



PLAYERS HANDBOOK

Majestic Oak LRP

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Getting Started

Live Roleplaying

Taken from Wikipedia – ‘A live action role-playing game (LARP) is a form of role-playing game where the participants physically act out their characters' actions. The players pursue goals within a fictional setting represented by the real world while interacting with each other in character. The outcome of player actions may be mediated by game rules or determined by consensus among players. Event arrangers called game masters decide the setting and rules to be used and facilitate play.’

Welcome to the player's handbook for the Vale LRP (yes we dropped the a). We hope we have covered the core concepts required to play our game detailed below but know that this is not a complete list.

There are rules governing the special races which we do not want open for all to see until that information becomes common knowledge. This information is only being provided to those that play them. As information becomes common knowledge we will add it to this handbook, or as an appendix at the end.

Conduct

Your health, safety, wellbeing and enjoyment at the game are important to us and we would like to highlight some joint obligations to help to achieve this. The Vale is restricted to participants who are 18 or over and as such may involve bad language and drinking as well as adult themes. The world background has been designed to avoid any IC bias based on any form of real life characteristics. It is ok to say to a knight that they fight like a goblin, it is ok to say you hate elves or beastkin, but it is not acceptable to use real life attributes such as sex, race, religion, physical ability etc. as insults or the basis for discrimination.

While you may behave in an extreme manner in character, out of character anti-social behaviour, particularly any form of bullying, will not be tolerated.

The volunteers who make the game possible also need to feel safe and secure. **We will not tolerate threatening or abusive behaviour to our volunteers and people who do this may be excluded from further participation in our events.**

If you are uncomfortable with any interaction at the game, we encourage you to give active and direct feedback if you feel able to do so. We suggest telling the person ‘please stop [that], it is upsetting me’. We hope that both parties would react positively to this approach but we also understand that this may not always be the case. If you do not feel comfortable giving such feedback, please bring the matter to any member of the game team; they may escalate the matter to a more appropriate person once they understand the problem. We have a complaints procedure and will treat all complaints seriously, investigate, and take appropriate action which may include excluding someone from the game, but if you do not tell us what has happened we will not be able to help. See our complaints procedure for more information.

Our Volunteers

No game runs on its own, and we have a contingent of people helping us run the game who are all volunteers, from admin to refs and everyone in between.

Referees

We have two camp referees (games masters) in each camp. **Their words are final over matters in their camps.** From now on they will be referred to as ref or refs.

We have two ritual refs one or more of which will be present at each ritual taken place at the Vale. The result of your ritual is unlikely to happen immediately and you may be informed by them or by your camp refs of the results.

Games Operations Desk

The games operations desk, or GOD as it is widely known, is where you can speak to those volunteers that help us run the game from an administration point-of-view. At the beginning of every game weekend they will ask you to sign in and provide you with your character starting pack.

GOD maintains first aid provisions and can help with many other non-game related issues or information.

Permanent Cast

Within each of the camps, we use permanent cast members to help motivate the players. These cast members are given briefs as to what their characters should be doing at this event. Each cast member is considered a marshal, and in certain circumstances they may accompany players into the Vale, in an in-character (IC) or out-of-character (OOC) state. If they are OOC they may be wearing a yellow armband on one arm, or just have their hand over their head. In either case they are not available to comment except on rules queries.

Monsters

We sometimes have monsters playing roles within the Vale. The Vale is a dangerous place and the danger is not always from the other camp. These creatures may look like your comrades or something completely different. Either way their stats are given to them by one of the refs and they have a particular role to fulfil.

Marshalls

Our site Huntley Wood is a vast location, and as such having refs everywhere is simply not feasible. Instead we have a marshalling system where players, cast, and monsters that have demonstrated a fundamental grasp of the rules are given the status Marshall. GOD carries a complete list of Marshalls for a particular game.

Marshalls are there to observe combat and gameplay, can respond to rule queries, and directly move characters if safety is a concern.

Weapons Checkers

Within each camp there are designated weapons checkers or you can get your weapons checked at GOD. Once a weapon is checked it will be non-permanently marked by the weapons checker for that game. Before we allow people to use bows, crossbows, or guns we require them to attend a ranged weapons checking session at GOD before the game begins. If at any time a report is made of an unsafe weapon, a weapons checker might revisit a checked weapon and deem it unsafe.

Using a weapon that has not passed these safety checks is breaking a core rule of the game and as such you may be asked to leave. Details of your camps weapons checkers will be listed in the game guide which is included in your character pack.

Key Principles

At the start of the weekend you get a character pack from GOD which will contain your character cards, some in-character starting money (race dependent), and some information about the game including an overview of what has happened in the world outside the Vale since the players were last here. The character cards will include your main character card and may include a SOUL CARD, any blessings, and any permanent magic items. All of these cards should be kept on you at all times. The only card that can be removed from you by anyone is your SOUL CARD; the rest are for you and the refs.

When you die you may remain as a corpse for as long as you wish. When you are done your body disappears leaving behind **only IC cash and item scrolls**. As money and special items are all supplied by the game there is no need for any player to take another player's property. Please respect other people's property and hand any lost property into GOD.

You will be supplied with a high visibility arm band. Anyone wearing one of these is OOC. You may be asked by a ref or marshal to use this or you may choose to put it on at any time. If you choose to put it on your character is deemed lost and you must regenerate a character at GOD before re-entering play.

If you wish not to be struck in a particular situation for any reason, you may raise one arm saying 'You got me' (or similar) and move to a place where you are clear of the combat and can fall over – you have taken a bleeding WOUND and start to die; using this rule to avoid a character's death is cheating.

There are many effects in the game which may make a character appear to break the rules: you do not know what special equipment or powers another player may have – **please respect this**.

If you believe another player is breaking the rules please bring it to the attention of a ref or marshal and we will investigate. In order to do this, we will need the player or the character's name or their id number.

Camps

Each player chooses a camp when they book a particular event and may not normally change camp mid-event.

Both camps have barriers marked around them; the Duke's camp barrier is marked with white stones while the Khan's camp barrier is marked with 2 foot twisted willow wands.

Both barriers prevent entry; your SOUL CARD will say which barriers may be crossed with impunity.

Camps and Races

Khans

The Khan's camp is much more unified under the Great Khan with the main divide being between the mortal forces and undead forces sent by the Lich King.

The races of the Great Khan and his freedom fighters are: Orcs, Goblins, Orclings, Haesti elves, Undead, and Abominations. In play there are also a few Possessed of the Demons.

Orcs

With high standing in the Khan's camp, they can be warlords or shaman but while they can gain the highest levels of combat expertise, they are unable to gain the highest levels of magic prowess; they are also politically restricted from becoming tinkers (goblins dominate this area); they are tougher and harder to kill than humans.

Goblins

Also of high standing but seen as weaker than orcs; they can be warlords and shaman and can gain the highest levels of magic prowess but are restricted in their combat expertise; they have exclusive access to the crafting skills as only they may become tinkers.

Haiesti Elves

Versatile just like Orcs and Goblins, they are slightly weaker than Goblins but are greatly weaker from the Orcs; as of yet, they haven't proven themselves to the Khanate and so cannot gain access to the warlord, shaman or the highest levels of tinkering training in the Khan's camp. Most of the elves in the Khanate are Ethrin elves.

Orclings

A recent development of the shaman; they are versatile with full access to both magic and combat although they are not as tough as orcs; politically they are currently unable to become warlords, shaman or tinkers.

Undead

Undead are completely different to the other races both when created, in how they develop and in their strengths and weaknesses. They have their own section for character creation.

Abominations

It is possible to play an ogre, troll or similar in the Khan's camp; this has very difficult costume requirements. They have their own section for character creation.

Possessed

You cannot start a character who is possessed; this is only possible during play.

Dukes

The Duke's camp is highly political with different noble houses jockeying for power and different nations vying to gain access to Kingdom secret knowledge.

The races available to members of the Northern Alliance are: Humans, Beastkin, Ethrin Elves, Feralian Elves, the People, and Dire Beastkin. In play there are also Chosen of the Gods.

Humans

Extremely versatile and able to choose any of the various options; there are political limits on your choices if you are a human but have chosen not to come from the Kingdom of Elland (only Elland humans may be nobles and have the highest levels of craft guild training).

Elves

Versatile just like humans, they are slightly weaker; they suffer in camp from being distrusted and cannot gain access to the nobility, priesthood or the highest levels of craft guild training in the Duke's camp.

Beastkin

This is a catch all term for the various different humanoid beasts that support the Northern Alliance; they are tougher than humans (as tough as an orc) but they are politically unable to become nobles, priests or gain access to the highest levels of craft guild training; there are no insect or arachnid beastkin nor any water based beastkin (even mammals like dolphins).

Dire Beastkin

Dire beastkin are larger and more savage beastkin in the Duke's camp; this has very difficult costume requirements and the characters do not follow normal patterns. They have their own section for character creation.

The People

Arriving during Vale Expedition 8; the People are the last remnants of a once great civilisation that was all but eradicated by war with the Undead. Newly created People know little to nothing about the war they lost. Instead they now have a new home in the Mountains of Fire and a new Alliance to aid them get revenge for the genocide of their race and rebuild their society anew.

Chosen

You cannot start a character who is a chosen; this is only possible during play.

Character Creation

If you are playing an Orc, Orcling, Elf (any type), Goblin, or Human you should use the rules below at character creation.

Choosing Your Abilities

You must decide how much inherent ability your character will have in MAGIC and COMBAT and this then determines how many points you have remaining to take other abilities:

	Magic 3 Advanced	Magic 2 Basic	Magic 1 Petty	Magic 0 No Magic
Combat 3 Master				3
Combat 2 Skilled		2	4	5
Combat 1 Casual		4	7	8
Combat 0 No Combat	3	5	8	9
	Not possible; if you take either of Combat 3 or Magic 3 then you may not have any of the other			
#	The number of skills points remaining to buy other skills			

Weapon Styles

You must take a weapon style for every point of COMBAT you have chosen to take. The choices are:

One Handed

Uses a single weapon which may be used in either hand or both (a two handed grip on a hand and a half sword). You may use a longer weapon of up to 42" in one hand and you may use the **STRONG GRIP** technique immediately and without a special weapon.

Two Handed

Uses a single weapon in both hands between 38" and 54" in length; you must keep both hands on the weapon at all times when in combat whether attacking or parrying. You may use the technique **REPEL** immediately and without a special weapon.

Polearm

Uses a single weapon in both hands between 50" and 84" in length; must have a grip which permits hands to be held two feet apart and you must keep both hands on the weapon and at least two feet apart at all times when in combat whether attacking or parrying. You may use the technique **REPEL** immediately and without a special weapon.

Dual Wield

Concentrate on fast fighting and dodging. Uses one or two weapons of up to 36" each. You may fight with a weapon in each hand.

Weapon & Shield

Concentrates on shield defence but with some attacks with a weapon. Uses a single weapon of length up to 36" in one hand and a shield in the other hand. **You must have this style to use a shield.**

Bow

The ability to use a bow or a crossbow. Before using a bow or crossbow you must attend a ranged weapons checking session to receive a safety briefing.

Full information on weapon skill progression is available in **Appendix C: Skill Progression**.

Firearms

(You are required to have at least one point of MAGIC to take firearms)

At first you can only use pistols (which must be between 8" and 18" long). When you discharge a Firearm you make a call as if casting a spell – pistols have the effect of an elemental dart of the type depending upon the ammunition fired (e.g. **FIRE DART** if using fire ammunition).

When you fire a gun you must actually discharge a cap. If the cap does not go off for any reason, the gun misfires and no damage is done. Before using a firearm you must attend a ranged weapons checking session to receive a safety briefing.

Magic Styles

There are five available schools of magic; Fire, Lightning, Ice, Mind and Spirit.

MAGIC 1

Users of Petty Magic have access to the following spells and do not have a style associated with their magical talents: **DETECT MAGIC**, **MAGE LIGHT**, **MEND ITEM**, **SIGIL**, and **WIZARD FLAME**.

MAGIC 2+

Users of Basic or Advanced Magic must chose a style to determine the spells that you know. Your choices are:

Elemental Magic – the standard battle magic that provides the easiest form of progression into powerful combat spells. Each elemental style has access to **DART**, with progression into **BOLT** and **STORM**.

- **FIRE** - Specialists in Fire also have access to **DROP** and **SHATTER**
- **LIGHTNING** - Specialists in Lighting also have access to **STUN** and **STRIKEDOWN**
- **ICE** - Specialists in Ice also have access to **MUTE** and **ROOT**

Support Magic – unlike the obviously aggressive stances of the elemental magic users the support magics specialise in other areas that are useful to the camps.

- **SPIRIT** – Specialists in magical healing and the protection of souls
- **CONJURATION** – Specialists in understanding outsiders and their workings (available in the Khan's camp only)
- **MIND** – Specialists in affecting one's mind (available in the Duke's camp only)

Full Spell lists are available in **Appendix A: Starting Mage Spells**.

Skills

If you have any remaining skill points you must spend them from the table set out below, whilst following these rules:

- In the Khan's camp you may only be one of a Warlord, Shaman or Senior Tinker
- In the Duke's camp you may only be one of Noble, Priest or Guildsman
- Nobles/Warlords with at least COMBAT 2 gain HEAVY ARMOUR for free
- Any unspent skill points will become extra hits
- Northern Alliance crafters must select one of Mage Crafter, Warsmith or Alchemist
- Orc Khanate crafters must select one of Spell Forgin', Smeltin', or Alchemy

SKILLS	Any Race
Apothecary	1
Forager (may not take Prospector)	2
Heavy Armour	1
Magic Resistant (requires MAGIC 0)	2
Prospector (may not take Forager)	2
Resilient requires (requires COMBAT 2)	1
Ritual Magic (requires MAGIC 2)	3
Surgeon (includes apothecary)	3

KHAN'S CAMP	Haisti	Orc	Goblin	Daroth
Tinker		2	2	2
Senior Tinker (includes Tinker)		3	3	3
Shaman Assistant	1	1	1	1
Shaman (includes Shaman Assistant)		3	3	
Warlord		3	3	

DUKE'S CAMP	Human	Beastkin	Elf
Crafter	2	2	2
Guildsman (includes Crafter)	3	3	
Initite	1	1	1
Priest (includes Initite)	3		
Noble	3		

	Politically Unavailable
#	Skill Point Cost

Apothecary

The skill to bind a WOUND to stop bleeding, and then to create a poultice to apply to a WOUND to stabilize it ready for a Surgeon to fix it.

Bonecrafting (Undead Specific)

The skill to be able to attach and repair undead creatures in the ways that others cannot comprehend. This generally occurs at your camp, or as part of ritual magic.

Crafter

A member of one of the crafting guilds and able to create item scrolls based on the recipes they provide you with.

Engineering (People only skill)

The skill of repairing and maintaining the People in camp and in the field.

Forager

You specialise at recovering materials from the Vale from plant nodes and processing them into resins and powders.

Guildsman

Incorporates the skill of Crafter and allows a crafter to create more specialised products and progression into secondary and tertiary guilds.

Heavy Armour

The skill to wear heavy armour. Please note that wearing any type of armour restricts spell casting capabilities.

Initiate

Acolyte of the faith, able to enter the Fane and talk to the Gods (please be careful, they talk back).

Magic Resistant

Halves the duration of all spells cast upon you.

Noble

You are either a part of the Kingdom of Elland nobility, with lands and vassalage as granted to you by the King of Elland, or a Jarl from the Northlands, or the rank of noble from the Sisters.

Whilst all of the above are applicable nobles, the ones from the Kingdom of Elland take precedence in almost every situation. Within your character background you should also include information about your noble house, and this could be subject to approval by the game team.

Priest

Incorporates the skill of Initiate, you are now recognised as a priest by the Gods (and in most cases the Theocracy). You can perform services in the Fane for all followers, especially initiates, priests and chosen.

Prospector

You specialise at recovering materials from the Vale from mineral nodes and processing them into metals and crystals.

Resilient

The skill to carry on fighting after receiving a single WOUND in combat; terms and conditions apply.

Ritual Magic

The knowledge and command of a number of ritual runes that can be used to perform powerful and dangerous rituals in places of power like the ritual circle in the Vale.

Senior Tinker

Incorporates the skill of Tinker and allows a crafter to create more specialised products and progression into secondary and tertiary guilds.

Shaman

Incorporates the skill of Shaman's Apprentice, you are now recognised as a full Shaman by the Demons. You can perform services in the Black Mirror for all followers, especially shaman apprentices, other shaman, and possessed.

Shaman's Apprentice

Acolyte of the faith, able to stand before the Black Mirror and talk to the Demons (please be careful, they talk back).

Surgery

The skill to sew up stabilized WOUNDS so that their patients can start to recover with further rest. Surgery is almost exclusively done within the player's camp. When a surgeon uses their abilities they may be given or asked to draw a WOUND card from a ref or crew member that will tell them more about the WOUND and what they need to do to fix it. See Surgeon under Healing for more information.

Tinker

A member of one of the crafting guilds and able to create item scrolls based on the recipes they provide you with.

Warlord

You are one of the tribal leaders of Orcs or Goblins within the Orc Khanate. You have the right to talk to the Great Khan in his throne room. Within your character background you should also include information about your war clan, and this could be subject to approval by the game team.

Schools & Colleges

Warlords in the Khan's camp and Nobles in the Duke's camp can create schools and colleges by which characters can be taught information. A school represents one aspect something, whereas a College represents all aspects of something. i.e. A school of fire magic, a college of magic.

Below are the base requirements for a school, though the requirements change based on the type of school and the Warlord or Noble should work with their camp ref to ensure they fulfil all their requirements.

Requirements

- A Noble/Warlord can only have one school or college to their name
- A trainer must be present to teach within its walls
- It must have the permission of the leader of the faction (Khan or King) to be built
- It must be placed in a geographic location within the world, and becomes a strategic placement in the war
- There is an initial monetary cost, with a further monetary cost each Vale for maintenance
- There is an initial resource cost

Schools and Colleges have three tiers with additional monetary and resource costs at each.

A character may only be a member of a single learning institution. **If you leave it for any reason all benefits are lost.**

Politically Unavailable Skills

Currently within both camps there are skills that are unable to be taken because of racial prejudice. Should attitudes change then it may become possible for this to be resolved. The Vale is constantly evolving and any changes in these options will be well publicised and published on our forums, and corrected in this handbook.

Special Character Creation

There are special rules for character creation for non-living and other high costume requirement characters; these are: The Undead, The People, Abominations, and Dire Beastkin. All of these characters have a particular rules document governing further information which they alone know. If you wish to play as one of these characters, we suggest you talk to the Vale Character Team at characters@majesticoaklrp.co.uk for further information.

The Undead

The undead come from the high cold plateau to the East of the Kingdom where they are ruled by the Lich King and his council. The council is comprised of the lich who rules each of the five undead lineages and the Voice, the Lich King's personal representative.

Each undead is answerable to the necromancer who holds its soul within their phylactery. A necromancer at an event does not have to have their soul within a superior's phylactery although they may. Any unattached undead rest with the Voice who is the Lich King's representative to the Khan.

Lineages

Each undead is a member of a lineage. Your original lineage is determined by the necromancer who created you.

- **Steel Eye** – seafarers who seek to control the icy northern seas; particularly gifted with sea combat, their necromancers are unusually capable in regards to the elements.
- **Iron Mantel** – warriors who form the backbone of the Lich King's army; particularly gifted in war, their necromancers are unusually capable in regards to modifying their warriors to build in better armour and weapons.
- **Desolate** – mystics and soul harvesters; their necromancers have the greatest skill in manipulating the forces of the soul and for some reason the creation of portals.
- **Architect** – a relatively small lineage, many of its necromancers appear somewhat crazy; their leader is reputed to be very strange although no one know what he or she looks like; the Architect reputedly created and refined the forms of undead; their necromancers are unusually capable with rituals and the may even be able to create and modify forms.
- **White Sepulchre** – diplomats and traders, particularly in slaves and souls; the newest of the lineages; they have the greatest flexibility of any lineage and are able to benefit from the abilities of the necromancers of other lineages to some extent allowing them to be versatile in the extreme; this makes them great consolidators and the foundation of cooperation.

Basic Abilities

- All undead are members of the Khan's camp
- All new undead characters are minions unless they have a group of four other players who are prepared to play their minions in which case they can be a necromancer
- Undead pick a lineage
- Minions have 6 hits, COMBAT III, a choice of two weapon styles, the abilities RESILIENT and HEAVY ARMOUR, they are treated as lightly armoured even if they wear no phys-reps;
- Necromancers have 3 hits, MAGIC III with the necromantic style and may choose either RITUALIST or BONECRAFTER
- All undead are immune to diseases, **NECROTIC** and bleeding

Abominations/Dire Beastkin

These are special characters that require permission from the game team to play; this is because they have more stringent costume requirements and because they are only available in limited numbers. As a result, if you are interested in playing one of these characters please contact your camp ref.

These characters are all monsters. They are intelligent and can speak and so forth but their intellect is more animalistic rather than academic. Their abilities are natural and not the result of training. As such none of these characters' benefit from experience and training so they are much harder to improve in play.

These characters do not have SOUL CARDS. This is because they do not have souls within their bodies. This means that they cannot bargain with demons or gain the blessings of the gods.

Costume Guidelines

A player of any size may play one of these characters but the characters are always bulky. For smaller players this will involve creating a costume that makes them appear larger.

The appearance of your monster will affect its capabilities. For example, if claws form part of your costume your monster will have claws, if your costume has heavy armoured scales your monster will have heavy armour.

The appearance overall is also extremely important for another reason: all of these monsters have powerful regenerative and survival abilities; your monster's capabilities in this area will be determined by the game team's subjective opinion of your costume.

Basic Abilities

- 6 Hits
 - LIGHT ARMOUR as skin
 - RESILIENT
 - TWO HANDED or POLEARM weapon style
- Or
- If you have claws; you can have DUAL WIELD weapon style. Claws cannot be disarmed or shattered
 - A degree of regeneration

The People

Arriving during Vale Expedition 8; the People are the last remnants of a once great civilisation that was all but eradicated by war with the Undead. Newly created People know little to nothing about the war they lost. Instead they now have a new home in the Mountains of Fire and a new Alliance to aid them get revenge for the genocide of their race, and rebuild their society anew.

Appearance

These creatures are a strange race in that no two of them look the same. There are two basic types:

Mechanicals – appear to be humanoids constructed entirely from magically animated parts. Their bodies are constructed like suits of armour, with pistons and gears on their limbs; they generally have shrouded faces, or visors, or masks. They often have hoses which carry magical fluid around their bodies. Some show signs of sparking and have metal cords carrying lightning around their bodies.

Golems – appear to be carved out of stone or metal hewn from raw material. They are clearly magical constructs with no obvious means of function. Some are delicate statues from wood or crystal, or moulded from metals such as bronze, while others are crudely hewn from granite or raw metals. Their faces may be heartbreakingly human or may be rough and incomplete. Some are coated in sparks as they move.

Basic Abilities

Worker Model

- 6 Hits
- LIGHT ARMOUR as skin

- RESILIENT
- FIREARMS weapon style
- Select two weapon styles from: ONE HANDED, WEAPON & SHIELD, DUAL WIELD, TWO HANDED, POLEARMS and BOWS
- Does not bleed when wounded
- Not effected by normal poisons or diseases (including **NECROTIC**)

Magi Model

- 3 Hits
 - LIGHT ARMOUR as skin
 - RESILIENT
 - Does not bleed when wounded
 - Not effected by normal poisons or diseases (including **NECROTIC**)
 - NECROMANCY with MAGIC III and RITUAL MAGIC skill
- Or
- ICE elemental magic with MAGIC III and ENGINEERING skill

Combat

While you do not need to play a fighter character to participate in The Vale, it is a game which involves a war between rival powers. As such you must be prepared to be the subject of simulated attacks and are assumed to consent to the simulated combat set out in these rules. If you do not consent you should not attend these events.

Most simulated combat occurs outside the camps; but your character is not completely safe in any in game area.

Personal Safety

All participants are responsible for their own safety and the safety of those they interact with. This is particularly important in simulated combat and you must have regard to others and pull your blows.

If your opponent makes it clear that you have reduced them to zero hits you should stop engaging them (you may of course execute them with a '**KILLING BLOW**').

Despite the fact that The Vale is a competitive environment, we expect all the participants to react appropriately to combat – don't just ignore the fact that you are being struck, roleplay the effect of the blows.

We do not want players on their own in the middle of the game area not dying but also unable to move. Therefore, if you are not going to die from your WOUNDS even if left untreated and if there are no other players playing active characters in your vicinity, you may make your way slowly back to camp. Should you come into contact with (see or run into) any effective characters you should immediately return to roleplaying your wounded, un-stabilized state. If left alone again, continue back to camp.

Any participant may put on their armband and go out of character at any time. If a ref has asked you to do this there is no further effect but if you choose to do it your character has suffered final death – please report to GOD to generate a new character. This rule is intended to allow people to be able

to cease to play at any time for any reason but also to prevent people from using the armband to avoid deadly situations in what is a PvP game.

Note: No player is required to go with other players if they do not wish to. This means that you cannot be kidnapped, have your body moved etc. without your out of character consent. This is highly unrealistic but is intended to prevent unpleasant situations. We would ask participants to be consistent regarding this rule – if you don't want to be moved etc. please do not do it to others nor should you be moved only when it is convenient. This does not prevent players from using you as a trap for your friends by watching you to see if they come for you!

Weapon Safety

Anything that you want to use to make contact with an opponent must be approved by the weapon checkers.

Blows must be controlled and carefully 'pulled' so they strike with minimal force. Participants are encouraged to avoid striking opponents on the head – participants should be extra careful to pull such blows and those who repeatedly strike their opponents on the head may be subject to censure.

Grappling is not permitted (including trapping weapons/shields or shield bashing/pressing); you may not close with an opponent closer than arm's reach as this may be considered grappling.

Anyone may use: a single weapon in one hand up to 36" long; a weapon used only when held in both hands up to 54"; a weapon used only when held with both hands two feet apart up to 84". Objects smaller than 8" long should not be used in combat as they are too difficult to use without accidentally striking with your hand. To use a firearm, bow, crossbow, shield or a weapon in each hand you need a particular skill. **Stabbing with weapons is not permitted.**

If you are holding an object which is not safe for hand to hand combat (e.g. a walking stick, a cooking pot, a bow, crossbow or firearm) you must not defend yourself until you have put down or dropped the unsafe item or holstered/slung it – until you have done this you have to just let enemies hit you. You may run away!

Character Hits

Each character in the game has a certain number of hits which are marked on your character card. Your hits are based on race plus your rank in COMBAT plus any additional hits bought at character creation or gained with renown.

Hits are global and are only used if you are wearing armour.

If you are hit and are un-armoured, then you will be reduced to zero hits and wounded. If you wear armour and are hit by a blow that bypasses armour, then you are also considered un-armoured and will be reduced to zero hits and wounded.

Each blow which lands causes a single hit of damage – there are no weapons that cause more than a single point of damage; a person can suffer a maximum of one hit per second from any one attacker – this is to encourage pulled blows and decent swings as there is no advantage to rapid strikes.

Armour

Armour protects you from being wounded with each strike from a weapon

There are two levels of armour LIGHT or HEAVY. If you are wearing any armour; then you can be considered to be in LIGHT armour. If you are wearing predominately metal armour covering no less

than 75% of your body; then you are considered to be in **HEAVY** armour. If in any doubt as to what your armour counts as please ask your camp refs.

There are spells that grant both **LIGHT** and **HEAVY** armour, which do not require you to wear the armour and generally last for the usual duration (thirty seconds).

No Armour

Any blow that strikes any part of you immediately causes a **WOUND**, including the hits from darts and bolts.

Light Armour

Any combat call made with a weapon, a hit from an **ARROW**, a **CROSSBOW BOLT** or a **DART** or **BOLT** spell that strikes you is considered to have penetrated your armour and immediately causes you to take a **WOUND**.

Heavy Armour

Only the combat calls of **THROUGH**, **SHATTER**, and **FATAL**, a hit from an **ARROW**, a **CROSSBOW BOLT** or a **BOLT** is considered to have penetrated your armour and immediately causes you to take a **WOUND**.

Whilst wearing heavy armour, when you run out of hits you do not take a **BLEEDING WOUND**, but you still take a **WOUND**.

Penetrating Magical Armour

There are spell effects which make characters' immune to hits which are not Magical.

The following are considered magical:

- Any call with a weapon of **MAGIC**
- Any elemental call (**FIRE**, **ICE** or **LIGHTNING**)
- **FATAL**
- Hit with an **ARROW** or **CROSSBOW BOLT**

You cannot resist a hit from a magical weapon with a **SPELL GUARD**.

Spell Immunity

Various effects give you spell immunity; when this occurs you are completely unaffected by the spell, and vulnerabilities are not triggered in this case, the correct call in this case is '**IMMUNE**'. E.g. a **FIRE DART** spell cast against someone **HEAVY ARMOUR**. **HEAVY ARMOUR** cannot be penetrated by **DART** spells, and as such they are immune to it and any associated effects.

Dart and Bolt spells

DART spells (including those from firearms) go through **LIGHT ARMOUR**. **HEAVY ARMOUR** is immune to dart spells.

BOLT spells (including those from firearms) go through **LIGHT** and **HEAVY ARMOUR**.

STORM spells (including those from firearms) create a mass **BOLT** effect and so go through **LIGHT** and **HEAVY ARMOUR**.

DART, **BOLT** and **STORM** spells can be resisted with a **SPELL GUARD** unless you are vulnerable to that type (e.g. if you are vulnerable to fire you cannot use **SPELL GUARD** against a **FIRE BOLT**).

Resilient

If you have zero hits and you are RESILIENT, you suffer all the consequences of being wounded as above but exceptionally you may continue to defend yourself and fight (without techniques or spells) until the fight ends when you collapse unable to continue. If you are hit a second time you must collapse immediately.

Some attacks are so powerful that RESILIENT does not help you; hits from **ARROWS**, **CROSSBOW BOLTS**, **BOLT** spells, and **FATAL** calls are too much for even a resilient character and even they collapse at once.

Executing an opponent

To immediately kill an opponent: say '**KILLING BLOW**' in a normal voice or louder; mime finishing off your target for ten seconds then say '**KILLING BLOW**' again; any contact or distraction (either you or target) forces a restart; do not hammer on people on the ground or grapple.

Weapon Calls

There are two types of combat calls: techniques and properties; techniques are skills the attacker has (e.g. **CUT** or **DISARM**), properties are functions of the weapon (e.g. **FIRE** or **NECROTIC**). You may make both a technique and a property call but not two of the same type.

Property Effects

These may be called each time a blow is landed; they are not limited to once every thirty seconds but they do not of themselves penetrate armour.

- **FIRE** counts as a MAGIC hit and also triggers a vulnerability in characters vulnerable to fire; if you are vulnerable to fire, armour will not help you; you are immune to this blow if you have a **FIRE SHIELD**
- **ICE** counts as a MAGIC hit and also triggers a vulnerability in characters vulnerable to ice; if you are vulnerable to ice, armour will not help you; you are immune to this blow if you have an **ICE SHIELD**
- **LIGHTNING** counts as a MAGIC hit and also triggers a vulnerability in characters vulnerable to lightning; if you are vulnerable to lightning, armour will not help you; you are immune to this blow if you have a **LIGHTNING SHIELD**
- **MAGIC** means you are affected by the blow even if you are protected from 'non-magic' weapons
- **NECROTIC**; only has an effect once a **WOUND** is taken, it will infect it and this will need to be healed separately before any surgery can take place to deal with the **WOUND**

There are other properties, for example **SILVER**. Characters affected by blows of this type will have that information on their character card.

Weapon Technique Calls

Offensive Techniques

Offensive techniques may only be used once every thirty seconds, properties count on each strike. To use an offensive technique, the strike must be a properly swung blow, not a small tap.

Cut

The blow goes through light armour causing a **WOUND**.

Disarm

If struck against a weapon or the arm holding the weapon; the weapon is dropped as per the magical effect of the **DROP** spell. If the blow was against the arm it causes a hit like all other blows. The technique may only be performed on a weapon in one hand.

Fatal

A powerful strike which is considered magical. The force of the blow will break any weapons and shields even those protected by shatterproof, or a **WOUND** if hit anywhere else.

Repel

Drives you back three paces if you are hit, even on a shield or weapon.

Shatter

A powerful strike which causes a weapon or shield struck to be broken, or a **WOUND** if hit anywhere else.

Shield Breaker

Allows you to through a javelin or throwing axe to **SHATTER** a shield. Has no effect if it misses a shield.

Strikedown

Knocks you to the floor so your torso touches the ground if you are hit anywhere, including on a shield or weapon.

Stun

This powerful blow leaves you reeling. You may not attack, use spells or powers, activate item, move faster than a walk for thirty seconds. You may parry.

Through

Seeing a gap in their defence you can strike with a precise blow that causes a **WOUND** which bypasses armour.

Defensive Techniques

Defensive techniques can be used constantly unless otherwise stated. You may not use an offensive technique until thirty seconds have passed since your last technique was used.

Shield Block

Allows the offensive techniques taken on the shield to be ignored: **REPEL**, **STRIKEDOWN**, and **SHATTER** – you call '**RESIST**'.

Advanced Block

Allows any offensive combat technique taken on the shield to be ignored (**DROP**, **DISARM**, **SHATTER**, **STRIKE DOWN**, **REPEL**, **FATAL**). Further allows the blocking of **DART** and **BOLT** spells. You call '**NO EFFECT**' so the attacker is aware you heard the call but are immune to the effect.

Spell Intercept

Allows you to call the effect **COUNTERMAGIC** as a technique provided you have a shield out to block the spell.

Roll with Blow

Allows you to ignore all the effects of a blow (both magical and techniques) provided you immediately dive to the ground away from the attacker (you may immediately roll to your feet). This defensive technique cannot be used more than one every thirty seconds).

Strong Grip

You may ignore any calls of **DROP** or **DISARM** whether by reason of magic or weapon technique. You should call '**NO EFFECT**' so that the attackers are aware you heard the call but are immune to the effect.

Firearm Techniques

Firearms must be loaded with the appropriate ammunition and cannot be fired faster than once every thirty seconds. **A cap must be heard to go off for the spell to have succeeded successfully.**

Pistol

Allows the firing of a pistol to perform the **DART** spell dependant on ammunition type.

Rifle

Allows the firing of a rifle to perform the **BOLT** spell dependant on ammunition type.

Blunderbuss

Allows the firing of a blunderbuss to perform the **STORM** spell dependant on ammunition type.

Derringer

Allows the firing of a tiny pistol to perform the **DART** spell dependant on ammunition type.

Heavy Pistol

Allows the firing of a substantial pistol used in two hands to perform the **BOLT** spell, dependant on ammunition type.

Flintlock

Allows the firing of a pistol to perform other spells. Generally, requires standard ammunition and advanced ammunition to work.

Musket

Allows the firing of a rifle to perform other spells. Generally, requires standard ammunition and advanced ammunition to work.

Harquebus

Allows the firing of a blunderbuss to perform other spells. Generally, requires standard ammunition and advanced ammunition to work.

Magic

To cast a spell you must first spend the appropriate essence, then speak the verbal of the spell. Each branch of magic has its own verbals. The first part of the verbal indicates which branch of magic it is from and the second part indicates what spell and effect is being cast. **Any spell or technique learnt after initial character creation requires a crafted item to use.**

You must clearly indicate your target by pointing and referencing them appropriately. You can only cast an offensive spell every thirty seconds after casting any spell. Spells which state 'target self' are considered defensive spells and do not have a cooldown.

Spell Duration & Range

All spell effects last for thirty seconds (unless stated otherwise), this is halved if the target has MAGIC RESISTANCE. All spells including Firearms have a range of thirty feet (or ten meters). While

you need only take effects if you are in range, we expect participants to be reasonable about this and give the attacker the benefit of the doubt if unsure.

The Cost of Spell Casting

Petty Magic spells cost no essence to cast. All other spells cost a single point of essence.

All living creatures have an inherent essence; Humans, Beastkin, Elves, Orcs and Goblins all have one essence regardless of whether or not they have magic.

- MAGIC I - Start with 1 Essence, with a maximum of 3 Essence
- MAGIC II - Start with 3 Essence, with a maximum of 5 Essence
- MAGIC III - Start with 5 Essence, with a maximum of 10 Essence

The Verbal Component

The verbal component depends upon the style of the caster and the difficulty of the spell.

The caster should say the entire spell in a normal voice or louder but importantly should not say the casting words more quickly or quietly than the critical effect words at the end. In other words, you can speak the entire phrase normally or choose to shout it but should not say 'in the name of the elemental fires...' quietly before shouting '... **FIRE BOLT!**'

Conjuring

Basic magic uses the phrase '**by the power of the veil ...**'

Advanced magic uses the phrase '**in the name of the dwellers beyond the veil ...**'

Elemental Fire

Basic magic uses the phrase '**by the power of flame ...**'

Advanced magic uses the phrase '**in the name of the elemental fires ...**'

Elemental Ice

Basic magic uses the phrase '**by the power of ice ...**'

Advanced magic uses the phrase '**in the name of the elemental frosts ...**'

Elemental Lightning

Basic magic uses the phrase '**by the power of lightning ...**'

Advanced magic uses the phrase '**in the name of the elemental lightning storms ...**'

Mind

Basic magic uses the phrase '**by the power of the mind ...**'

Advanced magic uses the phrase '**in the name of the keepers of dreams ...**'

Necromancy

Basic magic uses the phrase '**by the power of death ...**'

Advanced magic uses the phrase '**in the name of the eternals ...**'

Spirit

Basic magic uses the phrase '**by the power of spirit ...**'

Advanced magic uses the phrase '**in the name of the soul flame ...**'

Other Verbals

Petty Magic, and inherent powers all use the verbal component '**by my powers ...**'

Magical items each have their own phrase but if none is specified they use the verbal component ‘**by the power of artifice and ritual...**’

Spell List

If you have at least MAGIC II a complete copy of your spell list will be included within your character information at the start of a game, or you can find it in **Appendix A: Starting Mage Spells**.

Magic and Armour Restrictions

- **No Armour** - There are no restrictions on magic
- **Light Armour** - You cannot cast any spell that would target an opponent (no offensive combat spells calls), you cannot use the technique **COUNTERMAGIC**, and you may participate but no lead rituals
- **Heavy Armour** - You may cast petty magic but no other spells. You may not participate in or lead any rituals

Spell Descriptions

Many spells are simply attacks with a call; some techniques and spells require extra equipment and these are set out below:

Detect (thing)

Everyone within ten feet of the caster who hears the call must say ‘**PING**’ in a clear audible voice if they are specified as the thing being detected or (in the case of **DETECT MAGIC**) are currently under a magical spell effect or knowingly carrying a ritually created magic item (including a necromantic phylactery).

Dismiss (thing)

Effects specific targets only (such as undead); the effects are always extremely serious and put the victim in a dying state in which they can be easily finished by anyone using a killing blow; if they die this is final death not a temporary return (to your necromancer or wherever).

(elemental) Dart

An elemental dart hits the target as if struck by a magical blow going through **LIGHT** but not **HEAVY ARMOUR**; also has the effect of the element associated with the call as if struck by that element (instant); it is treated as a technique that requires no special equipment.

Drop (thing)

Must immediately drop or place on the ground the named item (if dropping it might damage it); it may not be picked up again for the duration of the spell.

Enchanted Armour

The caster becomes immune to all weapons which do not have the **MAGIC** effect for the duration. Those that do have **MAGIC** are: all elemental weapons, **MAGIC** weapons, **FATAL**, **ARROWS** and **CROSSBOW BOLTS**.

Enchant Weapon

The caster may call ‘**MAGIC**’ with any weapon held for the duration; in order to cast upon another (a technique which must be learned), the caster must touch the target.

Fear

Must run away from the caster fighting if necessary to get away (please note: do not body check or grapple either to get away or to stop the victim).

Healing

The caster must touch a person who has at least one hit remaining but is not at maximum hits; the target then recovers one hit every ten seconds of contact until all hits are recovered.

Magic Armour

The caster gains the benefit of LIGHT ARMOUR for the duration.

Mage Light

The spell **MAGE LIGHT** creates a small light; the caster can create and dismiss this light as wished but must keep it on their person on in hand; the phys-rep light should be a low powered non-directional light source like a glow stick, if an electric device is used it must be low powered and non-directional such as an electric fake candle; the light may not be used to blind others but may be used for signalling.

Mend Item

Used to repair damaged equipment, particularly objects which have been damaged by **SHATTER**; it may be possible to mend other damaged items if they have been damaged by game effects; it takes thirty seconds to repair an item using this spell.

Mend Undead

The caster must touch the undead in question; necromancers who are body crafters can restore one hit to an undead who has no hits remaining (provided they have not had their body destroyed by a fire attack etc.) by roleplaying fixing them up for at least thirty seconds; any caster can restore hits to an undead who has at least one hit remaining – the undead recovers one hit every ten seconds of contact until fully healed.

Mute

Must not make any voluntary vocal sounds (may still make game calls but not cast spells or activate items).

Pact

Must not attack the caster, ends if the caster attacks you.

Repel

The victim is driven back three paces or may fall to the ground (as if **STRIKE DOWN** as below) at the victim's option.

Root

Prevents you from shifting your footing (you may immediately place your feet safely but must then keep them still).

Shatter

The nominated weapon or shield it is damaged so that it may not be used until repaired (which must be done at a forge or with the petty magic **MEND ITEM**). Please note: if you are unable to discard a shield or weapon and it is struck again while you are attempting to do so then the blow is treated as a hit to the chest.

(elemental) Shield

The caster receives the benefit of light armour and also complete immunity to the element in question for the duration (this means that if you have a **FIRE SHIELD**, a hit from a **FIRE** weapon is a normal hit, not a magic hit); when they should be affected they must call '**(element) SHIELD**' to

indicate their immunity; in order to cast upon another, (a technique which must be learned) the caster must touch the target.

Sigil

Allows the caster to place a magical mark upon an object; this has no obvious use beyond establishing ownership but could be useful as a part of ritual magic; it is very important to respect other people's property, no one should actually mark something which belongs to someone else without their consent, instead a marked piece of fabric should be attached to the object.

Speak with the Dead

The caster may communicate with the spirit of a recently departed; the spell is cast over a dead body or in a place where a person died very recently (the person playing that character must still be physically present although they may be present 'Dead' wearing an OOC armband); the person must have their SOUL CARD on them in order for the spell to work; the person upon whom the spell is cast may speak to the caster but does not have to and may lie.

Spell Guard

The person upon whom it is cast is able to use one RESIST at any point thereafter; the spell lasts until the resist has been used or a week has passed; in order to cast upon another (a technique which must be learned), the item allowing the technique must be placed upon the target, if it is lost or taken off the RESIST is also lost. **SPELL GUARD** cannot be used to RESIST if you are the initial target of a **STORM** spell (i.e. not one of those around the target). You cannot RESIST a spell which has your race designated (i.e. an Undead character could not RESIST **REPEL UNDEAD** neither could an Elf character RESIST **MUTE ELF**).

Strike Down

Must fall to the ground so that their torso touches the ground or must place one knee and one hand on the ground (which must be the shield flat on the ground if one is held) for ten seconds.

Stun

The victim is rendered unable to attack (including casting any spells, actively using items or calling upon active powers) or move faster than a walk for the duration of a spell effect (the victim may still defend themselves, parrying and dodging, and shift their ground).

Trap the Soul

The caster uses this spell as part of a killing blow which sacrifices the victim; it does not shorten the time to make a killing blow; the caster must have an empty Soul Crystal which then becomes the repository of the victim's soul; the victim must hand over their SOUL CARD, if they do not have a SOUL CARD their soul cannot be taken; the caster must keep the card and the crystal together (for example by tying them together or in the same small bag); a so called 'charged' Soul Crystal has a variety of uses.

Warding

The caster receives enhanced protection against death; the spell lasts until the warding has been used or a week has passed; the spell only works if the recipient has their soul within them (that is, they have their SOUL CARD on them); when something happens which would normally cause the recipient to die, for example: a killing blow, **PETRIFY** or bleeding to death, instead the spell takes effect and death is suspended for thirty minutes or until the recipient is stable and capable of recovering hits; the recipient must state '**WARD**' so that people know why death has not occurred. In the case of **PETRIFY** the **WARD** reduces **PETRIFY** to **TERROR**, after this use the **WARDING** is gone. **WARDING** does not prevent the recipient being killed by a killing blow combined with the **TRAP THE**

SOUL spell; in order to cast upon another (a technique which must be learned), the item allowing the technique must be placed upon the target, if it is lost or taken off the **WARDING** is also lost but it can only be removed by the wearer until they die or the spell ends.

(elemental) Weapon

The caster may call '**FIRE**', '**ICE**' or '**LIGHTNING**' as appropriate with any weapon held for the duration; in order to cast upon another, the caster must touch the target; this also counts as a magical blow.

Wizard Flame

Creates a small flame; it is completely ineffective in combat but may be used to start small fire (e.g. to light a pipe); the flame should be phys-reped with a lighter or similar and great care should be taken to avoid injuring anyone or damaging property (remember latex weapons are highly flammable).

Magical Advancement

Listed below are all of the advanced techniques and trainings that a mage could have access to.

While some of the spells above may require equipment to use in an advanced fashion (i.e. **SPELL GUARD OTHER**), the techniques and trainings listed below all require equipment to use. Generally, this equipment takes the form of an item scroll; more information of these can be found in the crafting section.

Advanced Healing

The caster must touch a person who is on zero hits but has been stabilized; it has the effect of immediately treating the **WOUND** as if a surgeon had treated them in a field hospital putting the recipient on one hit; the formerly wounded person must still rest as normal to recover further hits (unless healing magic is used); the item allowing the technique must be placed upon the target, if it is lost or taken off the **WOUND** re-opens; the item may be removed at 10am the next day (when essence recovers).

Advanced Warding

This spell is the same as **WARDING** but the benefit lasts until the recipient is stable and capable of recovering hits; it has no 'other' version; the recipient must still have their **SOUL CARD** on them and they can still be slain with the **TRAP THE SOUL** spell.

(elemental) Bolt

An elemental bolt hits the target as if struck by a magical blow going through **LIGHT** and **HEAVY ARMOUR**; also has the effect of the element associated with the call as if struck by that element (instant).

Charm

Must not attack the caster and must protect them, ends if the caster attacks you.

Countermagic (defensive)

This technique is a more powerful and versatile version of the **SPELL GUARD**, it allows you to expend a single point of essence and state '**COUNTERMAGIC**' when hit with a spell effect so that the spell does not work on you; it is a defensive technique in that you may counter numerous spells but you may not use any normal technique for thirty seconds after your last counter.

Dominate

Must obey the caster's orders while protecting them (including kill yourself in which case you will make an immediate '**KILLING BLOW**' attempt on yourself (it is assumed you can always do this for example by swallowing your tongue or whatever)). Please note: the call may not be used to humiliate someone out of character.

Free Cast

This technique allows the properly equipped caster to cast any basic or advanced spell that they know which is not itself a technique without any expenditure of essence; this is itself a technique so cannot be combined with another technique.

Free Dart

This technique allows the properly equipped caster to cast the **DART** spell without any expenditure of essence; this may be done even if **DART** is also a technique.

Freeze

Must not move, may remain standing or fall to the ground.

Greater Magic Armour

The caster gains the benefit of heavy armour for the duration.

Master of ...

This technique allows the mage full access to another style of magic; it does not itself count as a technique.

Petrify

Must collapse and cower in fear, die when the spell ends (as if struck with a killing blow). **WARDING** protects from this effect.

Reflect

Causes the effect just called on you to effect the caller instead; it is a defensive technique in that you may reflect numerous spells but you may not use any normal technique for thirty seconds after your last **REFLECT**.

Restore Undead

The caster must go to the body of a slain undead (including one that has been hit by a **FIRE** effect but not one that has been **DISMISSED**); provided that the spirit remains (the player is still present and has not yet risen to return to the undead shrine) the Undead regains its body and may then be healed from the wounded state by **MEND UNDEAD**.

Seal Wound

The caster must touch a person who has been reduced to zero hits and who is bleeding; the target immediately stops bleeding and the **WOUND** is considered to be cleaned and sewn shut although still not stabilized and on zero hits; the **WOUND** must still be stabilized.

Stabilize

The caster must touch a person who has been reduced to zero hits but is not bleeding, the spell immediately stabilizes the **WOUND** as if a poultice had been used; the patient remains on zero hits and must still receive treatment from a surgeon.

(element) Storm

A blast of elemental **BOLTS** strikes all the characters within 3m of the target (instant). The initial target of a **STORM** spell can only be blocked by **COUNTERMAGIC**, whilst the individual **BOLTS** can be blocked by **SPELL GUARD** as normal.

Store Soul

The caster stores their soul within the object which allows the technique (amulet with scroll attached) this is represented by putting the SOUL CARD with the object (tying it on or placing both together in a small bag); the caster may then leave this object or carry it with them; if the caster dies, they may (but do not have to) return to the object, if they can find it; if anyone destroys the item scroll while the caster is 'present' the caster picks up their SOUL CARD and re-corporates (effectively coming back to life).

Student of ...

This technique allows the mage access to another style of magic but only as if they were a second order mage (so only basic magic and associated techniques); it does not itself count as a technique.

Terror

The target must collapse and cower in **FEAR** for thirty seconds. The target cannot defend itself.

Ritual magic

To participate in a ritual, you must have either MAGIC I, II or III. A ritual must be led by a ritualist who has the ritual skill. The lead ritualist may be supported by other ritualist and non-ritualist magic users; this is called a ritual team. There are four main components to performing a ritual;

- **Performance** - this is based off of the roleplay of all the ritual team
- **Props** - appropriate objects used to enhance the performance of the ritual
- **Runes** - the lead ritualist must use the appropriate runes that they have available but other ritualist may use their own runes
- **Other factors** - things like power (mana gems) and desired outcome. There are more but this will be found out in-game and allows for more interesting rituals

At the end of a ritual, the ritualist will be asked to take a bead from a bag to determine the random part of the ritual result (as rituals are very unstable). All rituals will be observed by a ref or marshal, who will subjectively be marking the ritual on the four main components, which will affect the bead draw. Rituals must be performed at the ritual site and it is only available for use at certain times. Rituals are dangerous and highly experimental.

Please refer to **Appendix F: Ritual Magic** for specific information.

Rites

Ritualists can perform minor ritual magic RITES in an area dictated and marked by the ritualist. Each style of magic has its own RITES and they are mostly unknown. Starting characters do not start with rites, **they can only be learned from other characters or gained from rituals**. RITES do not need camp refs however a ritualist is expected to make it obvious that they are performing a RITE and they are encouraged to use props. When a character learns a RITE they will be given a tag which describes the details of the RITE.

So far the following RITES have been uncovered:

Fire Rite – Cleansing

The fire ritualist is able to use their magic to purify and burn away the magic RITES of other ritualists. Once you have completed the RITE you remove the tag marking the location, and hand it to your closest ref.

Ice Rite - Stasis

The ice ritualist is able to use their magic to preserve a body and prevent it from disappearing as is normal with the RITE of **STASIS**. The body should be marked with a tag which can be obtained from GOD. The soul is frozen in place and prevented from moving on. The RITE must be started while the body and hence soul are still present and once it is started the soul is held. Critically this can only be done with the OC consent of the person playing the character which it is cast upon but if they choose not to accept the RITE their soul is never the less prevented from moving on in the normal way. Please note that if you do not have a SOUL CARD this RITE cannot affect you in any way. You may only place and maintain **STASIS** on one soul at a time.

Storm Rite - Merciless Vulnerability

The storm ritualist is able to use their magic to strip an abomination or a dire beastkin of their ability to regenerate with the RITE of **MERCILESS VULNERABILITY**. The target should be marked with a tag which can be obtained from GOD. The target loses their ability to regenerate and all the powers associated with that ability. You may only place and maintain **MERCILESS VULNERABILITY** on one soul at a time.

Mind Rite - Forbidding

A mind ritualist is able to place a **FORBIDDING** on a place. The area must be clearly delineated and should be marked with a tag which can be obtained from GOD. This has the effect of making people feel uncomfortable and unable to enter or remain in the place. This has no impact on the game rules but should be roleplayed. You may only place **FORBIDDING** on one place at a time.

Spirit Rite – Haven for the Soul

A spirit ritualist is able to bring peace to a place to make it a **HAVEN FOR THE SOUL**. The area must be clearly delineated and should be marked with a tag which can be obtained from GOD. This has the effect of making anyone with a SOUL CARD feel very comfortable and at peace while those without a SOUL CARD feel very uncomfortable and want to leave. This has no impact on the game rules but should be roleplayed. It also has the effect of causing rapid healing for those who have a SOUL CARD – if they are able to recover hits (which is not possible after a WOUND until you have been treated properly by a surgeon) they regain one hit every five minutes that they remain in the place. You may only place **HAVEN FOR THE SOUL** on one place at a time.

Conjuring Rite – Circle of Power

A conjuring ritualist is able to create a magic **CIRCLE OF POWER** which hedges in or out creatures not of this world. The circle must be clearly and obviously visible and magical and should be marked with a tag which can be obtained from GOD. The demons' possessed servants and those who are beloved of the gods may not cross the circle in or out, they may not strike across the boundary, nor may they cast spells or use their powers across the boundary. You may only place one **CIRCLE OF POWER** at a time.

Necromancy – Unhallowing

This is a ritual performed with incense and other paraphernalia to render a tent or other enclosed space "Unhallowed". This allows it to be used for various purposes by the Undead.

Crafting

Crafting uses resources collected to make items needed for techniques. Crafters need the items specific formula to make it, which can be obtained through other players, NPCs and research. However, having the correct formula is not always enough; there are several difficulty tiers for formulae, the higher of which requires both a more experienced crafter and full membership of the crafting association within your camp. Once you have the resources needed you should ask for a crafting slip, which you can then fill out with the items details.

The roleplaying time spent on crafting an item is completely dependent on the item you are trying to craft. After you have spent the suitable amount of time making the item, you take the crafting slip and the resources to a ref, and once your item is completed you will be notified. The amount of time it takes for an item to be completed is variable and completely dependent on the item itself.

Each camp has a cast member whose role is to help those who wish to craft, giving further information about recipes and help with the crafting process.

Mage Crafting/Spell Forging

Mage crafters and spell forgers make the items that spell casters need to use their advanced magic techniques. They make **carved** items (wand, rods and staves), **jewellery** (amulets, firearms and so on) and **fashion** items (hoods, robes and sashes). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

War Smith/Smelting

War smiths and smelters make items so that warriors can use their advanced techniques. They make **bladed** weapons (daggers, swords, and axes), **hafted** weapons (hammers, maces and polearms) and **armour** (light and heavy armour and shields). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

Alchemist

Alchemists make a wide variety of items the majority of which do not require any techniques to use. They make **applications** to apply to items to give them powers, **potions** which are consumed to give different effects and **compounds** which are neither consumed nor applied but can be used to create effects (e.g. incense and ammunition). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

Starting Recipes

At character creation you will gain a set group of recipes based on the tier of crafting you have access to. A Crafter/Tinker gains access to tier 1 recipes for their chosen profession, whereas a Guildsman/Senior Tinker gains access to the tier 1 recipes and a tier 2 based on their chosen specialisation.

Recipes can be learnt in game from many different sources, but you are restricted to the tier/specialisations which you have access to.

Healing

How healing works

Once a living character is reduced to zero hit points they are considered wounded, immediately collapsing unable to do anything but roleplay their WOUNDS. You are considered on your bleed

time. Each race has a different bleed time at the end of which the character is dead. Any other character can hold a WOUND which doubles the bleed time and **must be done continuously requiring the use of both hands**. There are **four** stages to healing:

- **First** - stop the bleeding
- **Second** - stabilize the wounded location
- **Third** - fix the WOUND, usually with surgery
- **Fourth** - recover hit points

For the injured character after the bleeding has stopped they stop counting their bleed time but are still unable to do anything but roleplay their WOUND. Once stabilized a character may move around but **may not attack, cast offensive spells, use offensive devices (e.g. guns) nor can they run** – any of these immediately reopens the WOUND and the patient collapses and starts their bleed time again. Once the WOUND is closed up they are capable of performing the above actions and can recover hit points naturally at the rate of thirty minutes per hit point.

The apothecary skill allows a character to stop the bleeding and stabilize a WOUND, and the advanced surgeon skill allows a character to sew up a WOUND. Surgeons must have apothecary. A spirit mage uses magic to heal a character unnaturally fast.

Another way a character could be healed up is alchemical potions.

You can stop the bleeding of a NECROTIC WOUND, but it cannot be STABILIZED until in a clean location by a surgeon or someone with the apothecary skill. The right alchemical compound could be applied in the field; to cure the NECROTIC WOUND and allow STABILIZE to be done.

Bleeding

Most characters have a bleed time listed on their character card; this is based on their race and other factors. Undead, Possessed and Changed generally do not bleed, and just considered wounded if taken to zero hits. Each of these has special rules detailed in their character briefs concerning their death timers.

You should count out (in your head) the seconds of your bleed time: one bleeding two bleeding three bleeding etc.; when you reach your bleed time in seconds your character has died of their WOUNDS.

Most races have a bleed time of 5 min/300 sec; beastkin and orcs have 8 min/480 sec.

Stabilize

In addition to stopping your bleeding other characters with suitable skills can stabilize your injury. You remain on zero hits but you may move around, talk etc.

So long as you remain on zero hits you may not use any techniques (including all offensive spells) nor may you move faster than a walk or fight.

Apothecary

The Apothecary skill allows a character to bind a WOUND to stop the bleeding and apply a poultice to stabilize a character. To stop the bleeding, the character takes a piece of cloth at least 2" wide and winds it around the wounded location twice. **This only stops the bleeding**; the patient remains unable to do anything except roleplay their WOUNDS until stabilized.

To stabilize a character an apothecary **must** apply a poultice, represented by a bright orange pad of cloth at least 10cm by 20cm attached to the wounded location with a bandage. The orange cloth pad must be visible.

Bandages and poultices are not special items and you may carry as many as you have phys-reps. Poultices can be easily made with white cloth and food dye.

Once stabilized the patient may move around but **may not attack, cast offensive spells, use offensive devices (e.g. guns) nor can they run** – any of these immediately reopens the WOUND and the patient collapses and starts bleeding. **They may not yet recover any hits but remain on zero.**

Apothecaries cannot develop the surgery skill or any techniques.

Surgeon

The Surgeon skill allows a character to roleplay sewing up a WOUND using surgery tools, taking thirty seconds to do so. **Until this is done, the patient remains on zero hits.** This requires phys-reps but they are not special items. Surgery must be performed in one of the camps or in a suitable area as designated by a ref. The surgeon and the patient must roleplay the surgery and one of the camp refs will inform you of the nature of the injury and how to treat it. **Once this has been done, the patient recovers to one hit and may continue to recover as normal at the rate of one hit point per thirty minutes.**

After a surgeon has gained experience they can develop further techniques including:

- Techniques which make surgery more effective in camp
- Techniques that help characters avoid the consequences of their injuries
- Techniques that allow characters to bring people back from the field more quickly
- Techniques used in the field to get patients back on their feet (albeit with some risk)
- Techniques used to add and remove items of a special nature to a body

Surgery Wound Cards

During surgery a camp ref may hand the surgeon a WOUND card at random. These are for providing a roleplay prompt for both the surgeon and the injured character.

Healing Magic

The spell **SEAL WOUND** immediately stops the bleed out time as if a bandage had been applied.

The spell **STABILIZE** immediately stabilises a WOUND as if a poultice had been applied provided that the bleeding has been stopped.

The spell **ADVANCED HEALING** has the effect of a successful surgery provided that the bleeding has been stopped and the patient stabilised. It is instant and the patient recovers to one hit and may continue to recover as normal. The patient must have a specially crafted amulet placed on them to hold the spell. If this is taken off before the next dawn, the patient returns to zero hits and is bleeding. You cannot have two of these spells on you at the same time.

The spell **HEALING** has the effect to recover lost hits points from a character who is not wounded.

Character Advancement

Renown

Races involved in this form of character creation require renown to progress their characters.

After each event which you survive as your character you will gain 1 token of renown from the leader of the Northern Alliance for attending the expedition. Further tokens of renown can be obtained by various methods:

- Each of the cast members within the camp have a limited number of training certificates to pass out to those players that fulfil certain criteria which they look for. These criteria may come from briefings from the camp refs, or from a standard list which they are provided with.
- Aiding the camp in some exceptional fashion beyond the normal recourse of the game could lead to the equivalent of a training certificate being granted.

In either case **only one such training certificate can be obtained per expedition**, and they count only for the expedition they are given in.

Experience

As your renown grows, you will gain experience which can be spent on furthering your character's abilities and skills.

This is tiered to make progression slower as you gain more experience. Each time you hit a new rank in renown, you are granted two experience points to spend on improvements.

Please note that as you progress into further tiers of the skill, there are additional costs and renown requirements. **You can save experience to buy more expensive improvements.**

Your first break is at 1 Renown, and then at 3, 6, 10, 15, 21 etc.

Examples of Experience Spend

Mordous the (MAGIC III) fire elemental has been to 5 expeditions and gained 6 renown:

- 1 Renown - 2xp he bought **FIRE BOLT** and **SPELL GUARD (OTHER)** (tier 1 skills cost 1xp each)
- 3 Renown - 2xp he bought **FREE DART** (tier 2 skills cost 2xp each)
- 6 Renown - 2xp which he has saved for **FIRE STORM** which costs 3xp (being a tier 3 skill it costs 3xp)

*At 10 Renown he will gain 2xp and then buy the skill of **FIRE STORM**... though this could take up to another 4 expeditions to occur.*

Lillywing the (COMBAT III) warrior wishes to use a one handed sword to do **FATAL**. She has been on loads of expeditions and has 14 renown:

- 1 Renown – 2xp she bought **CUT** in ONE HANDED weapon style, saving 1xp
Through requires 6 renown minimum, so she then waited till then saving another 2xp at 3 renown, for a total saved of 3xp
- 6 Renown – 2xp she bought **THROUGH** in ONE HANDED weapon style, she still has 3xp saved.
***FATAL** requires 15 renown minimum, and costs 3xp*
- 10 Renown – 2xp, giving her a total of 5xp banked. She decides to purchase **DISARM**, **REPEL** and **STUN** in ONE HANDED weapon style for a total of 4xp leaving 1xp banked.

*Currently at 14 renown if she survives another expedition she will gain at least 1 renown and 2xp allowing her to buy **FATAL** in ONE HANDED weapon style.*

Note: There are other ways of acquiring improvements in skills that do not require renown or experience that must be found out in game.

Special Race Advancement

The special races do not require renown to advance but have their own advancement requirements, i.e. Undead/People are advanced by ritual magic in at the ritual circle in game. Further their rules for advancement are completely different.

Information about your advancement will be made available to you by your camp refs in game, and from GOD.

Appendix

For all appendixes please see additional document's which can be found on our forums under Rules.

Appendix A: Starting Mage Spells

A list of all starting spells by mage type.

Appendix B: Starting Crafting Recipes

A list of the starting recipes that you get as an initial crafter for each of the types.

Appendix C: Skill Progression

A list of known advancements based on talents and skills, with renown requirements and experience costs.

Appendix D: Northern Alliance Character Creation

A document which provides all the required information to create a character to play within the Duke's camp.

Appendix E: Orc Khanate Character Creation

A document which provides all the required information to create a character to play within the Khan's camp.

Appendix F: Ritual Magic

Provides further information for those which practise ritual magic

Appendix G: Nobles & Warlords

Provides further information about retinues and the rights of nobles and warlords in their respective camps.