heals those that are Bleeding to Death or are wounded, this has no effect on a Character that is Dead or Slain (see the "Health Status" section). | | | | | |

| Imbue Death | Level 9 | N | Type: Death and Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I imbue you with the essence of Death." | | | | | |
| The Imbue Death spell causes a living Character's spirit to immediately leave their body, immediately bringing them to the Dead status (see the "Health Status" and "About Death and | | | | | |

Resurrection" sections). This spell may also bring back to life a Dead/Undead target with one (1) Body Point. This spell bypasses any armor and dispels all beneficial active spells on the target, regardless of whether the Imbue Death spell can harm the victim or whether they take damage from the spell rather than dying instantaneously.

The Life (EG/D,9) or Revive (H,9) spells are the only way to save a non-Desecrated Character that has been killed by an Imbue Death spell. Those that are Desecrated can only be saved by a Death (EG/D/N,9) or Revive (H,9) spell. If the victim is wearing a Spirit Armor (C/E,5), then they will not die but will be left with one (1) Body Point. If a creature takes Body Point damage from the Imbue Death spell, then the Spirit Armor (C/E,5) will protect the creature from any damage but all beneficial spells will still be lost.

| Inflict Critical Wounds | Level 6 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon Necromancy to inflict critical wounds." | | | | | |

The Inflict Critical Wounds spell allows the caster to bypass a target's armor and do thirty (30) points of Body Damage to those targets that are healed by normal means. This spell will cure sixty (60) Body Points of damage to Undead and will restore them to consciousness with sixty (60) Body Points, it will also save an Undead from the Slain status, restoring them to consciousness, and curing sixty (60) points of damage. This spell has no effect on a Dead Character.

| Inflict Disease | Level 3 | N | Type: Necromancy and Metabolic | Duration: Instant or 1 Hour | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon Necromancy to inflict disease." | | | | | |

The Inflict Disease spell will infect the victim with a non-contagious, yet lethal, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cure Disease (EG/D,3), Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. If the Character is Desecrated, the above list remains the same with the exception of Cure Disease and Renew which should be traded out for Cause Disease (EG/D,3) and Waste (EG/D,8) respectively. This condition may also be dispelled byDispel Greater Magic (C/E,6), and Disjunction (C,8).

While diseased, a Character cannot run or use the Dodge Skill. The Character's strength is also reduced by two (2), making them call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

| Inflict Light Wounds | Level 1 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I call upon Necromancy to inflict light wounds."

The Inflict Light Wounds spell allows the caster to bypass a target's armor and do five (5) points of Body Damage to those targets that are healed by normal means. This spell will cure ten (10) Body Points of damage to an Undead and will restore them to consciousness with ten (10) Body Points. This spell has no effect on a Slain or Dead Character. Cannot be used to heal a living being or other living target that would otherwise be healed by Necromancy through some means (a Necromancer may not use an Inflict spell to heal themself or other targets matching this restriction).

| Inflict Mortal Wounds | Level 8 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I call upon Necromancy to inflict mortal wounds."

The Inflict Mortal Wounds spell allows the caster to bypass a target's armor and do forty (40) points of Body Damage to those targets that are healed by normal means. This spell will cure eighty (80) Body Points of damage to Undead and will restore them to consciousness with eighty (80) Body Points. It will also save an Undead from the Slain status, restoring them to consciousness, and curing eighty (80) points of damage.

This spell has no effect on a Dead Character. Cannot be used to heal a living being or other living target that would otherwise be healed by Necromancy through some means (a Necromancer may not use an Inflict spell to heal themself or other targets matching this restriction).

| Inflict Serious Wounds | Level 4 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I call upon Necromancy to inflict serious wounds."

The Inflict Serious Wounds spell allows the caster to bypass a target's armor and do twenty (20) points of Body Damage to those targets that are healed by normal means. This spell will cure forty (40) Body Points of damage to an Undead and will restore them to consciousness with forty (40) Body Points. This spell has no effect on a Slain or Dead Character.

Cannot be used to heal a living being or other living target that would otherwise be healed by Necromancy through some means (a Necromancer may not use an Inflict spell to heal themself or other targets matching this restriction).

| Inflict Wounds | Level 2 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I call upon Necromancy to inflict wounds."

The Inflict Wounds spell allows the caster to bypass a target's armor and do ten (10) points of Body Damage to those targets that are healed by normal means. This spell will cure twenty (20) Body Points of damage to an Undead and will restore them to consciousness with twenty (20) Body Points. This spell has no effect on a Slain or Dead Character.

Cannot be used to heal a living being or other living target that would otherwise be healed by Necromancy through some means (a Necromancer may not use an Inflict spell to heal themself or other targets matching this restriction).

| Insect Swarm | Level 7 | D | Type: Elemental and Undead Destruction | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I summon forth a swarm of insects."

Deals thirty (30) points of Magic damage to the target. Deals sixty (60) points of Magic damage versus Undead.

| Lie | Level 3 | E | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the shadows of deceit that you will lie to all who ask of you."

The Lie spell requires the target Character to answer the next three (3) yes or no questions asked of them falsely, yet believably. The target may, however, choose not to answer any or all of those questions. The spell is active until three questions have been answered or until the hour duration has expired.

If a Character has a Lie spell active when a Truth (C/E,3) spell is cast on them, the spells will cancel each other on a question-by-question basis. This means that if a Character has not answered any questions since the Lie spell was cast, they would be able to answer the questions any way they wish. If, however, the target Character had already answered one question falsely, the other two would only cancel two of the questions of the Truth spell, and they would have to answer the last question truthfully.

Reversible: Truth (C/E)

| Life | Level 9 | EG D | Type: Life | Duration: Instant | Item: Y Potion: N |
|------|---------|------|------------|-------------------|-------------------|

Verbal: "I grant you the gift of Life."

The Life spell will bring any Character that has reached the Dead status (see the "Health Status" and "About Death and Resurrection" sections) back to life with one (1) Body Point, unless the Character is Desecrated or Undead. The Life spell causes a Desecrated or Lesser Undead Character's spirit to leave their body, immediately bringing them to the Dead status (see the "Health Status" and "About Death and Resurrection" sections). This spell bypasses any armor and dispels all beneficial active spells on the victim, regardless of healing type taken.

The Death (EG/D/N,9) and Revive (H,9) spells are the only ways to save a Desecrated Character that has been killed by a Life spell. While the only way to save an Undead Character killed by a Life spell is with the Death (EG/D/N,9) or Imbue Death (N,9) spells. If the intended Desecrated or Lesser Undead victim is wearing a Spirit Armor (C/E,5), then they will not die but will be left with one (1) Body Point. All beneficial active spells will be dispelled regardless of healing type taken. This spell will also cause 50 points of damage to a Greater Undead unless it is protected by a Spirit Armor (C/E,5) spell, in which case the above protection will be destroyed along with all other beneficial active spells, but the Greater Undead will take no damage.

Reversible: Death (EG, D)

| Light | Level 1 | E | Type: Enchantment | Duration: 12 Hours | Item: Y Potion: N |
|-------|---------|---|-------------------|--------------------|-------------------|

Verbal: "I call upon the light of day to illuminate my path."

The Light spell allows the caster to cause a magical light to emanate from an object. The object may be carried by anyone. The light is diffuse and may not be used to blind opponents. Glow sticks are the preferred physrep for this spell. If a flashlight is used, it must be covered with cloth, tissue paper, etc. to diffuse the light.

| Mistform | Level 6 Caster Only | E | Type: Enchantment | Duration: 10 Minutes | Item: N Potion: N |
|----------|---------------------|---|-------------------|----------------------|-------------------|

Verbal: "I call upon the forces of the Earth to shroud me in mist."

The Mistform spell transforms the caster into a cloud of mist which is immune to most physical and magical attacks, though the Dispel Greater Magic (C/E,6) or Disjunction (C,8) spells will return the

caster to their normal form and dispel any active enchantments of the dispelling magic's level or lower. An Imprison (CO,8) spell will also effectively capture the Character in a Mistform. Radius attacks (i.e.,100 Flaming 10' Radius, Imbue Death 10' Radius, etc.) have full effect against Characters in Mistform. A Character wearing an appropriate spell shield or Cloak will be protected from the above spells as normal.

A Character in Mistform can be seen and recognized by other Characters, though they may not interact with each other. While in Mistform, the Player must have their arms crossed over their chest. they may walk, but not run, and may hear but not speak. they may not affect the physical world in any way.

If not forcibly removed from Mistform through dispelling magics, it takes a 3-count to reform into a solid body by stating "Returning 1, Returning 2, Returning 3". While reforming, the caster is immune to everything that this spell normally makes them immune to.

Regarding magic, it should also be noted that the Mistform spell will only protect the caster from battle magic spells (except those listed above). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

| Mute | Level 5 | E | Type: Silencing | Duration: 10 Minutes | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I command you to be mute." | | | | | |
| The Mute spell seals the lips of the target so that they may not speak. The target may not cast spells or speak with anyone. However, they must still call damage in combat and announce spell effects ("Flash", "Reflect", etc.). | | | | | |

| Nature's Transformation | Level 9 Caster Only | D | Type: Enchantment | Duration: 10 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the spirit of the wild to infuse myself with natural might." | | | | | |
| Caster loses all ability to cast spells. The caster gains +6 Strength (replaces any natural or augmented Strength), a toughness of 3, +30 Body, and the ability to use claws. The Player must have the claws available to use them, and may not call a hold upon casting the spell. | | | | | |

| Paralyze | Level 8 | E | Type: Metabolic | Duration: Line of Sight | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I paralyze you that you may not move."

The Paralyze spell completely immobilizes the target. they may not move any part of their body. Other Characters may move parts of their body to pose them and may also give the victim a Killing Blow. While paralyzed, the victim is completely aware of their surroundings and can hear and see all that they can from their immobile state. A Disjunction (C,8), Remedy (EG/H,7), Renew (E,8), Heal Mortal Wounds (H,8) or Unparalyze (E,8) spell will release the victim from their paralysis. Note, should the victim be "Desecrated", the same list of spells above will bring the victim out of paralysis except that Renew (EG/D,8) should be changed toWaste (EG/D/N,8).

Reversible: Unparalyze (E)

| Preserve | Level 4 | H N | Type: Enchantment | Duration: Special | Item: N Potion: N |
|---|---|---|---|---|---|

Verbal: "I call upon the Earth to preserve your body."

The Preserve spell resets the targets dissipate count to five (5) minutes (see the " Status" and "About Death and Resurrection" sections). Can only be cast once per time the target reaches the Dead status.

| Proscribe Creature | Level 9 | E | Type: Protection | Duration: 1 Event | Item: N Potion: N |
|---|---|---|---|---|---|

Verbal: "With the will of the Earth and the force of forbiddance, let all but <creature type> enter here."

The Proscribe Creature spell allows the caster to prohibit one specific type of creature (i.e., Lesser Undead, Barbarians, Ogres, Skeletal Undead, etc.) from entering a room. The creature against which the Proscribe is made can still talk with those in a room and can still toss things, such as spells or other items, into the room. This spell may be thrown on only one room, not a building with multiple rooms. The spell must be noted on the Marshal Notes for a building, and the name of the creature written on the back of it, must be taped to the notes.

To cast this spell, the caster must sit cross-legged with their head down in the middle of the room to be enchanted and concentrate for five full minutes prior to saying the verbal. During this time, the caster may do nothing other than concentrate on the spell (i.e., speak, fight, cast other spells, etc.). If they are disturbed in any way including, but not restricted to, a harmless pat on the back,

they must begin the five minutes of concentration again. More than one Proscribe Creature spell may be cast on the same room.

| Reflect Magic | Level 6 | E | Type: Protection | Duration: 1 Event | Item: Y Scroll: Y |
|---|---|---|---|---|---|
| Verbal: "I give you a charm to reflect magic sent against you." | | | | | |
| The Reflect Magic spell protects the recipient from the next spell of 6th level or below cast upon them by reflecting it back at the caster. If the level of that next spell is 6th level or below, the Player must say "Return" or "Reflect" to denote that the spell shield reflected the spell and dissipated. The Character wearing the Reflect Magic spell is considered the caster of the reflected spell. A reflected spell may again be returned upon the recipient if the original caster also is wearing a Return or Reflect Magic.<br><br>If the cast spell is greater than 6th level, it will act normally and will dissipate the ReflectMagic spell. | | | | | |

| Remedy | Level 7 | EG H D | Type: Healing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the Earth to remedy all that ails you." | | | | | |
| The Remedy spell removes all Toxins, Mind-Affecting spells and effects, and all Metabolic spells and effects from the target. This spell works on all living creatures, regardless of how they are normally healed or cured. | | | | | |

| Remove Curse | Level 8 | E | Type: Dispelling | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I bless you and remove this curse upon you." | | | | | |
| The Remove Curse spell negates the effects of the Weakness (E,4), Curse of Ineptitude (EG,6), and/or Curse (E,8) spells. This spell, however, will not restore any Body Points lost due to the Curse (E,8) spell. It can also be used to allow the target to drop one cursed item which they are carrying. The Remove Curse spell will not nullify a Stregosh Curse nor will it free the target from a Formal Magic curse.<br><br>Reversible: Curse (E) | | | | | |

| Remove Fear | Level 3 | E | Type: Dispelling | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the strength of the Earth to remove your fear."

The Remove Fear spell negates the effects of the Fear (E,3) spell and the Terror monster effect.
Reversible: Fear (E)

| Renew | Level 8 | EG D | Type: Curing | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I call upon the land to Renew this ailing spirit."

The Renew spell allows the caster to cure any non-Desecrated, non-Undead target of forty (40) Body Points of damage and cure all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects affecting the target and can restore them to consciousness, with forty (40) Body Points. It will also save a Character from the Slain status, restoring them to consciousness, and healing forty (40) points of damage. This spell has no effect on a Dead Character. This spell allows the caster to bypass a Desecrated target's armor and do forty (40) points of Body Damage. This spell will do eighty (80) Body Points of damage to an Undead creature.

Reversible: Waste (EG, D)

| Repel Undead | Level 2 | EG H | Type: Repelling | Duration: Concentration | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I repel these Undead; come not near me."

The Repel Undead spell will cause all Lesser Undead within ten (10) feet of the caster to remain at least ten (10) feet away from the caster. Greater Undead will not be turned away but will show some discomfort at remaining in the area. The caster must hold up a hand with the palm facing the targets while the Repel Undead spell is active.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a Defend (C/E,8) , and the shield will remain active as Repel Undead is only a 2nd level spell. However, if the Undead should be wearing a Reflect Magic(C/E,6) the Undead will be protected and the shield will be blown. The spell shields of living beings within the area of effect will be unaffected.

| Repulse | Level 2 | EG H | Type: Repelling | Duration: Concentration | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I repulse this being from me."

Upon hitting the target with a spell packet, the Repulse spell causes the target to remain at least ten (10) feet away from the caster. The caster must hold a hand up with the palm of their hand toward the target while the Repulse spell is active. Undead and Elementals are unaffected by this spell.

| Restore Limb | Level 7 | EG D N | Type: Metabolic | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I restore this limb, returning the vigor drained from it."

The Restore Limb spell reverses the effects of the Wither Limb (C/E,7) spell, restores a limb withered by monster ability, and can even reattach a severed limb.

Reversible: Wither Limb (C/E)

| Revive | Level 9 | H | Type: Life | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "With the power of Life I revive your spirit."

This spell will bring back to life any non-Undead Character that is at the Dead status (see the "Health Status" and "About Death and Resurrection" sections) with one (1) Body Point. This spell will not affect living beings nor their spell shields unless the being is Dead.

This spell will kill a Lesser Undead, unless they are wearing a Spirit Armor (C/E, 5), then they will not die but will be left with one (1) Body Point and the above protection will be destroyed along with all other beneficial active spells. This spell will cause 50 points of damage to a Greater Undead unless it is protected by a Spirit Armor (C/E, 5) spell, in which case the above protection will be destroyed along with all other beneficial active spells, but the Greater Undead will take no damage.

| Soul Drain | Level 5 | N | Type: Necromancy | Duration: Instant | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "With the power of Necromancy I drain the soul of the living."

The Soul Drain spell allows the caster to drain twenty (20) Body Points of any living creature struck with the spell and transfer ten (10) Body Points to the caster. This spell does not harm Undead or Constructs but will affect Elementals.

| Spirit Armor | Level 5 | E | Type: Protection | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the Earth to grant you spirit armor to protect you." | | | | | |

The Spirit Armor spell will protect the non-Desecrated wearer from one of the following: a Death (EG/D/N,9), Doom (CO/CG,9), Imbue Death (N,9) spell, or a Critical Slay. This spell will also protect the Desecrated wearer from: a Life (EG/D,9), Doom (CO/CG,9), or Imbue Death (N,9) spell; or a Critical Slay. In addition, this spell will protect a Lesser Undead from the Life (EG/D,9), Revive (H,9), or Destroy Undead (H/N,7) spells. However, the Character will have only one Body Point left, and the Spirit Armor will no longer be active.

Certain creatures that simply take damage from the spells that Spirit Armor protects against will take no damage should they be struck with one of the above spells, but the Spirit Armor will be used up in the process.

A Spirit Armor will also prevent a Character from being knocked unconscious as the result of a Waylay, a strength-enhanced (spell or natural) Waylay, or a Magical Waylay. The Waylay will still do the appropriate Body Damage to the victim and the Spirit Armor will be expended. When struck with a spell or ability that will expend the Spirit Armor, the Player must say "Spirit Armor" to denote that the protection absorbed the attack and dissipated.

| Spirit of the Ent | Level 7 Caster Only | D | Type: Protection | Duration: 10 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I appeal to the spirit of the Ent to embrace and protect me." | | | | | |

The Spirit of the Ent spell allows the caster to enter a living, stationary tree; enchanting it and protecting both it and the caster from all physical and magical harm. The tree must be at least of approximate size to conceivably hold the Character, meaning that the Character may not Spirit of the Ent into saplings, but a tree of at least one foot in diameter or greater would be acceptable. The caster can do nothing other than watch and listen while melded. The caster must remain in contact with the tree at all times for the spell to be active.

If not forcibly removed from Spirit of the Ent through a Disjunction (C,8) spell, the caster may exit the tree on a three-count, using the wording "Returning one, Returning two, Returning

three"—while reforming, the caster is immune to everything that this spell normally makes them immune to. Once the caster has exited the tree, they may not return into it without casting another Spirit of the Ent spell.

Regarding magic, it should also be noted that the Spirit of the Ent spell will only protect the caster from battle magic spells (except Disjunction). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

Note: Although the Player playing the Druid must stay in contact with the tree they are in for the length of the spell, this does not mean that a Character can see what tree the Druid is in and unless the Character witnessed the Druid enter the tree, it will have appeared that the Character disappeared. All permanent fixtures of the site, including trees, cannot be destroyed by Player Characters. In regards to this spell, this means that one cannot simply set forest fires or start cutting down trees with an axe to find out which tree is enchanted with the Druid, nor can one forcefully expel the Druid, by any conventional means. Like all enchantments, should a Detect Magic (C,2) be cast upon the specific tree containing the Druid it will visibly glow to the caster. If in doubt, find a Plot or Rogue Marshal.

| Stoneskin | Level 7 Caster Only | D N | Type: Protection | Duration: 1 Event | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the Earth to make my skin as tough as stone." | | | | | |
| The Stoneskin spell grants the caster thirty (30) Armor Points. As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing them to cast spells while taking damage. This spell does not stack with physical armor, nor does it stack with Force Armor (CO,7), Armor (C,2), or Shield (C,1). | | | | | |

| Stone Web | Level 8 | EG | Type: Confining | Duration: 3 Minutes | Item: N Potion: N |
|---|---|---|---|---|---|
| Verbal: "I call upon the earth to encase you in a web of stone." | | | | | |
| Target is encased in a Stone Web, as per the monster ability. This spell is NOT line of sight once cast, and neither the caster nor anyone else may damage the target, including a killing blow. | | | | | |

| Superior Bless | Level 5 Caster Only | H | Type: Enchantment | Duration: 1 Event | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I bestow upon you a superior bless."

The Superior Bless spell endows the caster with twenty-five (25) extra Body Points, but cannot be used to revive an unconscious Character. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Bless (E,1) or Greater Bless (E,4) spell.

| Toxin Shield | Level 5 | E | Type: Protection | Duration: 1 Event | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I grant you immunity to toxins that you may have a shield to protect you."

The Toxin Shield spell protects the recipient from the next packet delivered, toxin-based attack. This includes all Gas Poisons and some monster abilities. This spell does not protect the recipient from theInflict Poison (N,5) spells (see "Wearing Active Spells") nor will it protect the wearer from ingested toxins or a Master Poison-Maker's Blade Venom.

| Trance | Level 5 | EG D H | Type: Mind-Affecting | Duration: 10 Minutes | Item: Y Scroll: Y |
|---|---|---|---|---|---|

Verbal: "I drop you into a trance."

The Trance spell causes the target to fall into a deep trance. The target may be awakened by being shaken for ten (10) seconds, by dispelling the spell with a Dispel Greater Magic (C/E,6), or Disjunction (C,8); letting it run its course or; by a Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This spell does not affect mindless beings such as Undead, Constructs, or Golems.

| Trap | Level 3 | E | Type: Confining | Duration: Line of Sight | Item: Y Scroll: Y |
|------|---------|---|-----------------|--------------------------|-------------------|

Verbal: "I trap you where you stand."

The Trap spell will cause the target's right foot to be trapped to the ground. The target may pivot on the trapped foot but may not move it. It takes 3 seconds and superhuman strength of +2 or greater to break a Trap, and doing so causes the target 3 points of damage.

| Truth | Level 3 | E | Type: Mind-Affecting | Duration: 1 Hour | Item: Y Potion: Y |
|-------|---------|---|----------------------|------------------|-------------------|

Verbal: "I call upon the light of truth to reveal the answers I seek."

The Truth spell requires the target Character to answer the next three yes or no questions asked of them, by the caster, truthfully. The target may, however, choose not to answer any or all of those questions. The spell is active until the three questions have been asked or until the hour expires.

If a Character has a Truth spell active when a Lie (C/E,3) spell is cast upon them, the spells will cancel each other on a question-by-question basis. This means that if a Character has not answered any questions since the Truth spell was cast, they would be able to answer the questions any way they wish. If, however, the target Character had already answered one question truthfully, the other two would only cancel two of the questions from the Lie spell, and they would have to answer the last question falsely.

Reversible: Lie (C/E)

| Turn Undead | Level 4 | H | Type: Repelling | Duration: 10 Minutes | Item: Y Potion: Y |
|-------------|---------|---|-----------------|----------------------|-------------------|

Verbal: "By the forces of Life, turn these Undead from my sight."

The Turn Undead spell grants the caster the ability to throw three (3) packets that will deliver the Turn Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating "Turn Undead!" while throwing each packet.

The Turn Undead spell will cause Lesser Undead struck by the spell to leave the area of combat immediately and not return for ten (10) minutes, the targets may not defend themselves until they

have left the combat area. Greater Undead will not be turned away but may show some discomfort at remaining in the area.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a Reflect Magic (C/E,6) or Defend (C/E,8) spell, but the shield will be blown.

The spell shields of living struck with the spell are unaffected.

| Unbind | Level 4 | EG D H | Type: Dispelling | Duration: Instant | Item: Y Potion: Y |
|--------|---------|--------|------------------|-------------------|------------------|
| Verbal: "I unbind you and set you free." | | | | | |
| The Unbind spell will free a Character from any form of binding, be it a Trap (CG/CO/E,3), Entangle (D,3), Bind (CG/CO/EG/D/H,4), or Web (CG/CO,6) spell; a Physical Web (e.g., from a giant spider), a Physical Bind, the Entangle tagline, handcuffs, rope, etc. However, this spell will not free someone from an Imprison (CO,8) spell.<br><br>Reversible: Bind (CG, CO, EG, D, H) | | | | | |

| Unparalyze | Level 8 | E | Type: Metabolic | Duration: Instant | Item: Y Potion: Y |
|------------|---------|---|-----------------|-------------------|------------------|
| Verbal: "I unparalyze you and release you." | | | | | |
| The Unparalyze spell will free the target from any paralysis, be it inflicted by spell, Gas, or by a special ability of a monster.<br><br>Reversible: Paralyze (E) | | | | | |

| Wall of Thorns | Level 4 | D | Type: Enchantment | Duration: Line of Sight | Item: Y Potion: N |
|----------------|---------|---|-------------------|-------------------------|------------------|
| Verbal: "I raise a wall of thorns, impeding all passage." | | | | | |
| The Wall of Thorns spell allows the caster to, by scribing a straight line in the ground no more than ten (10) feet wide and saying the verbal, create a Wall of Thorns as wide as the line drawn with a height of ten (10) feet. For the wall to be raised, it must remain in contact with the caster's | | | | | |

outstretched and raised arm. It may be lowered by the caster at will by simply lowering their arm and saying "Wall Down".

While the wall is raised, the caster may take other actions such as casting spells using their other hand, defending themself, drinking Potions, etc. however the spell will end the moment their outstretched arm is lowered and is no longer capable of being in contact with the wall. A caster may only have one Wall spell active at a given time. Only air and the spirits of Dead Characters may move through the barrier. Once the caster leaves within arm's reach of the wall or is incapacitated, the wall is dispelled.

The wall has a toughness of 5 and has 100 Body. Physical and Elemental damage can affect the wall, as well as appropriate dispelling magic. Slays, Assassinates, Fatal Blows, and other spells have no effect on the wall. Note that this spell may be cast anywhere.

| Waste | Level 8 | EG D N | Type: Chaos | Duration: Instant | Item: Y Potion: Y |
|---|---|---|---|---|---|
| Verbal: "I call upon the forces of Chaos to waste this spirit." | | | | | |

The Waste spell allows the caster to bypass a target's armor and deal forty (40) points of Body Damage to a target that is healed by normal means.

The Waste spell allows the caster to cure any Desecrated Character of forty (40) Body Points of damage and cure all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects affecting the target and can restore them to consciousness, with forty (40) Body Points and will heal twice as much to an Undead Character for eighty (80) Body Points. It will also save a Character from the Slain status, restoring them to consciousness, and healing forty (40) points of damage or eighty (80) if an Undead. This spell has no effect on a Dead Character.

Reversible: Renew (EG, D)

| Weakness | Level 4 | E | Type: Cusring | Duration: Line of Sight | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I curse you with weakness." | | | | | |

The Weakness spell reduces the strength of the target by four (4) points. It causes the target to call four (4) fewer points of damage in combat, to a minimum of zero (0), regardless of whether they have Weapon Proficiencies or Enhanced Strength. This spell may be removed by a Remove Curse (E,8), Dispel Greater Magic (C/E,6), or Disjunction (C,8) spell.

| Wither Limb | Level 7 | E | Type: Metabolic | Duration: 10 Minutes | Item: Y Potion: Y |
|---|---|---|---|---|---|

Verbal: "I wither your <limb> with age."

The Wither Limb spell causes a limb, specified by the caster, to rapidly wither and become infirm. The victim may not use the withered limb to wield weapons, cast spells, or move about.

This condition may be healed by a Remedy (EG/H,7), Restore Limb (E,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This effect may also be dispelled by the Disjunction (C,8) spell.

Reversible: Restore Limb (E)

| Wraith Touch | Level 3 Caster Only | N | Type: Necromancy | Duration: 1 Event | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I draw forth the essence of undeath to subdue my foes."

Caster's primary hand becomes spectral, allowing the caster to use one hand as a claw, calling '3 Life Drain' for the next 3 swings. The caster must have a claw physrep available, and may not call a hold or borrow a physrep from Monstertown to use this spell. If the caster drops or removes the claw, or casts a spell before all three swings are used, the spell ends. Caster only.

| Zone of Death | Level 6 | N | Type: Protection and Death | Duration: 30 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|

Verbal: "I inscribe a zone of Death about me, let no living enter here."

The Zone of Death spell creates a zone which prevents all living beings from entering. However, weapons, spells, gasses, Desecrated beings and Undead creatures may enter or leave the zone freely.

To cast a Zone of Death, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Once cast, any vegetation on the ground becomes weaker, flowers wilt, and a strong sense of death and decay can be felt.

The spell is broken if the caster leaves the zone, dies, or falls unconscious before the thirty minutes is up.

A Zone of Death has no effect on a creature's active spell shield.

This spell may be dispelled by a Dispel Greater Magic (C/E,6), or Disjunction (C,8) spell that successfully strikes the caster.

| Zone of Life | Level 6 | N | Type: Protection and Life | Duration: 30 Minutes | Item: Y Potion: N |
|---|---|---|---|---|---|
| Verbal: "I inscribe a zone of Life about me, let no Undead enter here." | | | | | |

The Zone of Life spell creates a zone which prevents all Undead (Greater or Lesser) or Desecrated beings from entering. However, weapons, spells, gasses, living creatures, may enter or leave the zone freely.

To cast a Zone of Life, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Once cast, any vegetation on the ground becomes healthier, flowers bloom, and a strong sense of Life can be felt. The spell is broken if the caster leaves the zone, dies, or falls unconscious before the thirty minutes is up.

A Zone of Life has no effect on a creature's active spell shield.

This spell may be dispelled by a Dispel Greater Magic (C/E,6)or Disjunction (C,8) spell that successfully strikes the caster.

# Wearing Active Spells

## Defensive Spells

Certain spells will protect a Character from both magical and non-magical attacks. Once cast, a spell defense remains "active" on the recipient until it is used in protecting the Character, it is dispelled, or it reaches the end of its duration.

Once a Spell Defense is active, it will attempt to affect the next attack of that type whether it can affect it or not, and will no longer be active. For example, a Relect Magic spell (E6) will be used up by trying to stop a Wither Limb spell (C/E, 7) but will be unsuccessful in stopping the spell. The only exceptions to this are Defend (C/E,8) when stopping first and second level spells (see the spell descriptions).

If a Character is hit by a spell that uses up one of their spell defenses, that Player should say "Flash" to denote that the defense absorbed that spell and was used up.

If a Character is hit by a 6th level or under spell when wearing a Reflect Magic (C/E,6), that Player should say "Reflect!" or "Return" to identify the spell shield's returning of the magics to the opponent.

The correct response when a spell is absorbed by a Defend (E,8) spell is "Flash."

The correct response when a spell or attack is absorbed by a Spirit Armor (C/E,5) is "Spirit Armor". Do not say "Flash" as you do with spell shields.

## Order of Protection

Magic defenses protect you in the following order:

### Cloaks

"Cloak!"

A Cloak negates the effect of a certain spell, certain types of spells, or spells cast by a certain type of creature. See Other Abilities Granted by Items for more details on Cloaks.

### Spirit Protection

"Spirit Armor!"

A Character may only have one of these active at a time. When struck with a spell or attack that the spirit protecting magics protect against, state the name of the spell Spirit Armor (C/E,5).

### Specialty Shields

"<Type> Shield!"

A Character can only wear two of these at a time, and never two of the same type: Toxin Shield (E,5), Fire/Cold/Lightning Shield (EL,5), Elemental Shield (EL,8), and Force Shield (CO,8). You may not wear a Fire/Cold/Lightning Shield (EL,5) with an Elemental Shield (EL,8), as their purpose is nearly identical. When struck with a spell that a specialty shield protects the Character from, state the name of the specialty shield.

### Spell Shields

"Flash!" or "Reflect!"

A Character can never wear more than one of these at a time: Defend (C/E,8) orReflect Magic (C/E,6).

### Resist Skills

"Resist!"

The spell effect must first get past all other defenses, and actually affect a Character's Body before they can Resist it with racial or class Resists. They may not Resist an effect if they are not conscious to do so.

## Other Protections

The following are other defenses that may be active on a Character.

### Body-Enhancing

A Body-Enhancing spell grants a Character extra Body that permits a Character to go above and beyond their class maximum and is in addition to a Character's normal Body. This Body is the first to be lost in combat.

These spells may never be used to heal a Character. The following spells grant a Character additional Body: Bless (E,1), Greater Bless (E,4), and Superior Bless (H,5). Only one Body-Enhancing spell may be active on a Character at any given time.

### Armor-Enhancing

An Armor-Enhancing spell grants a Character extra armor that either works in addition to existing physical armor, such as the Armor (C,2) or Shield (C,1) spells, or in lieu of physical armor, such as the Force Shield (CO,7) and Stoneskin (D/N, 7) spells. Only one Armor-Enhancing spell may be active on a Character at any given time.

### Stacking Attack Spells

Spells that do added damage may also be stacked. A Character may have any combination of the following spells active at one time, up to a total of three (3). Only three of the following spells may be worn at one time and only one of each type may be active at the same time: Storm Blade (EL,8), Enchanted Blade (C,4), Endow (C/E,2), Elemental Blade (EL,4), Greater Endow (C/E,4).

For example, one could have three (3) Greater Endow (C/E,4) on them but only have one active at a time. However, one could have a Greater Endow (C/E,4), Storm Blade (EL, 8), and an Enchanted Blade (C,4) active at the same time to do +10 damage on a single swing and +6 damage on two more swings and +4 damage for the rest of the combat . The types of attack spell stacking are as follows:

| Strength | Elemental | Enchantment |
|---|---|---|
| Endow (C/E,1) | Elemental Blade (EL,4) | Enchanted Blade (C,4) |
| Greater Endow (C/E,4) | Storm Blade (EL,8) | |

# Formal Magic and Magic Items

## Formal Magic

Formal Magic is a special type of magic that is used to create and destroy Magic Items, create various types of protections, and can also be used to permanently or temporarily affect Characters in various special ways. Formal Magic can be obtained when a Character has at least one 9th level Battle Magic spell slot. Formal Magic has a Build Cost associated with each level of Formal that they purchase. The Build Cost for each level varies depending on a Character's class.

To learn Formal magic a Character must find a teacher, which is an in-game process. Most Formal Magic Skills can be taught to a Character by another Character who already possesses that Skill. Some specialized Formal Magic Skills, such as Formal Masteries, may only be learned through a College or other non-Character teacher.

Formal Magic requires a Scroll and Components, as well as a Formal Magic Area or a Circle of Protection, under almost all circumstances. Most Formal Scrolls and Components will have to be purchased from merchants or other Player Characters. Some Scrolls and Components may be quite rare and expensive.

The powers of Formal Magic are varied and sometimes surprising. Common uses are to create and destroy magic items, and to protect people and their possessions

See the Using Formal Magic section of this document for more information on the process of casting Formal Magic.

# Magic Items

## Finding Magic Items

In Shadowmoor, there are magical items which enable Characters, in a limited fashion, to cast spells and produce effects beyond their own magical ability. These items may be found on adventures, created by casters via Formal Magic, and sometimes purchased from merchants or looted from vanquished foes.

Magical items come in a wide variety. While many are weapons or shields, the most common of items is an Enchanted Focus, which is a wand that must be between six (6) and twelve (12) inches in length, used to store extra spells that a spellcaster might normally cast from their memory. Other items include wands, and pieces of jewelry: rings, necklaces, amulets, pendants, etc.

Other items of various types and shapes are sometimes found but rarely made by Characters.

All permanent magical items will be marked with a specific unique code, allowing information and stats to easily be passed along as necessary by a Marshal once it is Identified in-play, as well as to make it easier for Players to return non-magic physreps to their owners once they have determined whether the items are magical or not.

There is important out-of-game logistical tracking paperwork and process related to possessing and maintaining Magic Items. See the Magic Item Logistics section for more details.

## Items Must Be Brought to Site

Every Magic Item has an owner Character recorded in the appropriate Logistics database. All Magic Items belonging to a Character must be brought to site at an event where that Character is in attendance, and stored in an In-Play area.

Occasionally items or physreps might be accidentally misplaced or forgotten, but this should not be a common habit. Shadowmoor is a game where In-Play theft of items is part of the game design, and that goes hand-in-hand with providing the opportunity for Characters to regain possession of items lost to theft or misfortune. The goal of this rule is to ensure that no Player makes a habit of attempting to "hoard items" or keep them inaccessible from Characters as a result of a situation that can only be be resolved In-Play.

## Identifying Magic Items

Many magical items are indestructible and a quick (but sometimes dangerous) test to find out if a recently acquired item is magical is by testing it with a Destroy (C/E,3) spell; however, it is just as easy and oftentimes more effective to cast a Detect Magic (C,2) spell on the item in question.

Note: unlike other magical items described below, an Enchanted Item focus may be Identified by merely Concentrating on it for sixty (60) seconds uninterrupted (cannot speak, fight, cast, etc.).

Until a Character knows what a magical item is capable of, they may not use the beneficial abilities stored within it, so that even though a Character may find a focus on an enemy caster and the Player may see the ring of tags for the spells stored within, the Character may not use the spells in it until the item has been Identified by in-play means.

Once an item has been Identified, take the item to a Plot Marshal in order to get the card describing the item's abilities. Once this card has been obtained, the item may be Bonded and then used. If the item number has not yet been placed on the item or has become illegible, the same procedure is followed except that it may be necessary to describe to the Plot Marshal where you received the item.

It should be noted that all items (including their physreps), once enchanted, become property of Shadowmoor. This is not because Shadowmoor wants your physreps - we don't! - but is purely to facilitate the in-play activities of stealing items. This ensures that items do not change appearance from one owner to the other, and gives the previous owner a chance to recognize their old items and make attempts to retrieve them.

## Item Bonding

The nature of magic in the world of Shadowmoor is such that it is taxing on a Character's soul to expand their abilities by utilizing magical items, to the point that they may only use a certain number of magical items per gathering. The process of tying one's soul to an item in this manner is called "Bonding", and these Bonds are tracked on a Binding Card.

Characters must decide upon which magical items are to be worn and used for the weekend, typically at Check-In. Bonding to an item at check-in takes no in-play time. Once chosen, these items are recorded on the Character's Binding Card and may not be changed until Reset or the next event—even if the items are lost.

However, if a Character has not Bonded to the maximum number of items at Check-In, they may Bond an item at any given time later in the gathering up to the Character's maximum. To do this, the Character should concentrate over the item they are Bonding to for one (1) minute and the Player should add the item number to their Binding Card.

Any item that grants an ability, enhancement, spell, or otherwise is considered to be a magical item that must be Bound before it can be used. A Character may be Bonded up to a maximum of eight (8) items. Certain items are more powerful than others, and may be the equivalent of two (2) or more items for this purpose. Some examples include but are not limited to: Soul Bound items, items containing more than seventy-five (75) levels of used formal space, foci containing "One-Shot" spells totaling more than one-hundred eighty levels (180), and artifacts.

### Bonded Weapons and the Magic Tagline

During an event, any given Character that has Bonded a weapon that event that allows them to call the "Magic" tagline, or has not yet Bonded the maximum number of items in a game day that event, may pick up any weapon they know to be "Magic" and call the "Magic" tagline with it. This applies even if they are not Bonded to that weapon.

This also applies if the Character has Bonded a weapon during an event that allows them to call the "Magic" tagline and subsequently <u>lost</u> that weapon that event. They <u>must</u> have in-play knowledge that the weapon can call the Magic tagline. This applies only to the tagline - any extra damage from a Damage Aura will not work if the item is not Bonded to the wielder, and no other properties in the item are available to the Character.

Note that if a Character has Bonded their maximum number of items, and <u>none</u> of those items contain a Damage Aura, the above does not apply and they may not call "Magic" with any magical weapon they obtain.

### Reset Properties in Items

Some types of magic items have properties that reset after a specific period of time (usually ten minutes). The reset time for an item's properties is static and the count begins the moment the property is used or expended. Dropping such an item, or transferring it to another Character, likewise triggers a restart of the reset count.

For a reset property to be active in an item, that item must be held or wielded reasonably close to the manner in which it would logically need to be used in-play. For example a Character may not strap a shield or weapon to their back, or tie a piece of jewelry to a belt or shoelace, and still receive its benefits. There will be a reasonable amount of flexibility given for "holding your items at the ready" (weapons tucked under arms or in sheaths, etc.) but the item must be accessible to use in the way commonly dictated by its form.

### Bonding and Attunements/Desecration

Desecration and Elemental/Planar Attunements consume a Bonding Slot. Once Bound, a Character may Resurrect with their Desecration or Attunement. Note, even if the Attunement already resurrected with a Character through some special property, they must utilize a Bonding slot to make use of it. This is the price paid for the power that is granted by such potent moral and Elemental magics.

### Magical Creatures / Cabin Guardians

Creatures of many different varieties may be summoned, created, or found. These creatures are most commonly set to guard a given cabin or room but can be given a variety of different orders to follow. Such creatures may only be located at designated Marshal Note locations and within the immediate Combat Area of said locations.

### Creature Control

The Master Controller of a given creature can exert the most control over it and is typically the creature's Summoner/Creator, but may be one who has had Master Control transferred to them. A Master Controller may give a list of commands for which the creature is to follow to the best of its ability and these commands may be simple (typically used for Automatons) or complex (Fully Intelligent Creatures only).

Secondary and Tertiary control may also be given to additional Characters to grant limited control over the creature. This is granted by casting the Invest Formal Ritual on the Character and creature (each consumes one of the creature's three (3) Investiture slots). Secondary control is given to the first Character Invested, Tertiary to the second Character Invested. A Master Controller's commands always override any given by Secondary or Tertiary controllers and Secondary controller's commands supersede those of the Tertiary. A Secondary and Tertiary controller may only give orders to the creature while in its presence and these orders likewise only last until that Character leaves the creature's presence. The following are the only commands these Characters may give the creature:

- Attack <Character, thing, them, those people over there, etc.>
- Defend <me, us, people in these colors>
- Raise/Lower Ward <now, for me, for him, for those people, etc.>
- Stand Down (stop attacking/do not attack)
- Come/Go <place, here, there (only within Line of Sight)>

Should the Master Controller be absent from a given event but wish to permit the Invested Secondary or Tertiary controllers to use their creature, the player of the Invested Secondary or Tertiary controller must possess the physrep and card for the creature. Exceptions will not be made if the Master Controller did not arrange to make these physically available to these players in advance.

## Special Creature Notes

Creatures created in another's cabin or transferred to a Character's Master Control are permitted to proceed in the most direct manner possible to the location in which they will be placed and added to the Marshal Notes.

Unless a creature is being physically played by a staff member or marshaled volunteer at a given time, it cannot not hear, see, or otherwise interact with anything that is taking place – conversations, etc.

A Phased Out/Melded creature cannot hear anything that takes place while it is phased out other than a direct command from its Master Controller to "Phase In" (the Master Controller, can give a prior command that would permit the creature to Phase In when a different wording is used, so long as the actual command intent is to Phase In). Other commands, however, may provide visual "triggers" for the creature to phase in, such as, "Phase in and attack if anyone enters the cabin and is not accompanied by someone wearing a black and purple tabard."

## Creature Limits and Marshaling

Regular cabins (including "two man" cabins) may have a maximum of three creatures inside the marshaled area. Lodges and Guild Buildings may have a maximum of four creatures.

A marshaled area is defined as inside the Building, on any covered area (porches, patios, etc), or within ten feet of the exterior of the Building. Players must provide someone to play creatures in order to use them – in a marshaled situation, which is almost exclusively where this would apply, that will be overseen by the Rogue Marshal, or be addressed by calling a Hold and going out-of-play to find a Plot member to play the creature before an encounter occurs. A Player may not step out-of-play to play one of their cabin's creatures themself, regardless of where it is stationed inside or near their cabin. Creatures stationed outside the immediate boundaries of the marshaled area ("roaming outside the cabin", etc) may likewise not be used in encounters or for cabin defense unless they are physically played by someone following the creature commands.

Like magic items, the magical forces tying most creatures to a Character's service regularly expire. If a Rogue Marshal or GM Staff discovers that any Character is using an expired creature card, the creature will immediately be pulled permanently from play.

## Magical Items—Usage and Activation

### Expanded Enchantments

Expanded Enchantments are a type of magic that can be created or found in nearly any sort of vessel, from a silver ring to a wooden shield. These valuable magic items allow the wearer to cast an additional number of spells per event than they could normally cast from memory. For example, a Healer might possess a ring that enables them to cast an extra four (4) Revive (H,9) spells per event. Once cast, the spell is gone for the rest of the event, but on Friday night of the next Gather the item will have recharged itself and the magics will be fully replenished.

### Foci and One-Shots

Enchanted Foci are the most common spell-granting magical items that are able to be crafted by casters, and must be Bound to a Character in order to be used. The spells stored within these foci, often called "One-Shots", allow a caster to call upon the magic stored within for an additional one-time use spell that they could normally cast from their memory. Specially prepared tags of each spell stored within will be attached to the focus physrep. Once expended, the "One-Shot" is gone forever but the focus may be replenished through in-play means.

The contents of a focus may be Identified by any Character who has a 1st Level Spell Slot. This can be done by concentrating on the focus for sixty (60) seconds uninterrupted (cannot speak, fight, cast, etc.) Once the focus has been Identified, or the Character has been informed of all One-Shots stored within it, then those One-Shots (provided they are not flawed) may be transferred to another focus on a three-count ("Transferring 1, Transferring 2, Transferring 3"). Any number of one-shots may be transferred from one focus to another, as long as in total they do not exceed the space available within the targeted focus.

### Using an Expand or One-Shot

In order to cast a spell from an Expanded Enchantment or Enchanted Item, a Character must possess the ability to cast the spell from memory from their daily spell allotment (Attunements and other special abilities do not qualify). For example, to cast a Life (EG/D,9) spell, a Character would need to possess a 9th level Earth Generalist or Druid spell slot, and to cast an Elemental Blast (EL,9), a Character must possess a 9th level Elementalist spell slot.

### The Activation Procedure

To activate an Expanded Enchantment from a magical item, the Character must be wearing the item in the appropriate location (i.e., rings on fingers, necklaces around the neck, earrings in ears, and so on) and must say the full, correct verbal for the spell being cast, not a code word or the spell name. For example, to cast a Life (EG/D,9) spell from a magical item, one would say, "I grant you the gift of Life," and then deliver a packet, or touch-cast, just as one would with any normal spell.

To activate a "One-Shot" from a focus, a caster must have their hand on the focus and go through the activation procedure as above except that before they say the verbal they must say "Activate!" For example, to

cast a Life (EG/D,9) spell from a one-shot, a Character must have their hand on their focus, and then say "Activate!—I grant you the gift of Life."

## Special Circumstances for Magic Items

A Character that casts a spell from an item is considered the caster of that spell. Therefore, if a Celestial caster were to cast a Circle of Protection(C/E,9) from an item, they would be able to lower and raise said Circle of Protection(C/E,9) just as they would be able to if the spell had come from their own memory.

A Character wearing an item which grants them the ability to cast a spell defense is able to activate that item, giving them another defense, without destroying their spell shield. This is a rule that is similar in manner to casters being able to cast on themselves under their own spell shields. For example, it is possible for a Character to have a Defend (C/E,8) spell active and have their Toxin Shield (E,5) destroyed; it would then be possible for a caster to activate an item to recast that Toxin Shield (E,5) on themself without destroying their Defend (C/E,8). The only exception to this rule is if the item grants a spell shield; in this case, the higher level shield will remain active and the lower level shield will be dispelled. It is also possible for a caster to cast healing spells from items under spell shields, just as if they were casting the spells from memory.

Finally, if a Character is making use of an item that grants a continuous effect such as a Damage Aura, Protection Aura, or Cloak – that Character may not "turn off" the magic within the item. While a wielder of a magic weapon may choose to call a different tagline, that Damage Aura is still there, still active, and so on.

## Other Abilities Granted By Items

### Spell Strikes

A Spell Strike is a special enchantment upon a weapon that stores a spell that may be delivered through touching the weapon to the intended target and stating "Spell Strike — <spell name>!" The weapon merely needs to touch the target but must adhere to the standard rules for melee combat (no head shots, etc.). After connecting, the target will take the effect of the spell named.

All Characters that possess the appropriate weapon Skill may activate a Spell Strike stored in a weapon unless they are Desecrated or possess a taint prohibiting the activation of the stored spell (see Desecration or consult a Marshal if your Character possesses a taint and you are unsure).

Once a Spell Strike is used it may not again be activated until the next event.

Spell Strikes may be used offensively or defensively, but may never be used on the wielder. This means that, for example, a Spellstrike Life may be used to bring a Dead Character back to life, and is not restricted to only damaging Undead.

### Cloaks

A Cloak is a magical enchantment that protects the wearer from a certain spell, certain types of spells, or spells cast by a certain type of creature. To indicate that a Cloak protected a Character from an attack, one must state "Cloak!" This protection works ONLY against battle magic spells (unless otherwise stated). For

example, a Cloak vs. Fire would protect a Character from an Elemental Blast—Fire (EL,9) but not a "50 Flaming" packet or a non-battle magic radius attack.

A Cloak will continue to work on its owner, even while Dead. (For example, a Cloak vs. Necromancy will Cloak a Create Undead (N,7) spell, and so on).

Typically, a Character may not have more than two (2) Cloaks active at a time. Note, however, that even under special circumstances - even if a Character possesses a Cloak that states "Does not count against maximum cloaks" - the true maximum is three (3).

Characters must decide upon which Cloaks are to be worn for the day at Check-In and Reset, once chosen, they may not be changed for that day, even if the items containing the Cloaks are lost.

> Example:
>
> A Character leaves their cabin on Friday night wearing a Cloak vs. Fire and a Cloak vs. Disarming Magic and is promptly murdered and has their items taken. After resurrection, that Character, even if they possess more items containing Cloaks in their cabin, may not put a new Cloak on until Reset on Saturday.

Cloaks, under normal circumstances, recharge themselves every ten (10) minutes unless otherwise stated on the magic item card.

## Protection Auras

A Protection Aura is an enchantment placed upon an item that provides a limited amount of magical armor to protect a Character above and beyond the armor points granted by spells and physical armor. Like normal armor, this armor will protect a caster's spell casting as long as points remain.

The points of this magical armor vary, but all Protection Auras have certain qualities that are the same across the board. They are as follows:

- Only one Protection Aura may be active on a Character at a time.
- The points of a Protection Aura are fully replenished to their maximum amount at a set time listed on the magic item card. Typically, this time is ten (10) minutes.
- The points of a Protection Aura are always the first armor points lost in combat.

## Attunements, Desecration & Binding Slots

Attunements and Desecration are special properties which a Character may gain which give them additional abilities, protections, and occasionally other Skills at the cost of a connection to a particular force or powerful entity.

A Character may only possess one Elemental/Planar Attunement or non-Natural Desecration at a time. (If they lose such an Attunement, they may still gain another or restore the lost Attunement if they find a way to do so in-play.) Additionally, the Natural Desecration of Unseelie Fae and Dark Faeries does not count as an Attunement – they may still gain an Elemental /Planar Attunement in addition to their Natural Desecration

# Magical Production

Potions and Scrolls are another way of casting spells. They have the same effects as the spell by the same name. Potions and Scrolls can supplement a Character's Spell Column, allow a Character to cast a spell which they may not have learned yet, or provide a way for Characters of any class to supplement their income by producing common Potions and Scrolls for sale to others.

## Production Labs

Production Labs exist which may double levels of production Skill for certain levels, and still rare others that triple all levels of a particular production Skill.

Standard Production Labs play may never provide a multiplier to production beyond level 20.

## Potions

Potions are ingested to gain their effects. While a Player is not required to actually ingest the physrep liquid, to represent their Character imbibing the Potion they must act out drinking the entire Potion by counting to three (3) and holding the Potion tag or physrep (typically a small bottle or vial) to their mouth. All effects from a Potion are felt only by the Character that drank it. Also, Potions bypass all spell defenses. (Note: If a Character has a spell defense active and takes a Potion which is a spell defense, only one, the higher level spell defense, will be active).

The Healing Arts Skill allows a Character to identify a Potion after ten (10) seconds of study, but not a Poison or an Alchemical solution.

It is possible for a Potion to be administered to an unconscious Character by another Character, but the unconscious Character cannot "accidentally" drink one.

Potions may be created for the weekend by a Character with the Create Potion Skill. A Potion-Maker has Production Points equal to three times (3x) their Skill rank. A Potion Lab will double the Production Points, and can be found in-play (a physrep is required). A Character may only use one Lab per production type per event, and a Lab may never provide a multiplier to production beyond level 20.

A Character is able to use their points in the Create Potion (see the Create Potion Skill in the Production Skills section) Skill at Check-In on Friday night to create their Potions for the weekend. At this time, the Character is allowed to spend the number of levels of Create Potion possessed on the creation of Potions for both Friday/Saturday and Saturday/Sunday. The points from these separate days may not be combined; however, they can be doubled by the use of a Potion Lab.

> Example:
>
> A Character with Create Potion, level 4 may produce a Greater Endow (C/E,4) Potion, two Endow (C/E,2) Potions, or any other combination of levels totaling no

All player-created Potions have a shelf-life of one event. Sealed Potions, meaning potions with greater durations, may be purchased in-play or found as loot throughout the event - any potion that has a shelf-life of longer than the end of the event will have the expiration date written on the potion tag. If the Potion has not been used by the stated expiration date, it is rendered useless having evaporated and the tag should be discarded.

Special: A Potion-Mixing Powder may be created by a Master Potion-Maker once per game day and will allow the Potion-Maker to safely mix Potions together to form a single improved Potion that imbues its drinker with the properties of all the Potions that were mixed together. The maximum levels that may be combined via this process is fifteen (15), though any number of Potions may be combined thusly. The standard rules of stacking apply.

This process must be completed in the Potion-Maker's laboratory but need not be done with newly created Potions or even Potions created by the Potion-Maker themself. At Logistics, the Player should simply staple the Potions together along with the Potion Mixing Powder and have the Staff member working Logistics sign off on it. See Master Potion-Maker for more information.

Further, a Master's Elixir may be created by a Master Potion-Maker once per game day and will grant the following benefits if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (C/E,5), Renew or Waste (D/EG,8), Defend (E,8), and Remove Curse (E,8). Note: the intention is that the magic of the Potion will adapt to the user as to Waste or Renew.

## Scrolls

Scrolls can only be read by a Character that possesses the Read Magic Skill. A Character may only cast from a Scroll if the spell is no more than four (4) levels above the highest level Celestial Spell the Character can cast without a Scroll. If a Character does not have a first level spell slot, they may cast up to fourth level Celestial Generalist Scrolls.

> Example:
>
> Thengar the Warrior, who has the Read Magic Skill and no spell slots, may cast up to fourth level spells from Scrolls, whereas Alec the Celestial Mage, who has a fifth level Confinist spell slot, may cast any level spell from Scrolls of 9th level and below that appear on the Confinist spell list as well as any Scroll that contains a 4th level or below appearing on the Celestial Generalist spell list.

To cast a spell from a Scroll, the caster must be able to read it. If casting at night, a Light Elixir or Light (E,1) spell must be present. The caster must then incant the verbal written on the Scroll and perform the appropriate action as if the spell had just been cast from memory (e.g., touch a target, throw a spell packet,

etc.). Once cast, the Scroll disappears (out-of-play, the Scroll must be torn in half and disposed of properly, NOT on the ground.)

Scrolls may be created for the weekend by a Character with the Create Scroll Skill. A Scroll-Maker has Production Points equal to three times (3x) their Skill rank. A Scroll Lab will double the Production Points, and can be found in-play (a physrep is required). A Character may only use one Lab per production type per event, and a Lab may never provide a multiplier to production beyond level 20.

A Character is able to use their points in the Create Scroll Skill at Check-In on Friday night to create their Scrolls for the entire weekend. At this time, the Character is allowed to spend the number of levels of Create Scroll possessed on the creation of Potions for both Friday/Saturday and Saturday/Sunday. The points from these separate days may not be combined.

> Example:
>
> A Character with Create Scroll, level 4 may produce a Bind (C/E,4) Scroll, two Detect Magic (C,2) Scrolls, or any other combination of levels totaling no more than 4 for their first day's production with the same process being repeated for the second day of production.

All player-created Scrolls have a shelf-life of one event. Sealed Scrolls, meaning scrolls with greater durations, may be purchased in-play or found as loot throughout the event - any scroll that has a shelf-life of longer than the end of the event will have the expiration date written on the scroll tag. If the scroll has not been used by the stated expiration date, it is rendered useless having evaporated and the tag should be discarded.

# Poison and Alchemy Production

## Poison Production

### Creating & Using Poisons

Poison Lore is a prerequisite for identifying, making, and/or using Poisons. Poison-Makers must have Create Poison, level 1 to use ingested Poisons, and Create Poison, level 10 to throw Poison Gasses. Production Points are the number of points a Poison maker can spend each day.

Poisons may be created for the weekend by a Character with the Create Poison Skill. A Poison-Maker has Production Points equal to three times (3x) their Skill rank. A Poison Lab will double the Production Points, and can be found in-play (a physrep is required). A Character may only use one Lab per production type per event, and a Lab may never provide a multiplier to production beyond level 20.

Ingested Poisons must be ingested directly or applied to food or drink and ingested, solvents must be applied, and gasses are thrown. See "Throwing Magic and Gasses in Combat'' in the "Rules of Offense" section for information on constructing the Gas packets and using them in combat.

Production Points may be spent at Check-In for production for both Friday/Saturday and Saturday/Sunday. Production Points may not be traded or held over next event. Production Points from separate days may not be combined for use.

> Example:
>
> Alho Rengate has 5 levels (15 points) of Create Poison and a Lab. 15 x 2 = 30 points to spend for Friday/Saturday and a separate pool of 30 points to spend for Saturday/Sunday, thus enabling them to create a 3 Forget-It-Well ingested poisons for the first day and 2 Paralysis gas and a Berserk ingested for the second day. Note that since they do not have 10 levels (30 production points) of Create Poison they cannot throw gasses, as of yet (Level 10 required).

Ingested Poisons, if applied to food or drink, affect only the first Character to eat or drink from it. If a bottle of wine is Poisoned, only the first glass is Poisoned. If a bowl of food is Poisoned, only the first bite is Poisoned, and so on. Multiple ingested Poisons may not be applied to the same food or drink, if they are, only the most recently applied will take effect and the others are negated. If a Rogue Marshal is not present when an ingested Poison is applied to a food or drink, the tag for said Poison should be attached to the bottom of the container to legitimize that the Poison has actually been applied. Should a Rogue Marshal be present, the ingested Poison should be applied and the tag handed to the Rogue Marshal who will then watch from a distance and let the victim know the effect when the Poison is imbibed. The Toxin Shield (E,5) spell will not protect a Character from an Ingested Poison, only vigilance or the appropriate immunity or Resist will do so.

## Poison Costs

Poison Lore is a prerequisite for identifying, making, and/or using Poisons.

| Poison | Type | Production Points |
|---|---|---|
| Agony | Ingested | 6 |
| Agony | Gas | 12 |
| Berserk | Ingested | 6 |
| Berserk | Gas | 12 |
| Blade Venom | Solvent | Special * |
| Cause -2 Damage | Gas | 1 |
| Charm | Ingested | 4 |
| Charm | Gas | 8 |
| Forget-It-Well | Ingested | 10 |

| Forget-Me-Not | Ingested | 8 |
|---------------|----------|---|
| Hallucinoid | Ingested | 4 |
| Instant Death | Ingested | 8 |
| Instant Death | Gas | Special * |
| Nausea | Gas | 8 |
| Paralysis | Ingested | 6 |
| Paralysis | Gas | 12 |
| Sleep | Ingested | 4 |
| Sleep | Gas | 8 |
| Slow Poison | Ingested | 2 |

## Poison Descriptions

All player-created Poisons have a shelf-life of one event. Sealed Poisons, meaning poisons with greater durations, may be purchased in-play or found as loot throughout the event - any poison that has a shelf-life of longer than the end of the event will have the expiration date written on the poison tag. If the Poison has not been used by the stated expiration date, it is rendered useless having evaporated and the tag should be discarded.

Unless otherwise stated in the Poison description, a Cleanse Blood (H,5), Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will cure the effects of most Poisons. Note, if a Character is Desecrated, use the above list but swap Renew for Waste (EG/D/N,8).

| **Agony** | Type: Gas / Ingested | Production Cost: 12 / 6 | Duration: 1 Minute |
|-----------|----------------------|-------------------------|--------------------|
| The Agony Poison contaminates the blood of the victim. The victim is struck with agonizing pain and will die in one (1) minute unless appropriate healing magic (see above) or the proper antidote is administered.<br><br>While Poisoned with an Agony Poison, a Character will be unable to fight, cast spells, or run. they may, however, produce and imbibe an antidote or curative Potion or speak. they must slowly crawl wherever they wish to go. The Character may not be given a Killing Blow until subdued. | | | |

| Berserk | Type: Gas / Ingested | Production Cost: 12 / 6 | Duration: 10 Minutes |
|---|---|---|---|

The Berserk Poison causes the victim to attack the nearest Character or creature, friend or foe, within sight, to the best of their ability, for ten (10) minutes. Once subdued, the Character is no longer berserk. This Poison may be cured by appropriate healing magic (see above) or the proper antidote being administered.

| Blade Venom * | Type: Solvent | Production Cost: Special | Duration: 1 Event or Until Used |
|---|---|---|---|

Blade Venom is a special type of Poison that may only be created by a Master Poisoner once per game day. This Poison may be applied to the Master Poisoner's edged weapon on a sixty (60) second count for later use.

Blade Venom will allow the Master Poisoner to call the "Poison" tagline for their next (3) three consecutive swings with the weapon the Poison is applied to. Note that the ability to call the "Poison" tagline for (3) three swings will only work for the Master Poisoner themself, even should their weapon be picked up by someone else.

Blade Venom vials produced daily may be saved for later use, sold, or traded; but only a Master Poisoner may apply or use them. Any attempt to apply the Poison by a Character not possessing this Skill will result in the Character accidentally Poisoning themself, immediately taking an Agony Poison directly to their bloodstream, bypassing the Toxin Shield (E,5) spell. The Resist Toxin Skill applies normally.

Note that Blade Venoms may not be stacked with other solvents (be they Alchemical or Poison) and only one Blade Venom may be present on a weapon at a time. Blade Venom may not be applied to a Waylay Widget.

Special: Only a Master Poisoner may produce or use this Poison.

| Cause -2 Damage | Type: Gas | Production Cost: 1 | Duration: Instant |
|---|---|---|---|

The Cause -2 Damage Poison causes two (2) Body Points of damage.

| Charm | Type: Gas / Ingested | Production Cost: 8 / 4 | Duration: 10 Minutes |
|-------|----------------------|------------------------|----------------------|

The Charm Poison causes the target to treat the attacker as though the attacker is their best friend in the world. The victim must stay by the attacker's side and listen to their suggestions.

Although the attacker is the victim's best friend, the victim will not mindlessly follow the attacker's orders, nor will they do anything that they would not normally do, unless the attacker gives them a very good reason (that's why it's called role-playing).

If the attacker's party attacks the victim, the attacker must give a convincing reason why they are not helping to defend the victim, or the Poison will be broken immediately. The charm may be broken by use of appropriate healing magic (see above), administration of the proper antidote, or the Sylvan Fae's "Charm Break" ability.

A Character already under the effects of another charming effectFriendship (C/EG/D/H,7), Influence, Vampyric Dominate, etc.] is not affected by a Charm Poison. Incredibly powerful effects, such as Supercharm will still work as normal on the Character. The charm effect lasts ten (10) minutes.

<br>

| Forget-It-Well | Type: Ingested | Production Cost: 10 | Duration: Permanent After 2 Hours (see text) |
|----------------|----------------|---------------------|----------------------------------------------|

The Forget-It-Well Poison causes the victim to forget one event from the past and remember a 1 to 10-word phrase in its place (a Plot Marshal must be notified as soon as possible to record the phrase). Target will reconcile details they are presented with in the 1-10 word phrase remembered in place of the memory, in such a way as to make the phrase to make sense to themself. This can only be cured if done so within the first two (2) hours by appropriate healing magic (see above) or the proper antidote being administered. After that time and up to one year later, it can only be removed with a Cleanse Formal Magic Ritual. After one year has passed, it is permanent and cannot be removed by any means. This Poison may not be self-administered. The Identify Formal Ritual will not detect this effect.

The victim of this Poison will not remember being Poisoned with the Forget-It-Well. However, the whispered 1 to 10-word phrase to be remembered in its place and the event to be forgotten are a verbal action that can be overheard by others.

The 1 to 10-word phrase remembered in place of the event to be forgotten is also recalled in all cases in which the event to forget was further mentioned by the Poisoned Character.

For example, Joseph the Rogue and James the Necromancer murdered a Character on a back trail in July. After the murder, they discuss what happened, what to do with the stolen belongings, and how best to cover up the murder. In August, Joseph creates a Forget-It-Well Poison and mixes it into a glass of wine they bought for James. James drinks the wine and Joseph leans over and says

"You forget the murder we committed last Gather. You instead remember 'Going to the Tavern for a sandwich with Joseph.'" In every instance that James spoke about the murder committed, they now remembers "Going to the Tavern for a sandwich with Joseph". The planning of the murder, the time directly preceding the murder in which they waited in ambush, and the selling of the victim's belongings are not forgotten, but in the mind of James, they was planning on murdering the victim, but instead decided to go to the Tavern for a sandwich with Joseph and at some point in time, inexplicably came across the belongings of the murdered Character.

The Player must keep the Forget-It-Well tag on their Skill ring at all times.

| Forget-Me-Not | Type: Ingested | Production Cost: 8 | Duration: Permanent After 2 Hours (see text) |
|---|---|---|---|

The Forget-Me-Not Poison causes the victim to lose memory of the last fifteen (15) minutes. A 1 to 10-word phrase, told to the victim, will be remembered instead (a Plot Marshal must be notified as soon as possible to record the phrase). Target will reconcile details they are presented with in the 1-10 word phrase remembered in place of the memory, in such a way as to make the phrase to make sense to themself. The victim will not feel the loss of the last (15) fifteen minutes as the 1 to 10-word phrase remembered instead fills the gap in the victim's memory.

This can only be cured if done so within the first two (2) hours by appropriate healing magic (see above) or the proper antidote being administered. After that time and up to one year later it can only be removed with a Cleanse Formal Magic Ritual. After one year has passed it is permanent and cannot be removed by any means. This Poison may not be self-administered. The Identify Formal Ritual will not detect this effect.

The victim of this Poison will not remember being Poisoned with the Forget-Me-Not. However, the whispered 1 to 10-word phrase to be remembered in its place and the event to be forgotten are a verbal action that can be overheard by others.

The Player must keep the Forget-Me-Not tag on their Skill ring at all times.

| Hallucinoid | Type: Ingested | Production Cost: 4 | Duration: 10 Minutes |
|---|---|---|---|

The Hallucinoid Poison causes the victim to hallucinate for ten (10) minutes. The victim cannot engage in combat or cast spells. Use imagination with this one, and remember, whatever you choose to hallucinate about, you have to do it for ten minutes.

This Poison may be cured by appropriate healing magic (see above) or the proper antidote being administered.

| Instant Death * | Type: Gas / Ingested | Production Cost:<br><br>Special / 8 | Duration: Instant |
|---|---|---|---|

The Instant Death Poison kills a living target instantly, as if struck by a Killing Blow. The only way to save a Character killed by this Poison is by a Life (EG/D, 9) or Revive (H,9) spell. If a Character is Desecrated, swap Life (EG/D, 9) for the Death (EG/D,9) spell.

Special: Note, only a Master Poisoner may create an Instant Death Gas and this may only be done through means found in-play – no production formula exists, but the Gas is included here for completeness.

| Nausea | Type: Gas | Production Cost: 8 | Duration: 10 Minutes |
|---|---|---|---|

This Nausea Poison causes the victim to be sick, making them call -2 damage (Strength) in combat as well as making them unable to run or use the Dodge Skill for ten (10) minutes. A Cleanse Blood (H,5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell, or using the proper antidote, will cure the victim of Nausea. Note: Should the Character be Desecrated, use the same list as above but swap Renew for Waste (EG/D/N,8).

| Paralysis | Type: Gas / Ingested | Production Cost: 12 / 6 | Duration: 10 Minutes |
|---|---|---|---|

The Paralysis Poison completely immobilizes the target for ten (10) minutes. they may not move any part of their body. Other Characters may move parts of their body to pose them and may also give the victim a Killing Blow. An Unparalyze (E,8), other appropriate healing magic (see above), or the proper antidote must be administered to remove the Paralysis.

| Sleep | Type: Gas / Ingested | Production Cost: 8 / 4 | Duration: 10 Minutes |
|---|---|---|---|

The Sleep Poison causes the target to fall into a deep sleep for ten (10) minutes. they may only be awakened by shaking for ten (10) seconds or by appropriate healing magic (see above) or the proper antidote being administered.

| Slow Poison | Type: Ingested | Production Cost: 2 | Duration: Until Death or 1 Hour |
|---|---|---|---|

Causes one (1) Body Point of damage per minute until treated. If not treated, the Character will die within one hour, regardless of the number of Body Points they have left.

Healing spells, Potions, and Alchemy will not cure the Body Points lost from the victim until the appropriate healing magic (see above) or the proper antidote has been administered.

# Alchemy Production

## Creating & Using Alchemical Solutions

Herbal Lore is a prerequisite for identifying, making, and/or using Alchemical solutions. Alchemists must have level 1 Alchemy to use ingested elixirs or solvents, and level 10 to use Alchemical Gasses.

Alchemy may be created for the weekend by a Character with the Alchemy Skill. An Alchemist has Production Points equal to three times (3x) their Skill rank. An Alchemy Lab will double the Production Points, and can be found in-play (a physrep is required). A Character may only use one Lab per production type per event, and a Lab may never provide a multiplier to production beyond level 20.

Production Points may be spent at Check-In for production for both Friday/Saturday and Saturday/Sunday. Production Points may not be traded or held over next event. Production Points from separate days may not be combined for use.

> Example:
>
> Black J. Armond has 5 levels (15 points) of Alchemy and a Lab. 15 x 2 = 30 points to spend for Friday/Saturday and a separate pool of 30 points to spend for Saturday/Sunday thus, enabling them to create 2 30 Acids and a +2 Vorpal Coating for the first day and 3 Antidote Gasses for the second day. Note that since they do not have 10 levels (30 production points) of Create Alchemy they cannot throw Gasses, as of yet (Level 10 required).

All player-created Alchemy has a shelf-life of one event. Sealed Alchemy, meaning alchemy with greater durations, may be purchased in-play or found as loot throughout the event - any alchemy that has a shelf-life of longer than the end of the event will have the expiration date written on the alchemy tag. If the alchemy has not been used by the stated expiration date, it is rendered useless having evaporated and the tag should be discarded.

## Alchemy Costs

Herbal Lore is a prerequisite for identifying, making, and/or using Alchemical solutions.

| Alchemical Solution | Type | Production Points |
|---|---|---|
| 10 Acid | Gas | 4 |
| 20 Acid | Gas | 7 |
| 30 Acid | Gas | 12 |
| Alchemical Solvent | Solvent | 4 |
| Antidote | Elixir | 5 |
| Antidote | Gas | 10 |
| Cure +2 | Elixir | 1 |
| Cure +2 | Gas | 2 |
| Cure +12 | Solvent | 5 |
| Light | Solvent | 1 |
| Oil of Slipperiness | Solvent | 5 |
| Paste of Stickiness | Solvent | 5 |
| Vorpal Coating +1 | Solvent | 4 |
| Vorpal Coating +2 | Solvent | 8 |
| Vorpal Coating +3 | Solvent | 12 |

Elixirs must be ingested, solvents must be applied, and gasses are thrown. See "Throwing Magic and Gasses in Combat'' in the "Rules of Offense" section for information on constructing the Gas packets and using them in combat.

## Alchemical Solution Descriptions

| 10 Acid | Type: Gas | Production Cost: 4 | Duration: Instant |
|---|---|---|---|
| The 10 Acid Gas causes ten (10) points of damage to armor and/or Body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in | | | |

any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

| 20 Acid | Type: Gas | Production Cost: 7 | Duration: Instant |
|---------|-----------|--------------------|------------------|

The 20 Acid Gas causes twenty (20) points of damage to armor and/or Body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

| 30 Acid | Type: Gas | Production Cost: 12 | Duration: Instant |
|---------|-----------|---------------------|------------------|

The 30 Acid Gas causes thirty (30) points of damage to armor and/or Body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

| Alchemical Solvent | Type: Solvent | Production Cost: 4 | Duration: Instant |
|--------------------|---------------|--------------------|------------------|

The Alchemical Solvent will negate an Oil of Slipperiness or Paste of Stickiness.

| Antidote | Type: Gas / Elixir | Production Cost: 10 / 5 | Duration: Instant |
|----------|--------------------|--------------------------|------------------|

The Antidote Gas/Elixir will remove any metabolic maladies affecting the target. This includes any spells with the "Metabolic" type, taglines, Blade Venom, Venoms, Ingested Poisons, Gas Poisons, alcohol, and any other Toxin.

| Cure +2 Damage | Type: Gas / Elixir | Production Cost: 2 / 1 | Duration: Instant |
|---|---|---|---|

The Cure +2 Damage elixir or Gas will restore two (2) Body Points and has the ability to restore an Unconscious or Bleeding to Death Character to consciousness with two (2) Body Points. This Gas /Elixir has no effect on a Dead or Slain Character.

| Cure +12 Damage | Type: Solvent | Production Cost: 5 | Duration: Instant |
|---|---|---|---|

The Cure +12 Damage solvent will restore twelve (12) Body Points and has the ability to return an Unconscious or Bleeding to Death Character to consciousness with twelve (12) Body Points. This Gas /elixir has no effect on a Dead or Slain Character. This solvent must be applied to the wounded Character on a three-count.

| Light | Type: Solvent | Production Cost: 1 | Duration: 12 Hours |
|---|---|---|---|

The Light solvent produces light when the vial is broken over an object to be lit, much like a

Light (E,1) spell. The light produced by a Light solvent is diffuse and may not be used to blind opponents. This solvent will last until up to twelve (12) hours or until daybreak, whichever comes first. A Light solvent cannot be applied to weapons.

Glow sticks are the preferred phy-rep for a Light solvent. If a flashlight is used, it must be covered with cloth, tissue paper, etc. to diffuse the light.

| Oil of Slipperiness | Type: Solvent | Production Cost: 5 | Duration: 1 Hour |
|---|---|---|---|

The Oil of Slipperiness solvent, when applied to an item, makes that item unable to be picked up for one hour. When applied to an area, no one may enter the affected area without slipping. May only be used in a marshaled situation. Each vial, about one ounce, will cover a 12-inch by 12-inch area. It takes thirty (30) seconds to apply this substance, or fifteen (15) seconds with the Master Alchemist Skill.

| Paste of Stickiness | Type: Solvent | Production Cost: 5 | Duration: 1 Hour |
|---|---|---|---|

The Paste of Stickiness solvent acts as a glue for one hour. It can also be used to paste objects to someone so they cannot be removed for one hour. When not applied to one's own weapon or item, may only be used in a marshaled situation. Each vial, about one ounce, will cover a 12-inch by 12-inch area.

If a Character pastes a weapon to their hand and that weapon is destroyed (e.g., a Destroy (C/E,3) spell), they cannot wield a weapon with that hand until the paste wears off or is removed by Alchemical Solvent or an Unbind (CG/CO/EG/D/H,5) spell. Likewise, if a Character is Disarmed (C/E,1)they cannot use the weapon for the 5-second duration of the spell. It takes thirty (30) seconds to apply this substance, or fifteen (15) seconds with the Master Alchemist Skill.

| Vorpal Coating +1 | Type: Solvent | Production Cost: 2 | Duration: 1 Event or Until Used |
|---|---|---|---|

The Vorpal Coating +1, when applied to any weapon, causes one (1) additional point of damage for one combat upon initial contact with armor or body. This solvent may be applied to any weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they Alchemical or Poison) and only one Vorpal Coating may be present on a weapon. It takes thirty (30) seconds to apply this substance. A Master Alchemist may apply a Vorpal Coating in fifteen (15) seconds.

| Vorpal Coating +2 | Type: Solvent | Production Cost: 4 | Duration: 1 Event or Until Used |
|---|---|---|---|

The Vorpal Coating +2, when applied to any weapon, causes two (2) additional points of damage for one combat upon initial contact with armor or body. This solvent may be applied to any weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they Alchemical or Poison) and only one Vorpal Coating may be present on a weapon. It takes one (1) minute to apply this substance. A Master Alchemist may apply a Vorpal Coating in fifteen (15) seconds.

| Vorpal Coating +3 | Type: Solvent | Production Cost: 6 | Duration: 1 Event or Until Used |
|---|---|---|---|

The Vorpal Coating +3, when applied to any weapon, causes three (3) additional points of damage for one combat upon initial contact with armor or body. This solvent may be applied to any

weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they Alchemical or Poison) and only one Vorpal Coating may be present on a weapon. It takes one (1) minute to apply this substance. A Master Alchemist may apply a Vorpal Coating in fifteen (15) seconds.

# Monsters

## Special Attacks By Monsters

Some monsters have the ability to cause certain effects with their attacks and will call their damage accordingly (e.g., "4 Life Drain!"). In order for a Character to be affected by the special qualities of the attack, they must take Body Point damage from the creature. While the Character has Armor Points remaining, they will be protected from the special attack's effects.

> Example:
>
> Sven Rigard has 10 Body Points and 7 Armor Points. they (unfortunately) find themself in combat with a spectre that is calling "5 Life Drain." The first blow the spectre lands on Sven takes away 5 Armor Points, leaving them with 2 Armor Points and 10 Body Points. The next blow the spectre lands will take away 2 Armor Points, but also 3 Body Points. This means the spectre's special Life Drain attack has affected Sven and they can now no longer fight due to the effects of the Life Drain special attack. Left unaided, the spectre could choose to subdue Sven (damage them to 0 Body Points) and kill them, or just leave them there until the effects of the Life Drain wear off.

Left untreated, all lasting effects from special monster attacks last for five (5) minutes unless otherwise stated in the description. Listed below are some of the more common special attacks. Any special attack which states the name of a spell (e.g., "5 Sleep!") has the same effect as the spell but has a duration of five (5) minutes.

The effects of most of the following attacks will be removed if the victim dies (see descriptions below). If a Character at the Dead status is brought back to life by a Life (EG/D,9) or Revive (H,9) spell, the victim will no longer be under the effect of the attack. Note that if the Character is Desecrated, use the above list but swap the Life spell with the Death (EG/D,9) spell.

Most of the following special attacks, also called "taglines," are administered through the use of claws. In the rare case that a tagline can be utilized via a weapon, this will be noted within the description of that ability.

Attacks to claws do not do damage to the monster. However, a monster is not allowed to use their claws to parry attacks.

Some of these taglines or abilities are very rare—others are more commonplace. It is suggested that Players familiarize themselves with these abilities in order to better understand and roleplay the effects when they encounter them. All tagline monster attacks are considered metabolic in nature except for "Body", "Curse", "<Element>", "Entangle", "Massive", "Destroy", and "Weakness".

In the special case of a monster with a tagline requiring it to affect Body that uses a Critical Slay on its victim, if the victim is protected by a Spirit Armor (C/E,5) and has more than 1 Body, they will take effect from the tagline as it has effectively struck their Body. In addition, if the victim is not protected as above, they will be Slain and affected by the tagline.

Each description states what spells are able to cure the specific conditions. Note that no form of dispelling magic will remove any of the metabolic "tagline" effects.

### Blight

Tagline effects of Blight bypass armor and go straight to the target's Body Point total. Damage dealt is numerical Body, plus the "Weakness" tagline effect.

### Body

Any attack paired with this tagline will go immediately to the target's Body Point total, bypassing any armor points that the target possesses. Attacks with this tagline can be blocked by physical means (weapons and shields).

### Curse

This attack, once it penetrates armor points, affects the target as though it has been affected by the Curse (E,8) spell (though no spell shield will stop it and Disjunction (C,8) will not remove it). Attacks with this tagline can be blocked by physical means (weapons and shields).

The only way to remove this effect is by time, Resurrection, or the Remove Curse (E,8) spell.

### Disease

This attack, once it penetrates Armor Points, infects the target with a non-contagious disease. While diseased, a Character cannot run or use the Dodge Skill. The Character's strength is also reduced by two (2), making them call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

This attack will affect any living individual, regardless of whether or not they are Desecrated.

Though typically only used by claw-wielding monsters, this tagline may occasionally be used with weapons.

A Remedy (EG/D/H,7), Renew (EG/D,8), Heal Mortal Wounds (H,8), Cleanse Disease (H,3), or Cure Disease (EG/D,3) will cure the disease. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8), and Cure Disease, which is traded out for Cause Disease (EG/D,3).

## Elemental

This attack, if packet-delivered, is a non-magical, damaging attack accompanied by a specific element that, for the normal Character, has no additional effect. This attack may be blocked by shields but not by weapons or any other item. An example of this attack is "20 Flaming", "10 Ice", or "30 Lightning". Fire/Cold/Lightning Shield (EL,5) or Elemental Shield (EL,8) will stop this attack, as will the Resist Elemental Skill or a specific Resist Skill appropriate to the element (e.g. Resist Fire). A Formal Magic Cloak will not stop any variety of this attack – including Elemental Strikes.

If this attack affects an area, everyone in the area is affected unless protected as above.

This attack may also be delivered by a melee or missile weapon in a manner similar to Elemental Blade (EL,4) or Storm Blade (EL,8). If damage is dealt in this manner, damage is still taken from the attack regardless of specialty shields or Resists; however, the Resist Elemental Skill, Resist <Element> Skill, or appropriate specialty shield can negate the tagline, but the damage remains.

Note that Fire/Cold/Lightning Shield (EL,5) or Elemental Shield (EL,8) will only stop Fire, Ice, or Lightning attacks. Other unique and non-standard Elemental attacks – such as "50 Chaos, 10' Radius" may only be stopped by the Resist Elemental Skill, or in the case of this example also by the Resist Chaos/Necromancy Skill. Furthermore, no normal Acid attack may be stopped by any variety of spell shield, Cloak, or standard Resist.

## Entangle

Any attack paired with this tagline will cause the target to be physically immobilized from the neck down and rooted to the spot where Entangled. As with the Entangle (D,3) spell, this effect may be broken with an Endow (C/E,2), or Greater Endow (C/E,4),spell; or by someone else using an edged weapon to cut the target free on a ten-count ("Cutting 1, Cutting 2, Cutting 3," etc.). A natural strength bonus of two (2) or greater will snap the Entangle effect. Should the victim of the attack be a Confinist with an active Force Shield (CO,7), this spell will flash and protect the victim from the Entangle effect. Note that any damage attached to the effect (such as "7 Entangle") will be taken as normal. The Entangle effect may also be Resisted with the Resist Confining Skill. Note that a target need only be struck by this attack to be affected by the Entangle effect – even if the damage is blocked with a weapon or shield, the subject is still Entangled unless protected as above (though they take no damage).

## Fortify

Tagline effects of Fortify bypass armor and go straight to Body. Numerical strength applies as Healing instead of damage to living creatures (being struck by "5 Fortify" would deliver 5 Body worth of Healing).

Applies as double Body damage to Undead, Nether, and Necromantically Attuned targets (being struck by "5 Fortify" would deal 10 Body worth of damage).

## Life Drain

This attack, once it penetrates Armor Points, drains the majority of Life Energy from the target, leaving only enough for them to crawl, fend off Killing Blows, speak, and drink Potions. The victim may not fight or cast

spells. The target may not be given a Killing Blow until subdued. This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a Character is Desecrated, switch Renew for Waste (EG/D/N,8) in the above list.

### Massive

Any attack with this tagline is so forceful that it cannot be blocked by any "normal" means. Any attempt to block this attack by use of weapons or shields will result in that attack doing damage to the Character wielding the weapon/shield. The Critical Parry and Dodge Skills may NOT be utilized to avoid these strikes. The Shield Parry, Fatal Parry, and Fatal Shield Parry Skills will, however, block a single attack with the Massive tagline. Please note that if a Massive attack is also attached to a Fatal Blow, a Shield Parry may not be used to block it—only a Fatal Shield Parry will stop the attack.

### Nausea

This attack, once it penetrates Armor Points, makes the target sick and weakened. While under the effects of the Nausea tagline, a Character cannot run or use the Dodge Skill. The Character's strength is also reduced by two (2), making them call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects. This attack will affect any living individual, regardless of whether or not they are Desecrated.

If used as a packet attack, it will affect the victim unless they are wearing a Toxin Shield (E,5) or have the Resist Toxin Skill.

A Cleanse Blood (H,5), Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell will remove the effect. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8).

### Nether

This tagline effect does not bypass armor. Does double damage vs. Living and Planar (Positive/Negative) targets only. This tagline does not affect Elemental, Undead, etc.

### Paralyze

This attack, once it penetrates Armor Points, completely immobilizes the target. They may not move any part of their body (although others may), and may be the recipient of a Killing Blow. As per the Paralyze (E,8) spell, a Remedy (EG/H,7), Renew (EG/D,8), Heal Mortal Wounds(H,8), or Unparalyze (E,8) spell will release the target from the paralysis. Note, if a Character is Desecrated, switch Renew for Waste (EG/D/N,8) in the above list. While paralyzed, the victim is completely aware of their surroundings and the Character can hear and see all that the Player can observe can from their immobile state.

## Poison

This attack, once it penetrates Armor Points, contaminates the blood of the victim, leaving only enough strength for them to crawl, fend off Killing Blows, speak, and drink Potions. The victim may not fight or cast spells. The target may not be given a Killing Blow until subdued.

This attack will affect any living individual, regardless of whether or not they are Desecrated.

Cleanse Blood (H,5), Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will remove the Poison from the victim's blood. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8).

## Rust

Any attack paired with this tagline will cause the item struck to crumble into useless rust if made of normal metal (steel, etc.). This includes normal weapons and armor.

When the item(s) are destroyed, the tag(s) for said item(s) should be given over to the Player of the monster. Armor and weapons destroyed by the 'Rust' tagline may NOT be repaired by the use of the Armor Repair Kits, and new tags (representing the acquisition of said item) must be acquired in-play (usually by purchase at the Armorsmiths' Guild).

Rust affects metal weapons and shields such as steel (regular and Arushan), iron, bronze, and copper. If a metal cannot be Destroyed, it cannot be Rusted, so Mastercrafted and enchanted armor and weapons of any metal are immune to the "Rust" effect. Also immune are weapon materials which aren't metal – stone, crystal, wood – along with those which are "gold or better" such as gemstone, Volcanic Bronze, etc. Items made of normal metal, but which are magically enchanted, are unaffected by this tagline.

Unlike weapons, Armor of any material will be instantly destroyed one full Break Value by Rust unless Mastercrafted, enchanted, or otherwise specified. This effect represents the buckles, rivets, and other components rusting away – even if the armor itself is not otherwise made of metal. To reiterate: Rust destroys all normal armor; "1 Rust" will turn 75 points of armor into trash unless it is Mastercrafted or enchanted.

## Weakness

This attack, once it penetrates Armor Points, reduces the target's strength by four (4), making them call four (4) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

The only way to remove this effect is by time or the Remove Curse (E,8) spell.

# Monster Ability Descriptions

All the effects listed below last five (5) minutes unless otherwise stated in the description.

## Breaking Confining Spells and Effects

Creatures with great strength may break out of confining effects at a varying level of ability, based upon their total strength bonus. It requires a certain strength bonus, a count (Breaking One, Breaking Two, etc.) and a loss of Body Points for the creature. Breaking out of confining may only be accomplished by the affected creature, that is, an adjacent ally with great strength cannot help break the victim out. Further, multiple creatures jointly combining their strength will NOT have a cumulative effect. Unless stated otherwise in a creature's description, the following rules apply:

| Confining Type | To Break | Count | Damage Taken |
|---|---|---|---|
| Physical Web Physical Bind Entangle (D,3) | +2 Strength or any Endow spell | Zero (0) | Zero (0) |
| Trap (CG/CO/E,3) | +2 Strength | Three (3) | Three (3) |
| Bind (CG/CO/EG/D/H,4) | +4 Strength | Four (4) | Six (6) |
| Web (CG/CO,6) | +6 Strength | Six (6) | Twelve (12) |
| Imprison (CO,8) | +10 Strength | Ten (10) | Twenty-Five (25) |
| Stone Web (EG, 8) | +12 Strength | Twenty-Four (24) | Twenty-Five (25) |

Please note that if struck with multiple of the same spell while one is already in the process of breaking out of confining, one should restart the count with each successive spell.

> Example:
>
> A creature is struck with a Web (CG/CO,6) spell and begins breaking it, getting halfway through their count and is struck again with a Web (CG/CO, 6) spell. At this point, they must begin their count anew.

Certain creatures may have the ability to "BREAK" confining at a greater rate than their strength indicates—if so, this will be noted in the monster's description, and, more than likely, the creature will not be able to "SNAP" at a greater rate than normal.

Certain monsters have such great Strength that they are able to just "SNAP" the hold of the effect on them. In this case, there is no breaking count or Body Point loss. The creature just says "SNAP" and continues on its

path. This required strength is two (2) times plus one (1) the amount normally needed to break the confining magic or effect (e.g., +5 strength to "SNAP" a Trap (C,3) spell).

## Gaze

Some creatures may make special attacks with a piercing gaze. This packet-delivered attack needs only to strike its victim; eye contact is not necessary. Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Protection(C/E,9), and Ward (C,9) will protect the caster or those within from the Gaze's effect. In addition, those behind a Wall of Force (CG/CO,7) or Wall of Thorns (D,4) will also be protected from this attack. Should the Gaze attack mimic a dispelling effect of appropriate power to destroy the protective barrier between the monster and victim, the dispelling effect works as normal.

Many Gaze attacks mimic the effect of a spell. In this case, the appropriate spell shields will protect the victim as if it were said spell. For example, "Trance Gaze" would act exactly as a Trance (C/EG/D/H,5) spell.

## Immunity

Sometimes creatures will be completely immune to an attack type and will respond with "No Effect!" if attacked with that attack form. No amount of damage by that type of attack will harm the creature. Some creatures are immune to certain types of weapon damage.

An example of this is where a creature is immune to "normal" weapons and may only be harmed by "silver" or "better" weapons.

## Influence and Vampyric Dominate

Influence and Vampyric Dominate are natural powers that closely imitate the effects of the Friendship (C/EG/D/H,7) spell. However, constant eye contact must be maintained between the monster and the victim (see below) for the power to take effect. While under the effects of Influence or Vampyric Dominate, the victim will do ANYTHING they are told to—jump off a cliff, kill their best friend, tell them their life's story, etc. Influence and Vampyric Dominate can not be stopped by anything, save vigilance or the Resist Charm Skill, Resist Charm/Charm Break Skill, or Immunity.

A Character who is already Charmed in some manner is Immune to the Dominate effect because a Character may not be Charmed to more than one entity at a time (see the exception of Supercharm, below). Examples of other charms include Friendship (C/EG/D/H,7), and Charm Gas. Influence and Vampyric Dominate are blocked by all walls as well as the Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Protection (C/E,9), Ward (C,9), Wall of Force (CG/CO,7), and Wall of Thorns (D,4) spells.

No battle magic spell may be used to detect this effect, though suspicious activity and uncharacteristic behavior may warrant the attempt of a Charm Break or other means to destroy the Influence or Vampyric Dominate.

A victim that is Influenced or Vampyrically Dominated is not aware that they are such.

|  | Lesser Vampire | Greater Vampire |
|---|---|---|
| Length of eye contact required | 10 Seconds | 3 Seconds |
| Duration of Dominate | 10 Minutes | 1 Hour |

## Petrifying Gaze

The Petrifying Gaze attack completely immobilizes the target by turning its victim into a statue of solid stone. While petrified, a Character is completely immobile in all ways and may not be moved by any outside acting force. While turned to stone, the Character may not be harmed. However, other Characters or creatures may give the victim a Killing Blow with a magical weapon or with a magical Killing Spell which will subsequently bring the victim to the Dead status.

Any spell that can normally be used as a Killing Spell may be used to kill the victim; in addition, the Destroy (C/E,3) and Destroy Armor (C/E,6) spells may be used to deliver the Killing Spell. A Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell are the only things other than death and time that will remove this effect. Note, if the Character is Desecrated, use the above list but remove Renew and add Waste (EG/D/N,8). Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Protection(C/E,9), and Ward (C,9) will protect the caster or those within from the Gaze's effect. Those behind a Wall of Force (C,7) or Wall of Thorns (D,4) will also be protected from this attack.

While petrified, the victim is completely unaware of their surroundings and is effectively unconscious for all intents and purposes, much in the same way as the victim of a Trance (C/EG/D/H,5) spell is.

## Phase, Meld, Burrow, etc.

This ability allows the creature to either "Phase", "Meld", or "Burrow" into or out of sight or into or out of an element of Nature (Earth, Stone, Wood, Water, Air).

While doing the phasing in count, the Player representing the monster holds their weapons crossed over their head and slowly brings them down to a usable location by their side. Unless otherwise stated, it takes a slow three count of saying "Phasing In 1, Phasing In 2, Phasing In 3" for an unseen creature to "Phase" in and become attackable. Players can see and sense phasing creatures as soon as they begin their phase in count, but can not attack the creature until it is completely phased in.

To Phase Out, a slow three count of saying, "Phasing out 1, Phasing out 2, Phasing out 3," while crossing their weapons over their head is necessary, and the creature is visible and able to be damaged until completely phased out.

While Phasing In or Out, the creature can change its mind and Phase back the other way by reversing the count and putting their weapons or arms back in the appropriate position. A Phased Out creature can sense other creatures, but it does not know who they are unless the monster has encountered them before and "recognizes" them.

A Phased Out creature cannot hear anything that takes place while it is phased out other than a direct command from its Master Controller to "Phase In". Further, a Phased Out creature may only walk, not run. The ability to Meld works the exact same way, but it is generally used for going into and out of the solid elements, while the Phase ability is generally used for air and other elements.

A "Phased Out" creature may walk through solid objects, including both doors and walls. The Player may open doors out-of-play to pass through, but must close them behind. A "Phased" creature may NOT Phase through a raised Wall of Force (C, 8), Circle of Protection (C/E, 9), or Ward (C, 9).

The Shackle (CO,9) spell will trap a Phasing or Melding creature on the current plane for combat duration, denying them the ability to Phase or Meld.

## Physical Bind

Physical Bind is a physical confining attack that acts exactly the same as the Bind (CG/CO/EG/D/H,4) spell except in regards to the strength required to break it and the fact that it is a physical attack and may not be flashed by any normal spell shield. Generally a packet attack, it takes a +2 natural Strength bonus to break a Physical Bind. Any of the strength enhancing spells such as Endow (C/E,2) or Greater Endow (C/E,4) will also snap the Physical Bind.

Should the victim of the attack be a Confinist with an active Force Shield (CO,7) this attack will flash the shield and protect the victim from the Physical Bind effect. Note that any damage attached to the effect will be taken as normal. The Physical Bind effect may also be Resisted with the Resist Confining Skill.

The victim of this attack may be released from it by an Unbind (CG/CO/EG/D/H,4) spell or another Character may cut a victim out of a Physical Bind with an edged weapon on a ten-count ("Cutting 1, Cutting 2, Cutting 3," etc.). If the cutting count is interrupted in any way, the Character must restart their cutting count each time.

## Physical Web

Physical Web is a physical confining attack which creates a physical web around the victim, immobilizing them and rooting them to the ground where struck. Generally a packet attack, it takes a +2 natural Strength bonus to break a Physical Web. Any of the strength enhancing spells such as Endow (C/E,2) or Greater Endow (C/E,4) will also break the Physical Web. It does not take a count to break the Physical Web and causes no damage to the victim when broken. One must simply say "Endow Break!" if breaking the physical web with one of the above spells, if broken with Enhanced Strength, the Character should say "Snap!"

Should the victim of the attack be a Confinist with an active Force Shield (CO,8) this attack will flash the shield and protect the victim from the Physical Web effect. Note that any damage attached to the effect be taken as normal. The Physical Web effect may also be Resisted with the Resist Confining or the Resist Natural Confining Skills.

The victim of this attack may be released from it by an Unbind (CG/CO/EG/D/H,4) spell or another Character may cut a victim out of a Physical Web with an edged weapon on a ten-count ("Cutting 1, Cutting 2, Cutting 3," etc.). If the cutting count is interrupted in any way, the Character must restart their cutting count each time.

## Pierce

A Pierce attack is one that is available to rare and powerful creatures found on Amroth. This ability allows the creature to Pierce through the spells and items that would otherwise protect a Character from an attack.

The most common Pierce attack comes with a battle magic spell. This attack will bypass all spirit protections, spell shields, specialty shields, and Formal Magic Cloaks active on the Character and affect them as if they had no protections available, leaving (if the Character is still alive after that attack) the afore-mentioned protections still active on them. The only way to prevent a Character from taking the effect of a Pierced spell is by an appropriate Resist Skill.

For example, normally, when a Character that is wearing a Cloak vs. Confining, a Force Shield (CO,8), and a Defend (C/E,8) is struck by an Imprison (CO,8) spell, they would first Cloak it with their Cloak vs. Confining, then stop another with their Force Shield (CO,8), then Flash another with their Defend (C/E, 8) and would not take the effect of the spell until finally being struck with a fourth Imprison (CO,8). If that same Character were to be struck with an 'Imprison Pierce', all protections would be bypassed and they would immediately take the effect of the spell.

A less common "Pierce" attack comes via melee or missile weapon attacks, usually attached to a Critical Slay attack (Prepare to die—Slay! Pierce). This attack will "Pierce" through a Character's Spirit Armor (C/E,5) and immediately affect them as if they had no protection, dropping them to the Slain status with their Spirit Armor (C/E,5) still active.

A melee "Critical Slay—Pierce" attack may still be blocked physically or negated with a Critical Parry, Critical Shield Parry, Fatal Shield Parry, or Fatal Parry. It may also be Dodged with the Dodge Skill but will still remain active.

A missile "Critical Slay—Pierce" attack may be negated with a Critical Shield Parry or Fatal Shield Parry. It may also be Dodged with the Dodge Skill.

An attack delivered as a Pierce will bypass any armor, personal battle magic protection, or item protection unless otherwise explicitly stated by the item card. It will not bypass a Circle of Protection, Wizard Lock, or Ward.

## Resistance

Certain creatures are Resistant to certain attack types. When hit with an attack that they are Resistant to, they will state, "Resist!". Sometimes the creature is only a bit Resistant to the attack form and will only be able to "Resist" the attack type once. Some creatures are able to Resist the attack type more than once. It should be noted, however, that they are not immune to the attack type and should their Resistances be used up, they are affected by the attack as normal.

## Rifting

Rifting is a powerful ability available to certain creatures. This ability allows the creature (or creatures) "Rift" in and out of nearly any location, ripping a hole in the fabric of the world to step through to the place they desire.

Rifting may occur in one of two ways, either by the opening of a rift or by individually (or as a group) rifting into the world.

A rift may or may not stay open for a period of time. This looks to be a portal and will usually be represented as such, creatures may enter our world via this rift and others may attempt to enter the "Rift" from our world (do so at your own risk). The sound of the rift opening is represented by a Player saying "Rift Opening 1, Rift Opening 2, Rift Opening 3" – this is as audible as the voice of the Player stating that the rift is opening, the effect is visible to those looking at it.

The sound of the creatures rifting in (individually or as a group) is represented by a Player saying stating "Rifting in 1, Rifting in 2, Rifting in 3" – this is as audible as the voice of the Player stating the that the rift is opening, the effect is visible to those looking at it but the creature cannot be attacked until "Rifting in 3" is stated.

A creature may also attempt to escape by rifting out, stating "Rifting out 1, Rifting out 2, Rifting out 3", a creature attempting to escape via rifting is susceptible to attack until "Rifting out 3" is stated at which time the creature is gone.

## Soul Destruction

Some creatures possess such supernatural prowess or High Sorcery that they may rip the very soul from a Character's body so that they are turned immediately to dust and must resurrect, provided their Life Force is strong enough. These attacks, though primarily delivered via a packet attack are sometimes also delivered through a weapon or other means.

Though the only true protection from these attacks is vigilance, the Soul Store Ritual can alleviate some of the pain on a Character's soul. The following chart states the number of Lives taken from these attacks:

| Attack | Lives Lost | Lives Lost if Soul Stored |
|--------|-----------|---------------------------|
| Disintegrate | 1 | 1 |
| Soul Destroy | 2 | 0 (Say "No Effect!") |
| Spirit Wrack | 3 | 1 |
| Obliterate | 4 | 2 |

## Standard Lesser Undead Package

All Lesser Undead have the following Abilities/Immunities/Disadvantages, unless stated otherwise in their description:

- May not cast Curing, Healing, Life, or Revive spells nor use any item, Potion, or ability that grants such spells.

- Cannot be healed by First Aid or Alchemy.

- Healed double by Inflicts and Chaos magic. (e.g., Inflict Critical Wounds (N,6) will heal 60 Body Points, Cause Serious Wounds (EG/D/N,4) will heal 40 Body Points).

- Imbue Death/Death will bring back from the Dead status.

- Life/Revive will kill them instantly unless protected.

- Harmed double by Curing magic. Harmed regularly by Healing magic. (IE. Cure Critical Wounds (EG/D,6) will do 60 Body of damage and Heal Critical Wounds (EG/D/N,6) will also do 60 Body).

- Immunity to Doom (CG/CO,9), Repulse (CG/CO/EG/H,2), Mind Affecting spells and effects, Metabolic spells and effects, Toxins, and all Waylays.

- Affected by Elude Undead (N,2), Repel Undead (EG/D/H,2), Control Undead (N,4), Turn Undead (H,4), Zone of Life (H,6), and Greater Control Undead (N,7)

- Destroyed into a pile of dust by the Destroy Undead (H/N,7) spell unless it has a Spirit Armor (C/E,5), or Defend (C/E,8)to protect it.

- Destroyed utterly by the Annihilate Undead (H,9) spell, regardless of whether it has a spell shield or not.

## Stone Web

The strongest of the natural physical confining attacks, Stone Web is generally a packet attack and acts like the Imprison (CO,8) spell, except for the fact that the victim is rooted to the ground where struck. It is a physical, not magical, attack as well and requires a longer count to break. It takes 24 seconds and superhuman strength of +12 or greater to break a Stone Web, and doing so causes twenty-five (25) Body Points of damage to the victim. While trapped within a Stone Web, the victim cannot be affected by spells or physical damage. The duration for a Stone Web is five (5) minutes. Note that a Character's only defense against this ability is the Dodge Skill, the Resist Confining Skill, the Force Shield (CO,8) spell, or the Druid's Resist Natural Confining Skill.

Regarding magic, it should also be noted that Stone Web will only protect the Character from battle magic spells (except those listed above). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

## Supercharm

A power that is similar to the Influence or Vampyric Dominate effect. While under the effect of a Supercharm, the victim will do ANYTHING they are told to do—jump off a cliff, kill their best friend, tell them their life's story, etc.

Supercharm cannot be stopped by anything except the Resist Charm Skill, Resist Charm/Charm Break Skill, Resist Emotion Skill, or Immunity. A Supercharm will override and supersede any existing Charming effect on the victim. Additionally, unlike Influence or Vampyric Dominate, Supercharm is permanent until removed (Charm Break or Formal Magic ONLY), and will last through resurrection.

The delivery method may not necessarily be through eye contact. No battle magic spell may be used to detect this effect, though suspicious activity and uncharacteristic behavior may warrant the attempt of a Charm Break or other means to destroy the Supercharm.

A victim that is Supercharmed is not aware that they are such.

### Terror

The Terror effect causes the target to be completely immobilized in utter Terror of the creature that dealt the effect for five (5) minutes. This effect is similar to the Paralyze (E,8) spell except that it a Mind-Affecting effect and may only be removed by the following spells: Renew (EG/D,8), Heal Mortal Wounds (H,8), Remedy (EG/D/H,7), and Remove Fear (E,3). Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8).

The Terror effect can only be stopped by the Resist Emotion Skill. The Terror effect may be used as either a radius, packet, or tagline attack. If it is used as a tagline attack, it must penetrate the target's Armor Points in order to take effect.

### Tidal Wave

When this ability is used, "Tidal Wave!" is uttered and a Hold is called. Anyone within a 20- foot radius of the creature backs up 20 feet and takes 5 points of Body damage. Once everyone is moved, a "Lay On" will be called and play will resume.

### Toughness

A monster with Toughness has a very resilient hide or other defensive layer that absorbs damage dealt to it. Any amount less than or equal to the Toughness value is completely ignored by the creature. Any attack that exceeds the value for the Toughness results in lessened damage to the creature by the amount of the Toughness.

For example, a creature with a Toughness of three (3) that is hit by an attack dealing five (5) points of damage will take two (2) (5 minus 3) points of damage.

### Venom

This ability allows a creature to deliver a Toxin to its target by means of a packet-delivered attack. The Venom may mimic any sort of Gas or ingested Poison as well as deliver the Poison special attack listed previously in this section.

This attack will affect the victim unless they are wearing a Toxin Shield (E,5) or are Resistant to Toxins. The target may not be given a Killing Blow until subdued (target may already be Dead if an Instant Death Venom has been delivered).

This attack may be blocked with a shield but not with a weapon or any other means.

This attack will affect any living individual, regardless of whether or not they are Desecrated.

Cleanse Blood (H,5), Remedy (EG/D/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will remove the Toxin from the victim's blood. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8).

### Wave

When this ability is used, "Wave!" is uttered and then a Hold is called. Anyone within a 10- foot radius of the creature backs up 10 feet. Once everyone is moved, a "Lay On" will be called and play will resume.

# Stealing and Searching

## Stealing a Weapon

When a Player has their weapon checked for safety, they will be given a weapon safety tag (provided it is deemed safe), which should be placed on their tag ring. A weapon must have a weapon safety tag in order to be used. A Marshal may ask to see a weapon safety tag at any time and may take the weapon if the tag is not carried by the Player on their tag ring.

When a Character wishes to steal a weapon, they must take the physrep and make their getaway. Once the Character has successfully escaped with the weapon and a sufficient lull in the game occurs, enabling the Player to go out-of-play, the Player should put on their white headband and return the physrep to the owner (either themself or through a Rogue or Plot Marshal if they wish to remain anonymous) and then receive the weapon safety tag. The victim will not be able to use their returned weapon physrep until they purchase a new one from the Armorsmiths' Guild. If the item is found to be magical, see the Finding Magical Items section.

The thief may attempt to sell the non-magical weapon to the Armorsmiths' Guild or another Character (though they are likely to be worth very little if non-magical). The actual physrep for the non-magical weapon or item is returned to the original owner. The new possessor of the item should make their own exact copy physrep for the item by the next event if they want to use it.

## Searching a Character

If a Character Waylays, kills, or in any other way incapacitates another Character, they may search the victim. This is done by saying, "I search you," or "Searching," at which time the Character who was incapacitated must give up all of their in-play items: in-play money, magic items, Formal Magic components, items purchased totally with in-play money, gems,jewelry and other non-personal, in-play items.

The victim may ask for a described search by saying, "Describe your search." This means that the attacker must tell the victim each location that they are searching, location-by-location. Once a location is named (e.g., front right pocket), the victim must give up any in-play items in that location. This process may be continued until the searching Character has searched all the locations they desire and the victim has handed over the corresponding in-play items from each named location. This causes the search to take the same amount of time it would take if the Shadowmoor world were real. It also allows other Characters to notice that someone is being searched and offer aid if they deem it necessary.

An item must really be where the victim says it is. If the victim says it is in a secret compartment in their boot, the victim must actually have it in a secret compartment in their boot.

If the victim has any magic items, each card must be turned into the Plot Team so that the searcher may obtain the card when they have the item Identified. Failure to return the card to the Plot Team as soon as possible could result in disciplinary action (see Finding Magical Items for more information).

## Searching a Cabin

In order for a Character to search a cabin, a Rogue Marshal must be present. Anyone entering a cabin other than their own for <u>any reason</u> without the express permission and in the company of a cabin occupant, without a Rogue Marshal, will be removed from site and asked not to return to Shadowmoor. Rogue Marshals are the only people, other than the cabin's registered occupants, who may read the Marshal Notes for a building. Marshal Notes are attached to every building and have listed on them all security precautions which have been taken in the building. The Marshal will inform any intruders if they have set off any of the building's defenses.

Any items on the floor under a bed or behind a dividing curtain are out-of-play if it is so noted on the Marshal Notes and should not be taken. Players searching a cabin should make sure that the items other than in-play money, and weapons that they are taking have an alphanumeric code on them. Aside from these items, coded items are the only ones that may be stolen.

Before leaving the scene of the crime, the thieves must show all items taken from the cabin to the Marshal. If any out-of-play items are taken, they will be replaced by the Marshal.

## Securing Real Life Valuables

99.9% of the people who come to Shadowmoor are honest and kind individuals and would never take something that does not belong to them. Shadowmoor still advises everyone to secure their real money, wallets, purses, or anything of value in a secure area (such as a footlocker with a padlock or in the trunk of your car). If you do not have a place to secure your possessions, Shadowmoor management will be happy to secure them for you.

## Securing In-Play Valuables

It is a good idea for a Character to secure their in-play valuables; some people just cannot help themselves and the lands are thick with rogues.

Certain places in town will hold money and valuables—for a price. A Character can further secure their belongings by the casting of Wards for cabins and Wizard Locks for cabins and chests.

Security precautions on a building must be listed on the Marshal Notes, which can be found at the entrance to the building. These notes may only be read by Marshals and occupants of the cabin. Anyone else caught reading these notes will be subject to disciplinary action.

In the event that non-Character creatures are part of a building's defenses, it is the Player's responsibility to provide the appropriate physreps for the creatures. This includes having appropriate weapons and packets for

a creature's attacks as well as appropriately colored tabards for each present creature. A Creature without these items cannot be played by a Rogue Marshal or Plot member and is therefore considered unable to act or defend itself in any way.

All creature cards detailing the statistics of such creatures must be placed with the Marshal Notes. It is also the Player's responsibility to indicate on the Marshal Notes where each creature is in relation to the building. Additionally, the Player should place a physrep in the appropriate location (as detailed in the Marshal Notes) for what each creature looks like—be it a piece of paper with a description of the creature or a painting/drawing of the creature. This is usually done by taping the physrep to a wall at eye level.

All personal and out-of-play items should be put under a bed or behind a curtain, which encloses a part of the cabin. Any items in these places are considered personal and out-of-play. Anyone caught placing in-play items in an out-of-play area will be subject to disciplinary action.

## Limits on Building Protections

Regular cabins (including "two man" cabins, tents, etc.) may have a maximum of three creatures inside the marshaled area. Lodges and Guild Buildings may have a maximum of four creatures. This applies regardless of how many additional pop-up pavilions are used to extend the population of a building, or are otherwise close enough for a reasonable observer to consider them within the marshaled area of a building. When in doubt players are encouraged to ask rather than assume, and not to try to push the limits of this rule.

All buildings, tents, etc. are limited to a total of 1 Ward and 2 Wizard Locks.

The Tavern may not have Creatures, Wards, or Wizard Locks placed upon it or its surrounding area.

## Doors

Due to safety concerns and the restrictions of playing in state parks, doors are considered to be indestructible as far as in-game terms are concerned. That said, it is not the goal of this ruling to enable Players to make use of doors as a defense mechanism, in-play. Doors may not be prevented from opening or blocked from opening in any way, shape, or form. This includes (but is not limited to): Holding a door shut, regardless of the strength of the creature attempting it or blocking a door from opening with a Ward (C,9), Wizard Lock (C,7), Circle of Protection (C/E,9), or the creative use of a Character with a Trap (CG/CO/E,3) spell and Imprison (CO,8) spell. If there is a question about a door being open or closed in regards to combat, the default ruling is that it will be open. If necessary, a Hold is to be called and the door is to be opened and the combat will resume. In special, marshaled situations (typically on modules and the like), this may be overruled but Players will be informed of such at the time.

## Locks

Anyone wishing to put a lock on a box, chest, or door must use a Shadowmoor-approved lock. These locks are simple and can be picked using a set of thieves' tools. For a Player to have a lock they have bought approved for use, they should have the lock inspected at Logistics.

Characters must have the Pick Locks Skill before they may even attempt to pick a lock. Any items stolen by a Character who has picked a lock without the Skill (or with a key stolen outside of game rules) will be returned to the victim, and the Player will be subject to disciplinary action.

# Enforcing Game Rules

## Marshals

Marshals are the referees of Shadowmoor. If a Player has a question about rules or needs an official to witness an action, they should see a Marshal of the appropriate type.

Most Marshals play their Characters but are able to step out-of-game to make rulings. If a Marshal is wearing a white headband, they should be ignored in-play because their Character is not there.

Anyone caught impersonating a Marshal will be subject to immediate disciplinary action, as will any Marshal who attempts to serve as a Marshal for themself.

## Rules for Marshals

The number one rule of marshaling is to hear all sides first. A Marshal must be neutral in situations and make objective decisions. A Marshal should be a diplomat between Players who are on the verge of arguing or are actually arguing. However, a Marshal should not interfere with arguments among Characters.

Conflict is part of what makes Shadowmoor fun. If a Marshal comes upon two Characters arguing, they should make sure that the argument is between Characters and not Players. Once done, they should let the Characters continue on.

A Marshal should let the Characters do whatever they want as long as the rules allow it, keeping in mind that Safety First is the most important consideration of Shadowmoor.

A good Marshal knows when to keep quiet and when to speak. Marshals should never volunteer any information and should speak only if they need to make a ruling. Also, a Marshal may provide a description of someone/something if the physrep is lacking.

## Types of Marshals

Most Marshals have a limited scope within which they can make decisions. This limitation is based on a Marshal's knowledge, which has been tested in order to make sure they are capable of being a Marshal of that type. Some people will be Marshals in more than one category. Whenever a Player has a question, they should be certain they ask the proper Marshal.

## Weapon Safety Marshal

A Weapon Safety Marshal is concerned with deciding whether or not a weapon is safe. These Marshals will be at Check-In, and available onsite for a period after In-Game is called, to ensure everyone's weapons are safe. If so, they will hand out the appropriate tags. A Weapon Safety Marshal may, at any time, ask to see a

Player's weapon to check for a safety tag and to check the weapon again in order to make sure that it has not become unsafe during the event.

A Weapon Safety Marshal has the last word in all matters of weapon safety. If there is an issue that requires additional consultation, they may choose to involve Game Management to evaluate any borderline cases.

### Formal Magic and Crafting Marshal

A Formal Magic and Crafting Marshal knows all the ins and outs of Formal Magic and Crafting. A Formal Magic and Crafting Marshal is authorized to pull formal and crafting rituals, except those for themself and their friends.

### Plot Marshal

A Plot Marshal is consulted on matters dealing with Plot Modules and information which only a Plot Marshal would have. These Marshals are very busy during events and should only be consulted if no other Marshal can answer the question.

### Monster Marshal

A Monster Marshal is in charge of sending monsters out to "terrorize the town." They are responsible for telling Players what type of monster they are playing, what those monsters' statistics and abilities are, the description with which the Players are to respond to a "What do I see?" question, and their motivation for being in and around town.

Monster Marshals are rarely seen but may be called upon to put to rest any arguments about a monster's special abilities.

### Rules Marshal

A Rules Marshal will have a copy of the rules nearby at all times. they can be relied upon to answer any rules question and should, if necessary, be able to back it up with this book.

### Rogue Marshal

A Rogue Marshal is required for a cabin raid, and strongly recommended for any planned situations where Characters may come into conflict that might reasonably need a third-party Staff observer to mediate any OOP rules or process conflicts. A Rogue Marshal has the last word on any Rogue Skills.

### Cheating

A Character may be a lying, cheating, no-good son of a thief, but not a Player. This game is based almost entirely on the honor system, and Players who do not follow both the letter and spirit of the rules only ruin it for others. If a Character is affected by a spell, the Player must play it out. If a Character cannot accomplish a task because they do not have a Skill, the Player should not do it.

A Player should know the rules well before they try something out of the ordinary.

## Disciplinary Actions

The expected good-faith behavior of Players, and associated Disciplinary Actions if there is an issue, are covered in the Shadowmoor Code of Conduct.

## Races

### Races of the Oasis

Characters in Shadowmoor typically come from one of two backgrounds: they call the Oasis home, and are descended from settlers that hail from the world of Tyrra, or they are native to the world of Amroth. New Characters are far more likely to come from the world of Amroth.

| Race | Origin | Heavy Makeup | Race | Origin | Heavy Makeup |
|---|---|---|---|---|---|
| Barbarian (Human) | Amrothi | | Ogre Mage | Amrothi | Yes |
| Bright Faerie | Tyrran | | Orc | Tyrran | Yes |
| Dwarf (Mountain) | Tyrran | | Primal Elf | Amrothi | |
| Dark Faerie | Tyrran | | Reaver | Amrothi | |
| Dwarf (Amrothi) | Amrothi | | Sampan Elf | Amrothi | |
| Eunsurian | Amrothi | | Sodiur | Amrothi | Yes |
| Gargoyle | Amrothi | Yes | Stone Elf | Tyrran | Yes |
| Gloomkin | Amrothi | Yes | Stregosh | Amrothi | Yes |
| Grey Elf | Amrothi | Yes | Surface Elf | Tyrran | |
| Hobling | Tyrran | | Sylvan Fae | Tyrran | |
| Human (Tyrran) | Tyrran | | Sylvani | Amrothi | Yes |
| Islander | Amrothi | | Troll | Amrothi | Yes |
| Lizardfolk | Amrothi | Yes | Unseelie Fae | Tyrran | |
| Ogre | Amrothi | Yes | Wilder | Amrothi | Yes |

### Unavailable Shadowmoor Races

Although they may appear in mechanical reference documents, members of the following races may not be created as new Shadowmoor Characters.

- Drae
- Fendari
- Gnome
- Half-Ogre

- Half-Orc (replaced by full Orc)
- Rovatori (replaced by Stregosh)
- Sarr
- Sea Elf
- Shadow Dwarf
- Wild Elf

If you enjoy playing Characters who come from the mysterious and dark places of Amroth, see Gloomkin instead. If you enjoy the concept of Wild Elves, see Primal Elves. If you enjoy Sarr, see Amrothi Wilders. If you enjoy Sea Elves, see Islanders.

## Makeup and Costume Approval

As long as a Player can meet the make-up and costuming requirements, there is no restriction on which races they may play from the list of available Shadowmoor races. Before creating a Character, any special makeup and costuming called out in the section below for their race must be approved by the Shadowmoor Race Marshal team. For full makeup or heavy costuming races, we strongly recommend you contact game Staff to provide a make-up and costume review before the event, rather than seeking approval during check-in. This is best conducted over email - see the Contacts section of our website for this contact information.

# Race Overview

This document focuses on mechanical Character Build options and rules for the races. Please refer to the current Shadowmoor World Reference on our website for more roleplay-focused information and world lore.

| Race | Stats | Makeup | Costume Requirements |
|------|-------|--------|----------------------|
| Barbarian | +5 Body to max Body limit. | | |
| Bright Faerie | -2 starting Body, -10 max Body. Start w/ Animal Empathy for free. Immune to all Mind-Controlling and Charming spells and effects, Charm poison. Purchase Resist Sleep (2 Build). May not be Warrior class. May not purchase 2H Edged, Blunt, Polearm. Metals cause pain - cannot wield metal weapons/armor. Immune to Pin, Trap (spell still pops shields), while wearing glowstick or diffused light on lower back. May never specialize Necromancer, cast Necromancy, knowingly consort w/ Necro/Undead. Aversion to casting Chaos. | Exposed Faerie Wings at all times. Optional pointed ears. NOT miniature! | Glitter, gauze, bright colors, flowing fabrics, natural/flowery/leafy accents. |

| | | | |
|---|---|---|---|
| Dwarf (Mountain) | +2 starting Body, +5 to max Body limit. Purchase 1H Blunt, Craftskills, Fortify at ½ cost. Read Magic costs double. May purchase Resist Disease (2 Build). Deal +2 Damage w/ Crossbow. May not purchase 2H Edged or Blunt. | Full beard of at least 6". | |
| Dark Faerie | -2 starting Body, -10 max Body. Start w/ Animal Empathy for free. Immune to all Mind-Controlling and Charming spells and effects, Charm poison. Purchase Resist Sleep (2 Build). May not be Warrior class. May not purchase 2H Edged, Blunt, Polearm. Metals cause pain - cannot wield metal weapons/armor. Immune to Pin, Trap (spell still pops shields), while wearing glowstick or diffused light on lower back. Permanently Desecrated. May never specialize Healer, cast Healing. | Exposed Faerie Wings at all times. Optional pointed ears. NOT miniature! Gray and black lines (darkened veins) on all exposed skin. | Twisted and dark attire, layers of finery, sometimes decaying or unraveling, dark glitters and makeup accents |
| Dwarf (Amrothi) | +2 starting Body, +5 to max Body limit. Purchase 1H Blunt, Craftskills, Fortify at ½ cost Read Magic costs double. May purchase Resist Disease (2 Build). Deal +2 Damage w/ Crossbow. May not purchase 2H Edged or Blunt. | Full beard of at least 6". | Togas, tunics, bronze armor, ornate robes. |
| Eunsurian | Chooses Elemental Tribe heritage at Character creation - (Air/Earth/Fire/Water). A/F/W may specialize in Elemental magic regardless of class, and learn another specialty column later; may begin play with Elemental specialization. May learn Read Magic at half cost (First Aid and Healing Arts for Earth Eunsurian). Earth tribe may specialize any Earth variant at 10th level, may not learn Celestial. One free Resist of element of tribe chosen at Character creation. | Light scales or slightly raised dots on forehead, around eyes and down neck, in color of Elemental Tribe. Air/Yellow, Earth/Green, Fire/Red, Water/Blue. | Loose robes or shirts and breeches. Bright colors with bold geometric patterns. |

| Gargoyle | +2 Body. May purchase Resist Healing (5 Build, max 3). May specialize in Necromantic magic regardless of class, and learn another specialty column later. May begin play with Necromantic specialization; may not specialize Healer. May fly as per Fae. Permanently Desecrated. Special Life Force rules. | Leathery gray skin, large horns and protrusions on face. Batlike wings. | |
|---|---|---|---|
| Gloomkin | Choose either Scrapper, Hermit or Haggler (see Gloomkin Race Packet) | Gray skin + various underground themed variations (moss, mushrooms, stones, slime, etc.) | |
| Grey Elf | -1 starting Body, -5 to Max Body. May purchase Resist Mind-Affecting at 5 Build (max 3) every 5 levels. May purchase Resist Sleep at 3 Build, Resist Charm at 2 Build. May not learn 2H Blunt/Sword Skills or specialize Earth. | Pointed ears. Band of gray covering ear-tips and across front of face at eyes. | |
| Hobling | -2 Starting Body, -5 to max Body. May purchase Resist Disease (2 Build). Start with Disarm Traps, Pick Locks for free. Purchase Craftskills at ½ Build. +2 w/ Thrown Weapons. May not be Warrior class. May not purchase 2H Mastery/Blunt/Edged, Polearm. | Visible fur on backs of hands and feet. | |
| Human (Tyrran) | None | | |
| Islander | Can breathe underwater, must spend at least 30 minutes of each game-day in water. | Visible gills on each side of the neck. Body tattoos optional. | Light, breathable fabrics made for both aquatic and land environs. |
| Lizardfolk | +2 Body, +10 Body to their class max. May learn Resist Disease. Purchase Lore Skills and Astrology at half cost. | Green makeup w/ scales on all exposed skin, yellow scaled band from chin to throat. Long or short tail (optional). | Brightly patterned skirts, pants, & tunics mixed with animal skins and hides. |

| | | | |
|---|---|---|---|
| Ogre | +2 Strength, +5 Body, +10 to max Body total. Purchase Read/Write at double cost, may never learn Read Magic. | Yellow skin, highlighted w/ brown or orange. Min. 1" long tusks. | Flowing long robes or knee length tunics with full length breeches, a wide belt or sash, bright colors, opulent gemstones or ornate embellishments. |
| Ogre Mage | +1 Strength (Permanent Strength), +2 Body, +10 to maximum Body total. MUST begin-play with Read/Write and Read Magic at normal cost. Cannot learn Healing Arts. | Blue makeup on all exposed skin. Min. 1" long tusks. | |
| Orc | +2 Strength (Permanent Strength), +10 Body, +20 to maximum Body total. Pay double for Read Magic, Read/Write. | Green skin, red or orange hair. Min. 1" long tusks. | Tattered, worn, scavenged clothing. Well-worn armor. Barbaric and utilitarian. |
| Primal Elf | -1 starting Body, -5 max Body. May purchase Resist Charm, Resist Sleep. Animal Empathy and Speak with Animals ability. +2 with Bow. May not purchase 2H Blunt, Edged. Attunement restrictions. | Pointed ears. Distinctive facial markings in naturally found colors, representing family/tribe/Primal aspect. | Natural colors and materials (furs, hides, leather, natural fibers) for clothing. |
| Reaver | -2 Starting Body, -5 to max Body. May purchase Resist Disease (2 Build). Start with Disarm Traps, Pick Locks for free. Purchase Craftskills at ½ Build. +2 w/ Thrown Weapons. May not be Warrior class. May not purchase 2H Mastery/Blunt/Edged, Polearm. | Visible fur on backs of hands and feet. | Rustic woolen breeches and tunics, optional fur embellishments, light armor suitable for life on the seas. |
| Sampan Elf | -1 starting Body, -5 max Body. May purchase Resist Charm, Resist Sleep. Deal +2 damage with Bow. May not purchase 2H Blunt, Edged. | Pointed ears. | Robes or tunics, usually wrapped close to the body and tied closed with a waist sash, worn over trousers or a skirt. |
| Sodiur | +1 Strength, +2 starting Body, +5 Max Body. May purchase Resist Necromancy (5 Build, max 3). Purchase Read/Write at double cost. May not purchase a specialty column. May call Magic tagline at 25th level against Undead. | Grey/iron colored metal plate covering at least 1/3 of the face. | Sodiur division uniform, presented with sharp military precision. |
| Stone Elf | -1 starting Body, -5 max Body. May purchase Resist Sleep, Resist | White makeup w/ black lines on all exposed skin, | |

| | | | |
|---|---|---|---|
| | Charm, Resist Emotion. Soothe Mental Anguish ability. +2 w/ Bow. Cannot learn 2H Blunt, 2H Edged. Cannot knowingly tell a lie. | as per marbled stone. Pointed ears. | |
| Stregosh | May purchase Resist Curse (5 Build, max 3) or Stregosh Curse (not both). Purchase Craftskills at ½ cost. | The makeup of the initial race the Character was born to. | Loose tops, pleated skirts, vests and/or baggy breeches in bright geometric patterns. Embroidery, bangles, and embellishments heavily featured. |
| Surface Elf | -1 starting Body, -5 max Body. May purchase Resist Charm, Resist Sleep. Deal +2 damage with Bow. May not purchase 2H Blunt, Edged. | Pointed ears. | |
| Sylvan Fae | -1 starting Body, -5 max Body. May purchase Resist Charm/Charm Break. Purchase Craft Skill at 1 Build. Start w/ Woodland Lore for free. +2 w/ Bow. May not purchase 2H Blunt, Edged. Will never use any effect that removes free will from a being. | Minimum 1.5" long horns on forehead. Optional pointed ears. | |
| Sylvani | Half cost for Herbal Lore, Healing Arts, First Aid. May purchase Resist Toxin (5 Build, max 3). Takes Double Damage from Fire. May specialize in Druidic magic regardless of class, and learn another specialty column later. May begin play with Druidic specialization, may not learn Healing or Necromancy Earth specializations. Cannot run during winter months (Nov-Feb). Takes double damage from fire. | Green/brown hair with leaves and flowers. Brown or green mottled skin with bark, leaf, vine, or flower patterns. Additional twigs, bark, or other prosthetics on exposed skin (optional). | Loose, travel-friendly clothing, heavily influenced by plants and natural patterns. |
| Troll | +2 Strength, +5 Body, +10 to max Body total. May never learn Read Magic or any Celestial magic. | Brown base with yellow, blue, or green accents on all skin. Choose three makeup accents or prosthetics (see Race Packet). | |

| | | | |
|---|---|---|---|
| Unseelie Fae | -1 starting Body, -5 max Body. May purchase Resist Charm. Purchase any Craft Skill at 1 Build. Immune to Truth/Lie. May not purchase 2H Blunt, Edged (2H Mastery works for Staff, Polearm). Permanently Desecrated. May never specialize Healer. | Minimum 1.5" long horns on forehead. Optional pointed ears. Gray and black lines (darkened veins) on all exposed skin. | Clothing reflects twisted and chaotic nature. |
| Wilder | + 2 starting Body, +5 max Body. May purchase Resist Disease. Purchase Herbal Lore at ½ cost. Pay double for Read/Write. Detect presence (not type) of Alchemy, Poison, non-magical Disease after a 10-second sniff. Cannot fly, if avian. | As per animal race. MAY be big cats (except black panther). MAY be avians (except corvids). | Humanoid clothes with animal/comfort touches. Usually natural fabrics, "wild" accents. |

## Race Make-up And Costume Requirements

While exciting, playing a non-human Character is also a responsibility and a commitment.

When playing a Character that is not human, the Player must adhere to specific makeup and costume requirements. Some races, such as Ogre or Gloomkin, require the application of makeup to all exposed areas of skin. If a Player is not confident in their ability or willingness to fully comply with the make-up requirements, they should not begin a Character of that race.

While we hope that each Player can make the costume that they want a reality, we understand that imagination sometimes reaches beyond the financial means of the Player. Fortunately, makeup is more about technique than cost - we expect high standards in this area. There are many Players and Staff at Shadowmoor who will be happy to recommend the best low-cost makeup options, and teach newer Players how to apply tricky makeup and keep it looking great for the whole event.

Shadowmoor Race Marshals are fully empowered to alert any Player when their makeup is not up to standard, and request that the Player step OOP to touch it up at the earliest available opportunity.

Makeup races are provided to enhance the Shadowmoor experience for a Player and everyone around them. The game environment depends as much on Players as it does on Staff, and we need each Player's enthusiastic participation. However, if a Player is consistently unable to meet the minimum makeup requirements for their race, or if the Player simply decides that wearing full makeup is a burden that negatively impacts their time a Shadowmoor, they will be offered a respend to a non-makeup race.

## Racial/Cultural Norms

In the world of Shadowmoor there are no strict cultural norms regarding gender, gendered dress, relationship structure, societal roles, pronouns, etc. In one settlement or another it may be common for males and females to assume particular duties and relationships, or have particular common physical qualities related to their gender. However, broadly speaking, it is not regarded as unusual or even noteworthy for individuals to adopt

or display all or none of these qualities. For example, Sodiur tend to view their members primarily in terms of rank and combat unit assignment, with matters of personal preference becoming relevant only during recreation. Any Sylvani may enter or leave a time of flowering to bear fruits and offspring, and they sometimes choose to adopt an entirely new name and style of dress when making this change. Similar examples exist for every race and culture across Amroth.

## Disguising A Character's Race

It is impossible for a Character to disguise themself as another race. If the world of Shadowmoor really existed, it would be a simple matter to determine if someone were a real Ogre or if they were wearing fake ears and makeup.

# Classes

A Character's class is used to describe their natural talents. However, classes are not in-game and therefore do not have any bearing on what a Character does for a living. Just because a Character is a Rogue, it does not mean that they are a thief - they simply have a natural aptitude for roguish abilities. Each Player must choose a class from the listing below before making a Character.

## Warrior

The Warrior is the master of all things combat-related and is capable of buying combat Skills that no other class may purchase. A Warrior has no limit to the armor they may wear nor to the damage they may deal in combat, which is appealing to many. their maximum of seventy-five (75) Body Points is the largest amount available to any class. The downside of the Warrior, however, is that that magic is prohibitively difficult to learn, making it so few Warriors ever purchase magical Skills or spells.

## Scholar

Scholars are called such due to the time they spend pouring over books and ancient tomes. The Scholar relies typically on their magical ability to see them through situations, but versatility is available to them, as they can purchase production Skills quite easily as well as master Formal Magic easier than any other class. Scholars are physically the weakest of all the classes with a maximum of thirty (30) Body Points and ten (10) points of armor. The physical weakness of the Scholar makes it so that they best fight their opponents from a distance, only to close in for the kill when their opponents are incapacitated.

## Templar

The Templar is a warrior-mage and is perfect for those that wish to both fight and cast equally well. Though they are slower to progress in both combat ability and spells than their Warrior and Scholar counterparts, the balance of the two is liked by many but too slow to progress for others. At any rate, Templars make some of the most formidable opponents around, providing you with the unexpected in both their casting and combat ability. Physically, the Templar is equal to the Rogue with fifty (50) maximum Body Points and is only restricted to wearing twenty-five (25) armor points.

## Rogue

Rogues are considered to be the jacks-of-all-trades, with the ability to advance in nearly any direction with relative ease. The specialty of a Rogue, however, lies in the creation of Alchemy and Poisons, along with the ability to Dodge nearly anything thrown at them with dexterous precision. Their abilities in combat lie not in the all out frontal assault of the Warrior, but instead from a surprise one-shot, well-placed lethal strike in the back as well as accurately placed Backstabs. They are not as physically tough as a Warrior in a fight and are limited to a maximum of fifty (50) Body Points and restricted to wearing twenty (20) points of armor. The smart Rogue, however, makes use of Poisons and Alchemy to more than make up for those restrictions and often proves they are capable of being their group's secondary fighter.

The maximum totals of Armor and Body Points allowed for each class are as follows:

|         | Armor Points | Body Points | |
|---------|--------------|-------------|------------|
|         | Maximum      | Total*      | Maximum *  |
| Warrior | Unlimited    | 3x Level    | 75         |
| Templar | 25 (50)      | 2x Level    | 50         |
| Rogue   | 20 (40)      | 2x Level    | 50         |
| Scholar | 10 (20)      | 1x Level    | 30         |

* Total not including adjustments for Race, armor amount in parentheses is max with Wear Extra Armor skill

## Oracle

The Oracle Class is available to those among our community who are medically unable to enter combat or who are not comfortable engaging in combat. As this class is a new addition to Shadowmoor, we are still finalizing certain aspects of this class to best fit the Shadowmoor Campaign, any and all Skills of this class are subject to change. If you are interested in-playing the Oracle class, please contact Logistics. Also, please keep in mind that your character can still be "defeated" and killed by monsters or other characters when you play this class.

## Interacting with Oracles in PvP

Oracles, like other Orange Headband Characters, may never be engaged in combat or PvP. They must make an immediate effort to physically remove themselves from the area of combat if it breaks out around them. Other Players are expected to take care to facilitate distance from combat, and the safe exit of an Orange Headband character from combat situations.

Oracles have several special spells and abilities to facilitate this rapid in-play exit, or occasionally allow them to safely interact with dangerous in-game environments or combat-provoking scenarios at a distance. However, this is not intended to make Oracles untouchable by normal game mechanics that would otherwise affect them if they were not Orange Headband status.

The Oracle class has the ability to activate certain protections that are only affected by spells such as Imprison, Disjunct, etc. Although it is not permissible to attack an Orange Headband character - including by throwing a packet at them - this restriction is in no way intended to make the Oracle immune to such spells.

Instead of throwing a packet at an Oracle to affect them with an Imprison, Disjunct, etc. the attacking Character must clearly communicate to the Oracle that they are using such a spell upon them, say the correct verbal, and the Oracle must take the effect. This operates similarly to the "Killing Blow" rule for Orange Headband characters. In this case the caster need not be within arm's length but should be within reasonable combat distance of a thrown packet; there is no chance that the caster will "miss".

All Players involved should act with good faith regarding issuing and taking such effects, and not stretch the intent of this rule by attempting to nitpick matters of distance or argue hypotheticals. Oracles are powerful and have unique abilities, but the intent of this class is to allow Orange Headband characters to be safely involved in exciting encounters, not to grant them superpowers or loopholes above and beyond what any other Character has access to. When in doubt, ask before assuming. And as always, in matters of a combat or PvP rules conflict, it is best to err on the side of your opponent's advantage - this demonstrates Player integrity and keeps things moving.

## Oracle Class Summary

Throughout the ages, many individuals have long since been known as "oracular." With sight-beyond-sight, these sages have predicted both the good and evil fates of Amroth. They have kept the traditions of their kind and have passed them down through many generations. These strange characters, often misunderstood or even villainized, have an eerie closeness to the grave, the night, and the after-life. Their wisdom has meant both salvation to those in need and powerful curses to those who would cross them. They have been known by many names: witch, sorcerer, hag, enchanter, but these brands do not define them. Powerful? Yes. Pitiful? No. They are Skilled, learned, and capable. Beware to those who could cross them.

## Oracle Skill Costs

Oracles may purchase these Skills at these costs:

- Resist Toxin (max x3) – 5 Build each
- Resist Mind Affecting (max x3) – 5 Build each
- Charm Break (max x3) – 4 Build each
- Lore Skills – 1 Build each
- Craft Skills – 1 Build each
- Evaluate Item – 3 Build

## Oracle Curses

The Oracle Curse Skill allows a Character that is an Oracle to place a limited curse on another character, available only to Oracle Characters. An Oracle Curse may only be cast with an Oracle's dying breath—a rather unfortunate occurrence (Curse activates on the person directly responsible for the Character's death once the Oracle dissipates or goes to resurrect). The curse lasts until the cursed character dies and is resurrected, or

the curse is removed by the Oracle that cursed them. An Oracle may not have more than one curse active at one time. If the Oracle already has an active curse, then the Oracle cannot impose another one.

These curses are on par with the power of formal magic and may NOT be resisted in any way, even curses that mimic other spells.

**Build Cost**: 1, 1, 2, 2, 3, 3, 4, 4, 5, 5

- **1st** Curse of Truth: Cannot lie to or about the Oracle killed.
- **2nd** Curse of Flutter: Target has the Hiccups. Roleplaying only, does not affect spell-casting.
- **3rd** Curse of Hobble: Club Foot, must walk with a noticeable limp (does not affect combat, may still run/ dodge).
- **4th** Curse of Fright: Feared, as per the spell Fear (E,3). Must roleplay fearfulness of Oracle killed.
- **5th** Curse of Vomit: Nausea, as per the Nausea Gas, except does not suffer Strength Drain.
- **6th** Cure of Fragility: Weakness as per the spell Weakness (E,4).
- **7th** Curse of Pain: Curse as per the spell Curse (E,8).
- **8th** Curse of Glamour: Charmed to all Oracles as per the Friendship(C/EG/D/H,7) spell.
- **9th** Curse of Wounds: Target has bleeding wounds which results in -2 strength, can't run and has half body.
- **10th** Curse of Terror: Cursed person is in absolute terror of all Oracles, will die in one hour from this fear and cannot be revived. This cannot be resisted or avoided by any means.

## Unique Oracle Skills

| Formal Sorcery | Prerequisites: Celestial Formal Magic, any level |
|---|---|

Cost: 3 Build

A Celestial Formal Caster can read Earth Formal scrolls of the same level.

Example: If the Oracle has Celestial Formal Level 5, they may also read Earth Formal scrolls level 5 and under.

| Formal Sorcery Master | Prerequisites: Celestial Formal Magic, Level 9; any Formal Mastery Skill. |
|---|---|

Cost: 10 Build

The purchase of Formal Masteries allows the Celestial Formal Caster to likewise cast Earth Formal Scrolls of the same mastery type.

Example: Destruction Mastery: Celestial Formal Caster may cast from the Destroy Celestial and Destroy Earth scrolls.

# Unique Oracle Spells

| Commune With Animal | Level 6 Caster Only | O | Type: Mind-Affecting, Earth Spell | Duration: 10 Minutes | Item: N Potion: N |
|---|---|---|---|---|---|

Verbal: "With the might of the Fae, I control this animal before me."

Cast on Self. Lasts 10 minutes on self. Can be Dispelled.

Acts per the "Speak with Animals" Spell. The Oracle must speak with any natural animal for 15 seconds undisturbed, after which the Oracle may command the animal by giving the animal basic commands (i.e., "Defend me." "Run that way." "Tell your pack to flee."). The animal will be controlled for up to ten (10) minutes.

Only one animal may be controlled with the casting of this spell. Should the controlled animal die before the end of the spell's duration, no additional animals may be controlled. At the end of the spell's duration, the animal will return to their natural state. If the Oracle also has the Charismatic Empathy Ability, the Oracle should note to the animal that "Animal Empathy" is still in effect. This spell can be resisted if the target has Resist Mind Affecting or is immune to Mind Affecting spells.

| See Invisible | Level 7 Caster Only | O | Type: Enchantment, Celestial Spell | Duration: 10 Minutes | Item: N Scroll: N |
|---|---|---|---|---|---|

Verbal: "By the power of the Night, I pierce the veil to reveal all that is invisible before me."

Cast on Self. Lasts 10 minutes on self. Can be Dispelled.

Caster can "see" the presence of invisible creatures and objects. This includes spirits preparing for resurrection, creatures out of phase, creatures phased into shadow, "invisible" creatures (i.e., Fae who have gone invisible), and items which might be invisible. The caster can track the invisible creature or object, alerting others to their exact position, but cannot tell what the creature is or what it looks like (i.e., cannot discern anatomy, clothing, race, creature type, object type, etc). The creature or item would appear to the Oracle as a "blob" of amorphous light.

This spell does not have a distance restriction but does not apply to creatures who are Out of Play and waiting to come into play. An Oracle should say "See Invisible: Are you Invisible" or "See Invisible: Are you Out of Phase" to clarify that the creature is indeed invisible. If multiple creatures of the same type are invisible, the Oracle would only need to clarify once that they are indeed invisible (i.e., a field battle with wraiths). An intelligent, invisible creature may notice that the Oracle is actively aware of their presence. Obfuscated Invisible creatures and/or Obfuscated objects are immune to this spell.

| Gaseous Form | Level 8 Caster Only | O | Type: Enchantment, Earth Spell | Duration: 10 Minutes | Item: N Potion: N |
|---|---|---|---|---|---|

Verbal: "By the power of the Night, I cloak myself in smoke and shadows"

Caster may enter and exit form at will and on a count of three. When in Gaseous Form, caster cannot be the target of spells or spell-like effects, except for Imprison and Disjunction. Gaseous Form is also immune to all physical effects including radius effects and massive. Caster can effectively do anything a gas can do (i.e., go up a chimney, go under a door, fill up a box, float into the sky, etc). A caster in Gaseous Form is still blocked by Wards, Circles, physical barriers, and other solid objects.

The caster will return to their natural form after 10 minutes, wherever they are, subject to whatever environment they are now in. Gaseous Form is represented by crossed wrists at the stomach.

| Legend Lore | Level 9 | O | Type: Enchantment, Celestial Spell | Duration: 60 Minutes | Item: N Scroll: N |
|---|---|---|---|---|---|

Verbal: "I call upon the power of Antiquity to reveal the Lore of this (item) to me."

Cast on one physical item touched. Casting lasts for 1 minute, undisrupted. May be cast repeatedly on the same object as many times as desired. Once cast, the Oracle should alert a Staff and/or Plot Member that Legend Lore has been cast upon the item. This spell will reveal one pertinent vision about the item touched, as determined by the Staff or Plot Member marshaling the activity. The vision will not be intentionally deceptive, and the intent of the spell is to grant a vision of the item to reveal a piece of relevant history.

# Tiered Abilities

1) **Charismatic Empathy - 1 Build**

This Skill works as both Animal Empathy and Child Empathy. When encountering animals, the Oracle should say "Animal Empathy" to denote the empathic link. When encountering children, the Oracle should say "Child Empathy" which works per the Animal Empathy ability but instead targets children. This includes the ability "Speak with Animals" as well.

2) **Bravery - 2 Build.**

Oracle is completely immune to the effects of Fear (E,3) and Terror.

3) **Lore Master - 3 Build.** (Max. x3) (Prerequisite: A Combat Lore):

Once per day, the Oracle may Resist any effect from a known Combat Lore type.

Example: The Oracle has the Undead Lore Skill. A powerful undead does a field wide voice control. If the Oracle would be affected by this, they may resist this effect with the Lore Master Skill. This Skill may be purchased up to three times. The Oracle may use their Lore Master resists on the same type of effect or different types (i.e.; 3 resists Undead; 1 resist Undead, 1 resist Elemental, 1 resist Life). Like other Resist Abilities, the Oracle cannot use this Skill if they are dead or unconscious.

4) **Spirit Medium - 4 Build** (Prerequisite: Master Seer)

Once per day, may "Dodge Block & Resist" any spell or spell-like effect (not including High Sorcery) that takes place within an Astrology/ Master Seer Ritual or on the Astral Plane. The target of the spell does not need to be within arm's reach but must be an active participant in the Ritual or Astral Plane journey. While there is not a distance restriction to this ability, the Oracle must have seen and heard the spell cast and verify the target of the spell, limiting this ability to close proximity by proxy. The Oracle cannot Dodge Block & Resist self-targeting spells or spell-like abilities (i.e., a foe in the encounter who is healing themselves cannot be interrupted with this ability).

5) **Psychopomp - 5 Build**

Oracle may resurrect spirits from their location, so long as they are not within the same area of another location of resurrection. For example: An Oracle may resurrect spirits if they have traveled to a distant city or a location outside of the Oasis where another resurrection circle cannot be found. They could not, however, resurrect spirits from their cabin, even though it might be a large walking distance from another resurrection location. Further, spirits can only see the Oracle as a resurrection point if the Oracle willingly "calls out" to spirits.

Out-of-Play: an Oracle must announce that they are a point of resurrection on an encounter and they must be prepared to keep a log of the spirits who have resurrected from their location. If more than one Oracle wishes to be a resurrection point, they can simultaneously resurrect spirits from the same location, but only one log should be used in the recording of resurrections. This log is to be submitted to the Head of Plot for insertion into the resurrection log book after the encounter has concluded.

6) **Possession - 6 Build**

Oracle may cast any Formal Ritual through the body of another person. The Oracle may only Possess one target at a time.  The "link" must be agreed upon before the casting of the Formal Ritual. To do so, the Oracle must have a willing, fully intelligent, free-willed humanoid subject (not a Controlled/Bound creature). They must spend sixty (60) seconds attuning themselves to this target to enable the Possession, during which time they must inform the Formal Marshal supervising the Ritual. This subject does not need to have any magic or Formal Magic Skills. The subject will act as the physical representation of the Oracle's Skill.

The possession starts when the subject begins casting the Formal Ritual and continues until the Formal Ritual completes (or is disrupted). During this time, the Oracle must role play a Master Seer Ritual, and must continue this Ritual until their Formal Ritual completes (or is disrupted). Time will be kept by the subject casting the Formal Ritual, and not the Oracle. The Oracle may have conversations while casting the Master Seer Ritual, but may not leave the Ritual area. The Master Seer Ritual area must happen in relatively close proximity to the willing subject and to the Formal Ritual as it is cast. This does not require line of sight, but it does require that the Oracle and subject be in the same area (around a cabin, on the field, etc).

If the subject is negatively affected in any way during the time that they are Possessed, the same effects will happen to the Oracle. The formal marshal must inform the Oracle of any effects during the Ritual. If the target of the Ritual includes the caster (ex: Word of Recall), only the Oracle (and not the subject) will be affected. If the target of the Ritual includes the caster and any individuals/objects within an area (ex: Mass Word of Recall), the Oracle and the subject will both be affected. The subject may willingly choose to disrupt or fail the Ritual.

The Oracle may not immediately know if the Formal Ritual has succeeded or failed. The Formal Marshal must report the results of the Ritual to the Oracle. While the Oracle is "seeing" the Formal Scroll through the eyes of the subject, the Oracle cannot see or hear the environment of the Ritual.

# Oracle Spell Column

Pre-requisites: Read & Write, First Aid, Healing Arts, Read Magic

*1st Level*

- Shield
- Light
- Bless

*2nd Level*

- Armor
- Detect Magic
- Elude Undead *
- Endow

*3rd Level*

- Truth/ Lie
- Greater Bless
- Healing Hands

*4th Level*

- Enchanted Blade
- Elemental Blade
- Greater Endow
- Wall of Thorns
- Preserve
- Decay *

*5th Level*

- Fire/Cold/Lightning Shield
- Toxin Shield
- Spirit Armor
- Superior Bless

*6th Level*

- Commune with Animal
- Dispel Greater Magic
- Mistform
- Reflect Magic

*7th Level*

- Remedy
- See Invisible
- Stoneskin
- Wall of Force
- Wizard Lock

*8th Level*

- Defend
- Disjunction
- Elemental Shield
- Force Shield
- Gaseous Form

*9th Level*

- Circle of Protection
- Legend Lore
- Proscribe Creature
- Ward

* These spells are Necromantic. Choosing to cast them will have an effect on the Oracle's ability to access any Healer/Druid spells from their column.

# SKILLS

## The Shadowmoor Skill System

The Shadowmoor game system is based on the purchase of Skills. Whenever a Player buys a new Skill for their Character with their Build Points, they will be given a permanent tag with the name and level of the Skill on it. These Skill Tags must be carried on a Player's Skill Ring at all times in case a Marshal wishes to check to see if a Character really has a particular Skill. It is the Player's responsibility to keep up with their Skill Tags between events.

Build Points (Build or BPs) are used to buy Skills for a Character and to determine a Character's level. Characters start at 50 Build.

Since Skills must be bought for a Character to use them, no Character may try to use a Skill that they do not have. For instance, a Character must have the One-Handed Edged weapon Skill before they can use a sword. If a Character does not have this Skill, they may not use a sword for any purpose other than a Killing Blow (See "Killing Blow" in the "Rules of Offense" section).

In most cases, to learn a new Skill, a Character must find either a teacher that already possesses the Skill and is willing to teach it.

Once a Character finds a teacher, it is up to the two of them to determine what the price will be for teaching the Skill. If the price is not paid, it is up to the teacher to collect the fee. Once taught, a Skill may not be unlearned.

The Player of the Character who is the student must have the player of the Character who is teaching the Skill sign their Check-Out envelope with a note about the Skill being learned. This also applies if the Skill is being learned from a Plot NPC.

Some Skills may be purchased more than once, allowing a Character to improve their ability in that Skill. These types of Skills do not have to be taught each time to be improved. For the details of a Skill, read the Skill descriptions.

Other Skills, such as some Craft Skills, Lore Skills, and Formal Magic may only be taught at certain Universities, Colleges, and Academies in the lands requiring not only a gold-piece entrance fee but also permission from the appropriate NPC teacher or organization where the Character is learning the Skill. These Skills will be noted with "Special" in the prerequisites section. The arrangement to learn these rare and powerful Skills must be made in-play with the appropriate parties and may cost you more than just a few gold pieces and a favor. The only Lore Skill that may be purchased during Character creation is the racial Lore for one's own race and this may be done at no gold piece cost.

If at some point in time a Player feels that a Skill is no longer of use to their Character the Skill may be sold back for the Build Points paid for it but may never be purchased again.

# Skill Tags and Skill Cards

Each Player in Shadowmoor wears a Skill Ring that holds the Player's Skill Tags. When a Player purchases a Skill for their Character, the Player will be given a signed, blue Permanent Skill Tag with the name of the Skill on it. This Skill Tag shows that the Character has learned the Skill.

Permanent Skill Tags are required for a Character to receive daily Renewable Skill Tags and Skill uses marked on their Daily Cards.

For example, if a Character purchases their first Critical Slay, they will be given a blue Permanent Skill Tag which has "Critical Slay #1" written on it. At Check-In, the Player will receive a Daily Card with one "Critical Slay" use marked on it. After the Player has used their Critical Slay, they must mark this sill use off their Daily Card to show that it has been used.

# Skills Taught By NPCs

All Master Production Skills, Combat Lores, Knowledge Lores, Marshaled Skills (including but not limited to Skills from which require the payment of a fee to learn), Tracking, Espionage, and Formal Masteries aren't teachable by Characters. Other sources of this education must be found in-play.

Combat Masteries (1H Mastery, 2H Mastery, Missile Mastery) are unrestricted – any Character who already possesses the Skill may teach it to another Character who meets the qualifications for learning the Mastery.

Non-marshaled roleplay-only craft Skills (Farming, Mining, Annoying Humming, Underwater Basketweaving, etc.) are unrestricted as far as needing a special in-play teacher to learn, as there is no guaranteed in-game benefit whatsoever for possessing such a Skill. However, this is a "do-it" game, so you should be prepared to demonstrate or convincingly fake the Skill, or otherwise have a compelling reason for trying to purchase it.

All unique roleplay-only Skill requests must ultimately be approved by Game Management, and the purchase of a given Skill may be denied at their sole discretion.

Roleplay-only Skills are just that, and may not be used to try to gain some in-play game world effect, power, or material benefit. Repeated attempts to misuse roleplay-only Skills during encounters to pressure Staff into granting a mechanical or material in-game benefit will result in removal of the Skill from the Character's sheet and a refund of the associated Build.

# Skill Costs

For a consolidated list of Skills and costs, see the Skill Cost Charts section at the end of this document.

# Skill Descriptions

(*) Indicates this Skill may be purchased multiple times to improve or increase the Skill. The prerequisite shown is the prerequisite to buy the Skill for the first time. The prerequisite may be different when purchased again (see the Skill Chart).

# Combat and Stealth Skills

## Assassinate *
Prerequisite(s): Backstab +3

The Assassinate Skill allows a Character to kill a victim once a day for every time the Skill is purchased. This attack requires an Edged weapon, must be dealt to the back (upper or lower torso), and the attacker must be behind the victim. A successful Assassinate will put the victim at the Dead status. Spirit Armor (C/E,5) will not protect against an Assassinate.

An assassination attempt may not be negated by the Dodge Skill (see "Dodge", below), nor may it be parried by a victim's Critical Parry (see Critical Parry, below).

Each Character with this Skill will be given Skill Cards or their Assassinate/Dodge Tags (one for each time purchased) at Check-In for the entire weekend. Rogues possessing the Assassinate/Dodge Skill may choose which to apply, on the fly, for each Assassinate/Dodge use they possess.

An Assassinate/Dodge may be purchased once for every three (3) backstabs a Character has learned.

If a Character knows the Florentine and/or Two Weapons Skill and has at least two (2) Assassinates available, they may deliver both Assassinates to the same victim by saying "Assassinate—Double!" Also, should a Character with the Florentine and/or Two Weapons Skill have at least two (2) Assassinates available, they may deliver a single Assassinate to two separate victims simultaneously provided they are behind both victims and can reach with their weapons to land the blows on their backs. The Character must simply say "Assassinate" while both blows land simultaneously.

Assassinate will also cause fifty (50) points of damage to creatures that normally take damage rather than being killed by an Assassinate.

## Backstab *
Prerequisite(s): Waylay

The Backstab Skill adds one (1) point to the Character's base damage with a melee weapon for every time the Skill is purchased, and it may be used with either hand. If a Character knows the Florentine and/or Two Weapons Skill, they may add their Backstab damage to each hand. To use this Skill, the attacker must be behind the victim—as soon as the victim is looking at or facing the attacker, their Backstabs will no longer work.

## Critical Slay *
Prerequisite(s): Weapon Proficiency +2

The Critical Slay Skill allows a Character to immediately drop a Character to the Slain status (see "Slain" under the "Health Status" section) with one blow, once a day, for every time the Skill is purchased. When learning a Critical Slay, the Character must choose which hand this Skill is to be used (same hand as their Proficiencies), as well as with which weapon Skill.

In order to use this Skill, the attacker must announce the use of a Critical Slay by stating, "Prepare to die—Slay!". At this point, their Slay is now "active" and the attacker has one minute to use the Slay. If the Slay

is not used immediately, the attacker must continue to say "Slay Active". When the attacker is ready to make contact with the victim, the attacker must say "Slay" and then hit the victim. If the attacker does not connect with a target within one minute, the Slay is expended.

To announce the use of a ranged Slay, one must state "Prepare to die— Slay, Unparryable!" Missile slays are considered Unparryable and may only be blocked with the Shield Parry and Fatal Shield Parry Skills. Missile Slays are active only for the single shot that they are used on and not subject to the one minute rule above, if the archer or ranged attack Character misses—then the slay is spent.

A Critical Slay will put the victim at Slain status, and they will die in one (1) minute if not healed. A Critical Slay bypasses armor and, therefore, will not affect the victim's Armor Points.

A Critical Slay also causes fifty (50) points of damage to creatures that normally take damage rather than being Slain by a Critical Slay.

If the victim has an active Spirit Armor (C/E,5) active when hit with a Critical Slay, then the victim is left with one Body Point. An attempt to Slay a Character may be negated by the Critical Parry, Fatal Parry, Shield Parry, or Fatal Shield Parry Skills (see below).

The Dodge Skill (see below) also allows a Character to Dodge a Critical Slay; however it does not parry the Slay. The Slay remains active, and the defending Character loses a Dodge.

Each Character with this Skill will be given their Critical Slay Tag(s) (one for each time purchased) at Check-In. When the Skill is used, the Critical Slay Tag should be torn off the Skill ring. Should a Character possess other Skills warranting it, the Character's Critical Slays will appear instead on a Skill Card and should be crossed off when used.

A Character that has taken effect from a Critical Slay is immediately dropped to the Slain status and they will die in one minute. Only the following spells will save the victim from death: Cure Critical Wounds (EG/D,6), Heal Critical Wounds (H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain Character be "Desecrated", only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds (H,6), Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the Character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have the appropriate amount of Body restored by the spell used when the Character regains consciousness.

A Critical Slay may be purchased after every two Weapon Proficiencies.

## Critical Parry

A Character that knows the Critical Slay Skill has the option of using it as a Critical Parry instead. If an opponent activates and lands their Critical Slay by saying "Prepare to die—Slay!", a Player with an available Critical Slay may say "Critical Parry" or "Parry" to negate the slay, provided they are holding their weapon and could conceivably be used to parry the Slay. Using the Critical Slay Skill as a Critical Parry expends the Critical Slay.

Although it is not necessary to actually parry or block the attack, Critical Parry may only be used against attacks, which the Character could logically block. If a Character with a Critical Parry can place themself

between a nearby victim and attacker, then they may negate a Critical Slay (or other appropriate physical attack) with their Critical Parry.

In addition, this Skill allows a Character to parry any physical blow one time for each time the Skill is bought. The Character must say "Critical Parry" or "Parry" in order to block the blow. Magical effects, ranged weapons, and packet delivered attacks may not be parried. However a blow from a weapon, or an object, even if it is magical, may be parried, i.e., "30 Magic."

## Dodge *                                                       Prerequisite(s): Backstab +3, Rogue class only

A Rogue that knows the Assassinate Skill has the option of using it as a Dodge instead. The Dodge Skill will allow a Rogue once per Combat to Dodge any non-surprise, non area effect attack. (i.e., Cannot be a Waylay, Assassinate, 5' radius trap explosion, spell packet from behind, Critical Slay in the back, etc.).

If a Rogue is hit with a spell or other packet attack, they may say "Dodge" to negate the attack, provided, of course, they have an available Dodge. If the Character is a Master Assassin, they may use any of their three or more Assassinate/Dodge uses to Dodge the attack, expending one use of the Assassinate/Dodge Skill for the day.

A Rogue with an available Dodge may not place themself between a victim and an attacker after the attack has been announced (i.e., after a spell verbal has been started, after a Critical Slay has been announced, etc.) and dodge the attack.

Each Character with this Skill will be given Skill Cards or their Assassinate/Dodge Tags (one for each time purchased) at Check-In for the entire weekend. Until a Rogue has reached Master Assassin status (3 Assassinate/Dodge), they must choose either an Assassinate OR a Dodge for each day per use of the Skill. Master Assassins do not have this restriction and can choose during the combat to use either an Assassinate or Dodge

## Dodge Block

The Dodge Block Skill allows the Rogue, if within arm's reach of another, to "Dodge Block" and take the intended attack upon themself instead of the victim being saved. This is done by touching the intended target softly and speaking aloud "Dodge Block". The Rogue using the Dodge Block cannot then use a Dodge Skill to evade the attack themself.

Unlike the use of the Dodge Skill, which is limited to once per Combat, a Rogue may use as many Dodges as a Dodge Block as the Rogue has available.

## Enhanced Strength *                                                                    Prerequisite(s): Warrior

This Skill enables the Warrior to perform great feats of strength otherwise only available to the mythical and monstrous creatures found in the world of Amroth. This Skill may be purchased up to five (5) times, with each purchase enabling the Character to gain an additional point of strength. A Character with this permanent strength ability may call one (1) extra point of damage per point of strength (applies to all weapons except Crossbows and in both hands in the case of one-handed weapons), may drag a body or other

comparably-sized object at full speed, throw a body up to 10 feet, may break confining as per the Breaking Confining rules in the Monster Abilities section.

Permanent strength from a Character's race or other source does stack with this Skill, however the maximum points of strength a Character may ever have is five (5). For example, an Orc that begins play with +2 strength may only purchase three (3) points of Enhanced Strength, enabling them to reach the maximum of PC ability, +5 Strength.

A Character may not purchase this Skill if they possess any of the following Skills nor will they be able to ever learn any of the following Skills once a single point of Enhanced Strength is learned: Read Magic or ANY Spell Column/Pyramid, Waylay, Backstabs, Dodge/Assassinate, Alchemy, Create Poison, Create Potion, Create Scroll.

Please note that permanent strength gained from the Enhanced Strength Skill does not stack with battle magic enchantments such as Endow (C/E,2), or Greater Endow (C/E,4) for purposes of breaking confining but the spells will still add damage to a single swing as normal.

Warriors who have purchased Enhanced Strength may purchase Critical Slays based on the amount of Enhanced Strength they have purchased. In order to determine the number of Critical Slays, count Enhanced Strength purchased as if they were Weapon Proficiencies.

Warriors who have purchased Enhanced Strength will deal extra damage when wielding Two Handed Weapons.. Exceptional Purchased Strength will allow the Warrior to call 1.5x the amount of normal weapon damage (rounded down) with a Two Handed Weapon, as per the chart below.

| Purchased Strength | Total Strength-Based Bonus Damage with Two Handed Weapon |
|---|---|
| +1 | +1 |
| +2 | +3 |
| +3 | +4 |
| +4 | +6 |
| +5 | +7 |

**Fatal Blow \***        Prerequisite(s): Warrior, +6 Proficiency, 2nd Critical Slay (see description)

The Fatal Blow Skill allows a Warrior to Critically Slay, with one blow, another Character or creature, once a day for every time the Skill is purchased. When learning a Fatal Blow, the Warrior must choose which hand this Skill is to be used, as well as with which weapon type.

In order to use this Skill, the attacker must announce they are using a Fatal Blow by stating, "Prepare to die—Fatal Blow!". At this point their Fatal Blow is now "active" and the attacker has ten (10) seconds to use

the Fatal Blow. If the Fatal Blow is not used immediately, the attacker must continue to say "Fatal Blow Active". When the attacker is ready to make contact with the victim, the attacker must say "Fatal Blow!" and then hit the victim. If the attacker does not connect with a target within ten seconds, the Fatal Blow is expended.

To announce the use of a ranged Fatal Blow, one must state "Prepare to die—Fatal Blow, Unparryable!" Missile Fatal Blows are considered Unparryable and may only be blocked with the Fatal Shield Parry Skill. Missile Fatal Blows are active only for the single shot that they are used on and not subject to the ten second rule above, if the archer or ranged attack Character misses—then the Fatal Blow is spent.

A Fatal Blow will bring the victim to the Slain status. A Fatal Blow bypasses armor and, therefore, will not affect the victim's Armor Points. A Fatal Blow differs from a Critical Slay in that it can not be stopped by a Spirit Armor (C/E,5) nor can it be stopped with any Skill short of a Fatal Parry or Fatal Shield Parry (note: a Character may still Dodge a Fatal Blow, leaving it "active" for a number of seconds until it is expended).

A Fatal Blow also causes 100 points of damage to creatures that normally take damage rather than being Slain by a Critical Slay.

The Fatal Blow Skill may be first purchased in lieu of a Critical Slay after a Warrior has learned their second Critical Slay and +6 Proficiency. The Fatal Blow Skill may be learned by the Warrior once again after they gain their fourth Critical Slay and +12 Proficiency, and again every two (2) additional Critical Slays and +6 Proficiencies beyond this. With this method of advancement a Warrior will never have more Fatal Blows than one-half their Critical Slays.

Each Character with this Skill will be given their Fatal Blow Tag(s) (one for each time purchased) at Check-In and at each Reset. When the Skill is used, the Fatal Blow Tag should be torn off the Skill ring. Should a Character possess other Skills warranting it, the Character's Critical Slays will appear instead on a Skill Card and should be crossed off when used.

A Character that has taken effect from a Fatal Blow is immediately dropped to the Slain status and they will die in one minute. Only the following spells will save the victim from death: Cure Critical Wounds (EG/D,6), Heal Critical Wounds (H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain Character be "Desecrated", only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds (H,6), Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the Character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have the appropriate amount of Body restored by the spell used when the Character regains consciousness.

## Fatal Parry

A warrior who knows the Fatal Blow Skill has the option of using it as a Fatal Parry instead. If an opponent activates their Critical Slay or Fatal Blow by saying "Prepare to die!", a Player with an available Fatal Blow may say "Fatal Parry" to negate the slay or Fatal Blow, provided they are holding their weapon, and it is free. Using the Fatal Blow Skill as a Fatal Parry expends the Fatal Blow.

Although it is not necessary to actually parry or block the attack, Fatal Parry may only be used against attacks, which the Character could logically block. If a Warrior with a Fatal Parry can place themself between

a nearby victim and attacker, then they may negate a Fatal Blow (or other appropriate physical attack) with their Fatal Parry.

In addition, this Skill allows a warrior to parry any physical blow one time for each time the Skill is bought. The warrior must call "Fatal Parry" in order to dodge the blow. Magical effects, ranged weapons, and packet delivered attacks may not be parried. However, a blow from a weapon, or an object, even if it is magical, may be parried, i.e., "30 Magic."

A Fatal Parry may also be used to block an attack with the Massive tagline.

| Fatal Shield Parry * | Prerequisite(s): Warrior, Shield Skill, 2 Shield Parries, 1 Fatal Blow |
|---|---|

The Fatal Parry Skill allows a Character with a shield to have a Skill that can be used in most respects just like Fatal Parry (above). A Fatal Shield Parry may be purchased once for every Fatal Blow in a non-missile weapon possessed. Like the Fatal Parry Skill described above, a Fatal Shield Parry may be used to block a single Massive attack per use, i.e., Slay Massive, Fatal Blow Massive, or 30 Massive.

Unlike the Fatal Parry Skill, the Fatal Shield Parry may also be used to parry otherwise Unparryable Critical Slays and Fatal Blows from ranged weapons as well as anything else that can normally be parried with a the Shield Skill (Venoms, and other physical ranged attacks).

If a Character with a Fatal Shield Parry can place themself between the victim and the attacker, then they may negate the Slay (or other appropriate physical attack) with their Fatal Shield Parry. This Skill may also be used to block spells that have struck a nearby victim, however the wielder of the Fatal Shield Parry will take the effect of the spell, unless appropriately protected.

Upon using this Skill, the Player must announce "Fatal Shield Parry".

| Florentine | Prerequisite(s): Weapon Skill(s) |
|---|---|

The Florentine Skill allows a Character to fight with two weapons provided one of them is no larger than a small weapon. If the Player calls different damages for each hand, then the proper damages must be called for each blow. Spears may not be used in this combination.

Damage for each weapon must be called based on the proficiencies for both weapons for both hands. For instance, if a Character has a +2 Weapon Proficiency in their right hand with one- handed edged weapons and no proficiencies in the left hand, they would call four damage with the weapon in their right hand and one damage with the dagger-sized weapon in their left hand.

A Character that possesses the Backstab Skill may call their increased damage from the Backstab Skill with both hands provided they are attacking from behind their victim.

| Fortify * | Prerequisite(s): None |
|---|---|

The Fortify Skill allows the Character to increase their Body Points. Fortify may be purchased multiple times, and the additional Body gained from this Skill is not limited by class maximums. For each time this Skill is

purchased Warriors gain 3 Body, Rogues and Templars gain 2 Body, and Scholars gain 1 Body. There is no limit to the number of times this Skill may be purchased.

| Shield | Prerequisite(s): None |
|---|---|

This Skill allows a Character to use a shield for defensive purposes. A shield may be used to block any physical attack, be it from a melee weapon, missile weapon, a monster's claw, or a packet- delivered physical attack such as "20 ice", "5 magic", or "30 flaming".

A ranged Critical Slay or Fatal Blow will not be stopped by a shield alone but this Skill combined with Shield Parry or Fatal Shield Parry, respectively, will enable the user to parry these otherwise Unparryable attacks.

| Shield Parry * | Prerequisite(s): Shield Skill, 1 Critical Slay |
|---|---|

The Shield Parry Skill allows a Character with a shield to have a Skill that can be used in most respects just like Critical Parry (above). A Shield Parry may be purchased once for every Critical Slay in a non-missile weapon possessed.

Unlike the Critical Parry Skill, Shield Parry may be used to parry otherwise Unparryable Critical Slays from ranged weapons as well as anything else that can normally be parried with the Shield Skill (Venoms, and other physical ranged attacks).

If a Character with a Shield Parry can place themself between the victim and the attacker, then they may negate the Slay (or other appropriate physical attack) with their Shield Parry. This Skill may also be used to block spells that have struck a nearby victim, however the wielder of the Shield Parry will take the effect of the spell, unless appropriately protected.

Upon using this Skill, the Player must announce "Shield Parry". Like the Fatal Parry Skill described above, a Shield Parry may be used to block a single Massive attack per use, i.e., Slay Massive or 30 Massive.

| Two Weapons | Prerequisite(s): Florentine |
|---|---|

The Two Weapons Skill allows a Character to use two weapons, one in each hand, during combat. One of the weapons must be no longer than 32 inches, and the other no longer than 44 inches. Neither can be a two-handed weapon of any kind. Spears may not be used in this combination.

Damage for each weapon must be called based on the proficiencies for both weapons for both hands. For instance, if a Character has a +2 Weapon Proficiency in their right hand with one- handed edged weapons and no proficiencies in the left hand, they would call four damage with the weapon in their right hand and two damage with the weapon in their left hand.

A Character that possesses the Backstab Skill may call their increased damage from the Backstab Skill with both hands provided they are attacking from behind their victim.

## Waylay
**Prerequisite(s): Small Weapon, 1H Edge, 1H Blunt, or 1H Weapons Master**

The Waylay Skill allows a Character to attempt to sneak up on another Character from behind and knock them unconscious. The Character with the Waylay Skill accomplishes this by getting behind their victim and making an attack with a Waylay Widget (an 8 to 12" small weapon constructed entirely of foam) to the upper back of the victim and saying "Waylay."

A Character who has been successfully Waylaid loses one (1) Body Point and remains unconscious for 10 minutes. If the attacker uses an Endow (C/E,2), or Greater Endow (C/E, 4) spell in conjunction with the Waylay Skill, the victim will lose three (3) Body Points and the attacker will state "Endowed Waylay" when delivering the attack. If used in conjunction with a Greater Endow (C/E,4), the victim will lose (5) five Body Points and the attacker will state "Greater Endowed Waylay" when delivering the attack. Likewise, should a Character or monster with exceptional strength deliver a Waylay, the damage will increase accordingly with the strength bonus and the attacker will state "Waylay + X Strength" where "X" is the strength bonus.

Other than strength, no damage enhancing effects may be placed on or used in conjunction with Waylay (Elemental Blade (EL,4), Storm Blade (EL,8), Vorpal Coating, etc.). A Waylay widget may be enchanted (either by Formal Magic or the Enchanted Blade (C, 4) spell) but it does not do any extra damage to the victim and may not be used with any strength-enhancing spell or enhanced strength. When using an enchanted Waylay widget, the attacker should state "Magical Waylay".

A Character who has been Waylaid may be brought back to consciousness by either one minute of First Aid (the Character will not regain the Body Point(s) lost to the Waylay) or a curative (healing spell, Potion, Lay on Hands, or Alchemical solution) which exceeds the amount of damage inflicted by the Waylay.

The Waylay Skill may only be used on the same target once per Combat.

Metal armor which covers the back of head and neck areas will negate a Waylay, as will Spirit Armor (C/E,5) spells. However, the damage inflicted by the Waylay will instead be removed from the armor rather than Body and will expend the Spirit Armor (C/E,5).

Non-humanoid creatures that have no necks (e.g., snakes), or a creature whose head is too high off of the ground to reach (Giants), are impossible to Waylay.

## Weapon Proficiency *
**Prerequisite(s): Weapon Skill**

The Weapon Proficiency Skill allows a Character to increase the amount of damage they do with a weapon, by one (1) point, for every time the Skill is purchased. The weapon and hand chosen for this Skill must be chosen at time of learning the Skill.

A Character may be proficient in more than one weapon and hand, but each Weapon Proficiency must be bought separately, with a respective purchase of weapon and applicable hand.

# WEAPON SKILLS

The Weapon Skill allows a Character to use a particular type of weapon. For one-handed weapons, a Player may use the weapon in either hand. This Skill allows the Player to call the base damage for that weapon (see Weapons section). The list below shows the different types of weapons from which the Character may choose:

### Bow

The Bow Skill allows a Character to use a standard bow (not more than 15lb./20 Joule pull) to shoot a projectile made completely of foam or an otherwise approved arrow. If a Bow is used to block attacks or is struck for damage while being held, it is rendered useless until it is repaired; this includes magical or indestructible bows. Each proficiency in Bow grants +2 damage instead of +1 damage. Arrows can be 'seen' but not stolen, spent arrows may be picked up OOP during a Hold —but a Hold may not be called to pick up an arrow off the ground and they may also be picked up IP at your own risk. It is the Player's responsibility to provide and keep track of their own arrows. Spent arrows may be picked up off the ground by the original owner or returned by other Players (they cannot be stolen). It is best to uniquely mark your arrows to prevent accidental mix-ups. There are a select few specially enchanted arrows that will be clearly marked and obvious, these have been approved by Plot and are items that may be stolen.

Slays and Fatal Blows delivered via a Bow are to be considered Unparryable and should be noted as such when delivered "Prepare to die—Slay, Unparryable!".

An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

### Crossbow

The Crossbow Skill allows a Character to use a Crossbow type device (not more than 15 lb./20 Joule pull) to shoot a projectile made COMPLETELY of foam. If a Crossbow is used to block attacks or is struck for damage, it is rendered useless until it is repaired; this includes magical or indestructible crossbows. Each proficiency in Crossbow grants +2 damage instead of +1 damage to all Crossbows that require two hands to use. If a Crossbow does not require two hands to fire (this includes hand crossbows and mini-crossbows), only the standard proficiency amount is granted (that is, +1 per +1). Bolts can be "seen", but spent bolts may be picked up OOP during a Hold—but a Hold may not be called to pick up a bolt off the ground. It is the Player's responsibility to provide and keep track of their own bolts. Spent bolts may only be picked up off the ground by the original owner (they cannot be stolen). It is best to uniquely mark your bolts to prevent accidental mix-ups.

Slays and Fatal Blows delivered via a Crossbow are to be considered Unparryable and should be noted as such when delivered "Prepare to die—Slay, Unparryable!".

An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

## One-Handed Blunt

The One-Handed Blunt weapon Skill allows a Character to use a blunt weapon, which requires only one hand to wield. A blunt weapon deals no damage when used as a thrusting weapon.

## One-Handed Edged

The One-Handed Edged Skill allows the Character to use an edged weapon, which requires only one hand to wield. A Character with this Skill may wield a Spear, which may be used with one hand to block, but two hands must be on the Spear to attack.

## Polearm

The Polearm Skill allows a Character to use a Polearm weapon. Polearms require two hands to wield – attack and parry.

## Small Weapon

The Small Weapon Skill allows a Character to wield any small weapon. A Small Weapon is defined as any weapon fewer than 24 inches in length, be it edged or blunt, and is used in close combat

## Staff

The Staff Skill allows the Character to fight using a Staff, which must be wielded with both hands to attack but may be wielded with one to block. This Skill does not confer the ability to use other Two- Handed Blunt weapons. The Staff may not be used as a thrusting weapon.

## Thrown Weapon

The Thrown Weapon Skill allows a Character to use a weapon that must be thrown to do damage.

This Skill and an Endow (C/E,2), Greater Endow (C/E,4) spell, or an amount of inherent strength equal to or greater than two is required for a Character to throw a boulder. Base damage from a thrown boulder is three (3) points with an Endow (C/E,2), five (5) points with a Greater Endow (C/E,4), or one (1) plus the amount of strength a Character possess (no less than +2) for a minimum damage of "3 normal". A Character's Thrown Weapon proficiencies, of course, also stack with this base damage.

Slays and Fatal Blows delivered via a Thrown Weapon are to be considered Unparryable and should be noted as such when delivered "Prepare to die—Slay, Unparryable!". An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

## Two-Handed Blunt

The Two-Handed Blunt weapon Skill allows a Character to use a blunt weapon that requires both hands to wield. A blunt weapon deals no damage when used as a thrusting weapon.

## Two-Handed Sword

The Two-Handed Sword Skill allows a Character to wield a Two-Handed Sword only. Any other edged weapon that requires two hands to wield is a Polearm (see Polearm above).

## Weapons Mastery                    Prerequisite(s): Related Weapon Skill(s)

Weapon Mastery Skills are as follows: One-Handed, Two-Handed, and Missile Mastery.

In order to learn one of the above masteries, a Character must already know how to use a weapon in the category they are learning the mastery in, this build is then applied toward the cost of their Weapons Mastery.

These Skills allow a Character to pick up any weapon that falls into the category the Skill covers and, so long as the Character's race can use the weapon, wield it. These Skills count as upgrades to their prior weapon Skills, allowing the Player to use their proficiencies and slays for all weapons in the appropriate mastery group. If the Character purchases Weapons Mastery: One-Handed and Two-Handed then their Weapon Proficiencies, Critical Slays, and Fatal Blows extend to include both groups.

Proficiencies and slays from melee weapons do not transfer to Missile Mastery (and vice versa), these Skills must be learned independently.

## Wear Extra Armor *                    Prerequisite(s): None

The Wear Extra Armor Skill increases a Character's maximum number of Armor Points above their normal class restrictions. The Character's maximum is increased by five for every time the Skill is purchased. Warrior Subclasses may purchase this Skill up to six (6) times, Templars to five (5) times, Rogues four times (4), and Scholars two (2) times.

# PRODUCTION SKILLS

## Alchemy *                    Prerequisite(s): Herbal Lore

The Alchemy Skill allows a Character to manufacture Alchemical compounds. The Alchemist will receive three (3) production points per level of Alchemy purchased. See the Alchemy section for the list of Alchemical solutions and costs to make, as well as rules for creating and using them.

| Create Poison * | Prerequisite(s): Poison Lore |
|---|---|

The Create Poison Skill allows the Character to concoct solid, liquid, and Gaseous Poisons. Three (3) production point is received per level of Create Poison purchased. See the Poison section for the list of Poisons and the costs to make each, as well as rules for using them.

| Create Potion * | Prerequisite(s): None (Generalist), Ability to cast the spell that creates the Potion (non-Generalist) |
|---|---|

The Create Potion Skill allows any Character to manufacture Potions that duplicate the effects of Earth Generalist spells.

Characters without a Column and ability to cast Earth Generalist spells from memory are limited to producing Potions from the Generalist Column - even if they should obtain the ability to cast a specific specialty spell from memory, they may not produce the Potion without the Column.

If a Character has a Column of the appropriate Earth specialty and the ability to cast those spells from memory, regardless of whether the spell is on their chosen spell list for the event, they may create a Potion of that eligible Earth spell including those from the Specialist Column.

For a Character who has no Column and ability to cast Earth Generalist spells from memory, they must possess double the levels of Create Potion as the level of the Potion they wish to produce (for example, 14 Levels of Create Potion to be able to produce a Potion of a 7th Level spell). Labs and other production-enhancing effects do not reduce this level ratio requirement - they only increase the number of production points available to a Character. For a Character who has a Column and ability to cast those spells from memory, there is no level ratio requirement for being able to produce Potions.

The Potion-Maker receives three (3) production point per level of Create Potion purchased. The production point cost for Potions is at the rate of one (1) per level of the Potion being created. Refer to the Earth Spell Description pages in the Magic section for information on spells that can be made into Potions. Note: A Desecrated Character may not create Curative Potions, see the rules of Desecration for more on what is prohibited.

| Create Scroll * | Prerequisite(s): None (Generalist), Ability to cast the spell that creates the Scroll (non-Generalist) |
|---|---|

The Create Scroll Skill allows any Character to manufacture Scrolls that duplicate the effects of Celestial Generalist spells.

Characters without a Column and ability to cast Celestial Generalist spells from memory are limited to producing Scrolls from the Generalist Column - even if they should obtain the ability to cast a specific specialty spell from memory, they may not produce the Scroll without the Column. For example, a Character without a Column may produce any Celestial Generalist scroll they can afford with production points, even if they cannot cast it from memory. They could NOT produce an Elementalist or Confinist scroll. This does NOT

grant Characters the ability to cast from Scrolls above normal casting level limitations, even if they can produce those Scrolls.

If a Character has a Column of the appropriate Celestial specialty and the ability to cast those spells from memory, regardless of whether the spell is on their chosen spell list for the event, they may create a Scroll of that eligible Celestial spell including those from the Specialist Column. For example, a Character with a 4-3-2-1 Confinist column may produce a Slow (CO,4) scroll, but not a Shackle (CO,9) scroll.

For a Character who has no Column and ability to cast Celestial Generalist spells from memory, they must possess double the levels of Create Scroll as the level of the Scroll they wish to produce (for example, 14 Levels of Create Scroll to be able to produce a Scroll of a 7th Level spell). Labs and other production-enhancing effects do not reduce this level ratio requirement - they only increase the number of production points available to a Character. For a Character who has a Column and ability to cast those spells from memory, there is no level ratio requirement for being able to produce Scrolls.

The Scroll-Maker receives three (3) production point per level of Create Scroll purchased. The production point cost for Scrolls is at the rate of one (1) per level of the Scroll being created. Refer to the Celestial Spell description pages in the Magic section for information on spells that can be made into Scrolls.

| Master Alchemist | Prerequisite(s): Alchemy level 20, Special |
|---|---|

A Character with this Skill may apply Vorpal coatings with much greater effectiveness to their own weapons at half the time normally required (15 seconds). This Skill also allows the Character to double the damage bonus of the Vorpal Coating and allows them to call that damage for an entire Combat versus a single creature. Note that the ability to call double the damage bonus for one Combat against a single creature will only work for the Master Alchemist themself, even should their weapon be picked up by someone else.

Master Alchemist may be purchased once for every 20 levels of Alchemy that a Character possesses. Each additional purchase of Master Alchemist allows a Master Alchemist to apply one (1) additional Vorpal Coating to their weapon. Only one Vorpal Coating may still be used per combat.

For example, Master Alchemist (Level 3) could have three (3) Vorpal Coating +3 (+6 in their hands) on their sword and engage in three (3) separate Combats without need to stop to reapply a Vorpal to their weapon. Additional levels of Master Alchemist can also be used toward Crafting Rituals that require multiple uses of the Master Alchemist Skill. College cost and a signature from the teacher on your check-out envelope are still required for each level.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| Master Poisoner | Prerequisite(s): Create Poison level 20, Special |
|---|---|

A Character with this Skill is able to create vial of Blade Venom once per day, which is a special Poison that may be applied to the Master Poisoner's weapon which takes sixty (60) seconds and must be applied to an edged weapon. Blade Venom will allow the Master Poisoner to call the "Poison" tagline for their next (3)

three consecutive swings. Note that the ability to call the "Poison" tagline for (3) three swings will only work for a Master Poisoner, even should their weapon be picked up by someone else. Furthermore, Blade Venom may not be used in conjunction with the Waylay Skill.

Blade Venom vials produced daily may be saved for later use, sold, or traded but only a Master Poisoner may apply it. Any attempt by a Character not possessing this Skill to apply the Poison will result in the Character accidentally Poisoning themselves, immediately taking an Agony Poison directly to their bloodstream, bypassing the Toxin Shield (E,5) spell. The Resist Toxin Skill applies normally.

Master Poisoner may be purchased once for every 20 levels of Create Poison that a Character possesses. Each additional purchase of Master Poisoner will grant an additional daily production of Blade Venom and can be used toward Crafting Rituals that require multiple uses of the Master Alchemist Skill. College cost and a signature from the teacher on your check-out envelope are still required for each level.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| Master Potion-Maker | Prerequisite(s): Create Potion level 20, Special |
|---|---|

A Character with this Skill is able to create a Potion Mixing Powder once per day, which enables a Master Potion-Maker to safely mix Potions together to form a single improved Potion that imbues its drinker with the properties of all the Potions that were mixed together. The maximum levels that may be combined via this process is fifteen (15), though any number of Potions may be combined thusly. The standard rules of stacking apply.

This process must be completed in the Potion-Maker's laboratory but need not be done with newly created Potions or even Potions created by the Potion-Maker themself. At Logistics, the Player should simply staple the Potions together along with the Potion Mixing Powder and have the Staff member working Logistics sign off on it.

The Potion Mixing Powder produced daily may be saved for later use, sold, or traded but only a Master Potion-Maker may make use of it.

Furthermore, a Master Potion-Maker has uncovered the secrets of creating the Master Elixir, of which they may produce one daily. The Master's Elixir will immediately grant a Character the following if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (C/E,5), Renew (D/EG,8), Defend (C/E,8), and Remove Curse (E,8).

Master Potion-Maker may be purchased once for every 20 levels of Create Potion that a Character possesses. Each additional purchase of Master Potion-Maker will grant an additional daily production of Master's Elixir and Potion Mixing Powder. Additional levels of Master Potion-Maker can also be used toward Crafting Rituals that require multiple uses of the Master Potion-Maker Skill. College cost and a signature from the teacher on your check-out envelope are still required for each level.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| | |
|---|---|
| **Master Scroll-Maker** | Prerequisite(s): Create Scroll level 20, Special |

A Character with this Skill is able to create a Scroll from any spell that is able to be crafted into a Scroll from the Celestial spell lists, regardless of whether it appears on their own spell list.

In addition to the afore-mentioned ability, the Master Scroll-Maker may select one spell that does not appear on their spell list and they may thereafter cast that spell from Scrolls as if it appeared on their regular spell list. For example, a Scholar that has specialized as a Confinist could choose the Elemental Blast (EL,9) spell to be able to cast from Scrolls. Note, however, that this Skill does not enable the Character to cast from any sort of magic items as if the selected spell appeared on their list. Should the Character later gain the ability to cast the selected spell from memory, they may not change the spell they initially learned with this Skill.

Master Scroll-Maker may be purchased once for every 20 levels of Create Scroll that a Character possesses. Each additional purchase of Master Scroll-Maker will grant an additional Celestial spell that does not appear on their spell list that may be cast from Scrolls. Additional levels of Master Scroll-Maker can also be used toward Crafting Rituals that require multiple uses of the Master Scroll-Maker Skill. College cost and a signature from the teacher on your check-out envelope are still required for each level.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

## KNOWLEDGE AND TRADE SKILLS

Craftskills are undergoing a playtest in 2023 that will greatly change how craftskills operate in Shadowmoor. For more information on this playtest, see the "Active Playtests" section of this document. Previous crafting skills are ineligible for purchase for the duration of the playtest. The prior skill descriptions are listed here as a strikethrough in the event that the playtest is unsuccessful and so that all players have the ability to compare and contrast the previous rules with the playtest rules.

| | |
|---|---|
| ~~**Armorsmith \***~~ | ~~Prerequisite(s): None~~ |

~~The Armorsmith skill allows a character to repair up to two Break Value Increments worth of armor, up to the armor's maximum original value, for each time the skill is purchased. Armor is repaired at the rate of two (2) Break Value Increments per sixty (60) seconds. Both the Armorsmith and the wearer of the armor must concentrate on the Armor Repair activity for the full duration of the 60 seconds—a Character must stay put and not engage in combat, spellcasting, etc. while their armor is being repaired. An interrupted Armor Repair attempt is not wasted from the Armorsmith's daily uses, but the count must be completely restarted to try again. Only one Armorsmith may work on a target at a time.~~

This Skill may be purchased an unlimited number of times, each purchase granting an additional use of the Armor Repair skill per day. The Armorsmith Skill may also be used to repair one destroyed weapon or shield at the cost of one Armor Repair skill use. See the Armor System section for details.

In order to repair a weapon or shield, the same process followed for the repair of armor above is used except that the weapon or shield is instead the target and the process is complete after sixty (60) seconds of repair. Though it is not required, it is highly recommended that an Armorsmith and use tools appropriate to their craft when wishing to repair weapons and armor in the field (i.e. a small smithing hammer, sharpening knife, and so on).

The Armorsmith Skill also enables the smith to craft weapons and shields of the following materials. The chart below indicates the number of Armor Repair uses expended in crafting each item and the time needed to do so.

A Character possessing one level of the Armorsmith Skill may use Armor Repair Kits which can sometimes be found in-play. Armor Repair Kits may only be used by a Character with the Armorsmith Skill.

| Material | Time to Craft Each Piece | Daily Armor Repair Uses to Craft |
|---|---|---|
| Wood/Bone/Stone/ Copper/Bronze/Iron/ Steel | 15 Minutes | 1 |
| Silver | 30 Minutes | 2 |
| Gold | 60 Minutes | 4 |

The smith, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than ten (10) gold pieces, to each item. Material costs apply to produce all items.

When a smith is creating these items, they must either be doing so in-play with their smithing tools and the items being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a given crafter at a time (i.e. no sharing their hammer).

Physreps are required for tools and may be stolen in-game. A set of standard smithing tools may be purchased from Logistics at the beginning of an event, or from an in-game merchant. Crafting of weapons and shields of any metal require the use of a permanent forge such as the one at the Armorsmith's Guild, or a temporary forge which can be found or occasionally purchased. A forge physrep must be at least 3' x 4'.

A physrep for the item being produced must be present or the crafting attempt automatically fails.

Upon learning this Skill, the Player will receive additional out-of-play information on how to further go about utilizing their craft.

| Astrology | Prerequisite(s): Read and Write |
|---|---|

The Astrology Skill allows a Character to earn a living as an astrologer or fortune-teller. One can only learn one type of forecasting at a time; possession of one specialty does not confer expertise in another. For example, if one chooses to be able to forecast by casting bones, one cannot also read cards without buying the astrology Skill again.

Astrologers are able to make predictions for Characters and events. These can be useful for an adventuring party that wishes to know if the "stars align" for their quest.

Although sometimes the Plot Team may provide helpful information relating to Modules or adventures, this Skill does not guarantee any special knowledge nor is any knowledge gained through the Skill guaranteed to be accurate.

| Craftsman (type) | Prerequisite(s): None |
|---|---|

The craftsman Skills listed below are used for role-playing purposes only. They are here to help Players flesh out their Characters.

None of these craft Skills will ever give a Character any extra in-game power nor do they provide any information. If a Character takes the Craftsman (Historian) Skill, it is up to them to learn the in-game history.

If a Character wishes to make a living in a craft, they must learn the appropriate craft Skill. Please note, however, that certain Craftsman Skills may be prerequisite to learning certain Master Craftsman Skills which do grant in-game benefits. There are no levels to these Skills nor any Master variety that is not listed under another entry in the Player's Handbook.

Examples of craftsman Skills include: Architect, Artist, Baker, Bard, Brewer, Builder, Butcher, Calligrapher, Candle Maker, Carpenter, Farmer, Forester, Historian, Horse Breeder, Hunter, Masseuse, Merchant, Potter, Rug Maker, Sage (specific field of study), Sailor, Scout, Scribe, Stonemason, Tailor, Teacher, Trader, Undertaker, and Vintner.

| Disarm Trap | Prerequisite(s): None |
|---|---|

The Disarm Trap Skill allows a Character to attempt to disarm a trap. The Player must physically disarm the trap for this Skill to work, however, a Character without the Skill may not even attempt to disarm a trap. If the trap goes off as the Player attempts to disarm it, then the disarm obviously fails, and the Player will take the effect of the trap.

| First Aid | Prerequisite(s): None |
|---|---|

The First Aid Skill allows a Character to bring a Character that is Unconscious, Bleeding to Death, or Waylaid back to one (1) Body (see the Health Status section). To use this Skill, the Character performing First Aid must be able to physically reach the unconscious or dying Character for sixty (60) seconds. During this time, the Character performing the First Aid may not do anything else. If the Character performing First Aid is interrupted, the one-minute count begins again upon resumption of First Aid. Performing First Aid for at least ten (10) seconds will allow the victim to start the one-minute count again thus keeping from reaching the Dead status.

| Espionage (Specific) | Prerequisite(s): Read and Write, Special |
| --- | --- |

The Espionage category of Skills allows a Character to conduct primarily between-event information gathering, spying, and sabotage of rival forces in the game world. A Character may possess one or more of these Skills, with each Skill making them more powerful in the vicious world of espionage and a threat to the greatest of government secrets.

**The Espionage (Cipher)** Skill allows a Character to transform information to make it unreadable to anyone who does not possess the special key or code to decipher it by means, primarily of monoalphabetic substitution ciphers. These codes, if intercepted by a Character possessing this Skill may be attempted to be broken by means of frequency analysis or other investigation. This Skill does not guarantee successful encryption of information nor any special knowledge or insight into decrypting intercepted messages as a Player must actually attempt to encrypt and decrypt messages.

**The Espionage (Counterintelligence)** Skill grants insight into the tactics of spies and intelligence officers as well as how to counter the many forms of espionage. A Character with this Skill can better defend their government from infiltration of spies from friendly, neutral, or enemy states and is also often used against others to counter existing plans and spread misinformation. This Skill does not guarantee success in counterintelligence, it simply grants the ability to attempt such maneuvers.

**The Espionage (Fast-Talk)** Skill allows a Character to attempt to Fast-Talk a non-Player Character with a facile argument, typically with the intention to deceive or overwhelm any sort of rational objections. This Skill does not guarantee success that the argument presented by the Character will be accepted by their audience but can help in matters when attempting to get out of rather sticky situations or dealing with common merchants.

**The Espionage (Forgery)** Skill allows a Character to attempt to falsely create, alter, or counterfeit a document or documents by which the legal rights or obligations of a Character or entity are affected. This Skill does not guarantee that the Character's falsified documents will be perfect as the Player must actually attempt to forge the documents themself. If questioned as to whether the documents are real, they may present their Forgery Skill Tag to the Rogue or Plot Marshal who will make the final decision as to the quality of the fake. Note that if a discerning Character or NPC also possesses the Forgery Skill and questions the authenticity of the document, the chances of success on the part of the Character attempting to use the Skill drop significantly and the Marshal will take this into account.

**The Espionage (Spycraft)** Skill indicates the Character has spent a great deal of time learning the tricks of the trade on how to obtain, transfer, and hide important information in the best interest of their group or government entity. A Character that possesses this Skill is often referred to by allies as an "Intelligence

Officer" while an enemy will refer to them as a "Spy". A Character with this Skill may be able to pick up various bits of information between Gatherings that is otherwise unavailable to the common populace, especially if they maks frequent reports to the leader of their group with information gained during Gatherings by utilizing their craft (eavesdropping, intercepting messages, misguiding enemies and allies away from group secrets, stealing an important item or object and planting it on a rival group, etc). This Skill does not guarantee success in their trade and it is entirely up to the Character to apply what they have learned and not get caught.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| Healing Arts | Prerequisite(s): First Aid and Read and Write |
|---|---|

The Healing Arts Skill allows a Character to determine the health of another Character (i.e., are they diseased, Poisoned, etc.) and how many Body Points the Character is below their maximum number of Body Points (not the Character's maximum number of Body Points). To obtain this information, the Character with the Healing Arts Skill must place their hand upon the Character being diagnosed and say "Healing Arts—what's your status?" It does not allow the Character to detect any Formal Magic effects on another Character nor any effects that cannot be determined by physical examination, and conscious Characters may Resist this attempt. See the Health Status section for more information.

This Skill also allows a Character to identify a Potion after ten (10) seconds of study, but not a Poison or an Alchemical solution.

| Herbal Lore | Prerequisite(s): Read and Write |
|---|---|

The Herbal Lore Skill allows a Character to determine the presence of an Alchemical solution, but not a Potion or Poison. Once it has been determined that an Alchemical solution is present, this Skill will allow the caster to identify the Alchemical solution after ten (10) seconds.

| Jewelcraft | Prerequisite(s): Special |
|---|---|

The Jewelcraft Skill allows a Character to produce the more common forms of jewelry (necklaces, earrings, and rings), rods, and wands from the proper material components. In addition to the beauty of such crafted items, many higher quality pieces of jewelry may be enchanted through the use of Formal Magic and are often in demand with potent formal casters. Rods and Wands must be a minimum of ten (10) inches. Creating jewelry, rods, and wands takes a precision hand, time, and quality components. As such a Jeweler may only produce so much of their art in a given day, allowing them four (4) Daily Jewelcraft Uses. The following table shows the time it takes to produce jewelry and rods of a various material types:

| ~~Material~~ | ~~Time to Craft Each Piece~~ | ~~Daily Jewelcraft Uses to Craft~~ |
|---|---|---|
| ~~Wood/Bone/Stone/ Copper/Bronze/Iron/ Steel~~ | ~~15 Minutes~~ | ~~1~~ |
| ~~Silver~~ | ~~30 Minutes~~ | ~~2~~ |
| ~~Gold~~ | ~~60 Minutes~~ | ~~4~~ |

~~The jeweler, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than ten (10) gold pieces, to each item. Material costs apply to produce all items.~~

~~When a jeweler is creating these items, they must either be doing so in-play with their jewelcrafting tools (physreps are required for tools and may be stolen in-game, a set of standard jewelcrafting tools may be purchased from Logistics at the beginning of an event) and the items being worked or be working for the game during in-play hours. A physrep for the item being produced must be present or the crafting attempt automatically fails.~~

~~Upon learning this Skill, the Player will receive additional out-of-play information on how to further go about utilizing their craft.~~

~~Special: In order to learn this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches the Skill. The teacher of this Skill may require additional tasks in order to learn this.~~

## Lore, Combat (Specific)

Prerequisite(s): Read and Write, (Special)

The Lore, Combat (Specific) Skill grants a Character special insight on how to best combat the type of creature that the Skill specifies in addition to granting the ability to identify the different types of creatures encompassed by the Lore. A Hold may never be called for the use of this Skill.

A general knowledge of the Lore may also be learned from one's teacher when learning this Skill, but this by no means makes a Character an expert in the matters of the Lore, simply knowledgeable—only through in-game investigation can a Character become a master.

This Skill will provide a Character a +2 damage bonus with melee and missile weapons when combating the specific creature the Lore provides knowledge of. Should the creature also fall into the category of another Lore Skill, damages may stack, up to +4. For example, a Character that possessed Lore, Combat (Fire) and Lore, Combat (Elemental) would be able to call +4 damage versus Fire Elementals.

Examples of specific Lore, Combat Skills are as follows:

Construct, Elemental, Elemental (Air), Elemental (Earth), Elemental (Fire), Elemental (Water), Giant, Goblinoid, Lycanthrope, Magical Creature, Planar, Planar (Negative), Planar (Death), Planar (Positive), Planar (Life), Shadow, Undead, Woodland.

Special: In order to learn this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches the Skill. The teacher of this Skill may require additional tasks in order to learn this.

Special: Combat Lores may not be purchased at Character creation.

## Lore, Knowledge (Specific)

Prerequisite(s): Read and Write, (Special)

The Lore, Knowledge (Specific) Skill may be taken for a variety of topics found in the world of Amroth and can provide valuable information to a Character about the topic they have studied. These Lore Skills oftentimes allow a Character to correctly identify creatures, beings, and entities. A Hold may never be called for the use of this Skill.

Other than knowledge gained from one's teacher while learning this Skill, this Skill will not give a Character any extra in-game power nor will it guarantee specific information from Plot.

Examples of specific Lore, Knowledge Skills are as follows: Racial Knowledge Lores—"Lore, Knowledge (Sampan)", "Lore, Knowledge (Amrothi Dwarf)"; Knowledge Lores covering specific aspects of the world of Amroth—"Lore, Knowledge (Winter Court Politics)", "Lore, Knowledge (Akadai History)", "Lore, Knowledge (Elemental Diplomacy)", "Lore, Knowledge (Ogre Empire Etiquette)", etc.

Special: In order to learn this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches the Skill. The teacher of this Skill may require additional tasks in order to learn this.

Special: Racial Knowledge Lores for a given race may be purchased at Character creation exclusively by members of that race, and this does not require the 25 gold pieces and permission required for veteran Characters. Note that this is a separate Skill from the basic racial information packet available for members of a specific race to reference onsite. No other Knowledge Lore Skills may be purchased at Character creation without explicit approval from Game Management.

## Master Armorsmith *

Prerequisite(s): Armorsmith level 10, Special

A Character with this Skill can Reinforce a single suit of armor greatly in its protection and mobility (granting +25% armor points) as well as making the suit of armor immune to the Destroy Armor (C/E,6) spells. Reinforced Armor lasts for one (1) event only but may be reworked the next event. It takes one hour of in-play time to Reinforce a suit of armor in this manner and requires one use of the Master Armorsmith Skill.

A Master Armorsmith is proficient at gauging the value of all varieties of shields and is often sought after to estimate the value of such items (see Logistics for a sheet if you possess this Skill).

Furthermore, a Master Armorsmith may increase the rate at which they repair armor in the field to thirty (30) seconds per two Break Value Increments of armor rather than the sixty (60) seconds per two Break Value Increments that a normal Armorsmith may repair.

This Skill may also be used to forge a shield to be enchanted of any material they were already able to work via their Armorsmith Skill, in which case its master craftsmanship adds 25% to the formal space capacity.

Creating a shield of this quality takes in-play time as listed below. A Master Armorsmith may create one of these shields per day for each time this Skill is purchased, utilizing one use of the Skill as well as the appropriate repair uses (per Armorsmith Skill) and taking the time listed below:

| Material | Time To Smith Each Item |
|---|---|
| Wood/Bone/Stone/ Copper/Bronze/Iron/Steel | 15 Minutes |
| Silver | 30 Minutes |
| Gold | 60 Minutes |

Furthermore, in the process of creating shields may also choose to add gemstones, totaling to a value of no greater than twenty (20) gold pieces, to each item. Material costs apply to produce all items.

When a smith is creating these items, they must either be doing so in-play with their smithing tools and the item being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a crafter at a given time.

Physreps are required for tools and may be stolen in-game. A set of standard smithing tools may be purchased from Logistics at the beginning of an event, or from an in-game merchant. Crafting of weapons and shields of any metal require the use of a permanent forge such as the one at the Armorsmith's Guild, or a temporary forge which can be found or occasionally purchased. A forge physrep must be at least 3' x 4'.

A Master Armorsmith is also capable of working with metals and materials of higher quality than a lesser smith is able to work with (that is, those more potent than gold) in regards to armor and shields, but the secrets of how one goes about doing so must be learned in-play.

This Skill may be purchased up to five (5) times, each time allows the Skill to be used once per day. Note: A Character wearing an enhanced suit of armor may exceed the maximum armor points allowed by their class (and the Wear Extra Armor Skill) by up to 25%.

Special: In order to learn each level of this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

## Master Chef *

Prerequisite(s): CulinaryCraftsman (Baker), Special

This Skill allows the possessor to create a meal so hearty that it will greatly benefit the constitution of the Character who eats it (+5 Body for the weekend). The meal may be prepared offsite and out-of-play but it must be eaten in-play.

This Skill may be purchased up to five (5) times, each allows the Skill to be used to create one item per day.

Special: In order to learn each level of this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this such as demonstration of cooking ability.

## Master Jeweler*

Prerequisite(s): Evaluate Item, Jewelcraft, Special

A Master Jeweler is able to craft articles of jewelry, rods, and wands so fine that they hold a greater quantity of Formal Magic (+25% formal space) than those made by lesser craftsmen. Creating an article of jewelry of this quality takes in-play time as listed below. A Master Jeweler may create one of these items per day for each time this Skill is purchased, with one use of the Skill and taking the time listed below:

| Material | Time To Smith Each Item |
|---|---|
| Wood/Bone/Stone/ Copper/Bronze/Iron/Steel | 15 Minutes |
| Silver | 30 Minutes |
| Gold | 60 Minutes |

The jeweler, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than twenty (20) gold pieces, to each item. Material costs apply to produce all items. Rods and Wands must be a minimum of ten (10) inches. A jeweler that wishes to create a normal article of jewelry may do so still using the rules listed under Jewelcraft, but that article will not be mastercrafted.

When a jeweler is creating these items, they must either be doing so in-play with their jewelcrafting tools and the item being worked or be working for the game during in-play hours. A physrep for the item being produced must be present or the crafting attempt automatically fails. Physreps are required for tools and may be stolen in-game; a set of standard jewelcrafting tools may be purchased from Logistics at the beginning of an event.

Upon learning this Skill, the Player will receive additional out-of-play information on how to further go about utilizing their craft.

A Master Jeweler is also capable of working with metals and materials of higher quality than a lesser jeweler is able to work with (that is, those more potent than gold) in regards to jewelry, rods, and wands, but the secrets of how one goes about doing so must be learned in-play.

This Skill may be purchased up to five (5) times, each allows the Skill to be used once per day.

Special: In order to learn each level of this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| Master Seer | Prerequisite(s): Astrology, Special |

This Skill allows the Seer to determine a Character's karma/fate/outlook for the next few days. This must be described and performed in a role-playing manner such as reading a palm, using tarot cards, or throwing bones. The Skill may never be used to determine one's own fate. Should this Skill be learned, see a GM for more details for when, where, and how to use this Skill. There is no guarantee of success of this Skill however the response will vary based upon the level of in-play detail, effort, and inspiration the Character provides in their medium.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| Master Tracker | Prerequisite(s): Tracking level 5, Special |

**Tracking Option 1:** A Character with this Skill may attempt to track a being or beings over any terrain provided the trail is no more than a month old. This Skill also allows the tracker to attempt to cover their trail, leave false tracks, and counter someone else that is tracking them. In addition to this, the Master Tracker gains such insight into the creature they are tracking that they may anticipate the creature's moves if a battle breaks out, enabling the Master Tracker to call +2 damage to the creature or creatures they are tracking (May not be used on Player Characters).

Note, this Skill may never be used to find a Player Character or non-Player Character on-site.

**Tracking Option 2:** Instead of choosing a specific being or beings to track or evade in marshaled situations, a Master Tracker may choose one creature type from those defined in the Combat Lore list. The Master Tracker may call +1 "Tracking Damage" to the creature type chosen, whenever that creature type is encountered during the event. The choice of creature type must be recorded at Check-In on each daily Skill card to which the choice applies and signed off by a member of Plot.

Tracking Damage is limited to stacking as if it were a Combat Lore (eg, you can only stack the damage from two total Combat Lores). However, you may receive the Tracking Damage bonus against a creature type for which you already possess the relevant Combat Lore, up to a maximum of +3 against that creature type. This Skill may not be used to call additional damage against Player Characters.

There is a cost for this option: while a tracking creature type choice is in effect, the Master Tracker sacrifices their on-demand use of Master Tracking and +2 tracking bonus, even in marshaled situations where Master Tracker would normally apply (and even if the creature in the marshaled situation is the same type as the tracking creature type chosen). This represents the fact that the Master Tracker has been concentrating on fighting the chosen creature type in general, and has not had sufficient focus to analyze the behavior of a specific creature that might be encountered on a mod or other adventure.

You may choose between Option 1 and Option 2 for different game days, but you must choose one or the other. The choice may be altered or dropped once per event – this can only be done at Reset, and must also be signed off by a member of Plot if it is different from what you chose at Check-In. The creature type choice

is in effect from Game On until the end of the event or until the Master Tracker drops/changes it at Reset, whichever comes first.

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

## Master Weaponsmith*

Prerequisite(s): Armorsmith level 10, Special

A Character with this Skill can Sharpen a non-magic weapon to deal +2 damage and become indestructible to normal means. This bonus does not stack with a Damage Aura nor will it hit creatures hit by only the Magic tagline. This weapon's increased sharpness will fade at the end of the gather it was sharpened. Further, a Master Weaponsmith is proficient at gauging the value of all varieties of weapons and is often sought after to estimate the value of such items (see Logistics for a sheet if you possess this Skill).

This Skill may also be used to forge a weapon to be enchanted of any material workable via the Armorsmith Skill, in which case its master craftsmanship adds 25% to the formal space capacity. A Master Weaponsmith may create one of these weapons per day for each time this Skill is purchased, utilizing one use of the Skill as well as the appropriate repair uses (per Armorsmith Skill) and taking the time listed below:

| Material | Time To Smith Each Item |
|---|---|
| Wood/Bone/Stone/ Copper/Bronze/Iron/Steel | 15 Minutes |
| Silver | 30 Minutes |
| Gold | 60 Minutes |

The smith, in the process of creating weapons may also choose to add gemstones, totaling to a value of no greater than twenty (20) gold pieces, to each item. Material costs apply to produce all items.

When a smith is creating these items, they must either be doing so in-play with their smithing tools and the item being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a crafter at a given time. Physreps are required for tools and may be stolen in-game; a set of standard smithing tools may be purchased from Logistics at the beginning of an event.

Crafting of weapons of any metal requires the use of a forge, which may be purchased (from Plot) and afterward installed in a Character's abode (or one may use the one at the Armorsmith's Guild, for a price). A forge physrep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4'.

A Master Weaponsmith is also capable of working with metals and materials of higher quality than a lesser smith is able to work with (that is, those more potent than gold) in regards to weapons, but the secrets of how one goes about doing so must be learned in-play.

~~Upon learning one (1) level of Master Weaponsmith, the Character may fully repair broken weapons in thirty (30) seconds.~~

~~This Skill may be purchased up to five (5) times, each time allows the Skill to be used once per day.~~

~~Special: In order to learn each level of this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.~~

| | |
|---|---|
| **Pick Locks** | Prerequisite(s): None |

The Pick Locks Skill allows a Character to attempt to pick a lock. This Skill does not guarantee they will succeed as the Player must physically pick the lock with a set of lock picks.

If a Character has a set of lock picks, but has not purchased the Skill, then they will not be allowed to attempt to pick the lock.

| | |
|---|---|
| **Poison Lore** | Prerequisite(s): Read and Write |

The Poison Lore Skill allows a Character to determine the presence of a Poison, this takes ten (10) seconds. Once it has been determined that a Poison is present, this Skill will allow the Character to identify the Poison after another ten (10) seconds.

| | |
|---|---|
| **Read and Write** | Prerequisite(s): None |

The Read and Write Skill allows a Character to read and write. It does not give the Character the ability to decipher coded messages or read foreign languages the Player does not know. However, it does give the Character the ability to attempt to decode or translate such messages.

| | |
|---|---|
| **Read Magic** | Prerequisite(s): Read and Write |

The Read Magic Skill allows a Character to read Celestial Magic Scrolls. However, a Character may only cast spells that are no more than four (4) levels higher than their highest Celestial Spell Slot. Thus, if a Character wanted to be able to cast a ninth level Celestial spell from a Scroll, they must have at least one fifth level Celestial Spell Slot (See Scrolls in the Magic section).

| | |
|---|---|
| **Seamanship** | Prerequisite(s): Special |

The Seamanship Skill allows a seafaring Character to more swiftly and safely move through the dangerous oceans, seas, lakes, and rivers of Amroth. The Character has spent some time on a ship and as such, has learned the necessary tools for survival while on the water, making them capable as an officer or captain on a vessel.

A Character with this Skill who enters melee or missile combat while on the deck of a ship or underwater gains a +2 damage bonus to their attacks.

Special: In order to learn this Skill, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches the Skill. The teacher of this Skill may require additional tasks in order to learn this.

| | |
|---|---|
| **Role-Playing Only Skill (type)** | Prerequisite(s): None |

Role-Playing Only Skills are those that do not fall under the categorization or heading of the other Skills found in the Player's Handbook and are exclusively (as noted above) Role-Playing only. There is never a guarantee of information or any sort of benefit from use of these Skills, however a Plot Marshal may take into account a Character's Role-Playing Only Skills when dealing with a marshaled situation. There are no levels to these Skills nor any sort of Master variety of them.

Examples of these Skills include: Blood Connoisseur, Embalming, Magical Tattooing, Meditation, Penmanship, Rock Climbing, Rope Use, Skinning, War Crimes, Whittling.

| | |
|---|---|
| **Survival, Specific Region** | Prerequisite(s): Special |

This Skill enables the possessor and a group of no more than five (5) companions to survive in one of the harsh and desolate regions of Amroth. Without this Skill there is a strong chance of the traveler losing direction, dying of thirst or hunger, or even encountering one or more of its native and less than friendly inhabitants. This Skill, most importantly, gives the possessor the ability to find water in the bleak landscape but also gives basic knowledge of the towns and inhabitants as well. In addition, the Character that possesses this Skill is so knowledgeable as to how to survive in the specific landscape that they gain an advantage in combat (+2 damage) while fighting in this rough terrain—this bonus is not conferred to those traveling with them.

Examples of specific regions that this Skill may be taken for are: Coastal, Islands, Plains, Forest, Desert, Planar [Domain-specific, such as "Planar - Oubliette"] or Elemental [Element-specific, such as "Elemental - Elemental Fire"].

Special: In order to learn this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

| | |
|---|---|
| **Tracking \*** | Prerequisite(s): Special |

A Character with this Skill may attempt to track a being or beings over certain terrain, dependent upon their level of Skill. Certain factors such as weather, time given to track, size of creature and group being tracked, and means of transportation will also determine the outcome of the tracking attempt.

- Level 1—Tracker may track animals, humanoids, and large creatures over very soft (mud, clay, etc.) ground, so long as the trail is no more than 24 hours old.

- Level 2—Tracker may track animals, humanoids, and large creatures over soft ground (loose Earth, sand, forest, etc.), so long as the trail is no more than 24 hours old. Over very soft ground within 48 hours. Tracker may cover their own tracks.

- Level 3—Tracker may track animals, humanoids, and large creatures over firm ground (packed Earth, hard-packed forest, foothills, etc.), so long as the trail is no more than 24 hours old. Over very soft ground within 96 hours, over soft ground within 48 hours. Tracker may cover their tracks and that of two companions.

- Level 4—Tracker may track animals, humanoids, and large creatures over hard ground (mountains, gravel, stone, etc.) so long as the trail is no more than 24 hours old. Over very soft ground within 192 hours, soft ground within 96 hours, and firm ground within 24 hours. Tracker may cover their tracks and that of a group of no more than six.

- Level 5—Tracker may track animals, humanoids, and large creatures over hard, firm, soft, and very soft ground if the trail is no more than two weeks old. Tracker may cover their tracks and that of a group of no more than ten.

Note, this Skill may never be used to find a Character or Plot Non-Player Character on-site.

Special: In order to learn each level of this Skill a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this.

## Superior Crafting And Cooking

In order to make superior quality items and special foods, a Character must have the appropriate Skill (Smithing, Artificing, Culinary Arts etc.) and access to the Schematic or Recipe. Schematics or Recipes, like Formal Scrolls, are items which must be obtained in-play.

Superior quality crafting of this sort requires the supervision of a Formal and Crafting Marshal. Every Schematic or Recipe will describe the minimum Skills and tools a Character needs in order to complete the instructions, and a list of required components and other preparations. Much like Formal Magic, in some cases there may be a chance of failure or alteration of the crafting attempt.

### ~~Amrothi Materials And Standard Crafting~~

~~Arushan Steel is considered equivalent to Silver, for the purposes of the standard Weapon/Armorsmithing crafting times and material limits. All other materials (regardless of their Formal capacity) are considered "superior to Gold" for the purposes of Superior Crafting, and require additional materials and Crafting Manuals for item production. This includes materials such as Cold Iron, Coral, Driftwood, Gemstone, etc.~~

## Magic Skills

### Spell Slots

The rules for acquiring the Skill to cast a spell are different from the rules for acquiring other Skills in the game. When a Character learns a first-level Spell Slot, they are expanding their mind to memorize a

first-level spell. Any first-level spell that is available to them may be memorized and "stored" in this Spell Slot. Only one first-level spell may be stored in that Spell Slot per day. Once the Character has cast the spell, the Spell Slot remains empty until the next Reset, at which time the Character will study and memorize another first-level spell.

With this system, it is possible for a Character to know all of the first-level spells but have only one first level spell slot. In this case, the Character would have to choose which one of the first level spells they want to memorize for the day. However, if a Character has more than one spell slot of a given level, they can fill them with any combination of spells they know of the given level.

The cost of spell slots for a school of magic is based on the level of the spell, and whether or not a Character has already learned spells from another school of magic. The first school a Character learns from becomes their Primary Magic; the second their Secondary Magic, etc. A Player should make sure they are looking at the proper list when consulting the Skill chart.

## Spell Slot Purchase

Spell Slots must be purchased in a Pyramidal Format for all three types of Celestial and all four types of Earth Magic until Columnar format is reached or the Player wishes to continue spending their build on building their Pyramid.

A Character may purchase spells up to a nine-wide Column in each of their schools of magic, likewise the base of their Pyramid may not be greater than nine spells.

### Pyramidal Format (Celestial and Earth)

When purchasing Spell Slots in this manner, the Character must have two more Spell Slots of the immediate lower level than the level of the Spell Slot they are purchasing. Also, a Character may only have two slots more than the number of slots on the level above it. The Character's highest level Spell Slots should always form a Pyramid (as depicted below).

> Example:
>
> Secklynn Nonamere, the Celestial Mage, has two first level slots. Since they have no second level slots, they may not purchase any more first level slots because they are not allowed to have any more than two slots more than the level above. However, since they do have two slots more than the level above, they may purchase a second level spell. Eventually, Secklynn Nonamere will be ready for their first ninth level slot. As with all Skills, they need a teacher, and history will tell us that Secklynn was lucky enough to have their mentor Lann teach them.

The following is the progression for learning spells in the Pyramidal format:

| Level | Number of Spells/Level | | | | | | | | | | | | | | | | | | | | | etc. | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 9th | | | | | | | | | | | | | | | | | | | | | | | 1 |
| 8th | | | | | | | | | | | | | | | | | | | | | | | 2 |
| 7th | | | | | | | | | | | | | | | | | | | | | | | 3 |
| 6th | | | | | | | | | | | | | | | | | | | | | 1 | e | 4 |
| 5th | | | | | | | | | | | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | t | 5 |
| 4th | | | | | | | | | | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | c | 6 |
| 3rd | | | | | | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | . | 7 |
| 2nd | | | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | . | 8 |
| 1st | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | . | 9 |

Once a Character has learned four Spell Slots of a given level, they are not required to buy any additional Spell Slots for that level. However, if a Character wishes to learn more than four Spell Slots of a given level they must have more than the number of slots on the level below the given level and at least as many Spell Slots of the next higher level before the purchase of the new slot allowing a Character to eventually develop a true Pyramid format—that is nine first level slots and one fewer until reaching one ninth level slot. This Pyramid may of course be filled in until eventually reaching a nine-Column.

Example:

 After a few events, Secklynn Nonamere now has five first-level slots, four second-level slots, three third-level slots, two fourth-level slots and a fifth-level slot. If they wish to buy a fifth second-level slot, they must first purchase a fourth third-level slot. This will give them as many slots on the level above, third-level, as the level to be increased, second-level. Since they already have as many first-level slots as they will have second-level slots, they may now purchase their fifth second-level slot.

## Columnar Format (Celestial and Earth)

All Characters use the Pyramidal Format until reaching a four-Column of magic (four slots in each level of magic from 1st to 9th). When purchasing Spell Slots in this manner, the Character may purchase one spell slot per level to expand their Column from a four-Column all the way to a nine-Column. Below is the method of purchase up to a four-Column.

| Level | Number of Spells/Level | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 9th | | | | | | | | | | | | | | | | | | | | | 4 |
| 8th | | | | | | | | | | | | | | | 1 | 1 | 1 | 2 | | | 4 |

| Level | | | | | | | | | | | | | | | | | | etc. | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 7th | | | | | | | | 1 | 1 | 1 | 2 | 2 | 3 | 3 | | | | | 4 |
| 6th | | | | | | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | | | etc. | 4 |
| 5th | | | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | | | 4 |
| 4th | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | . | 4 |
| 3rd | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | . | 4 |
| 2nd | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | . | 4 |
| 1st | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | | 4 |

The following is the progression for learning spells in the Columnar format beyond a four-Column:

| Level | Number of Spells/Level | | | | | | | | | | | | | | | | | | etc. | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 9th | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | | 9 |
| 8th | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | | 9 |
| 7th | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | | 9 |
| 6th | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | etc. | 9 |
| 5th | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | | 9 |
| 4th | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | | 9 |
| 3rd | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | | 9 |
| 2nd | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | | 9 |
| 1st | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | | 9 |

Upon reaching a nine-Column, a Character may choose to further expand their Column using the methods described above as if they were restarting from scratch. For example, a Character with a nine-Column would then begin their Column over again as follows using the Pyramidal Format:

| Level | | START OVER | Number of Spells/Level | | | | | | | | | | | | | | | | | | | | | etc. | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 9th | 9 | | | | | | | | | | | | | | | | | | | | | | | | | 10 |
| 8th | 9 | | | | | | | | | | | | | | | | | | | | | | | | | 11 |
| 7th | 9 | | | | | | | | | | | | | | | | | | | | | | | | | 12 |
| 6th | 9 | | | | | | | | | | | | | | | | | | | | | 1 | | | etc. | 13 |
| 5th | 9 | | | | | | | | | | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | | | | | 14 |
| 4th | 9 | | | | | | | | | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | | | | | 15 |
| 3rd | 9 | | | | | | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | | | | 16 |
| 2nd | 9 | | | | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | | | 17 |
| 1st | 9 | | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | | | 18 |

Alternatively, the Columnar Format may be used, but as before, the Pyramid Format must be used until a four-Column is reached after which spells may be bought in Columns until reaching the second nine-Column

(an eighteen-Column). At this time a Character may again wish to expand their Column and would again begin purchasing in Pyramidal Format as before until eventually reaching a twenty-seven Column and so on.

| Celestial Formal Magic * | Prerequisite(s): 9th level Celestial Spell Slot, Special |
|---|---|

Celestial Formal Magic is a special nine-level Skill that requires a teacher for every level. The only way to learn Formal Magic is from another teacher who already possesses the Skill. You must notify Logistics that you are learning the Skill by noting this and obtaining a signature from your teacher on your check-out envelope at the end of the event. Only one level of this potent Skill may be learned per between event update regardless of the number of Build points available on a Player's Character sheet.

For more information on Celestial Formal Magic, see "Formal Magic" in the "Magic" section.

| Earth Formal Magic * | Prerequisite(s): 9th level Earth Spell Slot |
|---|---|

Earth Formal Magic is a special nine-level Skill that requires a teacher for every level. The only way to learn Formal Magic is from another teacher who already possesses the Skill. You must notify Logistics that you are learning the Skill by noting this and obtaining a signature from your teacher on your check-out envelope at the end of the event. Only one level of this potent Skill may be learned per between event update regardless of the number of Build points available on a Player's Character sheet.

For more information on Earth Formal Magic, see "Formal Magic" in the "Magic" section.

| Formal Mastery Skills | Prerequisite(s): 9th level Formal Magic |
|---|---|

Formal Mastery is a series of Skills that allows the formal caster that has mastered either Earth or Celestial Formal Magic to further specialize in a specific type of Formal Magic, typically allowing the caster to halve the casting time of the specific Ritual type as well as allowing a one-step shift with any Ritual of the specific type in which they participated (either as primary OR assistant caster).

Two casters, both possessing the same Formal Mastery, may work together on the same Ritual, allowing up to a two-step shift but the time is only halved once (see Assistant Caster in the Formal Magic section). Note, this is the only benefit granted if both the primary and assistant caster possess the same Formal Mastery.

Further, should a Scholar who possesses Formal Masteries may, once per event - when a Failure has been pulled on a Ritual utilizing that Mastery - immediately convert that Failure into an Alteration. This ability may never be used to detrimentally affect a Player Character or any sort of PvP (i.e. cannot be used with Destruction Mastery on a Soul Destroy Ritual or destroying Wards on cabins containing PCs, Cursing Mastery to Formal Curse a PC, etc.)

Note: The Formal Mastery Skills stack with the benefits of special Scrolls and/or circles. For example, if a Character had a 1/2 time Enchant Item Scroll and Enchantment Mastery, they could use both the benefit from the Scroll and the benefit from their Enchantment Mastery.

Special: A Character may only possess Formal Mastery in their primary Column, however, should they at some point learn 9th level formal in both realms of magic, their Masteries will extend to both.

Special: In order to learn any of the below Skills, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill (see note for the Destruction Mastery Skill). The teacher of this Skill may require additional tasks in order to learn this. Formal Masteries may not be taught by Characters.

### Alteration Mastery

Alteration Mastery allows the Formal Magic caster to halve the casting time of any Alteration Ritual they perform. This Skill also allows them to make a one step shift with any Alteration Ritual they participate in.

### Binding Mastery

Binding Mastery allows the Formal Magic caster to halve the casting time of any Binding Ritual they perform. This Skill also allows them to make a one step shift with any Binding Ritual they participate in.

### Construct Mastery

Construct Mastery allows the Formal Magic caster to halve the casting time of any Construct creation Ritual they perform. This Skill also allows them to make a one step shift with any Construct Ritual they participate in as well as grant the created construct +20% Body.

### Cursing Mastery

Cursing Mastery allows the Formal Magic caster to halve the casting time of any Cursing Ritual they perform. This Skill also allows them to make a one step shift with any Cursing Ritual they participate in.

### Destruction Mastery

Destruction Mastery allows the Formal Magic caster to halve the casting time of any Destruction Ritual they perform. This Skill also allows them to make a one step shift with any Destruction Ritual they participate in.

Note: The Destruction Mastery Skill is not taught in any Guild, University, College, or Academy and the means in which to learn it must be found in-play.

### Enchantment Mastery

Enchantment Mastery allows the Formal Magic caster to halve the casting time of any Enchantment Ritual they perform. This Skill also allows them to make a one step shift with any Enchantment Ritual they participate in.

### Identification Mastery

Identification Mastery allows the Formal Magic caster to halve the casting time of any Identification Ritual they perform. This Skill also allows them to make a one step shift with any Identification Ritual they participate in.

### Necromantic Mastery

Necromantic Mastery allows the Formal Magic caster to halve the casting time of any Necromantic Ritual they perform. This Skill also allows them to make a one step shift with any Necromantic Ritual they participate in as well as grant the created Undead +20% Body.

### Summoning Mastery

Summoning Mastery allows the Formal Magic caster to halve the casting time of any Summoning Ritual they perform. This Skill also allows them to make a one step shift with any Summoning Ritual they participate in as well as grant the summoned creature +20% Body.

### Transformation Mastery

Transformation Mastery allows the Formal Magic caster to halve the casting time of any Transformation Ritual they perform. This Skill also allows them to make a one step shift with any Transformation Ritual they participate in.

### Magic Spell Slot—Celestial *            Prerequisite(s): Read Magic

This Skill allows the casting of Celestial spells from memory. See the section on "Spell Slots" at the beginning of the "Magic Skills" section.

### Magic Spell Slot—Earth *            Prerequisite(s): Healing Arts

This Skill allows the casting of Earth spells from memory. See the section on Spell Slots at the beginning of the Magic Skills section.

## ABILITIES

Listed below are some of the special class, race, and Spell Column specialty-granted abilities available to the Characters of Shadowmoor which include Resists as well as other abilities. Please note that Resists may never be used when a Character is not conscious to use them; i.e., A Healer with the Resist Chaos/Necromancy Skill may not Resist a Create Undead (N,7) spell thrown on their corpse.

| Animal Empathy | Prerequisite(s): Druid, Wild Elf, Faerie, Dark Faerie |
|---|---|

Animal Empathy is not a Skill but an ability of the Primal Elf, Faerie, Dark Faerie, Druid specialist. This makes all woodland creatures treat the Character as a friend—they will not attack the Character unless provoked or attacked. This does not, however, allow the Character to communicate with them.

| Iron Grasp * | Prerequisite(s): Warrior, +2 Proficiency |
|---|---|

The Iron Grasp Skill allows the warrior to Resist the effects of disarming magics [Disarm (C/E,1) once per time this Skill is purchased.

| Resist Charm * | Prerequisite(s): Any Elf or Unseelie Fae, Gloomkin Hermit |
|---|---|

The Resist Charm Skill allows a Character to Resist any charm spell/ability, Potion, or Poison as many times per day as they have purchased the Skill. This includes, but is not limited to: Influence, Supercharm, Vampyric Dominate, and Friendship (C/EG/D/H,7).

If a Character with this Skill is hit with one of the aforementioned, they should say "Resist" if they wish to Resist the spell, Gas, or Poison. One can also pretend to be charmed and say "Resist" at a later time.

| Resist Charm/Charm Break * | Prerequisite(s): Sylvan Fae |
|---|---|

The Resist Charm/Charm Break Skill allows a Character to Resist any charm spell/ability, Potion, or Poison as many times per day as they have purchased the Skill. This includes, but is not limited to: Influence, Supercharm, Vampyric Dominate, and Friendship (C/EG/D/H,7).

If a Character with this Skill is hit with one of the aforementioned, they should say "Resist" if they wish to Resist the spell, Gas, or Poison. One can also pretend to be Charmed and say "Resist" at a later time.

This Skill also allows a Character to break a charm on another Character. The Character with this Skill must talk with the charmed Character for 15 seconds undisturbed, at which time, the Character breaking the Charm takes one Body Point of damage and the charmed Character is no longer Charmed.

| Resist Confining * | Prerequisite(s): Confinist |
|---|---|

The Resist Confining Skill allows a spellcaster that has specialized their Celestial Column as a Confinist to Resist any confining spell or effect, as many times per day as they have purchased the Skill. This includes, but is not limited to the following spells and abilities: Bind (CG/CO/EG/D/H,5), Entangle (D,3), Entangle tagline (but not the damage), Imprison (CO,8), Physical Bind, Physical Web, Stone Web, Trap (CG/CO/E,3), Web (CG/CO,6), and mundane constraints. Of these, only mundane constraints may be Resisted after the Confinist has been constrained – all other effects must be immediately.

This Skill may first be purchased once upon learning a 6th level Confinist spell slot, again when learning their first 9th level Confinist spell slot, and finally again when a four-Column of Confinist spells has been achieved. This Skill can be purchased a maximum of three (3) times.

If a Character with this Skill is hit with one of the aforementioned spells, they should say "Resist" immediately if they wish to Resist the spell or effect (other than effect mentioned above).

| Resist Disease * | Prerequisite(s): Dwarf (Amrothi), Dwarf (Mountain), Gloomkin Scrapper, Hobling, or Wilder |
|---|---|

The Resist Disease Skill allows a Character to Resist any disease spell or effect as many times per day as they have purchased the Skill.

This includes, but is not limited to the following spells and abilities, Cause Disease (EG/D,3), Cure Disease (EG/D,3), Inflict Disease (N,3), and the Disease tagline and effect.

If a Character with this Skill is hit with one of the aforementioned, they should say "Resist" immediately if they wish to Resist the spell or effect.

| Resist Elemental * | Prerequisite(s): Elementalist |
|---|---|

The Resist Elemental Skill allows a spellcaster that has specialized their Celestial Column as an Elementalist to Resist any Elemental spell or effect, as many times per day as they have purchased the Skill. This includes, but is not limited to the following spells and abilities: all Elemental direct damage battle magic spells, packet-delivered Elemental damage, radius Elemental attacks, and to negate the effect of any Elemental tagline (but not the damage).

Note that Acid attacks of any sort may not be Resisted with this Skill unless the attack is part of a direct damage, unique battle magic spell (e.g., Elemental Blast – Acid, Elemental Arrow – Acid, Elemental Dart – Acid). Elemental Strikes and other radius-effect Acid effects may not be Resisted (unless it is a battle-magic spell). Other unique Elemental spells may also be Resisted with this Skill (i.e., Elemental Blast – Chaos, Elemental Blast – Death, etc).

This Skill may first be purchased once upon learning a 6th level Elementalist spell slot, again when learning their first 9th level Elementalist spell slot, and finally again when a four-Column of Elementalist spells has been achieved. This Skill can be purchased a maximum of three (3) times.

If a Character with this Skill is hit with one of the aforementioned spells, attacks, or effects, they should say "Resist" immediately if they wish to Resist the spell.

| Resist Emotion * | Prerequisite(s): Stone Elf |
|---|---|

The Resist Emotion Skill allows a Character to Resist any emotion-based attack as many times per day as they have purchased the Skill. This includes, but is not restricted to: the emotions of Fear (E,3), Terror (monster attack), and Berserk, Influence, Supercharm, Vampyric Dominate, Friendship (E,7).

If a Character with this Skill is hit with a Gas or spell, or ingests a Poison or Potion which provokes an emotional response, they should say "Resist" if they wish to Resist the Gas, Poison, Potion or spell. They can also pretend to be affected by the Gas, Poison, Potion or spell and say "Resist" at a later time.

## Resist Healing/Curing *                                    Prerequisite(s): Necromancers

The Resist Healing/Curing Skill allows a Character to Resist any Healing or Curing spell, as many times per day as they have purchased the Skill. This includes all Healing and Curing-based spells, but does not include the Life (EG/D,9) or Revive (H,9) spells.

This Skill may first be purchased once upon learning a 6th level Necromancer spell slot, again when learning their first 9th level Necromancer spell slot, and finally again when a four-Column of Necromancer spells has been achieved. This Skill can be purchased a maximum of three (3) times.

If a Character with this Skill is hit with one of the aforementioned spells, they should say "Resist" immediately if they wish to Resist the spell.

## Resist Natural Confining *

The Resist Natural Confining Skill allows a Druid to Resist natural confining effects as if they did not exist for them. These effects include, but are not limited to: the Entangle tagline, Physical Web, Physical Bind, and Stone Web. Note, this ability does NOT make the Druid resistant to the Entangle (D,3) spell.

This Skill may first be purchased once upon learning a 6th level Druid spell slot, again when learning their first 9th level Druid spell slot, and finally again when a four-Column of Druid spells has been achieved. This Skill can be purchased a maximum of three (3) times.

## Resist Necromancy/Chaos *                                  Prerequisite(s): Healer, Sodiur

The Resist Necromancy/Chaos Skill allows the Character to Resist any Necromancy or Chaos spell, as many times per day as they have purchased the Skill. This includes all Necromancy and Chaos-based spells, but does not include the Death (EG/D,9) spell.

This Skill may first be purchased once upon learning a 6th level Healer spell slot, again when learning their first 9th level Healer spell slot, and finally again when a four-Column of Healer spells has been achieved. This Skill can be purchased a maximum of three (3) times.

If a Character with this Skill is hit with one of the aforementioned spells, they should say "Resist" immediately if they wish to Resist the spell.

## Resist Sleep *                                    Prerequisite(s): Any Elf or Faerie, Gloomkin Hermit

The Resist Sleep Skill allows a Character to Resist any sleep spell, Potion, or Poison as many times per day as they have purchased the Skill. This includes the spell Trance (C/EG/D/H,5).

If a Character with this Skill is hit with one of the aforementioned, they should say "Resist" if they wish to Resist the spell, Gas, or Poison. They can also pretend to be asleep and say "Resist" at a later time.

| Resist Toxin * | Prerequisite(s): Gloomkin (Scrapper, Haggler) |
| --- | --- |

The Resist Toxin Skill allows a Character to Resist any Toxin-based attack as many times per day as they have purchased the Skill.

If a Character with this Skill is hit with a Gas /Venom or has ingested a Poison, they should say "Resist" if they wish to Resist the Gas or Poison. One can also pretend to be affected by the Gas or Poison and say "Resist" at a later time.

| Soothe Mental Anguish * | Prerequisite(s): Stone Elf |
| --- | --- |

May "see" into the minds of others and soothe the trauma of sorrow and anguish. Does not allow a Stone Elf to read the thoughts of others, only to remove sorrow. Roleplaying Skill only.

| Stregosh Curse * | Prerequisite(s): Stregosh, does not have Stregosh Resist Curse |
| --- | --- |

The Stregosh Curse Skill allows a Character that is a Stregosh to place a limited curse on another Character according to the Stregosh code, available only to Stregosh Characters. A Stregosh who purchases Stregosh Curse may never purchase the Resist Curse Skill option, and vice versa. A Stregosh Curse may only be cast with a Stregosh's dying breath—a rather unfortunate occurrence (Curse activates on the Character directly responsible for the Character's death once the Stregosh dissipates or goes to resurrect).

The curse lasts until the cursed Character dies and is resurrected, or the curse is removed by the Stregosh Bandolier or the Stregosh that cursed them. A Stregosh may not have more than one curse active at one time. If they already have an active curse, then they cannot impose another one.

These curses are on par with the power of Formal Magic and may NOT be Resisted in any way, even curses that mimic other spells.

- **1st** - Cannot lie to any Stregosh.
- **2nd** - Stutter, roleplaying only, does not affect spell-casting.
- **3rd** - Fumble Fingers, will fumble any non-combative item (does not affect combat).
- **4th** - Cannot initiate an attack on any Stregosh.
- **5th** - Disease: Cannot run nor use the Dodge Skill.
- **6th** - Weakness as per the spell Weakness (E,4).
- **7th** - Curse as per the spell Curse (E,8).
- **8th** - Charmed to all Stregosh as per the Friendship (C/EG/D/H,7) spell.
- **9th** - Cursed Character has -2 strength, can't run and has half Body.
- **10th** - Cursed Character will die in one hour and can't be revived.

# Character Mentoring Legacy Skills

For Characters above Level 25, additional options are available for earning a unique type of Build (Legacy Points). The Character (Mentor) takes on a teaching relationship with a lower-level Character (the Apprentice), accelerating the Build progression of the Apprentice through a Character Mentoring system.

The purpose of this system is explicitly to foster IP relationships between players, especially encouraging Players whose Characters are involved with separate groups to interact with one another and build stronger IP connections.

As an incentive for participation, involvement in the program accelerates Build accumulation for Apprentice characters, and opens up unique Skill options for Mentor Characters who have been invested in the game world for an extended period of time. Higher Level Characters who participate in this system receive access to special Legacy Skills only available through Mentoring.

## Mentoring Program Requirements

### For Mentors

Legacy Skills are available exclusively through the Character Mentoring program. The Mentor will receive access to these Skills only by actively participating as an active Mentor at events, and likewise the Apprentice will receive Build only by actively participating with their Mentor.

A Mentor may only take one Apprentice at a time, and the Apprentice's attendance is part of the Mentor's involvement in the Character Mentoring program. Mentors and Apprentices should choose each other wisely.

When a Mentorship ends, the Mentor may take a new Apprentice beginning in the next season.

If the Mentor wishes to drop or change their Apprentice, or if the Apprentice fails to attend events, the Mentor may formally cease teaching them by communicating this information via their Check-Out envelope. The following event, the Mentor may formally begin teaching another Apprentice by communicating this information via their Check-Out envelope. This means a Mentor forfeits 2 events of Legacy Skill points for changing Apprentices during a season.

### For Apprentices

The Apprentice may only have one Mentor ever. The longest that the Mentor-Apprentice Relationship can last is approximately two seasons. (A season runs 8 events from March-November in a single calendar year. This calculation will be adjusted appropriately by Logistics if a Mentorship starts later in a season, so all participants can take full advantage of the program.)

When one Mentorship ends, the Apprentice can never be part of another Mentor-Apprentice Relationship.

## For Both

The Apprentice must be less than half the level of the Mentor at the beginning of the season to receive the benefit of this relationship. For example, a 26th Level Character could take an Apprentice of 13th Level or below. A 45th Level Character could take an Apprentice of 22nd Level or below.

Both Mentor and Apprentice must be in attendance at an event where Build is donated by the Mentor. (If the Player of either of these Characters is in attendance at an event but is playing a different Character, no Build may be donated and no Legacy Points earned.)

Mentors and Apprentices must make an actual effort to interact In-Play during the event. This Program is fundamentally about encouraging roleplay and relationships, not just earning points on a Character Sheet!

## Earning and Spending Legacy Points

During a season in which they have taken an Apprentice, the Mentor may donate their Build Blanket (2 Build) to the Apprentice to assist in their training. For every 2 Build that the Mentor donates, they will receive 2 Legacy points with which to buy Legacy Skills.

The Mentor will receive and spend Legacy Points twice per year: once at the July break, and once at the End of Year break.

## Exiting the Legacy Skill System

If a Player no longer wishes to have their Character participate in the Legacy Skill system, encounters difficulty meaningfully participating as a Mentor, or has another issue requiring them to give up any Legacy Skills or Legacy Skill Points they have accumulated, they will not be penalized for being removed from the Legacy Skill Tier tree. The Character in question will be refunded any and all Build that has been sacrificed for Legacy Skills. (Basically, if for any reason Legacy Skills aren't working out, the Character will receive their Build back and lose nothing. However, that Character may never again be a part of the Legacy Skill system.) If this occurs, past or present Apprentices will not have any negative consequences or lose Build earned as part of the Mentorship program.

## Legacy Tier System

The Legacy Tier System details the abilities on which Legacy Points may be spent.

Legacy Skills are purchased in a Pyramidal format. There are three Tiers to the system. The higher the Tier of a Legacy Skill, the stronger the Skill will be.

A Character must purchase a total of two Tier One Legacy Skills before purchasing their first Tier Two Legacy Skill. Once the Character has three Tier One Skills and two Tier Two Skills, they may purchase one Tier Three Skill.

The limits on Legacy Skills are as follows: three (3) Tier One Skills, two (2) Tier Two Skills, one (1)Tier Three Skills. No Character may ever possess more of these Skills than the Tier limit.

| Legacy Skill Tier | Legacy Point Cost | Purchase Progression |
|:---:|:---:|:---:|
| Tier One | 8 | * * * |
| Tier Two | 16 | * * |
| Tier Three | 24 | * |

## Character Respends and Legacy Skills

Legacy Skills and unspent Legacy Skill Points may carry over to a Character who Respends through a Character Sacrifice or Character Retraining, <u>if</u> the Character already possesses those Legacy Skills or Legacy Skill Points. Changing Legacy Skill selections as part of either of these activities is permitted in order to align the Skills with the new class, but must still follow all other rules of Legacy Skill purchase and progression.

## 401k and Legacy Skills

Neither Legacy Skills nor Legacy Points apply to a Character created as part of a 401k.

# Legacy Skills

Legacy Skills are divided into General, Warrior, Templar, Rogue and Scholar categories.

Unlike regular Skills, Legacy Skills are thematically designed to be more useful in large group "PvE" situations rather than PvP (although some have obvious PvP uses as well).

**Cumulative vs. Progressive**: Legacy Skills are cumulative unless stated otherwise. When purchasing Tiers of Cumulative Skills, individual Tiers can be purchased without having to purchase a lower Tier. If the Character purchases multiple Tiers, the benefits of each Tier are added to the benefits from any other Tiers they possess. Progressive Skills, by contrast, require purchase of a lower level Tier in a specific Legacy Skill Tree before purchasing a higher level Legacy Skill Tier in that same tree, and each Tier's effects apply individually as stated in the Skill.

For all weapon-based Legacy Skills, change the standard Skill effect from "Number of Swings" to "Combat against one foe". This means the Character will gain the benefit of the Legacy Skill against one singular Foe until either it or the Legacy Skill user is incapacitated.

Legacy Skills are powerful and have unusual effects that interact with normal game rules in unique ways. Players utilizing Legacy Skills are expected to follow the spirit of the rules as written and strive for balance, not exploit a presumed loophole for personal advantage. If a marshaling or usage question regarding a Legacy Skill arises during play, the Player(s) should ask Game Management for a ruling before acting on an assumption of questionable benefit from the Legacy Skill.

> Example:
>
> A Character has an item that grants a Resist Metabolic per event. That Character could not then apply the Extra Skill Use to add additional Resist Metabolic uses.

> Even though the rules do not explicitly state this is not a valid combination in every instance, this is obviously not the spirit of how the Legacy Skill rule is written.

## Hex

The term "Hex" is used as part of the Legacy Skill system to describe a Skill that causes weapons wielded by the Character to deal double damage against certain creature types. It is a property of the Character and not the weapon. This doubling is calculated by the wielder of the weapon, not the target, and caps out at 20. The only values that may be doubled come from the following sources; Base Weapon damage, Racial or Purchased Strength bonuses, Damage Aura (Formal Magic effect), Weapon Proficiencies and Backstabs. Any extra Damage bonuses from spells, production, or other effects must be added <u>after</u> the doubled Hex value is calculated.

> Example:
>
> Choptimus Prime has purchased the Stalker Legacy Skill versus Undead. He is Templar who usually calls "8 Normal" vs. his Undead target - with the Stalker Skill, Choptimus Prime could call "16 Normal". However, if Choptimus would normally call "12 Normal" vs. an Undead target, doubling the damage would limit him to a max of calling "20 Normal" vs. the Undead.
>
> Choptimus could activate the Stalker Skill more than one time, depending on how many times he has purchased the Skill.

## General Legacy Skills

General Legacy Skills are available to all classes, except as noted in Prerequisites.

| Elemental Blooded | Progressive |
|---|---|

Character can Resist Fire/Ice/Lightning tagline attacks. Element must be chosen at the time this Skill is first purchased.

- Tier One: Two (2) times per event, Resist Fire or Ice or Lightning
- Tier Two: Four (4) times per event, Resist Fire or Ice or Lightning
- Tier Three: Half Damage vs. one type (Fire/Ice/Lightning) of Elemental Damage

| Extra Skill Use | Cumulative |
|---|---|

Character may choose which Skill is duplicated, as needed, with the caveats below.

Extra Skill Use can ONLY be used on Skills that a Character has purchased with Build. Does not apply in any way to Skills granted by Magic Items, Attunements, other Legacy Skills, or Skills gained through being granted by some other supernatural force not attached to spending Build.

Note: Use of the Dodge or Fatal Blow as Extra Skill Use requires two uses. Therefore this cannot be used at Tier One for Dodge or Fatal Blow.

- Tier One: One (1) extra Skill use per game day (not Dodge or Fatal Blow)
- Tier Two: Two (2) extra Skill uses per game day
- Tier Three: Three (3) extra Skill uses uses per game day

| Improved Body | Cumulative |
|---|---|

Grants additional Body to Character. This Body allows the Character to go above normal Race and Class maximums.

- Tier One: +10 Body
- Tier Two: +25 Body
- Tier Three: +40 Body

| Magic Adept | Progressive |
|---|---|

Grants Character the ability to use limited Enchants and Expands from a Generalist school of magic they do not already possess. School of magic must be chosen at the time this Skill is first purchased.

- Tier One: Can use Enchants or Expands from one (1) Generalist School of Magic up to 3rd Level
- Tier Two: Can use Enchants or Expands from one (1) Generalist School of Magic up to 6th Level
- Tier Three: Can use Enchants or Expands from one (1) Generalist School of Magic up to 9th Level

| Magic Blood | Progressive |
|---|---|

Grants Character the ability to Resist chosen Generalist spells. Spell must be chosen at time of purchase for each Tier.

- Tier One: Resist One Generalist Earth or Celestial spell (4th level or lower) once per event.
- Tier Two: Resist One Generalist Earth or Celestial spell (6th level or lower) once per event. If Tier One is purchased, gain one (1) additional Resist of the spell chosen for Tier One.
- Tier Three -- Resist One Generalist Earth or Celestial spell (8th level or lower) once per event. If Tier One is purchased, gain one (1) additional Resist of the spell chosen for Tier One. If Tier Two is purchased, gain one (1) additional Resist of the spell chosen for Tier Two.

| Master Craftsman | Cumulative |
|---|---|
| | Prerequisites: Any Master Craft Skill (Armorer, Weaponsmith, Jeweler, Chef, Vintner, etc.) |

Grants Character additional uses of Master Craft Skills, and additional benefits to some forms of crafting. The Master Craft Skill must be chosen at time of purchase and applies to all other Tiers purchased thereafter.

- Tier One: One (1) extra use of Master Skill. Items produced with this Skill have an additional 10% formal space, if applicable.
- Tier Two: Two (2) extra uses of Master Skill. Items produced with this Skill have an additional 10% formal space, if applicable.
- Tier Three: Three (3) extra uses of Master Skill. Items produced with this Skill have an additional 10% formal space, if applicable.

Note: This is not purchaseable for the duration of the crafting playtest. See crafting playtest for more details.

| Snake Blooded | Cumulative |
|---|---|

Allows Character to Resist limited amounts of Venom and Toxin attacks per event.

- Tier One: Two (2) Resist Venom per event
- Tier Two: Two (2) Resist Venom per event, one (1) Resist Toxin per event
- Tier Three: Two (2) Resist Venom per event, one (1) Resist Toxin per event

| Stalker | Cumulative |
|---|---|
| | Prerequisite: Any Combat Lore |

Character gains Hex (double damage up to 20) for one Combat for which they have a Combat Lore Skill.

- Tier One: Two (2) uses per event
- Tier Two: Four (4) uses per event
- Tier Three: Six (6) uses per event

| Touched by the Grave | Progressive |
|---|---|
| | Special: Must be purchased in order and only once ever per Tier |

Note: Use of this Skill allows the Character to Resist taglines, venoms, gazes and/or special attacks made by Undead. However, this does not allow the Character to resist spells.

- Tier One: Two (2) Resist Undead tagline per event
- Tier Two: Four (4) Resist Undead tagline per event, one (1) Resist Necromancy per event
- Tier Three: Six (6) Resist Undead tagline per event, two (2) Resist Necromancy per event, cannot be affected by Create Undead or Create Ghoul spells

# Warrior Legacy Skills

| Blockade | Cumulative |
|---|---|

Character can use the Shield Parry Skill as a Fatal Shield Parry.

- Tier One: One (1) use per event
- Tier Two: Two (2) uses per event
- Tier Three: Three (3) uses per event

| Construct Fortification | Progressive<br><br>Prerequisites: Any Permanent Strength bonus (Innate Race/Build purchase/Legacy purchase) |
|---|---|

When Character is breaking (but not snapping) Confining, they do so at a bonus.

- Tier One: (There is no Tier One for this skill)
- Tier Two:Break confining as if Strength were two (2) points higher
- Tier Three: Break confining as if Strength were four (4) points higher. This Tier supersedes and takes the place of Tier Two.

| Dual Blade | Cumulative<br><br>Prerequisites: any Weapon Proficiency, any Combat Lore |
|---|---|

Character can use Weapon Proficiencies in both hands (at the same time) versus one creature for which the Character possesses a Combat Lore.

- Tier One: Two (2) uses per event
- Tier Two: Four (4) uses per event
- Tier Three: Six (6) uses per event

| Eldritch Shield | Progressive<br><br>Prerequisite: Shield Parry |
|---|---|

Character may use a Shield Parry to stop an incoming spell. Must state "Shield Parry - <Tier-Specific Effect>" to indicate use. This operates as per the Dodge Skill, in that the Character must have a break in combat to mark the used Skill off their sheet before they can use this Skill again.

- Tier One: Once per event, Shield Parry stops a 6th level or lower spell, as per a Reflect. Activation verbal: "Shield Parry - Reflect"

- Tier Two: Once per event, Shield Parry stops an 8th level or lower spell, as per Defend. Activation verbal: "Shield Parry - Defend". If Eldritch Shield is also purchased at Tier One, then gain one additional use of the Tier One Skill.
- Tier Three: Once per event, Shield Parry stops a Death, Doom, Imbue Death or Life (if applicable), as per Spirit Armor. Activation verbal: "Shield Parry - SpiritArmor". If Eldritch Shield is also purchased at Tier One, then gain one additional use of the Tier One Skill. If Eldritch Shield is also purchased at Tier Two, then gain one additional use of the Tier Two Skill.

| Large and In Charge | Cumulative |
| --- | --- |

Character gains a permanent Strength bonus. This bonus allows the Character to exceed the +5 Enhanced Strength limit, and will allow a Character without Enhanced Strength to gain bonus Strength. Purchase of this Legacy Skill by a Character who does not otherwise have normal Enhanced Strength (as per the standard Skill) will NOT impose limitations on purchase of Read/Write, etc.

- Tier One: (There is no Tier One for this Skill)
- Tier Two: Gain +1 Permanent Strength
- Tier Three: Gain additional +1 Permanent Strength

| Powerful Strikes | Cumulative |
| --- | --- |

When first learning this Skill, Character must choose one of the following weapon/tagline combinations: Massive tagline (Two-Handed Weapons) or Body tagline (One-Handed Weapons). Powerful Strikes applies only to the weapon type chosen, and chosen weapon type does not change when purchasing at other Tiers. Powerful Strikes applies the tagline to numerical damage only. Once activated, the Skill lasts for the next Combat against one Foe.

- Tier One: One (1) use per event
- Tier Two: Two (2) uses per event
- Tier Three: Three (3) uses per event

| Rally the Troops | Cumulative |
| --- | --- |
| | Prerequisite: any Combat Lore |

Character may share their Combat Lore with selected allies to grant them bonus damage versus a Creature Type for one Combat. Character must possess the Combat Lore they wish to share with allies, and may only grant bonus damage for that Combat Lore's creature type. This bonus damage does not stack if the ally receiving the bonus already has that Combat Lore. This bonus is meant to simulate the charisma and guidance of the Character granting the bonus, so Character and allies must all be fighting together in the same combat area. This bonus acts as a normal Combat Lore for the character using it, and is therefore limited to the maximum of all other combat bonuses from other sources.

- Tier One: Once per event, grant up to three (3) allies +2 damage versus one Creature Type for one Combat while fighting together.

- Tier Two: Once per event, grant up to four (4) allies +3 damage versus one Creature Type for one Combat while fighting together.
- Tier Three: Once per event, grant up to five (5) allies +5 damage versus one Creature Type for One Combat while fighting together

| Whirlwind Attack | Cumulative |
| --- | --- |
| | Prerequisite: Critical Slay |

The Character must plant one foot and activate "Critical Slay - Whirlwind". Critical Slay must come from natural ability, not an item or other effect.

A Character's Critical Slays are able to be used on multiple targets until any one of the following criteria are met. One minute expires (the length of an 'active' Critical Slay); the Character moves their planted foot; a Critical Slay is blocked by a Critical Parry or Critical Shield Parry; the Critical Slay is negated by a Spirit Armor.

- Tier One: One (1) use per event
- Tier Two: Two (2) uses per event
- Tier Three: Three (3) uses per event

## Templar Legacy Skills

| Battleborn | Cumulative |
| --- | --- |

Character may learn limited Warrior Legacy Skills.

Note: Once a Character learns any Battleborn Legacy Skill, they cannot then learn any Mageborn Legacy Skill

- Tier One: Learn a Tier One Warrior Legacy Skill
- Tier Two: Learn a Tier Two Warrior Legacy Skill
- Tier Three: (There is no Tier Three for this Skill)

| Eldritch Armor | Cumulative |
| --- | --- |

Character may sacrifice the use of a memorized spell in exchange for additional Armor. Spell must come from memory and not a focus, item, or other non-memory source. One use of Eldritch Armor grants a base of 20 extra Armor, plus 5 points of additional Armor for every Level of the sacrificed spell. Extra Armor is personal (cannot be granted to other Characters). Extra Armor allows the Character's Armor total to exceed Class Maximum, and stacks with existing magical and physical Armor.

- Tier One: Two (2) uses per event
- Tier Two: Four (4) uses per event
- Tier Three: Six (6) uses per event

## Eldritch Strike
Cumulative

Character may sacrifice a spell to gain bonus damage equal to the level of the sacrificed spell for one Combat against one Target. This effect stacks with spells like Elemental Blade, Storm Blade, Vorpal Coatings and/or Strength-enhancing spells.

- Tier One: Two (2) uses per event
- Tier Two: Four (4) uses per event
- Tier Three: Six (6) uses per event

## Elemental Strike
Cumulative

Grants Character a pool of Elemental damage (Fire, Ice, or Lightning) that the Character can draw upon for the entire event. Character must choose the type of damage to be used for the event at Check-In and mark on their daily cards (same value each game day). Damage from the pool must be thrown as 5s, 10s or 20s.

- Tier One: Pool of seventy-five (75) points of Elemental damage
- Tier Two: Pool of one hundred fifty (150 points of Elemental damage
- Tier Three: Pool of three hundred (300) points of Elemental damage

## Innate Spell Strike
Cumulative

Character may channel a memorized spell through a weapon strike. Character can choose which spell to channel at time of use. Spell must be from memory and not a focus, item, or other non-memory source.

- Tier One: Once per event, channel one (1) 5th level or lower spell as a Spell Strike.
- Tier Two: Once per event, channel one (1) 7th level or lower spell as a Spell Strike. If also purchased at Tier One, gain one additional use of Tier One Skill.
- Tier Three: Once per event, channel one (1) 9th level or lower spell as a Spell Strike. If also purchased at Tier One, gain one additional use of Tier One Skill. If also purchased at Tier Two, gain one additional use of Tier Two Skill.

## Mageborn
Cumulative

Character may learn limited Scholar Legacy Skills.

Note: Once a Character learns any Mageborn Legacy Skill, they cannot then learn any Battleborn Legacy Skill

- Tier One: Learn a Tier One Scholar Legacy Skill
- Tier Two: Learn a Tier Two Scholar Legacy Skill
- Tier Three: (There is no Tier Three for this Skill)

# Rogue Legacy Skills

| Death Dealer | Cumulative |
|---|---|

Character may double the damage of one Assassinate attempt, calling "Assassinate Double – Death Dealer" with one strike.

Note: This Skill may only be purchased once per Tier Level.

- Tier One: One (1) use per event
- Tier Two: One (1) use per event
- Tier Three: Two (2) uses per event

| Eldritch Initiate (Rogue) | Progressive |
|---|---|

Character may exercise limited battle magic to sacrifice memorized spells for use of a lower-level spells on the fly. Sacrificed spell must come from memory and not a focus, item, or other non-memory source. Spells cast using this Skill must belong to the same school (Earth or Celestial, etc.) and specialty as the spell sacrificed. Lower-level spell used must be on the Character's Spell Column, but does not have to have been memorized for that event.

- Tier One: (There is no Tier One for this Skill)
- Tier Two: Once per event, may sacrifice any higher-level memorized spell to cast a 3rd level spell or lower
- Tier Three: Once per event, may sacrifice any higher-level memorized spell to cast a 6th level spell or lower

| Expert Tactician | Progressive |
|---|---|
| | Prerequisite: Backstab, any Combat Lore |

Character may share their Backstab expertise with selected allies to grant them bonus Backstab damage versus a Creature Type for which the Character possesses a Combat Lore, for one Combat. Backstabs must be delivered in legal fashion by all allies. Character must possess the Combat Lore for the creature type against which they want to share a Backstab bonus, and may only grant bonus damage for that Combat Lore's creature type. This bonus damage does not stack if the ally receiving the bonus already has Backstab damage - however, if the bonus granted by this Legacy Skill is higher, the ally would use that bonus instead. This bonus is meant to simulate the charisma and guidance of the Character granting the bonus, so Character and allies must all be fighting together in the same combat area.

- Tier One: Once per event, grant up to two (2) allies a bonus of ¼ of Character's Backstab Damage for one Combat while fighting together.
- Tier Two: Twice per event, grant up to three (3) allies a bonus of ⅓ of Character's Backstab Damage for one Combat while fighting together.

- Tier Three: Three times per event, grant up to five (5) allies a bonus of ½ of Character's Backstab Damage for one Combat while fighting together.

| Flying Blades | Cumulative |
|---|---|
| | Prerequisite: Ranged Weapon Skill (Bow, Thrown Weapon, etc.) |

Character may use Backstab and/or Assassinates with Missile or Thrown Weapons.

Note: Attacks MUST still qualify for Backstab or Assassinate (attack must be delivered from behind, although hitting specific target areas such as "between shoulders" is not required, as this is difficult to safely manage in ranged combat).

- Tier One: Twice per event, add Backstab Damage for one Combat using Thrown or Missile weapon attacks.
- Tier Two: Once per event, may call "Assassinate" with Thrown or Missile weapon attack. Character receives two (2) additional uses of Thrown/Missile Backstab per event.
- Tier Three – Two times per event, may call "Assassinate" with Thrown or Missile weapon attack. Backstab damage applies to all Thrown or Missile weapon attacks.

| Innate Spell Strike | Cumulative |
|---|---|

As per Templar Innate Spell Strike Skill. However, Rogues do <u>not</u> receive access to a Tier One option.

| Medusa's Touch | Cumulative |
|---|---|

Character may change any two of the same Ingested Poisons into a Venom (with restrictions below). The two Poisons must both be the same, and this process requires a vial for each Poison. Processing the Ingested Poisons takes one (1) minute to drink and transform into a Venom which is ready to spit.

The following Ingested Poisons are not allowed to be used in conjunction with this Skill: Hallucinoid, Forget-It-Well, Forget-Me-Not.

The following Ingested Poisons require two uses of this Skill, and a total of four vials, to use: Instant Death, Berserk

Character may only have one (1) Venom "processed & ready" at one time. Any form of incapacitation causes the Character to 'lose' the 'ready' Venom, as it is instead absorbed harmlessly into their body.

- Tier One: Two (2) uses per event
- Tier Two: Four (4) uses per event
- Tier Three: Six (6) uses per event

| Production Master | Progressive |
|---|---|
| | Prerequisite: Master Alchemist or Poisoner |

Use of this Skill increases the Character's available production points per day, and at higher tiers provides one additional Mastery production uses. Character must choose one type of Mastery per purchase of this Legacy Skill. (To purchase a Tier for both Alchemist and Poisoner, that Tier must be purchased once for each type of production.)

- Tier One: +5 production points per day, and below option for the production type chosen
    - Alchemy: Once per day upon coating a weapon, Vorpal Coating is tripled for a Combat against one (1) target.
    - Poison: Character may produce one (1) additional Blade Venom per day
- Tier Two: +10 production points per day, and below option for the production type chosen
    - Alchemy: Once per day upon coating a weapon, Vorpal Coating lasts twice as long (i.e., is potent against two separate targets). This may stack on a weapon with the triple effect from Tier One, but the Character must apply two separate Vorpal Coatings to the weapon (one per effect).
    - Poison: All Blade Venoms applied by a Character with this Tier in Production Master lasts for six (6) swings
- Tier Three: +20 production points per day, and below option for the production type chosen
    - Alchemy: Character may produce one (1) 50 Acid per event (usable only by creator)
    - Poison: Character may produce one (1) Instant Death gas per event (usable only by creator, expires at end of event)

| Uncanny Defense | Cumulative |
|---|---|

Character may break the Dodge rule, allowing them to use the Dodge Skill more than once per Combat.

Note: May only purchase this Skill once per Tier.

- Tier One: Once per event, may use two (2) Dodges during one Combat
- Tier Two: Once per event, may use one (1) additional Dodge per Combat
- Tier Three: (There is no Tier Three for this Skill)

## Scholar Legacy Skills

| Chain Spell | Progressive |
|---|---|

Allows Character to cast a single spell at multiple targets. The spell must be chosen at the time this Skill is purchased at each Tier.

Note: All Chained Spells must be thrown within 3 seconds of each other, or the Chained Spell stops.

- Tier One: Once per event, cast chosen spell of 4th level or less at three (3) different targets and only expend one memorized spell.

- Tier Two: Once per event, cast chosen spell of 6th level or less at three (3) different targets and only expend one memorized spell. If also purchased at Tier One, gain one additional use of Tier One Skill.
- Tier Three: Once per event, cast chosen spell of 8th level or less at three (3) different targets and only expend one memorized spell. If also purchased at Tier One, gain one additional use of Tier One Skill. If also purchased at Tier Two, gain one additional use of Tier Two Skill.

| Eldritch Initiate (Scholar) | Progressive |
| --- | --- |

Character may exercise limited battle magic to sacrifice memorized spells for use of a lower-level spells on the fly. Sacrificed spell must come from memory and not a focus, item, or other non-memory source. Spells cast using this Skill must belong to the same school (Earth or Celestial, etc.) and specialty as the spell sacrificed. Lower-level spell used must be on the Character's Spell Column, but does not have to have been memorized for that event.

- Tier One: Once per event, may sacrifice any higher-level memorized spell to cast a 3rd level spell or lower
- Tier Two: Once per event, may sacrifice any higher-level memorized spell to cast a 6th level spell or lower. If also purchased at Tier One, gain one additional use of Tier One Skill.
- Tier Three: Once per event, may sacrifice any higher-level memorized spell to cast an 8th level spell or lower. If also purchased at Tier One, gain one additional use of Tier One Skill. If also purchased at Tier Two, gain one additional use of Tier Two Skill.

| Elemental Strike | Cumulative |
| --- | --- |

As per Templar Legacy Skill.

| Forbidden Knowledge | Cumulative |
| --- | --- |

Character may add one use of one spell of the chosen level to their available Spell List, even if that spell is not within their normal spell school. This Skill allows addition of Earth Generalist & Celestial Generalist spells ONLY. Character may cast this spell from or into Enchants and Expands, use Scrolls, etc.

- Tier One: Add one (1) 5th Level Spell or lower to Spell List
- Tier Two: Add one (1) 7th Level Spell or lower to Spell List
- Tier Three: Add one (1) 9th Level Spell or lower to Spell List

| Pierce Spell | Progressive |
| --- | --- |
| | Prerequisite: any Combat Lore |

Allows Character to apply "Pierce" to a spell cast on a creature for which the Character possesses a Combat Lore. Spell must be cast from memory and not a focus, item, or other non-memory source. Spell may be selected at time of casting, as long as it is cast from memory meets the level requirement.

- Tier One: Once per event, apply "Pierce" to a spell of 4th level cast at eligible creature.

- Tier One: Once per event, apply "Pierce" to a spell of 6th level cast at eligible creature. If also purchased at Tier One, gain one additional use of Tier One Skill.
- Tier One: Once per event, apply "Pierce" to a spell of 8th level cast at eligible creature. If also purchased at Tier One, gain one additional use of Tier One Skill. If also purchased at Tier Two, gain one additional use of Tier Two Skill.

| Replicate Spell | Cumulative |
| --- | --- |
| | Prerequisite: any Combat Lore |

Allows Character to replicate the effects of a Resisted spell by instantly casting it again at the same target for which the Character possesses a Combat Lore. If the target of a spell Resists the spell, the Character may announce "Replicate", at which point the spell will affect the target again. The Character may optionally continue to do this if the Replicated spell is Resisted again, and so on until the target is out of Resists and the spell is able to affect them.

- Tier One: Two (2) Replicates per event
- Tier Two: Four (4) Replicates per event
- Tier Three: Six (6) Replicates per event

# Warrior Skill Trees

## Warrior Skill Trees Overview

- **Damage Dealer (Strong)** - The Damage Dealer specializes in punishing their enemies with devastating attacks culminating in the ability to call the Massive tagline.

- **Finesse (Quick)** - The Finesse Warrior values mobility and precision. Being able to control the opponent by bouncing in and out of reach during combat is the Finesse Warrior's bread and butter.

- **Damage Mitigation (Cunning)** - The Damage Mitigation Warrior is also known as the sword-and-board fighter. The Damage Mitigation Warrior learns to use their shield to the extent that they can even use it to stop spells.

- **Fortitude (Tough)** - The Fortitude Warrior takes a beating and then just keeps going. They don't give up, they don't quit, they shrug off horrible wounds and just keep fighting.

## Warrior Skill Tree Progression

The Warrior Skill Trees are broken down into three Tiers of abilities that Characters will be able to purchase every five (5) levels. A Character must have at least one more Tier of a lower Tier than they intend to purchase in the next Tier before they can purchase a new higher Tier Skill (for example, must possess two Tier 1 Skills before purchasing first Tier 2 Skill). When a Warrior reaches the capstone Skill, they will have 6 Skills that enhance and optimize their playstyle.

| Tiers | Number of Skills |
|---|---|
| One | @@@ |
| Two | @@ |
| Three | @ |

| Level | Tier | Cost (Build) |
|---|---|---|
| 5 | One | 5 |
| 10 | One | 5 |
| 15 | Two | 10 |
| 20 | One | 5 |
| 25 | Two | 10 |
| 30 | Three | 20 |

# Warrior Skill Tree Descriptions

NOTE: For all skills below, the Warrior must be conscious to activate the skill.

NOTE: *Skill Strike* - works EXACTLY like a Spell Strike of the same name and spell level. So striking an opponent and activating a Skill Strike, the Warrior will announce "Skill Strike - Paralyze!" The Skill Strike must simply make contact with the opponent for the Strike to take effect, so even blocking the strike with a weapon or shield does not hinder the Skill Strike. Avoiding the Strike or an appropriate defense (Spell Shield of correct level or Cloak) will stop the Skill Strike from being effective.

NOTE: A Warrior may purchase a lower Tier ability at a higher Tier and receive additional uses of the Skill in return based on the higher Tier. If a Warrior purchases a Tier One ability (Damage Boost <twice per reset>) at Tier Two, the Tier One ability (Damage Dealer) will have an additional four uses per reset.

| Purchased Ability at Higher Tier | Additional Uses |
|---|---|
| Tier One as a Tier Two | Double (x2) the Tier One uses |
| Tier One as a Tier Three | Times four (x4) the Tier One uses |
| Tier Two as a Tier Three | Double (x2) the Tier Two uses |

NOTE: Most abilities may be purchased more than once (exception is Construct Power). When purchased, the number of uses per reset is cumulative. Example: Choptimus Prime purchased Damage Dealer as their first Tier One ability and can use the ability twice per reset. At 10th Level, Choptimus Prime purchases Damage Boost again, they could then use the ability a total of four times per reset.

## Damage Dealer (Strong)

### Tier One

- **Damage Boost (2 per reset)** - Warrior may add 5 to the amount of damage that they call for one Combat.
- **Strength Surge (2 per reset)** - Warrior may activate an innate Greater Endow (E/C,4)on themselves. This effect is self-only and bypasses any active spell shields. Activation: Three-count Strength Surge ('Strength Surge One", "Strength Surge Two", "Strength Surge Three")
- **Skill Strike Fear (2 per reset)** - As per the Fear (E,3) spell.

### Tier Two

- **Skill Strike WitherLimb (2 per reset)** - As per WitherLimb (C/E,7) spell.
- **Construct Power (permanent)** - The innate Strength of the Warrior is considered 2 more than normal for the purposes of breaking (but not snapping) Confining effects. This is cumulative with an Purchased or Racial Enhanced Strength but not any Strength enhancements from spells or attunements. (This Skill may only be purchased once.)

### Tier Three

- **Mighty Blows (once per reset)** - The Warrior is able to deal massive blows against opponents for one Combat. The Warrior may call the Massive tagline while calling numerical taglines only. No special Skills, abilities or spells may be added to the swings during this period of enhanced damage. The Warrior can call the Magic or any material tagline relevant to their weapon (Silver, Gold, etc.) in addition to the Massive tagline.

## Finesse (Quick)

### Tier One

- **Skill Strike Disarm (2 per rest)** - as per Disarm (C/E,1) spell.
- **Skill Strike Trap (2 per reset)** - as per Trap (C,3) spell.
- **Nimble Armor (4 per reset)** - The Warrior may activate an innate Armor (C,2) spell on themself. This effect is self-only and bypasses any active spell shields. Activation: Three-count Nimble Armor ("Nimble Armor One", "Nimble Armor Two", "Nimble Armor Three")

### Tier Two

- **Skill Strike Paralyze (2 per reset)** - as per Paralyze (E,8) spell.
- **Extra Critical Slay (one per reset)** - This Skill must be used offensively.

### Tier Three

- **Dodge (once per reset)**

## Damage Mitigation (Cunning)

### Tier One

- **Spell Shield Parry Reflect (2 per reset)** - As per the Reflect (C,6) spell. This Skill must follow the same restrictions as the use of the normal Shield Parry Skill. All Spell Shield Parry Skills may only be used once per combat (as per the Dodge Skill) and may not be used in conjunction with any other Spell Shield Parry Skills. Activation: "Spell Shield Parry Reflect"
- **Extra Shield Parry (one per reset)**
- **Optimize Armor (4 per reset)** - Warrior may cast an innate Armor (C,2) spell on themself. Activation: Three-count Optimize Armor ("Optimize Armor One", "Optimize Armor Two", "Optimize Armor Three")

### Tier Two

- **Spell Shield Parry Defend(2 per reset)** - As per the Defend (/E,8) spell. This Skill must follow the same restrictions as the use of the normal Shield Parry Skill. All Spell Shield Parry Skills may only be used once per combat (as per the Dodge Skill) and may not be used in conjunction with any other Spell Shield Parry Skills. Activation: "Spell Shield Parry Defend"
- **Extra Fatal Shield Parry (one per reset)**

- **Spell Shield Parry Resist (one per reset)** - Warrior may 'Resist' any ONE effect (including Battle Magic, Toxin or High Sorcery effect) that is packet or strike delivered. This Skill must in all other ways follow the same restrictions as the use of the normal Shield Parry Skill. All Spell Shield Parry Skills may only be used once per combat (as per the Dodge Skill) and may not be used in conjunction with any other Spell Shield Parry Skills. Activation: "Spell Shield Parry Resist"

## Fortitude (Tough)

### Tier One

- **Bonus Body (permanent)** - Warrior adds 10 extra Body to their current total and to their class maximum.
- **Resist Wave/Knockback (2 per reset)** - Warrior may 'Resist' a Wave or Knockback effect.
- **Second Wind (2 per reset)** - The Warrior can activate an innate Cure Critical Wounds (E,6) or Cause Critical Wounds (E,6) on themself. This effect is self-only and bypasses any active spell shields. Activation: Three-count Second Wind ("Second Wind One", "Second Wind Two", "Second Wind Three - Cure Critical Wounds")

### Tier Two

- **Resist Metabolic (one per reset)** - Warrior may 'Resist' one Metabolic effect (spell, venom, toxin, or tagline) once per reset.
- **Bonus Body (permanent)** - Warrior gains extra 25 Body to their current total and to the maximum.

### Tier Three

- **Superior Body (permanent)** - Warrior has Superior Body and takes fifty (50) Body from Critical Slay, Doom, Death, Imbue Death, Life/Revive (if those harm the Warrior) and Assassinates. The Warrior with Superior Body will take one hundred (100) Body from a Fatal Blow. If a Warrior does not have enough Body to 'soak' an effect, they will take on the status the effect would normally provide. Example: Chopitmus Prime has 45 Body and gets hit with a Critical Slay, Choptimus would then be at 'Slain' status. The Warrior is so hearty that Spirit Armor (C/E,5) spells provide no additional protection.

# Continued Advancement

Once a Warrior has mastered a full Skill Tree (30th Level), they may continue and begin learning a second Skill Tree. There are certain restrictions as to which Skill Trees that are available to the Warrior. Each of the four Skill Trees is opposed by one other Tree, the Warrior may choose a Skill Tree that is NOT opposed to their initial Skill Tree.

| Skill Tree | Opposed By |
|---|---|
| Finesse (Quick) | Fortitude (Tough) |
| Damage Mitigation (Cunning) | Damage Dealing (Strong) |

A Warrior can master up to two Skill Trees by Level 60.

# CHARACTER DEVELOPMENT AT SHADOWMOOR

## Gaining New Skills

## Build Points

Build Points (Build or BPs) are used to buy Skills for a Character and to determine a Character's level. Characters start at 50 Build.

A Character's level also determines the maximum amount of BPs a Player may spend on that Character each month.

All Characters receive a Build Blanket for any given event they play. Any Build granted beyond this amount must be earned by working out-of-play for the game (Goblin Build Cap).

A Character's level is equal to the amount of Build they have divided by 10. Unspent build does count toward this total. For example, a character with a total of 210 build, but with 20 build unspent is level 21.

### Build Blanket

Characters will receive Build Points from their Build Blanket (see Build Chart below).

In order to obtain their Character's Build Blanket, a Player must turn in the following at the end of the event:

- Signed Work Chit—each Player is required to monster for at least two hours during the event, or work the required hours in the Tavern, or as a Formal Marshal at current rates specified for that position (usually also two hours). Once a Player has worked their required hours, the appropriate marshal will sign the Player's Work Chit
- Life Tag or Resurrection Tag— Shows that Character is alive or has resurrected

By turning in these items, a Character will receive their Build Blanket, provided they play for at least half of the event.

### Goblin Point Build & Goblin Build Cap

Goblin Points, as mentioned above, may be converted to build in addition to Build Blanket or Build Cap. This is a way in which Shadowmoor rewards its hardworking Players.

Goblin Point Build (Gob Build) are those Build Points that may be converted from Goblin Points per month at a variable cost rate until 10th level. At 10th level and up, each BP bought with Goblin Points will cost 30 Goblin Points until 30th level.

Goblin Build Cap (Gob Cap) is the maximum number of BPs that may be converted from Goblin Points per month. For all Characters of any level over 10th, the maximum Build Points that may be converted with Gob

is 3. Gob Cap cost for Characters 10-30th is 90 Gob. Gob Cap cost for Characters 30th level and up is and up is 30 Gob/ea for the first two Build, and 60 Gob for the third Build.

## Build Chart

The following chart summarizes the various ways a Character may advance in level:

| Level | Build Blanket | Gob Per BP | Gob Required to Gob Cap | Gob Cap |
|---|---|---|---|---|
| 5 | 10 | 15 | 60 | 4 |
| 6 | 9 | 20 | 80 | 4 |
| 7 | 8 | 20 | 80 | 4 |
| 8 | 8 | 25 | 100 | 4 |
| 9 | 7 | 25 | 100 | 4 |
| 10 | 6 | 30 | 120 | 4 |
| 11 | 5 | 30 | 90 | 3 |
| 12 | 4 | 30 | 90 | 3 |
| 13 | 4 | 30 | 90 | 3 |
| 14 | 4 | 30 | 90 | 3 |
| 15 | 4 | 30 | 90 | 3 |
| 16 | 4 | 30 | 90 | 3 |
| 17 | 4 | 30 | 90 | 3 |
| 18 | 4 | 30 | 90 | 3 |
| 19 | 4 | 30 | 90 | 3 |
| 20-29 | 3 | 30 | 90 | 3 |
| 30 | 3 | BP 1-2: 30/ea BP 3: 60/ea | 2 BP: 60 3 BP: 120 | 3* |

* At this level and above, the first two Build per event may be purchased at a cost of 30 Gob/ea. The third Build per event may be purchased at a cost of 60 Gob. The maximum number of Build purchasable for Gob is 3 per event.

## Goblin Points

Goblin Points are awarded to Players who help out the game by volunteering their time for Shadowmoor. Gob belongs to a Player, not an individual Character, and may be spent on any Character that Player has on

the books. A Player can spend Gob on items, Build, extra Lives, and sometimes other special rewards, and can also voluntarily transfer it to other Players out-of-play.

Gob Tags are out-of-play and may not be stolen. If a Player is caught with a stolen Gob Tag, they will be subject to disciplinary action.

Goblin Points may be converted to Build Points (per the Build Chart),, used to buy extra Lives for a Character (50 Gob per life, may purchase a maximum of 3 lives per event), and even spent for the purchase of Potions, Scrolls, and other items through the "Gob Store." See the website for more details on the type, quantity, and price of items that may be purchased from the Gob Store. The items gained by this method represent purchases and finds by the specific Character between events and are considered to be immediately in-play.

Goblin Points can be earned in a number of ways; some examples are: Volunteering in the Tavern by preparing meals for the weekend, volunteering at the Logistics tables for Check-In, Monstering (especially beyond the minimum of 2 hours), helping Shadowmoor Staff clean the site after the event is over, donating spell packets, and donating approved props or costuming to the Plot Team.

| Volunteer Time | Goblin Points Earned |
|---|---|
| 2 hours (minimum) | 20 |
| 3 hours | 30 |
| 4 hours | 90<br>(40 + 50 gob bonus) |
| 5 hours | 100<br>(50 + 50 gob bonus) |
| 6 hours | 160<br>(60 + 100 gob bonus) |
| 7 hours | 170<br>(70 + 100 gob bonus) |
| 8 hours | 230<br>(80 + 150 gob bonus) |
| 9 hours | 240<br>(90 + 150 gob bonus) |
| 10 hours | 300<br>(100 + 200 gob bonus) |
| 11 hours | 310<br>(110 + 200 gob bonus) |
| 12 hours | 370<br>(170 + 250 gob bonus) |

A list consisting of examples of what one can do to earn Goblin Points can be found on the Shadowmoor website. Note that by no means is this list complete and that, ultimately, it is up to Shadowmoor Staff to make final decisions on what Goblin Points may be given for. Shadowmoor reserves the right to alter Gob rewards as needed.

## Spending Gob

### Build

Gob may be converted to Build using the Build Chart above.

### Extra Lives

Extra Lives can be bought for 50 Gob per extra life.

A Character may never have more than nine (9) Lives on the books at any given time.

A Character may purchase up to a maximum of 3 Lives per event. Lives may be purchased exclusively at Check-In Logistics or between events, and not during the course of an event.

### Items

A limited selection of in-game production, items, money, and other rewards can be bought at the Gob Store, which is available exclusively between gathers through the [merchant@shadowmoor.org](mailto:merchant@shadowmoor.org) email. Items will be delivered at Check-In Logistics onsite before the event begins.

### Transferring Gob to Other Players

A Player may transfer as much of their Gob as they wish to another Player's Character sheet. Contact Logistics to arrange this transfer.

# Character Respends

Sometimes a Player is unsatisfied with the build or class choices of their Character. When a Player wishes to "Respend" their build or become another class, they may do so by one of the following methods once per year. If a Character's class is respent to another, they may never be that same class again.

## Character Sacrifice

A Player sacrifices 10% of their Character's total Build and may entirely respend their Character – all Build points, as well as class.

## Character Retraining

If a Character simply wishes to change classes, they may do so by keeping all of their current Skills and saving the build difference for changing to a different class. For example, a Character changing from Templar to Rogue.

In addition, a new Player may respend a Character in the following way:

Within the first three (3) events of a new Player's career at Shadowmoor they may respend up to their entire Character. Race, class, build expenditure, name, and so on. The Character may be completely scrapped and rebuilt as a new Character with the same build total or simply stay the same Character, with an altered class and build expenditure.

# Equipping Your Character

## Armor

### Armor Regions

For purposes of armor rating, the body is divided into 12 locations:

- Head
- Neck
- Torso (assumes coverage on front and back)
- Right Upper Arm (including shoulder)
- Right Lower Arm (including hands)
- Left Upper Arm (including shoulder)
- Left Lower Arm (including hands)
- Right Upper Leg
- Right Lower Leg
- Left Upper Leg
- Left Lower Leg
- Joint Articulation (Elbows and Knees)

# Armor Chart

Shadowmoor uses the following armor chart to simplify the calculation of armor. The theoretical maximum armor a Character may have is 113.

| Torso Armor | | Extremities | |
|---|---|---|---|
| *Non-Metallic Armor* | | *Limb Armor* | |
| Cloth Armor | 10 | Non-Metallic | 1 |
| Soft Armor | 15 | Rigid Non-Metallic or Flexible Metallic | 2 |
| Rigid Armor | 20 | | |
| | | Rigid Metallic | 3 |
| *Flexible Metallic Armor (Chain, Brig); Laminated Linen* | | | |
| | | Articulation | 1 |
| Light | 20 | | |
| Standard | 25 | *Head Armor* | |
| Superior | 35 | Non-Metallic | 3 |
| | | Flexible Metallic | 5 |
| *Rigid Metallic Armor* | | Rigid Metallic | 10 |
| Light | 25 | | |
| Standard | 35 | | |
| Heavy | 40 | | |

## Limb Slots

Limbs have the following slots: Upper Arm, Lower Arm, Upper Leg and Lower Leg. Pauldrons qualify for upper arm.

## Joint Articulation

Articulation counts for linking rigid armor in each section. You may gain articulation by joining two rigid pieces at the knee, or at the elbow. One Armor Point is granted for each articulated joint to a max of 4 Armor Points - to count, it must be attached to the armor on either side.

## Layering Armor

Only Warriors may layer armor on the torso and head. You may layer armor of the same category but not the exact same kind of armor. For example, you can layer Brigandine (Standard Flexible Metallic Armor) with Chain Mail (Standard Flexible Metallic Armor) but not two layers of Chain Mail. Layering armor gives full Armor point value of both armors.

Note that to count as Layered Armor, both suits of armor must be able to be worn as separate and individual suits of armor. For example, if you have a suit of chainmail and a suit of hardened leather, and you have

riveted them permanently together, they cannot be worn separately from each other. Thus they do not count as separate suits of armor that can be layered. Again, this layering is only available for the torso and head. If you wear layers on other parts of the body, only the strongest layer will be counted.

## Torso Armor Materials

### Non-Metallic

Non-Metallic armor is any kind of armor that isn't metal. You may use plastic or other modern materials to represent bone, wood, or some other Non-Metallic armor material.

| | |
|---|---|
| **Cloth** | Cloth armor, light leathers – buckskins, lambskin, gloveweight or garmentweight leather, etc. Fake leather counts as Cloth regardless of weight. |
| **Soft** | Any leather that is heavier than cloth/garmentweight – upholstery leather, bullhide, thick suede, etc. |
| **Rigid** | Any non- metallic material that is difficult to bend – extremely thick leather (sole bends, tooling hide, boiled or laminated leather), bone, wood, etc. Plastic, PVC, etc. can simulate bone/wood or similar, but not metal, and always counts as Rigid Non-Metallic. |

### Flexible Metallic

Flexible Metallic armor can be any brigandine, chain, scale or lamellar that consists of many small pieces of metallic armor.

| | |
|---|---|
| **Light** | Ringmail (rings sewed onto cloth or leather backing) is Light. |
| **Standard** | Most armor will be standard weight.<br>● Modern materials such as aluminum, microfine wire, titanium, etc, will move the armor one category lighter.<br>● Dwarven Laminated Linen falls into this category by default, but may be upgraded. |
| **Superior** | Extra construction moves armor to the Superior weight category.<br>● Larger rigid plates, riveted links, greater than 4-in-1 chain weave, or the like will move Standard armor to Superior quality.<br>● The one exception to this category is standard Dwarven Laminated Linen, including a linothorax. |

### Rigid Metallic

Rigid Metallic armor consists of solid plates of metal larger than the size of a human hand. Splinted armor, banded armor (like the Roman lorica segmentata), and solid cuirasses all count as Rigid Metallic armor. Modern materials such as aluminum and titanium that lighten the weight of the armor lower the point category. Armor design features, such as rolled edges, sloped angles to deflect thrusts, etc will be increased one quality category.

| Light | Light rigid armor can be quite flexible to manual pressure, but if the metal can be easily manipulated by hand, it will count as Non-Metallic. |
|---|---|
| Standard | Standard rigid armor can bend a little to manual pressure, but if the metal can be easily manipulated by hand, it will count as Non-Metallic. |
| Heavy | Heavy rigid armor will not bend to manual pressure. Very heavy steel (12ga or thicker) is heavy by default. |

### Fake Armor Material

Fake leather is authorized, but it is considered the same rating as padded armor. Plastic plates, PVC, or any other similar material cannot be used to simulate metal plate mail, but can be used to simulate bone, wood, or any suitable material. Any armor fashioned with these type components will be rated as non-metal plate or otherwise non-metallic.

# Weapons and Equipment

## Allowed Weapon Physreps

The following types of weapon physreps are legal for use at Shadowmoor. Please read this list carefully, as Shadowmoor's combat style is specialized high speed light-touch which does not safely support the use of mass-produced latex, EVA, or other "foam combat" weapons. If you can buy it online from a name-brand store or website, it is not a valid weapon for Shadowmoor.

### Boffers

Shadowmoor permits use of "boffers" (weapons constructed of a PVC core, ⅝" pipe foam padding, and tape), constructed in accordance with the the [Shadowmoor Weapon Guide](#).

These weapons are relatively low cost to construct, but require some special materials which are not commonly available at local hardware stores.

### EVA Weapons *

Shadowmoor permits use of EVA weapons constructed as per the Shadowmoor Weapon Guide. Shadowmoor only permits use of these weapons if they are made by a certified Shadowmoor approved weaponsmith. EVA weapons purchased from a mass-market vendor are not permitted for Shadowmoor use.

These weapons are typically more expensive, but are also lighter and can be constructed with more detailed designs.

All EVA weapon makers seeking approval must go through a process of submitting a fully constructed weapon for heavy safety testing by Game Management, including complete and destruction to inspect the weapon core and components. This is a process which is not conducted on-site, and therefore requires at least two events to complete.

### Specific Bows and Arrows *

Specific Bows and Arrows which meet Shadowmoor's safety standards are discussed in the Shadowmoor Weapon Guide. Especially regarding mass-produced arrows, only specific arrows detailed in that document and certified through Game Management are permitted.

### Spell Packets

Spell Packets are small (~2" wide) rounded packets of cloth and birdseed, tied off with rubber bands, which are used to represent spells and poisons. The construction of these packets is covered in the [Shadowmoor Weapon Guide](#).

## Purchasing Shadowmoor-Legal Weapons

There are many Shadowmoor community members who are willing and able to provide both of the above types of Boffer/EVA weapons for purchase. Again, there are no third-party or mass production vendors who sell these weapons legal for use at Shadowmoor.

Guidance on sources for Shadowmoor-legal mass produced bows and arrows can be found in the Shadowmoor Weapon Construction Guide.

### Borrowable Weapons for New Players

Note that new Players may borrow standard boffer weapons from the game, for free, through their third event. After their third event they may no longer borrow weapons and must instead provide their own weapons for use at the game.

## Weapon Safety

All weapons must be safety checked at each event, and passed for safe play by weapon safety marshals. Weapons degrade over time and, if they no longer meet the minimum safety standard, must be replaced before they will be legal for use in combat at any event.

## Weapon Dimensions

The chart below lists all the pertinent dimensions for each weapon in inches. The blade length of a weapon is measured from the top of the crosspiece to the end of the thrusting tip. Players should remember to keep the length of the thrusting tip in mind when cutting the PVC for a weapon.

|  |  | Blade Length | | Overall Length | | Damage |
|---|---|---|---|---|---|---|
| Weapon | Max Handle Length | Min | Max | Min | Max | |
| Waylay Widget | - | - | - | 6" | 12" | - |
| Dagger/Small Weapon | 7" | 8" | 17" | 12" | 24" | 1 |

| Thrown Weapon | - | 8" | 18" | - | - | 1 |
|---|---|---|---|---|---|---|
| Shortsword | 10" | 18" | 24" | 26" | 32" | 2 |
| Longsword | 10" | 25" | 36" | 34" | 44" | 2 |
| Hammer, Mace | 10" | 18" | 26" | 26" | 44" | 2 |
| Axe | 10" | 12" | 18" | 26" | 44" | 2 |
| Staff | 1/3 Overall Length | - | - | 60" | 72" | 2 |
| Javelin | - | - | - | 36" | 36" | 2 |
| Spear | 1/3 Overall Length | 8" | 8" | 48" | 66" | 2 |
| Polearm | 1/3 Overall Length | 18" | 24" | 60" | 72" | 4 |
| Two-Handed Sword | 15" | 40" | 48" | 50" | 62" | 5 |
| Two-Handed Blunt | 15" | 38" | 48" | 48" | 62" | 5 |
| Shortbow | - | - | - | 24" | 42" | 2 |
| Longbow | - | - | - | 43" | 84" | 6 |
| Crossbow | - | - | - | - | - | 6 |
| Hand/Mini Crossbow | - | - | - | - | - | 2 |

## Other Equipment Dimensions

These cover the required specific dimensions for other types of non-weapon physreps, especially those which may be used to store magic properties.

| Item Type | Min Length | Max Length | Notes |
|---|---|---|---|
| Wand | 10" | 48" | Suggest padding if carried into combat, but may not be used as weapon |
| Focus | 6" | 12" | The physrep should be able to have oneshot tags attached directly to it. |

## Specific Weapon Usage Notes

The following contains information about specific requirements for safely wielding various weapon types. Construction information and other dimension details can be found in the Shadowmoor Weapon Guide on our website.

### Bows and Crossbows

A Player cannot block with a bow or crossbow, even if it is magical. If someone calls on a bow while a Character is blocking with it, it is "broken" and must be repaired by someone with the Armorsmith Skill or with a weapon repair kit. An attacker should never intentionally attack a bow. Bows, not Arrows, are enchanted with Damage Auras and/or Spell Strikes though there are a special few arrows that will be uniquely marked and obvious that do possess magical properties. These few arrows may be stolen.

### Mini-Crossbows and Hand Crossbows

Mini-Crossbows and Hand Crossbows are not as powerful as their larger kin and therefore deal less damage in combat. Any crossbow that does not require two hands to wield is listed in this category.

### Waylay Widgets

Waylay Widgets may only be used for single strike attacks and may never be used to call damage. Examples of single strike attacks include: Waylay, Critical Slay, Assassinate, Fatal Blow, Spell Strike, or as a Thrown Weapon.

### Polearms, Spears, and Staves

Two hands must be used at all times with a Polearm. A Character who is hit with any part of the weapon other than the 18-14 inch striking head/blade takes no damage. Furthermore, only the blade of a Polearm is required to be of metal. For Formal Magic purposes, however, if only the blade is made of metal then the Polearm will only count for formal capacity as if it were a Dagger. If the entirety of the weapon is made of the same metal, then the formal space is considered to be that of a Two Handed weapon.

### Spears

A Spear is a thrusting and slashing weapon and may not be thrown, two hands must be used to attack with a spear while only one is necessary to parry. A Player who is hit with any part of the weapon other than the 8 (eight) inch head takes no damage. Furthermore, only the blade of a Spear is required to be of metal. For Formal Magic purposes, however, if only the blade is made of metal then the Spear will only count for formal capacity as if it were a Dagger. If the entirety of the weapon is made of the same metal, then the formal space is considered to be that of a Two Handed weapon.

### Staves

Staves must be wielded to attack and parry with both hands in the middle, unpadded section. Staves can be used as a blocking weapon with the use of one hand only, but, as mentioned above, any attack done with a Staff must be done with both hands. Sweeping swings are not allowed.

### Two-Handed Swords and Two-Handed Blunt Weapons

Two-Handed Swords and Two-Handed Blunt weapons must be wielded with both hands at all times, even while blocking.

## Special Material Coloring and Decoration

Weapons may be decorated in a number of ways, but there are certain colorings that denote special kinds of weapons made from specific materials. All weapons must conform to the following color restrictions.

| Material | Color |
|---|---|
| Adamantite | Black |
| Arushan Steel | Gray |
| Bone | Ivory with brown Cracks |
| Chromium | Chrome (gray or silver with iridescent/shiney portions) |
| Cold Iron | Gray with black flecks |
| Coral | Vibrant pink, blue, and green in coral patterns |
| Crystal | Gray with white lines to show sharp facets |
| Driftwood | Dense/twisted woodgrain stripes in brown and gray |
| Fire | Red, orange, and yellow in flame pattern |
| Fulgurite | Yellow with white highlights |
| Gemstone | As per gemstone color with lines to show sharp facets |
| Gold | Metallic gold |
| Jet | Completely black stone with facets (jewelry ONLY) |
| Lightning | White or light blue with sharp yellow lightning branches |

| Material | Color |
|---|---|
| Meteoric Iron | Black with white flecks |
| Mithril | White |
| Obsidian | Black with silver lines to show sharp facets |
| Otrok | Brown with green vines, as per living plant |
| Poison/Acid | Green with dripping patterns |
| Primal Crystal | Green with white lines to show sharp facets |
| Silver | Metallic silver |
| Star Metal | Gray with black lines and white speckles |
| Steel/Iron | Gray |
| Stone | Gray with fluid or patching stone patterning |
| Volcanic Bronze | Rust red with metallic copper highlights |
| Water/Ice | Blue with white drops, waves, or snowflakes |
| Wood | Brown with (optional) woodgrain |
|  |  |

Note that unless obtained in-game, a Character cannot construct a weapon of any type of material other than bone, steel/iron, wood, [bronze, copper, or stone – requires physrep approval]. Weapons of other material types must be accompanied by the appropriate tag for the physrep.

## Specific Weapon Material Tagline Notes

- ALL weapons have the option of calling "Normal"
- Silver: calls "Silver" damage. Can be destroyed.
- Gold: calls "Gold" damage. Cannot be destroyed.
- Cold Iron: calls "Cold Iron" damage. Cannot be destroyed.
- Adamantine: calls "Silver" or "Adamantine" damage. Cannot be destroyed.
- Mithri, Ironwood: calls "Silver" or "Mithril" damage. Cannot be destroyed.
- Meteoric Iron: calls "Meteoric Iron" damage. Cannot be destroyed.

# REFERENCE CHARTS

## Skill Cost Charts

| Weapon Skills<br>*Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
|---|---|---|---|---|---|
| 1-Handed Blunt | 3 | 4 | 5 | 8 | None |
| 1-Handed Edged | 5 | 5 | 7 | 10 | None |
| 2-Handed Blunt | 6 | 12 | 12 | 30 | None |
| 2-Handed Edged | 8 | 15 | 15 | 40 | None |
| Bow | 5 | 10 | 10 | 20 | None |
| Crossbow | 5 | 10 | 10 | 20 | None |
| Florentine | 6 | 6 | 8 | 12 | Weapon Skill(s) |
| Missile Mastery | 10 | 15 | 15 | 25 | Bow, Crossbow, or Thrown Weapon |
| Polearm | 8 | 10 | 10 | 20 | None |
| Shield | 5 | 10 | 7 | 15 | None |
| Small Weapon | 2 | 2 | 2 | 2 | None |
| Staff | 4 | 4 | 4 | 4 | None |
| Thrown Weapon | 4 | 4 | 4 | 4 | None |
| Two Weapons | 2 | 4 | 4 | 4 | Florentine |
| Weapons Master - 1-Handed | 10 | 15 | 15 | 20 | 1-Handed Blunt/Edged, or Sm. Weap. |
| Weapons Master - 2 Handed | 12 | 20 | 20 | 50 | 2-Handed Blunt/Sword, Staff, or Polearm |

| Combat Skills<br>*Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
|---|---|---|---|---|---|
| Critical Slay/Parry | 10 | 15 | 15 | 20 | Weapon Proficiency +2 |

| Enhanced Strength | 15 | - | - | - | Warrior |
|---|---|---|---|---|---|
| Fatal Blow / Parry | 15 | - | - | - | Warrior, +6 Proficiency, 2nd Crit. Slay |
| Fortify | 3 | 3 | 3 | 3 | None |
| Fatal Shield Parry | 15 | - | - | - | Warrior, Shield, Fatal Blow/Parry |
| Shield Parry | 10 | 15 | 15 | 20 | Shield, Critical Slay/Parry |
| Weapon Proficiency +1 | 15 | 20 | 15 | 40 | Weapon Skill |
| Weapon Proficiency +2 | 15 | 25 | 20 | 45 | Weapon Proficiency +1 |
| Weapon Proficiency +3 & greater | 15 | 25 | 20 | 50 | Weapon Proficiency +2 |
| Wear Extra Armor | - | 4 | 4 | 8 | None |

| Stealth Skills | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| Assassinate/(Dodge/Dodge Block) | 15 | 10 | 20 | 20 | Backstab +3, (Rogue) |
| Backstab | 15 | 10 | 20 | 20 | Waylay |
| Waylay | 10 | 6 | 12 | 12 | Sm Wp, 1H Edge, 1H Blunt, or 1HWM |

| Production Skills | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| Alchemy: Level 1-20+ | 6 | 3 | 5 | 3 | Herbal Lore |
| Create Poison: Level 1-20+ | 6 | 3 | 5 | 4 | Poison Lore |
| Create Potion: Level 1-20+ | 6 | 5 | 4 | 3 | |
| Create Scroll: Level 1-20+ | 6 | 5 | 4 | 3 | |
| Herbal Lore | 4 | 4 | 4 | 4 | Read and Write |
| Master Alchemist | 8 | 4 | 6 | 4 | Alchemy Level 20, Special |
| Master Poisoner | 8 | 4 | 6 | 5 | Create Poison Level 20, Special |

| | | | | | |
|---|---|---|---|---|---|
| Master Potion-Maker | 8 | 6 | 5 | 4 | C. Potion Level 20, Special |
| Master Scroll-Maker | 8 | 6 | 5 | 4 | C. Scroll Level 20, Special |
| Poison Lore | 4 | 4 | 4 | 4 | Read and Write |

| Knowledge Skills | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| First Aid | 5 | 4 | 2 | 2 | None |
| Healing Arts | 4 | 4 | 2 | 2 | Read and Write, First Aid |
| Lore, (Specific, Combat) | 2 | 2 | 2 | 2 | Read and Write, Special |
| Lore, (Specific, Knowledge) | 2 | 2 | 2 | 2 | Read and Write, Special |
| Read and Write | 6 | 4 | 3 | 3 | None |
| Read Magic | 8 | 6 | 4 | 4 | Read and Write |

| Magic Skills | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| Primary Level Spell Slot Level 1 | 3 | 2 | 1 | 1 | *<School Specific>* |
| Primary Level Spell Slot Level 2 | 3 | 2 | 1 | 1 | Primary Level Spell Slot Level 1 |
| Primary Level Spell Slot Level 3 | 6 | 3 | 2 | 2 | Primary Level Spell Slot Level 2 |
| Primary Level Spell Slot Level 4 | 6 | 4 | 3 | 2 | Primary Level Spell Slot Level 3 |
| Primary Level Spell Slot Level 5 | 9 | 4 | 3 | 3 | Primary Level Spell Slot Level 4 |
| Primary Level Spell Slot Level 6 | 9 | 5 | 4 | 3 | Primary Level Spell Slot Level 5 |
| Primary Level Spell Slot Level 7 | 12 | 6 | 5 | 4 | Primary Level Spell Slot Level 6 |
| Primary Level Spell Slot Level 8 | 12 | 6 | 5 | 4 | Primary Level Spell Slot Level 7 |
| Primary Level Spell Slot Level 9 | 15 | 7 | 6 | 5 | Primary Level Spell Slot Level 8 |
| Secondary Level Spell Slot Level 1 | 6 | 4 | 2 | 2 | *<School Specific>* |
| Secondary Level Spell Slot Level 2 | 6 | 4 | 2 | 2 | Secondary Level Spell Slot Level 1 |

| | | | | | |
|---|---|---|---|---|---|
| Secondary Level Spell Slot Level 3 | 12 | 6 | 4 | 4 | Secondary Level Spell Slot Level 2 |
| Secondary Level Spell Slot Level 4 | 12 | 8 | 6 | 4 | Secondary Level Spell Slot Level 3 |
| Secondary Level Spell Slot Level 5 | 18 | 8 | 6 | 6 | Secondary Level Spell Slot Level 4 |
| Secondary Level Spell Slot Level 6 | 18 | 10 | 8 | 6 | Secondary Level Spell Slot Level 5 |
| Secondary Level Spell Slot Level 7 | 24 | 12 | 10 | 8 | Secondary Level Spell Slot Level 6 |
| Secondary Level Spell Slot Level 8 | 24 | 12 | 10 | 8 | Secondary Level Spell Slot Level 7 |
| Secondary Level Spell Slot Level 9 | 30 | 14 | 12 | 10 | Secondary Level Spell Slot Level 8 |
| Tertiary Spell Slots | Pri. x3 | Pri. x3 | Pri. x3 | Pri. x3 | *<School Specific>* |
| Quaternary Spell Slots | Pri. x4 | Pri. x4 | Pri. x4 | Pri. x4 | *<School Specific>* |

| Formal Magic | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| Formal Magic Level 1 | 6 | 6 | 2 | 2 | Level 9 Spell Slot, Special |
| Formal Magic Level 2 | 6 | 6 | 2 | 2 | Formal Magic Level 1, Special |
| Formal Magic Level 3 | 12 | 12 | 4 | 4 | Formal Magic Level 2, Special |
| Formal Magic Level 4 | 12 | 12 | 6 | 4 | Formal Magic Level 3, Special |
| Formal Magic Level 5 | 18 | 18 | 6 | 6 | Formal Magic Level 4, Special |
| Formal Magic Level 6 | 18 | 18 | 8 | 6 | Formal Magic Level 5, Special |
| Formal Magic Level 7 | 24 | 24 | 10 | 8 | Formal Magic Level 6, Special |
| Formal Magic Level 8 | 24 | 24 | 10 | 8 | Formal Magic Level 7, Special |
| Formal Magic Level 9 | 30 | 30 | 12 | 10 | Formal Magic Level 8, Special |
| Secondary Formal Magic | Pri. x2 | Pri. x2 | Pri. x2 | Pri. x2 | Level 9 Spell Slot, Special |
| Alteration Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |
| Binding Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |
| Construct Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |

| Skill Name | | | | | |
|---|---|---|---|---|---|
| Cursing Mastery | - | - | 25 | 20 | Formal Magic Level 9, Special |
| Destruction Mastery | - | - | 40 | 30 | Formal Magic Level 9, Special |
| Enchantment Mastery | - | - | 20 | 15 | Formal Magic Level 9, Special |
| Identification Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |
| Necromantic Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |
| Summoning Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |
| Transformation Mastery | - | - | 12 | 8 | Formal Magic Level 9, Special |

## Trade/Craft Skills

| Skill Name | War | Rog | Tem | Sch | Prerequisite(s) |
|---|---|---|---|---|---|
| Armorsmith: Level 1-20* | 4 | 4 | 4 | 4 | None |
| Astrology | 3 | 3 | 3 | 3 | Read and Write |
| Craftsman (all) | 2 | 2 | 2 | 2 | None |
| Disarm Trap | 9 | 3 | 9 | 9 | None |
| Espionage (Specific) | 2 | 2 | 2 | 2 | Read and Write, Special |
| Evaluate Item | 6 | 3 | 6 | 6 | None |
| Jewelcraft* | 2 | 2 | 2 | 2 | Special |
| Master Armorsmith* | 4 | 4 | 4 | 4 | Armorsmith Level 10, Special |
| Master Chef* | 4 | 4 | 4 | 4 | Craftsman (Baker), Special |
| Master Jeweler* | 4 | 4 | 4 | 4 | Jewelcraft, Evaluate Item, Special |
| Master Seer | 4 | 4 | 4 | 4 | Astrology, Special |
| Master Tracker | 2 | 2 | 2 | 2 | Tracking Level 5, Special |
| Master Weaponsmith | 4 | 4 | 4 | 4 | Armorsmith Level 10, Special |
| Pick Locks | 6 | 6 | 6 | 6 | None |
| Seamanship | 5 | 5 | 5 | 5 | Special |
| Role-Playing Only Skill (Type) | 2 | 2 | 2 | 2 | None |
| Survival (Specific Region) | 2 | 2 | 2 | 2 | Special |

| | | | | | |
|---|---|---|---|---|---|
| Tracking: Level 1 | 2 | 2 | 2 | 2 | Special |
| Tracking: Level 2-5 | 1 | 1 | 1 | 1 | Special |

<mark>*Note: These skills are under playtest and may not be accurately reflected here. See playtest section for more details.</mark>

| Special Abilities | | | | | |
|---|---|---|---|---|---|
| *Skill Name* | War | Rog | Tem | Sch | Prerequisite(s) |
| Animal Empathy | - | - | - | - | Druid, Primal Elf, Faerie, Dark Faerie |
| Iron Grasp | 3 | - | - | - | Warrior, +2 Proficiency |
| Soothe Mental Anguish | - | - | - | - | Stone Elf |
| Stregosh Curse Level 1 | 1 | 1 | 1 | 1 | Stregosh |
| Stregosh Curse Level 2 | 1 | 1 | 1 | 1 | Stregosh Curse Level 1 |
| Stregosh Curse Level 3 | 2 | 2 | 2 | 2 | Stregosh Curse Level 2 |
| Stregosh Curse Level 4 | 2 | 2 | 2 | 2 | Stregosh Curse Level 3 |
| Stregosh Curse Level 5 | 3 | 3 | 3 | 3 | Stregosh Curse Level 4 |
| Stregosh Curse Level 6 | 3 | 3 | 3 | 3 | Stregosh Curse Level 5 |
| Stregosh Curse Level 7 | 4 | 4 | 4 | 4 | Stregosh Curse Level 6 |
| Stregosh Curse Level 8 | 4 | 4 | 4 | 4 | Stregosh Curse Level 7 |
| Stregosh Curse Level 9 | 5 | 5 | 5 | 5 | Stregosh Curse Level 8 |
| Stregosh Curse Level 10 | 5 | 5 | 5 | 5 | Stregosh Curse Level 9 |
| Resist Charm | 2 | 2 | 2 | 2 | Any Elf or Unseelie Fae |
| Resist Charm/Charm Break | 4 | 4 | 4 | 4 | Sylvan Fae |
| Resist Confining | 5 | 5 | 5 | 5 | Confinist |
| Resist Disease | 2 | 2 | 2 | 2 | Dwarf, Hobling, or Wilder |
| Resist Elemental | 5 | 5 | 5 | 5 | Elementalist |
| Resist Emotion | 4 | 4 | 4 | 4 | Stone Elf |
| Resist Healing/Curing | 5 | 5 | 5 | 5 | Necromancer |
| Resist Natural Confining | 5 | 5 | 5 | 5 | Druid |

| Resist Necromancy/Chaos | 5 | 5 | 5 | 5 | Healer |
|---|---|---|---|---|---|
| Resist Sleep | 3 | 3 | 3 | 3 | Any Elf or Faerie |
| Resist Toxin | 5 | 5 | 5 | 5 | Gloomkin (Special) |

# Celestial Spell Reference Chart

| Name | Lvl. | Verbal | Effect/Damage | CG | C | E | | Type | Dura. |
|------|------|--------|---------------|----|---|---|---|------|-------|
| Armor | 2 | I draw upon Celestial arts to grant you an armor to protect you. | 15 Armor | X | X | X | | Protection | 1 Event |
| Bind | 4 | With mystic thread, I bind you fast. | Arms bound to sides | X | X | | | Confining | LoS |
| Circle of Protection | 9 | I cast a circle of protection about me, let none enter here. | | X | X | X | | Protection | 1 Min. |
| Defend | 8 | I call upon the Earth to defend you from magic. | Protect vs. <=8th, absorb <=2nd | X | X | X | | Protection | 1 Event |
| Destroy | 3 | I summon a force to destroy your <item>. | Destroy item <= shield size, 20 to skel. Und. | X | X | X | | Destruction | Inst. |
| Destroy Armor | 6 | I summon a force to destroy armor. | Destroy armor, 40 to skel. Undead | X | X | X | | Destruction | Inst. |
| Destroy Mind | 7 | With mental might I destroy your mind. | 20 Body | X | | | | Mind-Affecting | Inst. |
| Detect Magic | 2 | I call upon the mystic forces to detect all magics before me. | | X | X | X | | Enchantment | Inst. |
| Disarm | 1 | I disarm you of your <item>. | Disarm item of <= shield size | X | X | X | | Disarming | 5 Sec. |
| Disjunction | 8 | I disjunct all magics with the power of entropy. | Disjunct vs. <=8th | X | X | X | | Dispelling | Inst. |
| Dispel Greater Magic | 6 | I call forth entropy to dispel all greater magics before me. | Dispel vs. <=6th | X | X | X | | Dispelling | Inst. |
| Doom | 9 | I set your doom upon you. | Dead unless protected | X | X | | | Death | Inst. |
| Dragon's Breath | 8 | I call upon the dragon's breath. | 40 | X | | X | | Elemental, Fire | Inst. |
| Drain Life | 7 | With vampyric power, I drain your Life. | | X | X | X | | Metabolic | 10 Min. |
| Eldritch Grasp | 1 | From Eldritch thread I weave a gauntlet that your grasp is steady against your foes. | | | X | | | Protection | 1 Event |
| Elemental Arrow | 5 | I summon forth an elemental arrow of <element>. | 25 | | | X | | Elemental, <Element> | Inst. |
| Elemental Attunement | 7 | With Elemental might I attune you to <element>. | Limited immun., vuln. to opposing element | | | X | | Elemental, Cursing, F/I/L | 10 Min. |
| Elemental Blade | 4 | I call upon elemental <element> to enchant your blade with <element>. | +2 <Element> / 1 Combat | | | X | | Elemental, <Element> | 1 Event |
| Elemental Blast | 9 | I call forth an elemental blast of <element>. | 75 | | | X | | Elemental, <Element> | Inst. |
| Elemental Burst | 2 | I summon forth an elemental burst from the plane of <element>. | Unlimited x5 <Element> every 3 seconds | | | X | | Elemental, <Element> | Inst. |
| Elemental Dart | 1 | I smite you with an elemental dart of <element>. | 5 | | | X | | Elemental, <Element> | Inst. |
| Elemental Forge | 3 | I call upon the forge of Fire and anvil of Earth to repair this item. | Repair mundane item of <= Shield size | | | X | | Enchantment | Inst. |
| Elemental Fury | 8 | I summon forth a fury from the plane of <element>. | Unlimited x20 <Element> every 3 seconds | | | X | | Elemental, <Element> | Inst. |

| Name | Lvl | Incantation | Effect | | | | Type | Duration |
|---|---|---|---|---|---|---|---|---|
| Elemental Maelstrom | 5 | I summon forth a maelstrom from the plane of <element>. | Unlimited x10 <Element> every 3 seconds | | | X | Elemental, <Element> | Inst. |
| Elemental Shield | 8 | I grant you immunity to the elements that you may have a shield to protect you. | | | | X | Protection | 1 Event |
| Enchanted Blade | 4 | I call upon Celestial arts to enchant your blade with magic. | +2 Magic for 3 Swings | X | X | X | Enchantment | 1 Event |
| Endow | 2 | I endow you with ogre strength. | +2 Strength | X | X | X | Enchantment | 1 Event |
| Enrage | 6 | I strip your will and loose your rage. | Berserk as per Poison | X | | | Mind-Affecting | 10 Min. |
| Fire / Cold / Lightning Shield | 5 | I grant you immunity to <element> that you may have a shield to protect you. | | | | X | Protection | 1 Event |
| Flame Bolt | 4 | I call forth a flame bolt. | 20 | X | | X | Elemental, Fire | Inst. |
| Force Armor | 7 | I strike upon the eldritch anvil to forge an armor of force to protect me. | 30 Armor | | X | | Protection | 1 Event |
| Force Blade | 4 | I strike upon the Eldritch anvil to forge a blade of Ether. | | | X | | Elemental | 5 Min. |
| Force Shield | 8 | May this shield protect you from the forces of confinement. | | | X | | Protection | 1 Event |
| Friendship | 7 | I bind you in friendship to me. | | X | X | X | Mind-Affecting | 1 Hour |
| Greater Endow | 4 | I call upon the Earth to endow you with its strength. | +4 Strength | X | X | X | Enchantment | 1 Event |
| Ice Bolt | 3 | I strike you with an ice bolt. | 15 | X | | X | Elemental, Ice | Inst. |
| Ice Storm | 7 | From the north I call an ice storm forth. | 35 | X | | X | Elemental, Ice | Inst. |
| Imprison | 8 | I imprison you with eldritch force. | | | X | | Confining | LoS |
| Lightning Bolt | 2 | I summon forth a lightning bolt. | 10 | X | | X | Elemental, Lightning | Inst. |
| Lightning Storm | 6 | I call down a storm of thunder and lightning. | 30 | X | | X | Elemental, Lightning | Inst. |
| Magic Missile | 1 | I smite you with a magic missile. | 5 | X | | | Elemental | Inst. |
| Mental Fortress | 7 | With mental mortar and thought like stone I build a barrier of will. | | X | | | Protection | 1 Event |
| Mental Jab | 2 | From dextrous thought, a Mental Jab. | 5 Body | X | | | Mind-Affecting | Inst. |
| Mind Blast | 5 | I release a bolt to mind blast my foe. | 10 Body | X | X | | Mind-Affecting | Inst. |
| Mute | 5 | I command you to be mute. | | X | X | X | Silencing | 10 Min. |
| Reflect Magic | 6 | I give you a charm to reflect magic sent against you. | Reflect vs. <=6th | X | X | X | Protection | 1 Event |
| Repulse | 2 | I repulse this being from me. | | X | X | | Repelling | Conc. |
| Shackle | 9 | I bind you to this plane with shackles of force. | | | X | | Enchantment | LoS |
| Shield | 1 | I weave a mystic force to shield you from harm. | 10 Armor | X | X | X | Protection | 1 Event |

| Name | Cost | Incantation | Effect | | | | | Type | Duration |
|---|---|---|---|---|---|---|---|---|---|
| Slow | 4 | I dam the flow of time to slow your body. | Half speed, no run/Dodge | | X | | | Enchantment | LoS |
| Snare | 4 | With mystic force I snare your arms. | Arms snared to sides | X | X | | | Confining | LoS |
| Spirit Armor | 5 | I call upon the Earth to grant you spirit armor to protect you. | | X | X | X | | Protection | 1 Event |
| Storm Blade | 8 | I forge your blade with a storm of <element>. | +4 <element> / 1 Combat | | | X | | Elemental, Element | 1 Event |
| Trance | 5 | I drop you into a trance. | | X | X | X | | Mind-Affecting | 10 Min. |
| Trap | 3 | I trap you where you stand. | Right foot trapped to ground | X | X | | | Confining | LoS |
| Truth / Lie | 3 | I call upon the light of truth to reveal the answers I seek. | | X | X | X | | Mind-Affecting | 1 Hour |
| Unbind | 4 | I unbind you and set you free. | | X | X | | | Dispelling | Inst. |
| Wall of Force | 7 | I build a wall of force barring all entry. | | X | X | | | Protection | LoS |
| Ward | 9 | I form a ward about this place so that only the possessor of the key may enter. | | X | X | X | | Protection | 1 Event |
| Web | 6 | A web of force will seal your fate. | Immob. neck down, uncuttable | X | X | | | Confining | LoS |
| Wither Limb | 7 | I wither your <limb> with age. | Limb unusable | X | X | X | | Metabolic | 10 Min. |
| Wizard's Lock | 7 | I build a wizard's lock that none may enter without the key. | | X | X | X | | Protection | 1 Event |

# Earth Spell Reference Chart

| Name | Lvl. | Verbal | Effect/Damage | E G | D | H | N | Type | Dura. |
|------|------|--------|---------------|-----|---|---|---|------|-------|
| Annihilate Undead | 9 | I call upon the powers of Law to annihilate this Undead. | 75 to Greaters | | | X | | Undead Destruction | Inst. |
| Banish | 9 | With the might of Amroth, I banish you from this Plane. | | | X | | | Primal, Destruction, Undead Destruction | Inst. |
| Bind | 4 | With mystic thread, I bind you fast. | Arms bound to sides | X | X | X | | Confining | LoS |
| Bless | 1 | I call upon the forces of the Earth to bless this spirit. | +8 Body | X | X | X | X | Enchantment | 1 Event |
| Cause Critical Wounds | 6 | I call upon Chaos itself to cause critical wounds. | 24 Body | X | X | | X | Chaos | Inst. |
| Cause Disease | 3 | I call upon the powers of Chaos to cause disease. | | X | X | | | Chaos, Metabolic | Inst./ 1Hr |
| Cause Light Wounds | 1 | I call upon Chaos to cause light wounds. | 4 Body | X | X | | X | Chaos | Inst. |
| Cause Serious Wounds | 4 | I call upon Chaos to cause serious wounds. | 16 Body | X | X | | X | Chaos | Inst. |
| Cause Wounds | 2 | I call upon Chaos to cause wounds. | 8 Body | X | X | | X | Chaos | Inst. |
| Circle of Protection | 9 | I cast a circle of protection about me; let none enter here. | | X | X | X | X | Protection | 1 Min. |
| Cleanse Disease | 3 | With the essence of Life, I cleanse your body of disease. | | | | X | | Healing | Inst. |
| Control Animal | 2 | By Nature's power and the will of the Wild, I command thee to do my bidding. | | | X | | | Mind-Affecting | 10 Min. |
| Control Undead | 4 | By Death's dark mantle and the powers of Necromancy, I control Undead to do as I bid. | | | | | X | Necromancy | 1 Hr. |
| Corrupt Memory | 7 | By Necromantic decay and foul desiccation, I plant a seed of corruption in your mind. | Forget last 30 minutes | | | | X | Necromancy, Mind-Affecting | Inst. |
| Create Ghoul | 9 | By the power of Necromancy, I create a ghoul to serve my will. | | | | | X | Necromancy | 1 Hr. |
| Create Undead | 7 | By the power of Necromancy, I call you forth and create Undead to walk the Earth. | | | | | X | Necromancy | 1 Hr. |
| Cure Critical Wounds | 6 | I call upon the land to cure critical wounds. | 24 Body | X | X | | | Curing | Inst. |
| Cure Disease | 3 | I cure you of all invading disease. | | X | X | | | Curing, Metabolic | Inst./ 1Hr |
| Cure Light Wounds | 1 | I call upon the land to cure light wounds. | 4 Body | X | X | | | Curing | Inst. |
| Cure Serious Wounds | 4 | I call upon the land to cure serious wounds. | 16 Body | X | X | | | Curing | Inst. |
| Cure Wounds | 2 | I call upon the land to cure wounds. | 8 Body | X | X | | | Curing | Inst. |

| Name | Lvl | Incantation | Effect | | | | | School | Duration |
|------|-----|-------------|--------|---|---|---|---|--------|----------|
| Curse | 8 | I curse you to die a painful death. | Target takes x2 damage | X | X | X | X | Cursing | 1 Event |
| Curse of Ineptitude | 6 | I curse you with ineptitude. | Target calls ½ damage | X | | | | Cursing | LoS |
| Death | 9 | I grant you the gift of death. | Dead unless protected | X | X | | X | Death | Inst. |
| Decay | 4 | I call upon the forces of Necromancy to decay your body. | 2min Dissipate count | | | | X | Necromancy | Inst. |
| Defend | 8 | I call upon the Earth to defend you from magic. | Protect vs. <=8th, absorb <=2nd | X | X | X | X | Protection | 1 Event |
| Destroy | 3 | I summon a force to destroy your <item>. | Destroy item <= shield size, 20 to skel. Und. | X | X | X | X | Destruction | Inst. |
| Destroy Armor | 6 | I summon a force to destroy armor. | Destroy armor, 40 to skel. Undead | X | X | X | X | Destruction | Inst. |
| Destroy Undead | 7 | I destroy this Undead abomination before me. | Destroy Lesser, 50 to Greaters | | | X | X | Undead Destruction | Inst. |
| Disarm | 1 | I disarm you of your <item>. | Disarm item of <= shield size | X | X | X | X | Disarming | 5 Sec. |
| Dispel Greater Magic | 6 | I call forth entropy to dispel all greater magics before me. | Dispel vs. <=6th | X | X | X | X | Dispelling | Inst. |
| Drain Life | 7 | With vampyric power, I drain your Life. | | X | X | | X | Metabolic | 10 Min. |
| Elude Undead | 2 | Servants of Undeath, be humbled by the darkness within me. | | | | | X | Necromancy | Inst. |
| Endow | 2 | I endow you with ogre strength. | +2 Strength | X | X | X | X | Enchantment | 1 Event |
| Entangle | 3 | I call upon the forces of Nature to entangle you. | Immob. neck down, cuttable | | X | | | Confining | LoS |
| Fear | 3 | I command you to fear me. | | X | X | X | X | Mind-Affecting | 1 Min. |
| Friendship | 7 | I bind you in friendship to me. | | X | X | X | | Mind-Affecting | 1 Hr. |
| Greater Bless | 3 | I grant you the gift of a greater bless. | +12 Body | X | X | X | X | Enchantment | 1 Event |
| Greater Control Undead | 7 | With Necromantic might, I demand these Undead follow my bidding. | | | | | X | Necromancy | 1 Hr. |
| Greater Endow | 4 | I call upon the Earth to endow you with its strength. | +4 Strength | X | X | X | X | Enchantment | 1 Event |
| Heal Critical Wounds | 6 | With the essence of Life I heal your critical wounds. | 48 Body | | | X | | Healing | Inst. |
| Heal Light Wounds | 1 | With the essence of Life I heal your light wounds. | 8 Body | | | X | | Healing | Inst. |
| Heal Mortal Wounds | 8 | With the essence of Life I heal your mortal wounds. | 64 Body | | | X | | Healing | Inst. |
| Heal Serious Wounds | 4 | With the essence of Life I heal your serious wounds. | 32 Body | | | X | | Healing | Inst. |
| Heal Wounds | 2 | With the essence of Life I heal your wounds. | 16 Body | | | X | | Healing | Inst. |
| Healing Hands | 3 | May my hands heal with the power of Life. | Transfer Body to heal non-Dead/Slain target | | | X | | Enchantment | 10 Min. |
| Imbue Death | 9 | I imbue you with the essence of Death. | Dead unless protected | | | | X | Death, Necromancy | Inst. |

| Name | Lvl | Incantation | Effect | | C1 | C2 | C3 | C4 | School | Duration |
|---|---|---|---|---|---|---|---|---|---|---|
| Inflict Critical Wounds | 6 | I call upon Necromancy to inflict critical wounds. | 24 Body | | | | | X | Necromancy | Inst. |
| Inflict Disease | 3 | I call upon Necromancy to inflict disease. | | | | | | X | Necromancy, Metabolic | Inst./ 1Hr |
| Inflict Light Wounds | 1 | I call upon Necromancy to inflict light wounds. | 4 Body | | | | | X | Necromancy | Inst. |
| Inflict Mortal Wounds | 8 | I call upon Necromancy to inflict mortal wounds. | 32 Body | | | | | X | Necromancy | Inst. |
| Inflict Serious Wounds | 4 | I call upon Necromancy to inflict serious wounds. | 16 Body | | | | | X | Necromancy | Inst. |
| Inflict Wounds | 2 | I call upon Necromancy to inflict wounds. | 8 Body | | | | | X | Necromancy | Inst. |
| Insect Swarm | 7 | I summon forth a swarm of insects. | 30 Magic / 60 to Undead | | | X | | | Elemental, Undead Destruction | Inst. |
| Life | 9 | I grant you the gift of Life. | Restore Dead at 1 Body, remv. active beneficial | | X | X | | | Life | Inst. |
| Light | 1 | I call upon the light of day to illuminate my path | | | X | X | X | X | Enchantment | 12 Hr. |
| Mistform | 6 | I call upon the forces of the Earth to shroud me in mist. | | | X | X | X | X | Enchantment | 10 Min. |
| Mute | 5 | I command you to be mute. | | | X | X | X | X | Silencing | 10 Min. |
| Nature's Transformation | 9 | I call upon the Spirit of the Wild to infuse myself with natural might. | +6 STR, +30 Body, Tough. 3, Claws | | | X | | | Enchantment | 10 Min. |
| Paralyze | 8 | I paralyze you that you may not move. | | | X | X | X | X | Metabolic | LoS |
| Preserve | 4 | I call upon the Earth to preserve your body. | | | | | X | X | Enchantment | Inst. |
| Proscribe Creature | 9 | With the will of the Earth and the force of forbiddance, let all but <creature type> enter here. | | | X | X | X | X | Protection | 1 Event |
| Reflect Magic | 6 | I give you a charm to reflect magic sent against you. | Reflect vs. <=6th | | X | X | X | X | Protection | 1 Event |
| Remedy | 7 | I call upon the Earth to remedy all that ails you. | Remove Toxin/Mind/Metab. | | X | X | X | | Healing | Inst. |
| Remove Curse | 8 | I bless you and remove this curse upon you. | | | X | X | X | X | Dispelling | Inst. |
| Remove Fear | 3 | I call upon the strength of the Earth to remove your fear. | | | X | X | X | | Dispelling | Inst. |
| Renew | 8 | I call upon the land to renew this ailing spirit. | 32 Body, rest. Slain, remv. Toxin/Mind/Metab. | | X | X | | | Curing | Inst. |
| Repel Undead | 2 | I repel these Undead; come not near me. | | | X | X | X | | Repelling | Conc. |
| Repulse | 2 | I repulse this being from me. | | | X | | X | | Repelling | Conc. |
| Restore Limb | 7 | I restore this limb, returning the vigor drained from it. | | | X | X | X | X | Metabolic | Inst. |
| Revive | 9 | With the power of Life I revive your spirit. | | | | | X | | Life | Inst. |
| Soul Drain | 5 | With the power of Necromancy, I drain the soul of the living. | 20 /+10 Body | | | | | X | Necromancy | Inst. |

| Name | Cost | Incantation | Effect | C1 | C2 | C3 | C4 | Type | Duration |
|---|---|---|---|---|---|---|---|---|---|
| Spirit Armor | 5 | I call upon the Earth to grant you spirit armor to protect you. | | X | X | X | X | Protection | 1 Event |
| Spirit of the Ent | 7 | I appeal to the spirit of the Ent to embrace and protect me. | | | X | | | Protection | 10 Min. |
| Stone Web | 8 | I call upon the Earth to encase you in a web of stone. | | X | | | | Confining | 3 Min. |
| Stoneskin | 7 | I call upon the Earth to make my skin tough as stone. | 30 Armor | | X | | X | Protection | 1 Event |
| Superior Bless | 5 | I bestow upon you a superior bless. | +20 Body | | | X | | Enchantment | 1 Event |
| Toxin Shield | 5 | I grant you immunity to toxins that you may have a shield to protect you. | | X | X | X | X | Protection | 1 Event |
| Trance | 5 | I drop you into a trance. | | X | X | X | | Mind-Affecting | 10 Min. |
| Trap | 3 | I trap you where you stand. | Right foot trapped to ground | X | X | X | X | Confining | LoS |
| Truth / Lie | 3 | I call upon the light of truth to reveal the answers I seek. | | X | X | X | X | Mind-Affecting | 1 Hr. |
| Turn Undead | 4 | By the forces of Life, turn these Undead from my sight. | | | | X | | Repelling | 10 Min. |
| Unbind | 4 | I unbind you and set you free. | | X | X | X | | Dispelling | Inst. |
| Unparalyze | 8 | I unparalyze you and release you. | | X | X | X | X | Dispelling | Inst. |
| Wall of Thorns | 4 | I raise a wall of thorns, impeding all passage. | 100 Body, Toughness 5 | | X | | | Enchantment | LoS |
| Waste | 8 | I call upon the forces of Chaos to waste this spirit. | 32 Body | X | X | | X | Chaos | Inst. |
| Weakness | 4 | I curse you with weakness. | -4 STR | X | X | X | X | Cursing | LoS |
| Wither Limb | 7 | I wither your <limb> with age. | Limb unusable | X | X | X | X | Metabolic | 10 Min. |
| Wraith Touch | 3 | I draw forth the essence of Undeath to subdue my foes. | 3 Life Drain / 3 swings | | | | X | Necromancy | 1 Event |
| Zone of Death | 6 | I inscribe a zone of Death about me, let no living enter here. | | | | | X | Protection, Death | 30 Min. |
| Zone of Life | 6 | I inscribe a zone of Life about me, let no Undead enter here. | | | | X | | Protection, Life | 30 Min. |

# Crafting Materials Reference Charts

| Material | Formal Capacity | Origin | Weapon Appearance | Special Abilities/Effects |
|---|---|---|---|---|
| Bone | Tier 0 | Amroth | Ivory with brown Cracks | None |
| Fire | Tier 0 | Elemental | Red, orange, and yellow in flame pattern | Weapons deal "Fire" damage. |
| Lightning | Tier 0 | Elemental | White or light blue with sharp yellow lightning branches | Weapons deal "Lightning" damage. |
| Poison/Acid | Tier 0 | Elemental | Green with dripping patterns | Weapons deal "Acid" damage. |
| Stone | Tier 0 | Amroth | Gray with fluid or patching stone patterning | None |
| Water/Ice | Tier 0 | Elemental | Blue with white drops, waves, or snowflakes | Weapons deal "Ice" damage. |
| Wood | Tier 0 | Amroth | Brown with (optional) woodgrain | None |
| Cold Iron | Tier 2 | Amroth | Gray with black flecks | None |
| Arushan Steel | Tier 3 | Eunsurian | Gray | None |
| Silver | Tier 3 | Amroth | Metallic silver | Weapons deal "Silver" damage. Can be destroyed. |
| Crystal | Tier 4 | Amroth | Gray with white lines to show sharp facets | None |
| Coral | Tier 5 | Islanders | Vibrant pink, blue, and green in coral patterns | Ice spells take up one less formal space (minimum of one) |
| Driftwood | Tier 5 | Sampan | Dense/twisted woodgrain stripes in brown and gray | None |
| Gold | Tier 5 | Amroth | Metallic gold | Weapons deal "Gold" damage. Cannot be destroyed. |
| Volcanic Bronze | Tier 6 | Dwarves | Rust red with metallic copper highlights | Fire spells take up one less formal space (minimum of one) |
| Jet | Tier 6 | Gargoyles | Completely black stone with facets | Necro formal at -1 space |

| | | | (Jewelry ONLY) | (minimum of one), Earth formal at normal space, Celestial formal at +1 space & can only be used in jewelry, wands, and other |
|---|---|---|---|---|
| Obsidian | Tier 6 | Lizardmen | Black with silver lines to show sharp facets | Healing spells take up one less formal space (minimum of one) |
| Fulgurite | Tier 6 | Reaver | Yellow with white highlights | Lightning spells take up one less formal space (minimum of one) |
| Gemstone | Tier 6 | Amroth | As per gemstone color with lines to show sharp facets | None |
| Otrok Trees | Tier 7 | Sylvani | Brown with green vines, as per living plant | Living trees at are grown into various weapon shapes, cannot hold Necro, Druid spells take -1 formal space (minimum of one) |
| Chromium | Tier 7 | Ogre | Chrome (Grey or silver with iridescent /shiney portions) | Confining spells take up one less formal space (minimum of one) |
| Adamantite | Tier 7 | Oasis | Black | Weapons deal "Silver" or "Adamantine" damage. Cannot be destroyed. |
| Primal Crystal | Tier 8 | Amroth | Green with white lines to show sharp facets | Crystals of pure "Prime", Earth formal at -2 formal space & Celestial at +2 (minimum of one) |
| Star Metal | Tier 8 | Amroth | Grey with black lines and white speckles | Earth formal at +2 formal space & Celestial at -2 (minimum of one) |
| Mithril | Tier 8 | Oasis | White | Weapons deal "Silver" or "Mithril" damage. Cannot be destroyed. |
| Meteoric Iron | Tier 9 | Oasis | Black with white flecks | Weapons deal "Meteoric Iron" damage. Cannot be destroyed. |

| Formal Capacity By Vessel and Material Tier | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Material Tier | Tier 1 | Tier 2 | Tier 3 | Tier 4 | Tier 5 | Tier 6 | Tier 7 | Tier 8 | Tier 9 |
| Modifier (formal) | x1 | x1.25 | x1.5 | x1.75 | x2 | x3 | x4 | x6 | x8 |
| Small Weapon | 2 | 4 | 6 | 8 | 10 | 17 | 27 | 42 | 60 |
| Small Weapon (MC) | 3 | 5 | 8 | 10 | 13 | 21 | 34 | 53 | 75 |
| 1-hand | 3 | 6 | 9 | 12 | 15 | 25 | 40 | 60 | 90 |
| 1-hand (MC) | 4 | 8 | 11 | 15 | 19 | 31 | 50 | 75 | 112 |
| 2-hand | 6 | 10 | 15 | 20 | 25 | 40 | 55 | 80 | 120 |
| 2-hand (MC) | 7 | 12 | 18 | 25 | 31 | 50 | 68 | 100 | 150 |
| Shield | 3 | 6 | 9 | 12 | 15 | 25 | 40 | 60 | 90 |
| Shield (MC) | 3 | 7 | 11 | 15 | 18 | 31 | 50 | 75 | 112 |
| Jewelry | 8 | 10 | 12 | 14 | 16 | 24 | 32 | 48 | 64 |
| Jewelry (MC) | 10 | 12 | 15 | 17 | 20 | 30 | 40 | 60 | 80 |
| Wand | 15 | 19 | 22 | 26 | 30 | 45 | 60 | 90 | 120 |
| Wand (MC) | 18 | 23 | 27 | 32 | 37 | 56 | 75 | 112 | 150 |
| Special | 30 | 37 | 45 | 52 | 60 | 90 | 120 | 180 | 240 |
| Special (MC) | 37 | 46 | 56 | 65 | 75 | 112 | 150 | 225 | 300 |
| | | | | | | | | |

*MC = Mastercrafted

# USING FORMAL MAGIC

## How to Cast Formal

Here is the process for casting a Ritual using Formal Magic. The below assumes the Character casting the Ritual has purchased the Skill, and possesses all necessary items including the Scroll and components in game.

### Formal Area

A Character must create a Formal Magic area. This may be a Circle of Protection cast from a Character's memory, an item, etc. A second option is a Formal Magic area, which must itself be created as a Formal Magic Ritual. The type of Formal Area chosen has some impact on the Alterations of the Ritual (see below). The creator of the Formal Area does not have to be the Character casting the Ritual.

### Beginning the Ritual

When a Character begins the Ritual, the Player must note the time, go out-of-play and locate a Formal Marshal on duty. Bring everything necessary to cast the Ritual. This includes the Formal Scroll, the Formal Components for the Ritual, the gold (if it is a Ritual that requires spending additional gold to cast), a tag for the Circle or Formal Area, physreps for any items, the tags indicating the level of Formal that the caster has, and tags for any Lores or Formal Masteries that are applicable.

### During a Ritual

Once a Ritual has begun, it requires a set time to complete, which is noted on the Formal Magic Scroll. Be sure to properly time the duration of your Ritual and the duration of your Circle! If the Circle is dropped for any reason during the Ritual, then it will FAIL, and all Components will be lost. ( See below for what can be done during the casting of a Ritual both in and out-of-game)

Clarification—if there is a Circle or Formal Area in place the entire casting time of the Ritual then the Ritual will be resolved as normal. It is possible to have a different Circle in effect at the end of the Ritual then was cast at the beginning.

### Determining Ritual Results

If the Ritual completes without failure or interruption, then the Formal Marshal will determine the results. They will note the time and Ritual name on a Formal Log. The Player whose Character is casting the Ritual will then be asked to pull marbles or some other colored object to determine whether the Ritual Succeeds, Fails, or Succeeds with Alterations (see below for a description of an Alteration). The Alterations of each Ritual will be listed on each Scroll. When the determination of the results has finished, the Player should return to the area where their Character was casting the Ritual, take off their white headband and go back in-play. This will conclude the Ritual.

## The Outcome Of A Formal Ritual

A Formal Ritual, if performed correctly, has three possible outcomes: Success, Failure, or Success with Alterations.

### Success

This simply means that you performed the Ritual perfectly and it was a perfect casting.

### Failure

This means the Ritual failed completely and all Components are used up in the process.

### Alteration

These are variables in the Formal Magic system. Each Ritual has a random factor associated with it that can be positive, negative, or not affect things at all. The Alterations are listed on each Scroll and describe the result of said Alteration. They can range from minor to spectacular.

## "The Pull"

### Calculating "The Pull" Ratio

The below chart details the default number of Successes, Failures, and Alterations involved in a Formal Ritual based on level. This default may be altered and adjusted based on various conditions around the Ritual, as defined in the following section.

| Ritual Level | Successes | Failures | Alterations |
|:---:|:---:|:---:|:---:|
| 1 | 8 | 1 | 1 |
| 2 | 7 | 1 | 2 |
| 3 | 7 | 1 | 2 |
| 4 | 6 | 1 | 3 |
| 5 | 6 | 1 | 3 |
| 6 | 5 | 1 | 4 |
| 7 | 5 | 1 | 4 |
| 8 | 4 | 1 | 5 |
| 9 | 4 | 1 | 5 |

### Base Pull

First, the ratio of Successes/Failures/Alterations is set to the "Base" as indicated on the Scroll. For the most part, this ratio is determined by the level of the Ritual, as shown in the chart above. However, some Rituals

may vary (such as Enchant Item) in which case the ratio listed on the Scroll should be consulted. In every case, this Base ratio will have at least 1 Success, 1 Failure, and 1 Alteration; and the total of the three will always equal 10.

## Adjustments

Next, the ratio should be adjusted by accounting for each of the factors listed in the section above. Remember, most adjustments may be made at the caster's discretion; however, those adjustments indicated as REQUIRED must be included. After adjustments are made, it IS possible to have a negative number of Successes, Failures, or Alterations. Likewise, you may have a number of Successes, Failures, or Alterations, which exceed 8. This will be corrected in the next step...however, it is worth noting that the total number of Successes, Failures and Alterations should STILL equal 10.

## Minimums

Finally, the ratio must be corrected to ensure that at least 1 Success, 1 Failure, and 1 Alteration are in the Pull. If these minimums are met after the "Adjustments" step, no correction is necessary and it's time to Pull! If these minimums are not met, the following corrections should be made.

Failures are corrected first. If there is not a minimum of 1 Failure in the pull, Successes should be changed to Failures until at least 1 Failure is present. (i.e., 5 Successes, 0 Failures, and 5 Alterations must be changed to 4 Successes, 1 Failure, and 5 Alterations) After the minimum Failure is present, the Successes and Alterations should be changed until there is at least 1 of each present (i.e., 0 Successes, 9 Alterations, and 1 Failure must be changed to 1 Success, 8 Alterations, and 1 Failure).

## Adjusting "The Pull" Ratio

The chart above shows the standard Success/Alteration/Failure ratio for each level of Formal Magic. This ratio can be manipulated to a certain extent in several ways. Unless stated otherwise,  a change can be influenced in either direction - for example if the pull says one may change 1 Success to 1 Alternation, that also means one may instead change 1 Alternation to 1 Success.

| Assistant Caster | Change 1 Success to 1 Alteration |
|---|---|

Assistant Casters can assist in the casting of the Ritual by going through the casting with the primary Character casting the Ritual. They are Players with Formal Magic at least equal to the level of the Ritual being cast in the appropriate Realm of Magic. They can remove one Alteration or add one Alteration at their discretion. The Master (caster) WILL know which way an Assistant Caster moves the Alterations. Also, an Assistant Caster can cause a Ritual to fail automatically. This also will be known to the Master. You may only have one Assistant Caster per Ritual. If you use an Assistant Caster to affect a Formal Ritual, you cannot also use a Familiar.

| Familiar | Change 1 Success to 1 Alteration |
|---|---|

A Familiar has the ability to assist in Formal casting, allowing the caster to make a one-step change to the Alteration scheme of any Ritual the Familiar assists with. If you use a Familiar to affect a Formal Ritual, you cannot also use an Assistant Caster.

| Duration of Circle | Change 1 Success to 1 Alteration<br>REQUIRED SHIFT |
|---|---|

A temporary Circle adds one Alteration to the Ritual, while taking away one Success.

| Role-Playing | Change 1 Success to 1 Alteration (or 1 Alteration to 1 Success) |
|---|---|

If the caster actively role-plays the Ritual, in whatever way is deemed appropriate by that Player and the Formal/Plot Marshal, then they may change an Alteration to a Success or a Success to an Alteration.

| Additional Components | Change 1 Success to 1 Alteration (or 1 Success to 1 Failure )<br>PER ADDITIONAL SET |
|---|---|

Using an extra set of Components in the Ritual will remove or add 1 Alteration or 1 Failure, if more than 1 in the Ritual. There must always be at least one Alteration and Failure in a Ritual. There is no limit to the amount of extra sets that you may add to the Ritual, but you are still bound by the rule of always 1 Success, 1 Alteration, and 1 Failure in a Ritual.

| Master Caster's Proficiency | Change # of Successes to # Alterations |
|---|---|

(Caster's level of Formal Ability – Ritual level) = # of shifts from Successes to Alterations at the caster's choice.

For example, a caster with level 6 Formal casting a level 1 Ritual can change ([6-1]=5) up to five Successes to Alterations, or any combination thereof, as long as that meets the minimum of 1 Success 1 Alteration and 1 Failure in the Ritual.

| Permanency | Change # Successes to # Alterations<br>REQUIRED SHIFT |
|---|---|

The more Formal points/levels in an item, the harder it is to successfully cast a Permanency Ritual on the item. The following list will apply to points/levels NOT counting the Permanency.

| 0-12 | No change |
|---|---|
| 13-18 | Changes 1 Success to an Alteration |
| 19-24 | Changes 2 Successes to Alterations |

| | |
|---|---|
| 25-30 | Changes 3 Successes to Alterations |
| 31-36 | Changes 4 Successes to Alterations |
| 37-42 | Changes 5 Successes to Alterations |
| 43-48 | Changes 6 Successes to Alterations |
| 49-54 | Changes 7 Successes to Alterations |
| 55-59 | Changes 8 Successes to Alterations |
| 60-64 | Changes 9 Successes to Alterations |
| 65-69 | Changes 10 Successes to Alterations |
| This progression continues, adding one Alteration per five levels of Formal cast in the item. | |
| Note: At the time of pulling any Alterations beyond 1S, 1F, 8A change from Alterations to Failures. | |

## Formal Faqs

### "What can and can't be done during a Formal Ritual?"

If the Player is In Character at the time the Ritual is cast, they must sit in the Formal Circle and roleplay casting that Ritual. They may chant, sing, hum, or role-play in other suitable ways during the casting of the Ritual. They may also simply sit quietly in the circle with the Scroll in front of them. They can also gesture in a quiet manner, such as pointing, nodding their head. They may not speak, mouth words, or write things down (unless called for in the Ritual).

If the Player is Out of Character at the time a Formal Ritual is being cast, and the Ritual is not one negatively impacting another Character, they can do other things for the game such as Monster, help Plot, volunteer in the Tavern, etc. They may also sit quietly in their cabin in an out-of-play headband. However, they cannot leave site, sleep, etc. In other words, they can either work for the game, stay in the casting area an role-play casting the Ritual, or be OOP in an unobtrusive way. If they are Monstering during the time that they would be casting the Ritual, they should go to the Formal Marshal on duty when they finish their Monstering shift (with the Scroll, Components, etc.) to do the Pull.

### "Can a Character research their own Formal Magic Ritual?"

No. At this time, the game is not designed to allow the Players to research their own Rituals.

### "Can a Character combine Rituals to see what happens?"

No. Unless specifically stated on the Scroll, Rituals cannot be combined to see what happens. This is to ensure consistency and fairness in the game.

**"What if a Character begins a Ritual with proper Scroll, components, formal area, and level of formal knowledge, but the vessel they're casting on does not meet the requirements?"**

The Ritual fails and components are consumed. Other consequences may befall the caster depending on the nature of the Ritual and the vessel in question.

**"What happens if a Character attempts to begin a Ritual with proper Scroll, components, formal area but lacks either the appropriate level of formal or prerequisite Skill to do so?"**

The Ritual does not begin, because the Character does not meet all prerequisites. Components are not consumed.

**"Can a Character Cast Rituals on Other Characters?"**

This is permitted as long as it is noted on each Scroll. The other Character may have something to say about this if it is detrimental to that Character! The procedure is the same for the most part, with one significant difference: the caster MUST remain in the Circle or Formal Area the entire casting time of the Ritual.

Another Player should be sent, out-of-play, to the Plot cabin to get a Plot or Rogue Marshal. For Rituals affecting other Players (including destroying the Ward on a building), the Plot or Rogue Marshal will usually do the pull, instead of a Formal Marshal. In these situations, the Success or Failure of a Ritual would be judged by the Formal or Plot Marshal present.

**"What actions will cause a Formal Ritual to Fail?"**

Talking will cause a Ritual to fail, and all Components will be lost. This is ALWAYS enforced if the Ritual is negatively impacting another Character, non-Player Character, or building defenses.

Any abrupt movement, such as being startled or falling out of a chair, can cause the Ritual to fail. Sleeping while casting the Ritual will cause it to Fail.

The Player must be able to physically read the Scroll while casting the Ritual. There is no special in-play dark or night vision in this game system. If a Marshal asks the Player to read the Scroll, they must be able to do so out-of-game, to prove there is sufficient light to cast the Ritual. If they cannot do this, the Ritual will Fail.

Exceptions are ONLY made if a beneficial Formal Ritual is cast in a private, friendly area, where all participants or present witnesses to the Ritual agree before casting to forego these requirements.

# ACTIVE PLAYTESTS

## Spell Tagline Playtest

In 2023, Shadowmoor will continue playtesting calling the spell tagline, immediately following the delivery of the verbal.

For example: "I call upon the Dragon's Breath - 40 flaming!" "I grant you the gift of death! Death!"

For example: "I call upon the Dragon's Breath, I call upon the Dragon's Breath, I call upon the Dragon's Breath - 40 flaming, times three!" or similar summary.

This is not a mandatory change, but Staff will be proactively demonstrating the concept during combat. We encourage Players to voluntarily participate as much as possible. The playtest is meant to encourage ease of understanding and applying spell damage numbers in combat without having to stop to ask "how much was that?", and to make combat simpler for new players to participate. If it proves effective, it may become mandatory in the future so building the habit now may help later!

## Forgiveness for Spell List Changes

In 2023, due to the consolidation and reorganization of spells, there will be no "flubs" called on using old/removed spells. For example, if Bob the Earth Generalist accidentally throws a "Fumble" instead of a "Disarm", the plot member or monster will let the caster know of the mistake and the caster will NOT lose the spell from memory. In instances of player-vs-player (PvP) interactions, we will have to more strictly enforce this rule.

## Crafting Overhaul Playtest

During the first half of the 2023 season, we will be playtesting significant changes to the crafting system(s). This playtest will adjust crafting to work nearly identical to the formal magic system. Armorsmithing will become Smithing with two (2) masteries: Armorsmithing and Weaponsmithing. Jewelcraft becomes Artificing with two (2) masteries: Jewelcrafting and Tinkering. Master Chef becomes Culinary Arts with two (2) masteries: Master Chef and Master Brewer. All crafting prerequisites have been removed.

As a result of this change, several racial advantages will be adjusted and build costs for the various skills will change.

Racial Advantage Changes
- Mountain/Amrothi Dwarf - ½ cost for armorsmith skill changed to ½ cost for Fortify skill and ½ cost for Craftskills

- Gloomkin (Scrapper) - ½ cost for armorsmith skill changed to ½ cost for Fortify skill and ½ cost for Craftskills
- Gloomkin (Haggler) - ½ cost for Evaluate Item changed to ½ cost for Craftskills
- Hobbling/Reaver - ½ cost for Evaluate Item changed to ½ cost for Craftskills
- Stregosh - ½ cost for Evaluate Item changed to ½ cost for Craftskills

Skill Cost Changes

| Crafting Skills | Smithing | Artificing | Culinary Arts | Prerequisite(s) |
|---|---|---|---|---|
| Level 1 | 1 | 1 | 1 | None |
| Level 2 | 1 | 1 | 1 | Level 1 of Crafting Skill |
| Level 3 | 2 | 2 | 2 | Level 2 of Crafting Skill |
| Level 4 | 2 | 2 | 2 | Level 3 of Crafting Skill |
| Level 5 | 3 | 3 | 3 | Level 4 of Crafting Skill |
| Level 6 | 3 | 3 | 3 | Level 5 of Crafting Skill |
| Level 7 | 4 | 4 | 4 | Level 6 of Crafting Skill |
| Level 8 | 4 | 4 | 4 | Level 7  of Crafting Skill |
| Level 9 | 5 | 5 | 5 | Level 8 of Crafting Skill |
| Mastery | 4 | 4 | 4 | Level 9 of Crafting Skill, Special |

As a result of the changes to the system, Crafting Masteries now function very similarly to Formal Masteries and therefore may only be purchased once Crafting Skill Level 9 (e.g Steve the Smith has purchased 9 levels of Smithing and is now eligible to purchase BOTH Armorsmithing Mastery and Weaponsmithing Mastery). Additionally, like Formal Masteries, Crafting Masteries will now allow a crafter to shift a "fail" pull to an "alt" once per event, complete rituals in half the time listed on the crafting scroll, and allow for one additional shift per pull. Only one level of a crafting skill may be purchased each event, in the same manner as formal.

Description of Skill Changes and New Skills

Review the "Using Formal Magic" section of the rulebook to understand how the new Crafting creation system will utilize successes/alterations/failures bag pulls and methods by which those bag pulls can be altered. Not all methods of adjusting pulls may be valid for crafting (no formal circles in Crafting rituals!), but there is significant overlap.

# Playtest Crafting System

## How to Craft Items

Here is the process for crafting a schematic or recipe using the crafting system. The below assumes the Character crafting the schematic or recipe has purchased the Skill, and possesses all necessary items including the schematic or recipe scroll and components in game.

## Crafting Station

Unless the schematic or recipe states otherwise a Character must utilize an established crafting work station area appropriate for the type of crafting they are attempting. The creation of this area is done in play and is a schematic or recipe as well. This crafting station must also be of sufficient quality to handle the schematic or recipe being attempted. In addition, the crafter must have appropriate tools.

| Type | Crafting Station | Crafting Tool |
|------|------------------|---------------|
| Artificing | Workbench | Artificing Tools |
| Smithing | Forge | Smithing Tools |
| Culinary Arts | Kitchen | Kitchen Tools |

## Beginning to Craft

When a Character begins the schematic or recipe, the Player must note the time, go out-of-play and locate a Formal and Crafting Marshal on duty. Bring everything necessary to craft the schematic or recipe. This includes the scroll, the components, the gold (if it is a schematic or recipe that requires spending additional gold to craft), a tag or card for the crafting station and tools, physreps for any items, the tags indicating the level of crafting that the crafter has, and tags for any Lores or Crafting Masteries that are applicable.

## During a Crafting

Once a recipe or schematic has begun, it requires a set time to complete, which is noted on the scroll. If the crafting station or tool is removed from the area for any reason then the recipe or schematic will FAIL and all components will be lost. (See below for what can be done during the crafting of a schematic or recipe both in and out of game.)

# Determining Crafting Results

If the schematic or recipe completes without failure or interruption, then the Formal and Crafting Marshal will determine the results. They will note the time and schematic or recipe name on a Formal Log. The Player whose Character is crafting the recipe or schematic will then be asked to pull marbles or some other colored object to determine whether the crafting Succeeds, Fails, or Succeeds with Alterations (see below for a description of an Alteration). The Alterations of each crafting will be listed on each Scroll. When the determination of the results has finished, the Player should return to the area where their Character was crafting the recipe or schematic, take off their white headband and go back in-play. This will conclude the recipe or schematic.

## The Outcome Of Crafting

A Crafting, if performed correctly, has three possible outcomes: Success, Failure, or Success with Alterations.

### Success

This simply means that you performed the crafting perfectly and it was a perfect crafting.

### Failure

This means the crafting failed completely and all Components are used up in the process.

### Alteration

These are variables in the crafting system. Each crafting has a random factor associated with it that can be positive, negative, or not affect things at all. The Alterations are listed on each Scroll and describe the result of said Alteration. They can range from minor to spectacular.

## "The Pull"

### Calculating "The Pull" Ratio

The below chart details the default number of Successes, Failures, and Alterations involved in a Crafting based on level. This default may be altered and adjusted based on various conditions around the Crafting, as defined in the following section.

| Recipe/Schematic Level | Successes | Failures | Alterations |
|---|---|---|---|
| 1 | 8 | 1 | 1 |
| 2 | 7 | 1 | 2 |

| | | | |
|---|---|---|---|
| 3 | 7 | 1 | 2 |
| 4 | 6 | 1 | 3 |
| 5 | 6 | 1 | 3 |
| 6 | 5 | 1 | 4 |
| 7 | 5 | 1 | 4 |
| 8 | 4 | 1 | 5 |
| 9 | 4 | 1 | 5 |

## Base Pull

First, the ratio of Successes/Failures/Alterations is set to the "Base" as indicated on the Scroll. For the most part, this ratio is determined by the level of the Crafting, as shown in the chart above. However, some Craftings may vary in which case the ratio listed on the Scroll should be consulted. In every case, this Base ratio will have at least 1 Success, 1 Failure, and 1 Alteration; and the total of the three will always equal 10.

## Adjustments

Next, the ratio should be adjusted by accounting for each of the factors listed in the section above. Remember, most adjustments may be made at the crafter's discretion; however, those adjustments indicated as REQUIRED must be included. After adjustments are made, it IS possible to have a negative number of Successes, Failures, or Alterations. Likewise, you may have a number of Successes, Failures, or Alterations, which exceed 8. This will be corrected in the next step...however, it is worth noting that the total number of Successes, Failures and Alterations should STILL equal 10.

## Minimums

Finally, the ratio must be corrected to ensure that at least 1 Success, 1 Failure, and 1 Alteration are in the Pull. If these minimums are met after the "Adjustments" step, no correction is necessary and it's time to Pull! If these minimums are not met, the following corrections should be made.

Failures are corrected first. If there is not a minimum of 1 Failure in the pull, Successes should be changed to Failures until at least 1 Failure is present. (i.e., 5 Successes, 0 Failures, and 5 Alterations must be changed to 4 Successes, 1 Failure, and 5 Alterations) After the minimum Failure is present, the Successes and Alterations should be changed until there is at least 1 of each present (i.e., 0 Successes, 9 Alterations, and 1 Failure must be changed to 1 Success, 8 Alterations, and 1 Failure).

# Adjusting "The Pull" Ratio

The chart above shows the standard Success/Alteration/Failure ratio for each level of Crafting. This ratio can be manipulated to a certain extent in several ways. Unless stated otherwise, a change can be influenced in either direction - for example if the pull says one may change 1 Success to 1 Alternation, that also means one may instead change 1 Alternation to 1 Success.

| Assistant Crafter | Change 1 Success to 1 Alteration |
|---|---|

Assistant Crafters can assist in the crafting of the recipe or schematic by going through the crafting with the primary Character crafting the recipe or schematic. They are Players with appropriate Crafting at least equal to the level of the Recipe or Schematic being crafted. They can remove one Alteration or add one Alteration at their discretion. The Master (crafter) WILL know which way an Assistant Crafter moves the Alterations. Also, an Assistant Crafter can cause a Crafting to fail automatically. This also will be known to the Master. You may only have one Assistant Crafter per Recipe or Schematic.

| Role-Playing | Change 1 Success to 1 Alteration (or 1 Alteration to 1 Success) |
|---|---|

If the crafter actively role-plays the Crafting, in whatever way is deemed appropriate by that Player and the Formal/Plot Marshal, then they may change an Alteration to a Success or a Success to an Alteration.

| Additional Components | Change 1 Success to 1 Alteration (or 1 Success to 1 Failure ) <br><br> PER ADDITIONAL SET |
|---|---|

Using an extra set of Components in the Crafting will remove or add 1 Alteration or 1 Failure, if more than 1 in the Recipe or Schematic. There must always be at least one Alteration and Failure in a Crafting. There is no limit to the amount of extra sets that you may add to the Crafting, but you are still bound by the rule of always 1 Success, 1 Alteration, and 1 Failure in a Crafting.

| Master Crafter's Proficiency | Change # of Successes to # Alterations |
|---|---|

(Crafters's level of Crafting Ability – Crafting Scroll level) = # of shifts from Successes to Alterations at the crafter's choice.

For example, a crafter with level 6 skill is crafting a level 1 recipe or schematic can change ([6-1]=5) up to five Successes to Alterations, or any combination thereof, as long as that meets the minimum of 1 Success 1 Alteration and 1 Failure in the recipe or schematic.

**Permanency**

Change # Successes to # Alterations

REQUIRED SHIFT

The more Formal points/levels in an item, the harder it is to successfully craft a Permanency schematic or recipe on the item. The following list will apply to points/levels NOT counting the Permanency.

| | |
|---|---|
| 0-12 | No change |
| 13-18 | Changes 1 Success to an Alteration |
| 19-24 | Changes 2 Successes to Alterations |
| 25-30 | Changes 3 Successes to Alterations |
| 31-36 | Changes 4 Successes to Alterations |
| 37-42 | Changes 5 Successes to Alterations |
| 43-48 | Changes 6 Successes to Alterations |
| 49-54 | Changes 7 Successes to Alterations |
| 55-59 | Changes 8 Successes to Alterations |
| 60-64 | Changes 9 Successes to Alterations |
| 65-69 | Changes 10 Successes to Alterations |
| This progression continues, adding one Alteration per five levels of Formal crafted in the item.  Note: At the time of pulling any Alterations beyond 1S, 1F, 8A change from Alterations to Failures. | |

# Crafting FAQs

**"What can and can't be done during Crafting?"**

If the Player is In Character at the time the crafting is done, they must sit at the crafting station and roleplay crafting that recipe or schematic. They may chant, sing, hum, or role-play in other suitable ways during the crafting of the recipe or schematic. Unlike Formal, crafters are expected to be able to move around and interact with their environment. They must remain in the vicinity of the crafting station and maintain reasonable concentration on their work.

If the Player is Out of Character at the time a schematic or recipe is being crafted, and the crafting is not one negatively impacting another Character, they can do other things for the game such as Monster, help Plot, volunteer in the Tavern, etc. They may also sit quietly in their cabin in an out-of-play headband. However, they cannot leave site, sleep, etc. In other words, they can either work for the game, stay in the crafting area and role-play crafting the recipe or schematic, or be OOP in an unobtrusive way. If they are Monstering during the time that they would be crafting the recipe or schematic, they should go to the Formal and Crafting Marshal on duty when they finish their Monstering shift (with the Scroll, Components, etc.) to do the Pull.

**"Can a Character research their own Crafting Recipe or Schematic?"**

No. At this time, the game is not designed to allow the Players to research their own recipes or schematics.

**"Can a Character combine Caftings to see what happens?"**

No. Unless specifically stated on the Scroll, Craftings cannot be combined to see what happens. This is to ensure consistency and fairness in the game.

**"What if a Character begins a Crafting with proper Scroll, components, crafting station, crafting tools, and level of crafting knowledge, but the vessel they're crafting on does not meet the requirements?"**

The Crafting fails and components are consumed. Other consequences may befall the crafter depending on the nature of the recipe or schematic and the vessel in question.

**"What happens if a Character attempts to begin a Crafting with proper Scroll, components, crafting station, and crafting tools but lacks either the appropriate level of crafting or prerequisite Skill to do so?"**

The Crafting does not begin, because the Character does not meet all prerequisites. Components are not consumed.

**"Can a Character Craft on Other Characters?"**

This is permitted as long as it is noted on each Scroll. The other Character may have something to say about this if it is detrimental to that Character! The procedure is the same for the most part, with one significant difference: the crafter MUST remain in the vicinity of the crafting station the entire crafting time of the crafting.

Another Player should be sent, out-of-play, to the Plot cabin to get a Plot or Rogue Marshal. For recipes or schematics affecting other Players, the Plot or Rogue Marshal will usually do the pull, instead of a Formal and Crafting Marshal. In these situations, the Success or Failure of a Crafting would be judged by the Formal and Crafting or Plot Marshal present.

## "What actions will cause a Crafting to Fail?"

The Player must be able to physically read the Scroll while crafting the Recipe or Schematic. There is no special in-play dark or night vision in this game system. If a Marshal asks the Player to read the Scroll, they must be able to do so out-of-game, to prove there is sufficient light to craft the recipe or schematic. If they cannot do this, the crafting will Fail.

Exceptions are ONLY made if a beneficial crafting is done in a private, friendly area, where all participants or present witnesses to the crafting agree before crafting to forego these requirements.

# Special Crafting Rules:

## Culinary Arts

A character can only benefit from a single Chef and a single Brewer recipe at any given time. Any additional effects imbibed have no effect on the character until the initial effect has worn off.

## Masteries:

Crafting Mastery is a series of Skills that allows the crafter to further specialize in a specific type of crafting, typically allowing the crafter to halve the crafting time of the specific recipe or schematic type as well as allowing a one-step shift with any crafting of the specific type in which they participated (either as primary OR assistant crafter).

Two crafters, both possessing the same Crafting Mastery, may work together on the same recipe or schematic, allowing up to a two-step shift but the time is only halved once (see Assistant Crafter). Note, this is the only benefit granted if both the primary and assistant crafter possess the same Crafting Mastery.

Further, should a Crafter who possesses Crafting Masteries may, once per event - when a Failure has been pulled on a recipe or schematic utilizing that Mastery - immediately convert that Failure into an Alteration. This ability may never be used to detrimentally affect a Player Character or any sort of PvP.

Special: In order to learn any of the below Skills, a Character must pay a sum of twenty-five (25) gold pieces and must find and gain permission from a Plot or Staff NPC teacher that teaches this Skill. The teacher of this Skill may require additional tasks in order to learn this. Crafting Masteries may not be taught by Characters.

## Chef Mastery

Chef Mastery allows the crafter to halve the crafting time of any Chef Recipe they perform. This Skill also allows them to make a one step shift with any Chef Recipe they participate in.

## Brewer Mastery

Brewer Mastery allows the crafter to halve the crafting time of any Brewer Recipe they perform. This Skill also allows them to make a one step shift with any Brewer Recipe they participate in.

## Weaponsmithing Mastery

Weaponsmith Mastery allows the crafter to halve the crafting time of any Weaponsmith Schematic they perform. This Skill also allows them to make a one step shift with any Weaponsmith Schematic they participate in.

## Armorsmithing Mastery

Armorsmith Mastery allows the crafter to halve the crafting time of any Armorsmith Schematic they perform. This Skill also allows them to make a one step shift with any Schematic Recipe they participate in. Armorsmith Masters may also apply Armor Repair Kits at half their normal repair time.

## Tinkerer Mastery

Tinkerer Mastery allows the crafter to halve the crafting time of any Tinkerer Schematic they perform. This Skill also allows them to make a one step shift with any Tinkerer Schematic they participate in as well as grant the created clockwork +20% Body.

## Jewelcraft Mastery

Jewelcraft Mastery allows the crafter to halve the crafting time of any Jewelcraft Schematic they perform. This Skill also allows them to make a one step shift with any Jewelcraft Schematic they participate in.

# MAGIC ITEM LOGISTICS

## Magic Items

Magic items, with few exceptions, aren't permanent. This means that you must find an in-play means of extending their magical enchantments. Pay attention to the expiration dates of your items. If you do not know when they expire, there are methods of identifying that property in-play. If the item's duration is not extended on or before the end of the event at which it expires, it will expire regardless of whether or not the item owner was in attendance at that event. Keep your item cards up to date by turning them in if something changes (eg, the item is lost/destroyed or formally Extended/Preserved), or if you receive an item you did not possess at the beginning of the event. Expired item cards found "in use" at an event will be pulled immediately from play along with their associated items or creatures.

Should a Character lose a magic item by any means, the Player should report to the Plot Cabin as soon as possible to turn in the temporary and permanent item cards for the items lost.

## Important Paperwork

All magic items and creatures have several pieces of paperwork involved with them.

- **Permanent item record**: Canonical "master" item information, maintained by Shadowmoor Logistics. This is the final source of record for all item questions and disputes.
- **Item reference card**: Player card with copy of item information. DO NOT LOSE THIS CARD; keep it with you between events. If anything changes with the item (for example, if you alter its magical properties, lose the item, or receive a new item from someone else) see "Item Updates" below.

## Non-magical Items with In-Play Value

Some non-magical items and items with in-play value are also tracked. These include but are not limited to:

- Empty vessels capable of holding Formal Magic (usually not physrepped until they are enchanted)
- Labs (physrep not required, but optional and encouraged)

The paperwork associated with these items is similar to a magic item.

It is extremely important to turn in new items of the above types at the event when they are first created, so they can get an item number suitable for Formal Marshals to reference. However, usually items of this type don't have a labeled physical vessel associated with them to show to Logistics in case of loss of a card – so if you lose your permanent item reference card for these types of items, you will not receive a new one and the item is considered lost in-play.

# New Items, Changed Items, or Lost Items

If anything changes with a magic item, or if you receive a new item, you MUST turn the associated item reference card in at check-out so we can record it under your Character's ownership. **If you do not turn in this card your item may be forfeit.** Mistakes happen, but if you routinely don't turn in your item tags, you WILL lose your items.

# Labeling Items

All items with in-play value of any type must be clearly and visibly marked with their unique Item Number, which will match the associated cards for the item. If an item physrep is not labeled with its Item Number and is found in in-play use during the course of Logistics or marshaling checks, the item will be permanently pulled from play.

# Item Physreps with In-Play Value

*DO NOT FORGET: Any possession that is assigned an in-play value in Shadowmoor becomes the property of to Shadowmoor.* This is purely a requirement to facilitate the fun and danger of PvP activities and in-play change of item ownership. This means that your Character's in-play item CAN be stolen and taken away from them in-play, and the physrep must be surrendered. The Player (or Staff member) who receives this item is not required to return the physrep to you out-of-play, although this is generally <u>strongly</u> encouraged, especially in the instance of high-dollar-value items such as EVA weapons. In the event that a player has an EVA weapon lost or stolen in-play, the original owner has the option to replace that EVA physrep with a boffer version of that item. The player must then immediately remove the EVA version from play and it may not re-enter play (for example, as another item) under any circumstances. Item theft may never under any circumstances be used to abscond with another Player's physrep and not put the item back in play in a way that offers their Character the opportunity to retrieve it - if the item is destroyed or otherwise removed from play, the physrep <u>must</u> be <u>promptly</u> returned to the original Player. If a Player receives a physrep back out-of-play without their Character having regained possession of the item - for example if the Player whose Character obtained a stolen in-play item and then chose to have their own physrep made - the Character whose Player received the original physrep back may never again recognize that magic item in-play as having belonged to them.

We highly recommend that Players do not put any item with real-world value in-play, or at least anything that you aren't willing to permanently lose. Shadowmoor cannot be responsible for your engagement ring being stolen in-play if it has in-play properties and value.

# AVAILABLE COMBAT LORES

| Combat Lore | Available Lore Focus |
|---|---|
| Lore, Construct | |
| Lore, Dragon | |
| Lore, Dream | |
| Lore, Elemental | Air, Earth, Fire, Water |
| Lore, Gargoyle‡ | |
| Lore, Giant | |
| Lore, Goblinoid | |
| Lore, Lycanthrope | |
| Lore, Magical Creature | |
| Lore, Nether | |
| Lore, Planar* | Positive, Negative, Life, Death, Law, Chaos |
| Lore, Shadow | |
| Lore, Spirit | |
| Lore, Undead€ | |
| Lore, Woodland | |

‡You may not ever apply this Combat Lore against Player Characters of this race.

* Planar Lore does not include Elemental Lore.

€ Provides +2 damage bonus against ALL types of Undead; does not provide the ability to identify any specific type of Greater Undead.

Provides +2 damage bonus against ALL types of Nether creatures and Greater Undead

# SHADOWMOOR 401K CHARACTER RETIREMENT PLAN

A Player may voluntarily retire a Character of 15th level and above to start a new Character with the following perks.

## Starting Level

The new Character automatically starts at 15th Level.

## Gob Bonus

Amount of Gob added to the new Character Sheet is equal to 100x the Level difference between the retiring Character and 15th level.

> Example:
>
> If a 42nd level Character is retired, the Player would receive 2700 Gob put on the new Character Sheet.
>
> (42 − 15) x 100 = 2700

The total Gob may be spent on an updated Retired Character Gob Store List (see below).

A fraction may be automatically converted to Gold or simply remain on the Character Sheet in order to advance the new Character in the future.

## Gob to Gold Conversion

Up to 20% of the Gob amount received from 401k retirement may immediately be converted into gold. This conversion may be done exclusively at Character creation. The eligible Gob total does not include any Gob previously on any of your Character sheets.

## Plot and other Volunteer Build

If you wish, any unspent Shadowmoor Plot Build or Build from Shadowmoor volunteer activities, Shadowmoor raffle prizes, etc. may be applied to the new Character as well.

## Storytelling Your Character's 401k Retirement

Now that the mechanics of the 401k is out of the way, here is the story-telling side of it!

A Player may choose one of the following options. Each of these will be conducted in collaboration between the Player and Staff (usually Kevin). As part of this, the Player will have the option to collaborate with Staff to play out a 3-event Retirement or Death plotline involving one of the following options:

**1) Quietly retire the Character with no need for in-game explanation**

**2) Permanently kill off the Character in a dramatic (or subtle) manner**

This can be done at game, or "offscreen". If you choose to have your Character perish at a game, Staff will coordinate a dramatic and public scene to finish your Character's story. If you wish to conduct the death offscreen, Staff will work with you and (optionally) make this story part of public rumor and legend.

**3) Remove the Character from the game in such a way that the Character continues to exist, but NO LONGER directly affects the game world.**

Some examples include: Character becomes a part of the Planar Mechanics, becomes a hermit, takes a long walk in the desert, takes a position within an Amrothi government structure, becomes a teacher or professor in Eunsurian or Grey Elf Colleges.

In all other ways, regardless of your retirement choice, this Character then comes under the purview of the Shadowmoor Steering Committee as a whole, and may be used as a background influence for storytelling purposes. They may not interact with or influence the game world under the direction of the original Player…but they might be heard from again, if appropriate to future stories!

# Gob Store Options for 401k Characters

To prevent long lines at Logistics, Gob Store purchases must be done as part of 401k Character creation before the event, not onsite. (If you miss that opportunity at one event, email Logistics after the event and we will handle it then.)

> The regular Gob store is available in addition to the below options.
> Limit of quantity purchased is raised to 10 per item vs. the regular Gob Store limits.

| Item | Cost (Gob) |
|------|-----------|
| Preserve an Item | 40 |
| Damage Aura +2, Extended (in existing vessel) | 75 |
| Protection Aura, Extended (in existing vessel) | 5 Point – 10<br>10 Point – 30<br>15 Point - 60 |
| Expand, Extended (in existing vessel) | Per Spell Level – 5 |
| One Shots | 1 Gob per spell Level, max of 10 of any one spell |
| Spell Strike (in existing vessel) | |

| Spell Strike | Price (Gob base per spell level, plus modifier) |
|---|---|
| Base per Spell Level | 20 /level |
| Mind affecting | +10% |
| Metabolic | +15% |
| Confining (all) | +25% |
| Elemental (all) | +10% |
| Necromancy | +10% |
| Healing/Curing/Chaos | +15% |
| Undead Destruction | +25% |
| Death Magics | +50% |
| Special** | +50% |

** Special includes Imprison, Elemental Blast, Shackle, Disjunction, etc.

**Cloak (in existing vessel)**

| Cloak | Price (Gob) |
|---|---|
| Mind Affecting | 125 |
| Metabolic | 150 |
| Confining (excl. Imprison) | 175 |
| Confining (all) | 250 |
| Elemental (specific) | 100 |
| Elemental (all) | 200 |
| Necromancy (all) | 225 |
| Healing or Curing or Chaos | 100 |
| Death Magics | 300 |
| Undead Destruction | 75 |
| Specific Spell | 10/level |

**Vessels**

| Item | Silver | Silver MC | Gold | Gold MC | Gemstone | Gemstone MC |
|---|---|---|---|---|---|---|
| 1H | 10 | 20 | 40 | 80 | 100 | 200 |
| 2H | 20 | 40 | 80 | 160 | 250 | 500 |
| Jewelry | 4 | 8 | 15 | 30 | 30 | 60 |
| Wand | 6 | 12 | 25 | 50 | 50 | 100 |

| Guardians | | |
|---|---|---|
| | **Celestial** | **Cost (Gob)** |
| | Glass Golem | 50 |
| | Iron Golem | 75 |
| | Gargoyle | 75 |
| | Wood Golem | 100 |
| | Amethyst Golem | 150 |
| | **Earth** | **Cost (Gob)** |
| | Salamander | 50 |
| | Undine | 50 |
| | Ghob | 75 |
| | Sylph | 75 |
| | Negative Fiend | 125 |
| | Positive Seeker | 125 |

# CREDITS