

LARP Rules for the Empires in Flames World

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The World of Orlon



Dedication and Credits

Dedicated to my dad. You always taught me to chase my dreams and indulge what I'm passionate about; you spent endless days doing road trips with me seeing museums because I was interested in history and science. You inspired me by teaching me that by doing what you love you never truly work a day in your life. You're missed more than I can explain. This book in its entirety wouldn't be possible without the love and support of my family and friends. I would also like to thank the numerous LARP/Game creators out there that inspired me to chase my dreams.

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Disclaimer/Waiver/Assumption of Risk

This book provides rules for boffer-style combat simulation. Although these rules provide the safest experience we can create, you assume the risks that are associated with any physical activity and are ultimately responsible for your own safety, including boffer weapon creation, safe and proper combat, and adjusting for terrain and weather.

Lyon Heart Media LLC, its employees, and related companies, assume no responsibility or liability, including but not limited to injury, damage, or loss incurred by using these rules in a role playing game setting. You are responsible for complying with all local, state, and federal laws, regulations, and statutes.

Remember, though, it's a game. Have fun and stay safe.

Introduction

So you have opened this book, maybe you found it on a friend's coffee table or maybe you found it sitting on a shelf somewhere. Either way you have taken the first step in to the wonderful world of fantasy, adventure, and role playing. In the following pages you will learn all about the fantasy world of Empires in Flames (EiF). EiF is a Live Action Role-Playing Game or LARP, set in a medieval high fantasy world on the verge of a steampunk style industrial age. Now you may be asking yourself what is LARP? LARPing by its simplest definition is making fantasy a reality. For one day or more small and large groups alike gather to act out fantasy scenarios and as many put it, escape from reality. This is done through a combination of improvisational acting, staged combat, a rules system, and typically a pre-designed world. People taking part in the game dress up as one or more characters over the course of an event and live in the fantasy world.

EiF is a game of mystery, intrigue, suspense, and fear. None of the residents of the world of Orlon or its seven kingdoms truly know what is going to happen day to day. The people of the world live in constant fear of war, raiders, monsters, and demons. It is up to the brave adventurers of the world to protect them from the unimaginable horrors of existence. To become an adventurer is not a decision to take lightly, while it is lucrative it's also highly dangerous and few adventurers live to die of old age.

EiF takes place in the world of Orlon, a world full of every fantasy race imaginable, dragons, monsters, and eldritch horrors. The world is at a tipping point in its long history, the Gnomes and Goblins have pioneered new concepts they call "SCIENCE!" and "Engineering" respectively. The machines they create have the ability to drastically change the medieval landscape, for the better, or worse. Most of the world's inhabitants are wary of their concepts and inventions; change is making extremely slow progress, though progress none the less.

However the world may not survive to see this new technological age. The kingdoms and empires of the world are constantly at each others throats, in equal parts for historical disputes, land, religious reasons, and wealth. This is all compounded by the ever present dangers of monsters, outlaws, and ancient eldritch beings who seek to watch the world burn. However there are many good people who choose to stand valiantly against the tide of darkness that is sweeping the land.

Not everything within the world is gloom and doom though. Your average everyday person leads a peaceful normal existence, protected by town guards, soldiers, adventurers, and some say the deities themselves. The world is a massive place with most of it left truly unexplored and many people cannot resist the call of mystery, fame, and fortune that discovery can bring. However not all things are meant to be discovered.

You have chosen the life of an adventurer. You have left the comforts of home and hearth for the ultimate life story and adventure. You will see and experience many things that the world hasn't even begun to even comprehend. The fear of death while ever present doesn't truly daunt you, for to be an adventurer of note is to have stories written about you. No one truly dies that will be remembered in song and story.

In choosing the life of an adventurer you will find your way to one of many frontier towns in the wild places of the world. While some of these places may be downright uncomfortable, or even dangerous, they are where you will find the most adventure to be had. In your travels you will meet many people; you will have differences of opinion on many things from religion, to morality, and even maybe race. However you will continue to live in and explore these places since they are where the stories are to be found, where history will be written, and where the most money is to be made. To be an adventurer is to choose a life of conflict.

The newest frontier that has been made available is the lands outside the Kingdom of the Seven Coins. The youngest of the kingdoms by far and the strangest of them, if the stories are to be believed, the Kingdom of the Seven Coins was founded a mere 100 years ago by a band of adventurers not unlike yourself. The Kingdom promotes the mixing of the races and the dampening of hostilities. Any and all races are welcome within the kingdoms island borders, so long as they adhere to the kingdoms laws. Tensions run high in the frontier towns in the most remote locations that have little to no town guard, or military support. While laws are enforced by the local constabulary, racial tensions still run high. As frontier towns grow and discoveries are made many challenges will be placed upon the backs of our intrepid adventurers.

1. Can we set aside racial tensions to grow and explore as a community?
2. How do we face down encroaching armies of nightmarish monsters?
3. Who should lead us and how should we enforce the rule of law?
4. How do we deal with major disasters since we're so far removed from the main kingdom?
5. How do we supply our towns?
6. Can we even truly grow as a settlement, or will we fail in our shared endeavor?

EiF is a Contact Safe Live Action Role Playing game, set in a medieval high fantasy world. When we say contact safe, what we mean is that at any time not only will you be involved in intense role playing as your character, but you may also find yourself involved in combat involving "contact safe" weapons. We use special weapons made from lightweight materials with foam padding to simulate combat. The goal of EiF and any LARP for that matter is to tell a memorable story that can evoke true emotions, gets everyone involved and invested, and at the end of the day is fun for all. If anything of what you have read here interests you, congratulations you will have a great time at an event, read on! If you are still confused by all this, by all means come to an event and dive right in. The EiF staff and its players are always more than willing to assist new players in acclimating to the world of Orlon.

A Note on Steampunk in Empires in Flames

Orlon stands on the verge of a new modern age full of engineering, steam powered machines, and mechanical marvels. However these new mechanical marvels are still in their infancy and are relatively unknown. Devices that are widely available include single shot flintlock firearms, mechanical explosives, mechanical golems, and small steam powered land vehicles. There are factions attempting to create air ships, locomotives, and other massive mechanical marvels, though they are still a long way off. However, the world is ever changing and who knows maybe your character will be the next great inventor in the world of Orlon.

Basic Game Logistics

Game Overview

EiF events strive to stand out from other traditional LARP experiences and other Role-Playing games. Like other LARPs, you will take on one of two main roles at an event. The first is the Player Character or PC, as a PC you represent an adventurer or otherwise unique figure within the world. You would then take on that characters persona and act as they would in this unique world. As a Non-Player Character or NPC, your role will be a little more complex.

NPCs at EiF have a more unique experience than at other LARPs. While they are controlled by the Monster Marshal and Plot Team, they have significantly more freedom. Depending on the needs of the particular event you attend you may find yourself playing many characters over the course of the weekend, or potentially just one. Additionally when you're out as a particular character you will have goals and aspirations to achieve. Upon completion of your quests you will find rewards await you. This can be anything from unique role-playing opportunities to treasure. Additionally if you complete certain difficult tasks before the end of the event you may find yourself in the running for a bonus item available for when you make your first PC.

EiF is primarily designed for adults, catering to players 17 years of age and older. We will play on certain mature themes, imagery, and language. However that being said, players as young as 15 are welcome (Please note players under the age of 18 require a parent or legal guardian on site at all times and will not be permitted to take part in combat for liability reasons). As we are primarily an adult game, we may broach subjects including but not limited to, swearing, nudity, sexual content, and graphic violence. Any module or adventure that features these things will be closed to any players under the age of 18. Additionally if at any time you feel uncomfortable in one of these modules please speak up and we can remove your character from the scene. If you're made uncomfortable by these types of situations please know that they won't be part of the day to day story line, they will be part of closed modules.

Many LARPs on the market have extremely complicated rules systems that govern every aspect of what a player does. This is not the case with EiF. We strive to provide as streamlined a rule set as possible. While this book may seem bulky, please note that as far as rules go only maybe 10 pages of it will generally ever apply to the game. While we have an extremely detailed high fantasy setting at EiF, we strive to make it as believable and welcoming to new players as possible.

Please note that at any given time at EiF we may employ the use of, strobe lights, fog machines, dry ice, and fake blood, etc. These are used to create a more unique and believable experience for everyone involved. If any of these things are of a medical concern please let staff know immediately. Lastly, if you are ever scared while at an event by something in the game, the other players around you are your friends. We want you to have a good time. You can either play to these emotions and make for a better role-playing experience, or you may ask a staff member to be removed and we will accommodate you. In the end we're all there to have fun.

Player Responsibilities

Rules Abuse and Cheating

Abusing or breaking the rules of the game and/or game site is viewed harshly. Now, we understand that everyone makes mistakes, and with that in mind we have implemented a system for dealing with cheating. Examples of Rules Abuse/Cheating are as follows; using a skill to do something other than what is written, ignoring successful weapon strikes, forgery of in game items, using skills you don't have, or over using skills you do have.

Unsportsmanlike Conduct

Being physically or verbally abusive to any player or staff member or arguing with a staff member on an out of character level. Essentially, unsportsmanlike conduct is any action that creates a hostile out of character environment for other players. Practicing unsportsmanlike conduct will result in the offending player being reprimanded or asked to leave the event without a refund. Additionally, if the offense breaks any laws the police will be notified.

Harassment Policy

At EiF we strive to provide a safe and comfortable event for everyone involved, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion. We have a zero tolerance policy when it comes to harassment. If a player engages in harassing behavior, the event organizers and staff will take any and all actions they deem necessary to put a stop to it. This may include warning the offender, removing the offender from the event without a refund, or even permanent ban from future events (this ban is game-wide; you may not attend other chapters of the game). If you or someone else is being harassed, immediately inform a staff member or event organizer.

Harassment includes offensive or intimidating verbal, written, or photographic conduct related to gender, sexual orientation, body size, appearance, race, religion, etc. Sexual images in public spaces, deliberate intimidation, stalking, sustained disruption of events, inappropriate physical contact, and unwelcome sexual attention are all examples of harassment. Anyone asked to stop these behaviors must comply immediately. If you don't, you will be ejected from the event without a refund, banned from further events, and the appropriate authorities will be contacted.

Voice your Concerns

If at any time during or after an event you have any concerns that are related to the event please contact game staff immediately. The staff is here to address any and all concerns you have. Concerns can be of any of the following, health and safety (mental or physical), cheating, harassment, unsportsmanlike conduct, etc. Don't confront the individual yourself, notify a staff member and they will handle the situation appropriately. The sooner you inform us of a problem, the sooner we can take appropriate actions to remedy the situation.

Site Clean Up

All players are expected to assist in the cleanup of the game site after each event. At the bottom of everyone's character sheet is a set of boxes for cleanup of personal space and the camp/rental space in general. After game ends you should clean up your personal space and see staff for a cleanup assignment. Assisting in clean up greatly helps the staff and NPCs. With this in mind your character will not be updated unless these boxes are signed off on by a staff member.

NPC Shifts

EiF requires that all players take a mandatory NPC shift lasting 4 hours during every full weekend event attended, so long as we don't have enough full time NPC's at the event. Additional shifts may be taken in order to gain 15 Assistance Points per shift. Additionally if you do not wish to NPC during your mandatory shift you may volunteer to act as a Monster Marshal for the duration of your shift (you must pass a test between events to qualify for this). If you opt to act as Monster Marshal you will be responsible for handing out stat cards for monsters, dealing out treasure, making sure minor plots get taken care of and the general cleanliness of monster camp. Additionally if you opt to act as Monster Marshal you will receive an additional 15 Assistance Points per shift. Shifts will be assigned at check in and are first come, first serve.

Photography and Video

At any given time during an EiF event you may have photos or video taken of you by the game staff. By attending the event you agree to allow your image to be used by EiF and it's parent company Lyon Heart Media LLC to use your image for marketing and advertising. Participants are also allowed to take photos and videos at event, however they must provide a copy to the staff of the game for use in marketing and advertising. All photos and videos taken at an EiF event are considered property of EiF and Lyon Heart Media LLC. If you post your photos or videos online you're not permitted to "tag" anyone in them besides yourself and EiF and Lyon Heart Media LLC staff will never do this either without the participant's explicit permission.

Alcohol

Alcohol is never permitted at any EiF event. This is done for both safety and legal reasons. If you're found to be intoxicated you will be immediately removed from the event and will not receive a refund. This also goes for storing alcohol on site, or in your vehicle. If you are under the legal age to drink the appropriate authorities will be contacted. (You will also not be permitted to return until the owner of the game signs off on it)

Smoking

Smoking is permitted at EiF events in designated areas only. The use of electronic cigarettes is also permitted outside as long as you're not within 5 feet of a building, additionally all E-Cigs should be modified cosmetically to appear steampunk in nature, or as cigars, or pipes, if they don't appear appropriately in genre you must vape in the designated smoking area. You must dispose of all cigarette butts appropriately. Additionally anyone under the legal smoking age that is found smoking will be immediately expelled from the game and the appropriate authorities will be contacted. (You also will not be permitted to return until the owner of the game signs off on it) Always carry your ID on you as you may be asked to produce it at any time by a staff member.

Drugs and Violence

At EiF we have a zero tolerance policy when it comes to drugs and violence. The use/possession/being under the influence of any illegal drugs (including marijuana even if it's legal where you live) will be grounds for immediate expulsion from the event and a game wide ban from future events, as well as having the appropriate authorities contacted. If you're taking prescribed heavy dose pain medications, muscle relaxers, or things of that nature, please bring a note from your doctor along with proof of your prescription and discuss it with the chapter owner. Real life violence, threats, or any activity that poses a real danger to any participant, or staff member of the game will result in being banned from the game and having the appropriate authorities contacted.

Item Sales and Transactions

At no time may any real world money be exchanged for in character items or services at an event, or after. This includes buying items, paying teachers, etc. This is considered a cheating infraction. Vendors who attend events may however sell untagged props and weapons for out-of-game currency (props and weapons purchased at events are subject to safety checks). However you may not use said prop or weapon until it has an item card.

Weapon Check

All weapons (ranged and melee) at an event must be safety checked prior to use at every event at check in. If a weapon is found to be unsafe, you will be given a chance to remedy the situation if you can using your own materials and it may then be rechecked. If however you cannot remedy the situation, the weapon in question must be removed the play area and locked in your vehicle. All weapons that have passed safety inspection will be tagged as such. If it becomes damaged during the course of the event please immediately remove it until such a time as it can be fixed.

Check In

Once you arrive at event you should immediately proceed to monster camp, or the designated check in location. At this time you may pay anything for the event that you may owe, have your weapons checked, receive your character card, sign up for an NPC shift if needed, and completing any paperwork needed. All players must have a liability waiver on file which includes a list of any medical conditions or allergies. Additionally minors must have a consent form on file and be accompanied by a parent or legal guardian. (A legal guardian form must be filled out and on file)

Character Sheets

Once a player has checked in they must carry their character sheet with them at all times. If at any time you lose your sheet, you must immediately report the loss to staff. On the back of the character sheet is a ledger for filling out the use of skills and abilities, as well as learning new skills/classes, consuming potions, being affected by beneficial spells, etc. You must fill this section out as soon as possible when not in combat. After a module you will be required to fill this section out immediately as well as turn in any relevant item cards.

Item Cards

Most items capable of having an effect on the game world require an item card. Items that need a card include, but are not limited to, crafted weapons, potions, crafting components, etc. You may not carry an item tag on you that doesn't have a physical representation unless you just received it from an NPC; additionally, you may not carry a physical representation of an item on your person without having an appropriate item card. It is the responsibility of the player to hold on to and keep track of these cards between events. If an item card is lost or stolen it cannot be replaced. However if an item card becomes overly weathered or damaged you may turn it in to staff for a replacement if appropriate. Additionally some in game items may have an expiration date, if the item has an expiration date it must immediately be turned over to the game staff when the expiration date arrives.

Destroyed/Damaged/Used Up Items

When a weapon is permanently destroyed by an effect, a potion is imbibed, or a crafting component is used, etc., it must immediately be turned over to staff. You will find a locked item card drop box in the tavern; you may also turn the card over to a staff member. If plot provided you with a physical representation of the item in question you must also turn it over at this time. This is all done so that items may be reused as new treasure and to reduce the cost of producing new item cards.

Mental Health Check

Empires in Flames and LARP in general can present some very emotional moments during the course of telling a story. These emotions are real and are just as valid as "real" emotions. Players and staff get very invested in the stories they're telling and the characters they've written. Additionally, from time to time players and staff may become overwhelmed by a particular situation on an out of game level. In these situations it's important to keep the mental health and safety of all players in mind. If you believe someone is having an out of game issue with what's going on you can give them a quick thumbs sign as a way of asking if they're okay. If they reply with a thumbs up keep going, if it's thumbs down stop the RP immediately and see if they need help, otherwise that player may be excused from the scene to gather themselves. That said, do not abuse this rule to get out of in game consequences, if you do that is blatant cheating and we will react accordingly.

Safety, Cheating, and Corrective Actions

Safety

Safety is the Number 1 priority of any LARP. As such there are several important rules that you must adhere to. To help with safety, there is a safety infraction point system, the things listed below will get you infraction points and the table below will explain what each number of points means. It is possible to remove points from your record however. If you go 6 months without a safety infraction you will have 1 point removed from your record. Only the owner, safety, and plot marshals may hand out safety infractions. However if any player feels that another player is being unsafe they should inform a staff member. Players with active safety infractions may not be staff, or act as marshals.

1. No Alcohol, This is non-negotiable if you are caught drinking at an event you will be asked to leave the event. You will receive 4 safety infraction points for this.
2. Unsafe Combat, If you are considered to be fighting unsafely you will be required to attend a new player training session which includes a course in safe combat. Repeat offenses will result in a cumulative 1 point infraction, 1 for the first, 2 for the second and so on, within a 6 month period.
3. No Drugs, This is non-negotiable if you are caught using drugs at an event you will be removed from the campsite and the authorities will be notified. You will not be permitted to attend any more events, unless you can prove that you have successfully taken steps to get off drugs. You will receive 5 infraction points.

Number Of Points	Actions To Reduce Points	Disciplinary Action
1 Point	6 Months Without Safety Infraction, Attend A New Player Training Session.	You will receive a warning and will be watched closely by staff.
2 Points	6 Months Without Safety Infraction, Petition Game Management	You must attend a new player training session and may not take part in combat for 1 hour
3 Points	6 Months Without Safety Infraction, Petition Game Management	You must attend a new player training session and may not take part in combat for the remainder of the event
4 Points	6 Months Without Safety Infraction, Petition Game Management	You must attend a new player training session and may not take part in combat until you lower your infraction point total
5 Points	Petition Game Management	You will be asked to leave the game and will not be allowed back without permission of the owner of the game.

Weapon Construction

Weapon construction is simple and should not take much time. More complex methods exist; this is simply a quick start guide.

Supplies:

1/2 inch PVC pipe

PVC insulating pipe foam (minimum 5/8th inch wall thickness, up to 3/4 inch wall)

Cushion Foam (Open cell, the kind used in cushions. You can get it at a fabric or craft store, you want the 2" to 3" thick foam.)

2 or more rolls of Duct Tape. It should be the 2" wide Duct tape (The 3M tapes are a good brand)

2 or more rolls of Electrical Tape or Plastic tape. (Plastic tape comes in various colors but is not as easy to work with.)

Hacksaw

Exacto Knife or other small, sharp, cutting instrument

A pair of Scissors

Measuring Tape

How to make a standard sword

Use the Hacksaw to cut the PVC pipe 4 inches shorter than the total weapon length (this is true for all weapons).

Tape both ends of the pipe closed, this helps prevent tearing of the foam.

Cut the foam insulation for the blade. To insure that it is the proper fit, slide your middle finger in the top of the pipe foam. You should be able to touch the something by inserting your finger to the first knuckle. If you can't, cut off the pipe foam until you can. If you can touch the tip without inserting your middle finger to the second knuckle, then you have over cut. After you have the pipe foam cut to the correct length insert a small amount of pipe foam in to the opening that the pipe is in. Just enough foam to fill it to the top, this helps stop the foam from tearing and the pipe from punching through.

Next cut the pipe foam for the pommel end of the PVC pipe and repeat the above procedure.

Make a cushion foam tips at least two inches in diameter. Place one on the end of the foam 'blade' and one the end of the pommel. With duct tape, carefully tape the cushion foam to the sword.

Cut the duct tape first, lay it over the cushion foam, and press it against the pipe foam of the 'blade'.

The duct tape should form an X over the top of the cushion foam. Wrap a piece of duct tape around the blade and pommel where the cushion foam and pipe foam meet to make it stay put.

Cut Duct Tape in lengthwise strips long enough to cover the blade. Gently lay it along the pipe foam, starting in the center and smoothing it to the edges as you go. Overlap each strip slightly.

Repeat for pommel.

Use electrical/plastic tape to wrap the hand section between the pommel and blade. Wrap it around the pipe in a spiral, pulling tightly the whole time so that the tape remains taut.

Use an exacto knife or scissor points to poke a lot of holes in the tape over the cushion foam tip of your sword. This allows the cushion foam to spring back after being compressed, making it much softer when it hits.

You're done.

All weapons will be inspected at the beginning of every event. If it is deemed unsafe for use it will have a zip tie placed on it to signify that it is unsafe. If someone is using one of these marked weapons call a hold and inform them, if they continue to use it inform a marshal. All weapons are welcome at EiF including Latex weapons. However, Latex weapons may never be used for waylay and, in case there is a problem with the weapon, bring a backup boffer weapon.

Cheating

Cheating is looked upon very harshly and falls in to several categories: Breaking Genre, Ignoring Rules, Misuse of Skills, and Meta-Gaming. Each of these is defined below, along with a table describing the punishments for cheating. Infraction points stay in your player file for 1 year and are then removed 1 point at a time each year unless you receive a new infraction. Players with cheating infractions may not be an active member of staff, or a marshal.

Breaking Genre

Players who have to be asked repeatedly to return to character or put away non-genre appropriate items will receive 1 infraction point after their second warning.

Ignoring Rules

Ignoring Rules is defined as things such as ignoring damage in combat and things of that nature. This will net you an automatic 2 points for each infraction.

Meta-Gaming

Meta-Gaming is defined as using OOG knowledge IG for your character's benefit. For example, obviously OOG you see the person who is invisible or camouflaged, but in game your character has no knowledge of their presence. Meta-Gaming would be using this out-of-game knowledge to avoid or attack or call attention to the other player. Sometimes Meta-Gaming may happen by accident; things happen in the heat of the moment. As such, the first time you are caught Meta-Gaming you will receive a warning, although subsequent infractions will net you a cumulative 1 point infraction (1 for the first, 2 for the second, and so on).

Misuse of Skills

Misuse of Skills is simply defined as either using a skill your character doesn't have, or changing what a character's abilities actually do. Accidents do happen so the first time you commit an infraction you will receive only a warning. After that you will receive a cumulative 1 infraction point (1 for the first, 2 for the second, and so on).

Infraction Points

1	1 year without a new infraction, petition the chapter or game owner	May not be a Marshal/Staff Member or will have Marshal status removed
2	2 years without a new infraction, petition the chapter or game owner	Same as above, may not use any in game skills for 1 hour
3	3 years without a new infraction, petition the chapter or game owner	Same as above, may not use any in game skills for the remainder of the event
4	4 years without a new infraction, petition game owner	Same as above, you will be asked to leave game
5	Petition Game Owner	You will not be allowed to return to game without permission of the games owner

General Game Terms

The following is a list of general game terms that are used widely in this book and at events.

In Game

This term is used to describe anything or anyone that is actively part of the game. If someone or something is In Game (or 'IG') they are active in the game world and may be seen and interacted with by anyone else who is IG.

Out-of-game

This term is used to describe anything or anyone that is not actively part of the game. If someone or something is Out-of-game (or 'OOG') they are not part of the game world and should be ignored as if they did not exist by anyone who is IG.

In Play

This term is used to describe anything, and occasionally anyone, that is actively part of the game but may not be a target of combat or theft. Things that are In Play (or 'IP') are typically little details that people have added to their costume. Occasionally a person will be considered IP but not IG; this will usually happen when they are a non-combatant for medical reasons. IP people and objects may be interacted with only on a role-playing level.

Marshal

A Marshal is any person designated by the Plot team and or the owner that may make rules decisions whenever a rule question comes up. They also typically assist in the running of modules and things of that nature.

Module

A Module (or 'mod') is a short story or adventure that takes place within the game world, usually in a different location than the majority of the rest of the event. A module will typically only last a few hours at the most.

Plot Team

The Plot Team is the group of people that help in designing what happens in the game world. Everything from what is happening with farmers and the economy, to what major enemies are doing at any given point in time, falls under their influence. They design the overall story and make sure events occur at the right time to keep the story moving.

NPC

NPCs, or Non Player Characters, are the people that form the backbone of any good LARP. They take on the roles of monsters, merchants, commoners and so on in the world. They add the real flavor to a game; without them, games would suffer greatly. Love and revere them!

PC

A PC, or Player Character, is anyone who pays to attend an event and usually only plays a single character for an entire event. They are the people that take part in adventures and watch in wonder as the game world unfolds, unsure of what will happen next. They also influence the continuing direction of the game through their actions, changing and steering the course of the future of Orlon.

Psion

A Psion is a character that has been gifted with extremely powerful mental gifts. They control the powers of the mind (telepathy, telekinesis, etc.). No one is quite sure what creates a Psion, but they are widely misunderstood, mistrusted, and sometimes outright feared by many.

Reset

A reset happens on each of the 12's during the day (Midnight and Noon). At each Reset, every player has all uses of all “per reset” skills returned to them. For spells a caster must “meditate” and write down their new spell list at this time.

RP

RP or Role-Playing is the act of acting out different actions in game. For example, certain actions such as Smithing have an RP time requirement. This time requirement denotes the amount of time you must act out the action stated. With Smithing, for example, you should RP hammering out metal armor and weapons or patching up broken items.

Hold

This term will only be used in case of Medical Emergencies, Large Scale Plot effects that need to be explained or in the case of dangerous situations. Once a Hold is called all players should cease what they are doing immediately as game is considered to be paused. If it is safe to do so, players should sit down or kneel in place in order to make it easier for medical staff to move around if needed. All players should refrain from calling a Hold unless there is a true emergency. In order to call a Hold a player should shout as loudly as possible, “Hold Hold Hold!” Anyone who hears the Hold called should likewise call “Hold Hold Hold” in order to make sure everyone hears it. Once the situation that caused the Hold is resolved the person who initiated the Hold will call “Is there any reason for this Hold to continue?” if no one objects they will then call “3, 2, 1 Lay On” at which time game resumes.

Caution

This term is used exclusively to note to another player that they are entering an out-of-game dangerous situation. This can include them about to back in to a tree, rock, fence, etc. Use this term rather than a hold to warn someone of a potentially dangerous situation, “Caution Tree Stump” for example. The player that received the caution should pause combat or whatever they’re doing for long enough to move away from the hazard and then immediately resume play.

Clarify

This term is used rather than a hold to clear up confusion for a confusing effect, or mechanic. This may also be used to quickly explain game effects to new players if they become confused. For example a player gets hit with a knock-back effect and don’t know what to do, you may state “Clarify, take 10 steps back.”

Assistance

This term is used in game to cry out for help. Please only use the word “**Help**” only in the case of an out-of-game emergency.

PVP

PVP or Player Versus Player is a hot button issue at any LARP. At EiF there is a simple solution to this, PVP is allowed however make sure there is either a large group of people around or a Rules Marshal, in case of a rules dispute or an adjudication problem. The Rules Marshal must be present out-of-game and may not take part in the PVP.

Headbands

Headbands are used in game to represent different effects and/or states of existence. All players are not allowed to wear headbands of these colors for costuming purposes in order to prevent confusing other players. All players should at minimum bring a White and Red headband with them to game, along with a Green, Blue and Orange if a player has the appropriate skill or need.

White

This color headband denotes that a player is a spirit and should be ignored unless you have the appropriate skill. Players who are spirits should immediately proceed to deaths realm. This headband may also be used to represent being out-of-game, if you are simply out-of-game stay away from play areas and don't interact with other players, if a player attempts to interact with you as a spirit, simply state that the spirit is ignoring them.

Blue

This color headband is used to denote a player who is under the effects of the Invisibility effect. They are considered to be effectively invisible and should be ignored unless they break the Invisibility. See invisibility in the Effects section for further details.

Orange

This color headband is used to denote a player who is in game but may not be targeted for combat or other in game abilities. You must request non-combat status from plot. It is granted to people for medical reasons or for players that attend game that are too young for combat. Players who have non-combatant status may still cast spells, use psionics, and use other non-combat related abilities. However while they cannot be physically struck in combat, they are still a legal target for combat and spell packets. In order to engage a non-combatant in melee combat, you must raise your weapon in a menacing fashion and be within striking distance of the target. You may then call damage as normal once every 3 seconds. Non-combatants are still subject to rules of death and dying.

Black White Striped

This color headband is used to denote a player who is traveling on a different plane of existence. Other players not wearing one of these headbands should ignore the player wearing this headband. If two players are wearing this headband they may interact assuming they are on the same plane of existence. These headbands will be provided by plot.

Suggested Items to Bring

The following is a basic list of items you should bring to any given event. These are strictly suggestions and are a good base for new players.

- Bedding (sleeping bag, pillow etc.)
- Hygiene Products (Toothbrush, Toothpaste etc.)
- Sunscreen/Bug Spray as needed
- A sturdy comfortable pair of shoes (you will be walking or running a lot)
- At least 2 pairs of socks (socks get wet having a change is always a good idea)
- Costuming (any costuming you need for your specific character, an extra set is always a good idea)
- NPC Clothes (basic black clothing free of labels and designs)
- Boffer/Latex/Plastidip Weapons (any weapons needed for your character)

Combat

Combat is a central part of EiF. Our combat system is designed not only to promote safety and reduce confusion and to enhance the immersion of the game. **ALL WEAPON STRIKES SHOULD BE THE LIGHTEST**

TOUCH POSSIBLE. In simple terms weapons are heavy and take time and energy to swing, in far too many games you run in to problems with “Machine Gunning” or “Drum Rolling” (The act of swinging and striking your opponent faster than you can clearly state your weapons damage). With those things in mind we have slowed down the combat of the game significantly.

When you find yourself in physical combat with an opponent, you may only swing your weapon and strike your opponent 3 consecutive times in different locations before you must take a 1 second pause. However if before you swing and strike your opponent 3 times you're forced to block a strike from an opponent this also counts as your 1 second pause. In this fashion we feel that combat will flow more smoothly, become safer, and less confusing for all parties involved.

As a last note on combat, there are several illegal targets on the body for weapon strikes as well as packet based attacks. The illegal targets are as follows. Head, Groin, Hands (only applies to weapons not packets), Oversized Prosthetics such as wings or tails (they could break; again this only applies to weapons, but not packets).

In order to represent the damage caused by weapons in EiF we use damage calls. This is a system by which any bystander or combatant may know roughly how strong/skilled you are with your chosen weapon. Whenever you swing your weapon to strike an opponent you must declare your weapons damage. This is done simply by stating the weapons damage, followed by any special carriers.

A carrier is a representation of the type of damage your weapon deals, for example “Damage” would be a standard everyday weapon, whereas “Magic” would be for an enchanted magical weapon. There are many different carriers available within the world of EiF so explore and experiment. If your weapon has a carrier other than “Damage” it will be listed on its item card.

Here is an example of how damage is called in combat:

Amount of Damage =

“<Weapon Damage + Proficiency Bonus + Strength Bonus + Any Magical Bonuses> + Carrier”.

For example, Gorman the Orc is using a one handed weapon (Base 1 Damage), he has a Strength bonus of 1 and a proficiency bonus of 2 but no magical bonuses, and he also has a Fire enchantment on his sword. Therefore his damage call in combat would be < 1 Base Damage + 1 Strength + 2 Proficiency = 4 Damage + Fire Enchantment>, or “4 Fire”

Life, Death, and Dying

The system of Life Death and Dying are an integral part of any RP system that involves combat. In the following section you will find the mechanics for what happens when you have suffered a large amount of damage.

Life

Any character is considered alive when they have at least 1 HP remaining. While alive you may use any in-game abilities you wish and are able to move about freely. When you are reduced to 0 HP you are rendered unconscious. If the damage you take would put you below 0 HP you enter your Bleed Out state.

Unconscious

When you have been rendered unconscious, either by reaching exactly 0 HP or by a game effect, then you are now helpless. You may not take any in game action and must lay prone on the ground or take a knee and roleplay being asleep. While Unconscious you may be subject to many different effects and are unable to defend against them in any way. After 5 minutes in the Unconscious state without suffering any damage, a killing blow, an awaken effect or other similar effects, you will wake up and have exactly 1 HP. If you are struck for at least 1 point of damage you enter your Bleed Out count immediately. If while unconscious you are subjected to a killing blow, you immediately enter your Death count in the Dying state. **If you suffer another effect that would knock you Unconscious you must renew your 5 minute count.**

Bleed Out

When you have suffered damage that would bring you to less than 0 HP you enter Bleed Out. For game purposes you may never have less than 0 HP, however for logistical purposes while in Bleed Out you are considered to be at less than 0 HP. Once you enter Bleed Out you are bleeding to death and will shortly begin to die. If while in Bleed Out you receive any healing you are immediately returned to Life. Alternatively, if you suffer a Killing Blow or other Death effect you immediately enter the Dying state. After five minutes of being in the Bleed Out state you will immediately enter the Dying state. However, if you receive a Stabilize effect you immediately enter the Unconscious state.

Dying

When you suffer a Death effect, or a Killing Blow you begin to die. While in the Dying state your spirit is considered to be preparing to leave the body and make its way to The Keeper of Souls realm. While in this state you may not move, or make any noise of any kind. If after 5 minutes in the Dying state you have not received a Life effect you must immediately put on a white (Spirit) head band and proceed directly to The Keeper of Souls realm. If during your 5 minute count you receive a Life effect you immediately return to Life with 1 HP. At any time you wish before your 5 minute count is up you may choose to release your spirit from your body and enter the Dead state.

Dead

When you enter the Dead state, you immediately must place on a white head band and place all IG items on the ground (other than items that are Spirit Bound) and then proceed to The Keeper Of Souls realm located at or near Monster Camp. Once you appease the Keeper of Souls, you must proceed as a spirit to the graveyard where your body will reform and you can rejoin play. After you return from death your health is fully restored and all of your times per reset skills are refreshed as if you had just gone through a reset.

Table Explaining Shifting Life States

State	Alive	Unconscious	Bleed Out	Dying	Dead
Alive	N/A	Dropped To Exactly 0 HP or Knock-Out Effect	Suffer Damage Dropping You Below 0 HP	Death Effect, 5 Minutes In Bleed Out, Killing Blow	5 Minutes In Dying
Unconscious	5 Minutes Or Any Healing	N/A	Any Damage	Death Effect, 5 Minutes In Bleed Out, Killing Blow	5 Minutes In Dying
Bleed Out	Any Healing	Stabilize Effect	N/A	Death Effect, 5 Minutes In Bleed Out, Killing Blow	5 Minutes In Dying
Dying	Life Effect	N/A	N/A	N/A	5 Minutes In Dying
Dead	Special Circumstances	Special Circumstances	N/A	N/A	N/A

Effect Delivery Types

In a fantasy setting there are many different ways that abilities may take effect on you. Each effect has a different way to defend against it.

Magic

Magically delivered effects are any effects with the Magic Carrier (The Magic Carrier counts as both physical and Magical) or delivered with a Magic Packet. These effects may be defended against with a Shield Magic or Resist Magic.

Blocking a packet from a magic effect with a physical shield will not protect you from the spells effects; you will still take the effect as normal. All damage from magic sources is applied to armor first and then HP, unless the spell has the Body carrier applied to it.

Physical

Physically delivered effects are any effects delivered through Weapon strikes (melee or ranged) or with the Physical, Massive, Body (Can also be a magic or mental carrier) or Maul Carriers. You may defend against these effects with a Shield, Shield Physical, or Resist Physical.

Mental

Mentally delivered effects are any effects delivered through By Voice, Gesture, some packet effects, or Psionics. You may defend against these effects with a Shield Mental, or Resist Mental only.

Poison

Poison delivered effects are any effects delivered through Potions, Elixirs, Gasses (orange packets), or the Poison Carrier. You may defend against these effects with a Shield Poison, or Resist Poison only. In the case of an Ingested Poison (Potion or Elixir) you may only use a Resist Poison.

Explosion

Explosions typically only occur in traps or grenades. They are delivered as Area of Effect Fire damage. You may only defend against these effects with a Shield or Resist Physical. Trap explosions may be defended against with a Resist Trap.

Area of Effect

An Area of Effect delivered effect may not be defended against unless you have an ability that makes you immune to the effect paired with the Area of Effect.

Voice

An effect delivered by voice is always considered “Magical” in nature as well as Mental. Voice attacks may be defended against in the same fashion as either of those abilities. However, an attack by voice affects everyone who hears it. If you cannot reasonably hear what the called attack was, you aren't affected.

Gesture

A Gesture effect is always considered to be delivered by Mental. It may be defended against in the same way as a Mental effect. In this case no packet need be thrown; the user of the ability must simply point at their target and state the effect loudly enough to be heard. See the Psionics section below. Please note some plot only effects may be delivered through gesture that are not considered “Mental” effects, these will be noted as Magic, Elemental, etc.

Game Staff

The following is a list of Game Staff with their titles and their responsibilities.

Owner

The game Owner is responsible for management of the games finances and the over-arching world history. They also hold final say on all plot, safety and rules decisions and questions.

Chapter Owner

A Chapter Owner is responsible for their chapter's finances and has final say on any questions related rules, safety, and plot for their chapter.

Head of Plot

The Head of Plot is responsible for seeing that all plot is run as needed over the course of an event and is responsible for handing out plot NPC roles. They also work with the other Plot Members for designing the stories that will happen over the course of an event or even several years.

Monster Master

The Monster Master is responsible for taking care of monster camp and assuring its general cleanliness as well as maintaining the monster database and all treasure to be handed out by monsters over the course of an event.

Plot Member

Plot Members are responsible for creating story lines for their chapter and making sure they are executed over the course of an event.

Player Council Member

Player Council Members are responsible for addressing all problems that Player Representatives bring to them. If they are unable to handle the problem they should bring it up with the Chapters Owner. The Members are to be elected once every 2 years from the player base of a chapter.

Head of Logistics

The Head of Logistics is responsible for printing out all character cards for their chapter as well as providing players with any in game money or items they need at the beginning of an event. They are also responsible for signing people up for their Mandatory NPC shifts and updating character cards after events.

Plot Marshal

Plot Marshals are responsible for helping with rule calls and overseeing modules during an event.

Rules Marshal

A Rules Marshal is responsible for answering any and all rules related questions that may arise during an event from players. They are typically players who volunteer. They are also responsible for handling all PVP Marshaling. A Rules Marshal may never be their own Rules Marshal. All Rules Marshals will be issued a pendant so they can be easily identified, if you need to ask them a question stay in character and state "I invoke Laveda, the Lady of Lore". As soon as they are free they will step aside and answer your question or marshal for you. While the Rules Marshal is answering your question or marshaling for you in game they have been taken over by an Elemental Spirit of Knowledge. Once the Rules Marshal has completed your request they will go back to being themselves and have no memory of the time marshaling. The Elemental Spirit of Knowledge inhabiting the Rules Marshal is completely neutral, unbiased, has no skills whatsoever, and is immune to any and all game effects.

Monster Marshal

Monster Marshals are responsible for maintaining Monster Camp during their shift through cleaning, handing out treasure and monster cards and making sure minor plot lines are run.

Player Representative

Player Representatives are elected from the player base once every 2 years. They are responsible for taking any and all complaints from players and addressing them (Utilizing the assistance of an actual GM if necessary).

Logistics Marshal

Logistics Marshals are responsible for assisting the Head of Logistics at their chapter in any way needed and are responsible for handing out item tags for people using crafting or gathering abilities.

New Player Marshal

New Player Marshals are responsible for meeting with and training new players. They are also the go to representative for new players with questions.

Safety Marshal

Safety Marshals are responsible for maintaining safe gameplay during an event. They hand out Safety infractions and check the safety of weapons and armor at the beginning of each event.

Medical Staff

The Medical Staff is responsible for overseeing the health and safety of all players. If there is an emergency the Medical Staff will be called in. They are also responsible for making all players aware of dangerous weather or nature related situations at the beginning of each event. (If you yourself are certified in First Aid/CPR or have medical training please make the game staff aware.)

Character Creation

Starting CP:25

The process for Character Creation is fairly simple, all characters start with 25CP you may then choose a race, any flaws you want to have and then you pick your classes. It is recommended that for creating better more in depth characters you should come up with a character history first and then decide on your skills and so on after. Providing a backstory for your character of at least 2 pages will earn you 5CP.

Alignment

The Alignment system is more of a guideline for helping you to create your character and roleplay as them, rather than a hard and fast rule for how your character must act. Choosing an alignment will help you to better understand your character and their motivations, as well as help in creating a back-story for them. This also helps the game staff understand your character better and tailor story lines for you. Your alignment is secret and will never be shared with anyone outside of logistics staff and the plot team. There are only two ways for someone to discover your alignment, through roleplay, or you may choose to tell them. There are nine alignments ranging from Lawful Good to Chaotic Evil. Read through each carefully and choose the one that you feel best represents the character that you wish to portray. Please note that certain races or classes may require you to play a certain alignment and you will have to adhere to the basic tenets of that alignment or you could lose your racial/class abilities until such a time that you have rectified the breach of alignment.

Taking an evil alignment requires that you submit an email to plot at least one month prior to your first event.

The following is a brief description of the various alignment types.

Lawful: Characters of a Lawful alignment follow a strict code of conduct. This code is based on local laws, or is a personally created set of rules. These characters play by their rules and are always made uncomfortable by breaking from their normal routines. For example a Lawful Evil crime boss would resort to intimidation and manipulation as a means to an end rather than jumping to random bloodshed, these characters are dictators and tyrants.

Law/Chaos Neutral: Characters of a Neutral alignment embody their own personal code of ethics within their alignment. These people don't feel that rules are written in stone, but rather as a general guideline for how to act. For example, a Neutral Good doctor would be the doctor who fudges paperwork in order to make sure that their patient gets the medical treatment that they desperately need.

Chaotic: Characters of Chaotic Alignment don't embody anarchy and discord as many would like to believe. They simply adhere to their own set of rules while rebelling against the established authority if necessary. The best example of Chaotic Good is Robin Hood, stealing from the rich and giving to the poor.

Good: Characters of the Good alignment seek to help others in need whenever possible through whatever means they have available. However how they go about assisting others is heavily based on whether they are Lawful, Neutral, or Chaotic. For example a Lawful Good cop would do everything by the books; they never feel that the ends justify the means.

Good/Evil Neutral: Characters of the Neutral alignment seek to do what they feel is right in any given moment. They don't adhere to traditional concepts of right and wrong and traditionally see the bigger picture as being more important. For example a Chaotic Neutral character would be known as a free spirit while also skirting the line of being evil as they dance back and forth on the line of alignment; this is the typical alignment of anti-heroes. A true Neutral character (Neutral Neutral) is extremely difficult to play; they are typically seen as cold, calculating, and emotionless. These characters weigh the consequences of each action they take and make decisions based on each given situation they encounter. Lawful Neutral would be the ideal alignment for a judge. Characters of this alignment weigh the consequences of their actions before making a decision based on given facts and evidence; they follow the letter of the law and not their emotions.

Evil: Characters of the Evil alignment are at their very core in it for themselves. Some seek for domination and control, some seek money and power, and others seek chaos for chaos's sake. Neutral Evil characters are the typical serial killer; they follow no laws and don't seek power. They tend to be the type of people who simply enjoy hurting others for the sake of hurting them. Chaotic Evil characters are complete psychopaths; they kill, maim, and steal indiscriminately. These characters are typically solitary and care nothing for others; some people just like to watch the world burn.

Good Costuming/Props Bonus

At EiF we strive to produce a high level of game immersion. We do this through the use of costuming and props. We highly encourage our players to follow suit. So in that spirit we offer the following CP bonuses. These are broken down in to two categories, Costuming and Props individually. This bonus CP doesn't count towards your total for determining character level.

Costuming: If you do an exceptional job portraying your race through the use of makeup and prosthetics, as well as wearing quality costuming (Wearing period/Race appropriate attire, No sweat pants, t shirts, sneakers etc.) you will receive a one-time bonus of 5 CP when you meet these standards (Per Character).

Props: Additionally if you use quality props and weapons with your costuming (Safety approved Latex or Plastidip weapons, quality profession kits for things like Alchemy, Smithing, or Rituals, and things of that nature) you will receive an additional bonus of 5 CP per character.

However please note that you must continue to wear/use quality costuming/props. If the quality of your costuming/props falls significantly you will have the bonus revoked until such a time as you bring your costuming/props' quality back up. This will incur a CP debt and you will lose 5/10 CP worth of skills of the game directors choosing. (*Shedding or adding costuming due to weather will not incur this debt*)

Character Advancement

Here at EiF we employ a very simple system for character advancement. Review the chart below to see how it works.

Character Level	Base CP Total	# Of Events Until Next Level With CP Purchase Each Event	# Of Events Until Next Level Without CP Purchase Each Event
1	25	1	2
2	40	2	4
3	60	3	6
4	90	4	8
5	130	5	10
6	180	6	12
7	240	7	14
8	310	8	16
9	400	Current Max Level	Current Max Level

Hitpoints

Each time you achieve a new level you will also gain more HP. HP is based on your character race +/- any modifiers from skills you purchase. For example, a Level 1 Orc Fighter could have 6 Hitpoints (4 from Race, +1 From Fighter Class Skill Endurance, +1 From the Common Skill Hardy Body), whereas a Level 2 Orc Fighter could have 9 Hitpoints (4 From Race Base HP, +1 From Race Leveling Up, +2 From Fighter Class Skill Endurance, and +2 From Two Purchases Of Hardy Body).

Gaining Character Points

At the beginning of each event you attend you will gain 5 CP. Additionally you can purchase 5 more CP with AP. See the Heroic Feats list at the end of the book. These CP are immediately available to spend in order to learn new skills in game.

Retiring a Character

If at any time you wish to retire your character in order to make a new one you may do so. If the character being retired is Level 3 or above you will receive half of the retiring characters current total CP, rounded down to the nearest 5, to add to a brand new character. The only stipulation to this is that you must first speak with plot and discuss whether or not it is appropriate for your character to retire. When you retire a character it is turned over to your local plot teams control and they may do with it as they see fit.

Event Scaling

At EiF we try to foster a game world that is inclusive to all new players regardless of experience. With that in mind we've implemented a level scaling system. For each event that a chapter of EiF has held the maximum CP a character can have at that event increases by 10. For example if a chapter has held 5 events the CP cap would be 80 (assumes all players have submitted a backstory). What this means is that any player in attendance at an event who is above that cap cannot purchase CP, doing this ensures that players will not get too far ahead of the brand new players.

Learning New Skills and Classes

You can spend CP to learn new skills and classes. You may also be taught additional skills and classes in game. You gain access to all newly learned skills and classes at the next Reset.

Skills: In order to learn a new skill with a cost above 0 you must find someone who already has the skill and have them teach you. Teaching a skill requires 2 minutes of role-playing practicing the skill per CP cost of the skill. The teacher must sign your character sheet on the back with their name and player number. If you already have a skill on your character sheet that can be purchased multiple times you may roleplay training yourself in that skill for half the time it would need to be taught in order to purchase another use of it.

Classes: In order to gain new Classes you must first find someone who already has the Class in game and have them teach you about it. You must spend 30 minutes role-playing learning about the class. The teacher must then sign your character sheet on the back with their name and player number. Once you have learned a new class you may immediately begin learning new skills from its list. However you still won't gain access to the new class and its skills until the next reset.

Starting Equipment

All players begin the game with certain items that their character would have acquired on their road to becoming an adventurer. Below you will find a list of the items that all players start with as well as conditional items and how to get them. All items listed here are item tags only; all physical representations must be provided by the player. All starting equipment is extremely low quality and is effectively worthless if you try to sell it.

All Characters:

2 Silver Pieces, A full set of defensive spells cast upon you if your character wishes (Shield: Magic, Physical, Mental, Poison, Elemental) these spells last until the end of the event or until they're used.

Conditional to Skills:

1 Tag Per Weapon Skill, 1x Basic Suit of armor (points are based on what you wear to game, though it must be basic), Tools for gathering skills. These items will be given to you only if you have the appropriate skill or class.

Races

At the end of the 7th age of creation the once uniform people of the world were split in to the many races as we know them now. This created chaos and discord in the short term and all-out war for some in the long run. When the Corrupter of Souls forced the creation of the various races he knew full well the chaos that would ensue.

The deities were forced to intervene for the protection of the various races. Each race was given its own unique homeland somewhere in the world; a place where they could be comfortable and survive. Each race slowly began to develop their own unique cultures and hierarchies. Within several generations the world began to settle and a seeming peace followed.

The various intelligent and mostly peaceful races began to set up treaties, trade routes, and even began to intermingle. However several of the races simply saw this as an opportunity to assert their dominance. Soon the world was plunged in to war and chaos once again. Maybe one day true peace may be restored...

But this is not that day.

Prestige Races

Please note that all prestige races are strictly limited to 2 players of each race per game chapter. In addition they require permission from your local plot team to play at least 1 month prior to your characters first event. You must submit a written character history of at least 5 pages. Contact your local plot team to inquire about availability of a given race. If you choose to take a prestige race you may not take a Restricted Class. All makeup and costuming requirements for Prestige Races are strictly enforced. When you choose to play a prestige race you're taking on level of responsibility to the game. This includes not only the costuming requirements as listed above, but also a level of attendance at events. All players taking a prestige race must attend at least half the full weekend events in a given year in order to retain their race. If there are circumstances that don't allow you to attend please contact your local plot team to talk to them about it.

Racial Flaws

(Please note that racial flaws do not grant any bonus Flaw CP. They are mandatory if you want to play the race. They are intended to help give flavor to the various races as well as helping to balance them.)

(Please note that not all chapters may support all races due to their in game location. Some races may be restricted, or even outright banned. Please check with your local plot team before making a character. This is especially true for the prestige races which are restricted in number already.)

Goblinkin Races

Racial Skills		
Skill Name	Skill Cost	Skill Description
Ancestral Memory*	0, Mandatory	Gain Prejudice Elves
Natural Hardiness*	0, Mandatory	Gain +1 Natural Armor
Tough Hide*	5CP, Single Purchase	Gain +2 Natural Armor



Goblin

Racial Overview

Once a nomadic tribe-based race, the Goblins have chosen to join their brethren Orcs and Ogres in the Empire of Argeth. In the Empire they have been rendered second class citizens or worse since they don't present with the same physical characteristics of their hardier cousins. However, they have begun to carve out a niche place in the society as crafters specializing in great war machines. Goblins have a love of all things that explode or catch fire. It is due to this inherent pyromania that Empire of Argeth has adopted the race. However they force them to live on the outskirts for fear of entire buildings being destroyed.

When Goblins were still a nomadic people they formed a bond with the Gnomes in equal parts over a shared love of mechanical marvels and their shared racial trait of generally being very short. However, the found friends were not to last. The Goblins soon learned of the ability to make things explode and began to implement it into everything they crafted. This created chaos in the intricate workshops of the Gnomes, and the races quickly parted ways; however they have retained a tentatively friendly rivalry over the years as to who could craft the best mechanical marvels.

The Goblins as a race see themselves as outsiders due to years of segregation; this has left them with a severe chip on their collective shoulders. As such they band together in close knit groups similar to tribes. However even though tend to band together they are mistrustful of outsiders at first, always suspecting that they want to steal their engineering secrets. Individual groups may have generation's long feuds on going with other Goblin tribes simply over a matter of having similar designs for a device. Goblins are a mischievous bunch and their love of pyrotechnics lends itself brutally well to this. However make no mistake, once you've made friends with a Goblin you have an ally for life.

Racial Requirements

Goblins have green skin, long hooked noses, and pointed ears.

Roleplay Suggestions

The Goblins are mischievous, mistrustful, and loyal as a race, traits learned from a long racial history of segregation. You must strive to ever higher heights of engineering prowess, for one's standing within Goblin culture is based on your ability to make a bigger explosion. Goblins are equally likely to become adventurers as they are to become dedicated craftsmen. A goblin's clothing varies wildly from one Goblin to another, however one trait always remains, pockets, lots and lots of pockets. You never know when you might stumble across some useful item. Goblins are equal parts introvert and extrovert; it all depends on their traveling companions, and what will best serve them to survive.

Racial Advantages

Starting HP: 2, HP Gained Per Level: 1

Racial Skill	Cost	Description
The Big Kaboom*	Free	You may take the Tinkerer Class For Free at character creation, Gain -2 CP Discount On Each Level Of Engineering Purchased
Eye For Scrap	5CP	Gain 1 Random Engineering Component For Each Rank In Engineering Purchased At Check In, Single Purchase
Explosion Ducker	10 CP	2x Reset Resist Trap Or Poison, Single Purchase

Racial Drawbacks

Racial Flaw	Description
Paranoia	May Never Share Blueprints, Must Do Everything Possible To Acquire And Keep Any Explosive Blueprint Encountered
Second Class Citizen	May Never Hold Any Office Or Position Willingly Unless Forced Too By Plot

OGRE

RACIAL OVERVIEW

Centuries ago the Ogres shunned their war minded cousins the Orcs. They felt that they should lead their life as they saw fit and to them that meant tending crops, raising families, and leading a life of quiet comfort. They broke away from the Orc clans and set up peaceful settlements in the plains outside of the woodland kingdom of Crellmar. The Elves openly traded with them and paid them a stipend to help protect their borders.

Regrettably, the peace was not to last. When the Orcs invaded in the 145th year of the Trade Calendar, the Ogres were forced to choose sides. The Ogres didn't wish to fight their cousins, but nor did they wish to abandon their allies the Elves. It wasn't until the Orcs showed the Ogres proof that the Elves had been using them for the next best thing to slave labor that the Ogres chose to stand down. Most of the Ogres simply laid down their arms and stood aside, however some of their headstrong and unruly youth decided to join in the Orcs' assault on Crellmar.

After the Orcs were defeated, the Ogres were no longer welcome in the lands surrounding Crellmar. They migrated to the Northwest following the trail of the remnants of the Orcish army. Upon arrival at what would eventually become the Empire of Argeth the Orcs began to train the Ogres in the ways of war, pleading with them to see that it was the only way that they would survive. Since then the Ogres have become world renowned mercenaries, warriors, laborers, and brewers.

RACIAL REQUIREMENTS

Ogres have Yellow to Yellow Brown skin with large tusks protruding from their lower canines.

ROLEPLAY SUGGESTIONS

Ogres are a stalwart and serious people. Their bodies are as hard as their resolve from centuries of manual labor. However, they are also a stubborn and short sighted race with no interest in magic or scholarly skills. They do however greatly revere the nature goddess Kiera and the farming goddess Lillyandis. They lead simple lives as Mercenaries, Soldiers, and the like. However they live by a code, Honor, Respect, and Remembrance. You must always honor your family, clan, and community. Respect the land, your opponent, and the deities. Remember your family, your heritage, and our mistakes. Their clothing tends to be simple, favoring comfort and function, over form. Ogres tend to have little interest in the finer things in life. However this is not to say that greedy Ogres don't exist, simply that they aren't the norm.

RACIAL ADVANTAGES

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Farmers Hands*	Free	Gain a random food component at check in, or half your level in food components if you've purchased the Farmer Commoner Class
Leathery Skin*	5CP	You gain +2 Natural Armor
Lifetime of Labor	10 CP	1x Reset, Add the Major Carrier to a melee weapon attack. Single purchase per level, max 3 purchases.

RACIAL DRAWBACKS

Racial Flaw	Description
Noon Day Sun	You gain Vulnerable: Ice
Martial Minded	May Not Buy Spell Slots, Any Schools Of Magic, Mage Class, Scholar Class, Priest Class, Or Psion Clas

Orc

Racial Overview

One of the oldest of the known sentient races, however one of the shortest lived. This is not due to some trait of the blood, but rather due to the Orc's system of hierarchy based on feats of strength and physical dominance. However this is not to say that Orcs cannot die of old age, this is simply seen as a sign of weakness. When an Orc feels that he is nearing the end of their days they are expected to go on a great quest to fight and die in battle against the strongest foe they can find. The older an Orc gets and the more renowned they are the more battle scars they will sport, each its own story of bloody battles fought and won.

For centuries by the common reckoning the Orcs were a nomadic tribes based people. They traveled not from fertile oasis to fertile oasis, but rather from city to city pillaging and burning as they went. However this was not to last, they finally met their match when they attacked the Kingdom of Crellmar. The Elves and Fae had heard of the invaders and together had prepared for their arrival by breeding Wolveen warriors. After a heated battle half of the forest had been burned, but the Orcs forces had been decimated. The Orcs retreated and fled to the deserts of the North West to regroup. There they found and built themselves a home in the shadow of the Dragons Throat volcano.

Since that day the Orcs have sworn vengeance on the Elves. They have built for themselves a massive empire of earth and stone in the desert, building alliances with the Nomads, Barbarians, and other Goblinoid races. They've been led by the longest lived Orc of all time, Warlord Grohmakh. It is said that he is nearly 150 years old, ancient by Orc standards. It is rumored that he is the emissary of the deity of war and conflict, Grok.

Racial Requirements

Orcs have Green Skin, tusks protruding from their lower canines, and, optionally, pointed ears. They also tend to sport tribal tattoos and war paint.

Roleplay Suggestions

The Orcs as a race almost exclusively resort to violence to solve all issues. This is not to say that they don't have scholars, or that every fight need be to the death though. Orc Mages and Priests while uncommon do exist, however even they tend to be more like warrior monks. While most of the Orcish race worships Grok it is not a requirement, many follow other deities such as Mordin, Halloran, and Kiera. They hold ingrained beliefs of honor, respect, and strength. They uphold these tenets in all aspects of life. Honor and respect yourself, your family, your home, nature, and your enemy. Display always strength of spirit, strength of personality, strength of character, and strength of body. To uphold these beliefs is to lead a life worthy of remembrance and worth an eternity with your ancestors.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Orcish Spirit*	Free	1x Battle, You are considered to be proficient with the next weapon you pick up
Orcish Strength	5CP	1x Reset, Knock-back, Max 2 Purchases
Orcish Prowess	10 CP	1x Reset, Maim. Single Purchase per leve, max 3 purchases

Racial Drawbacks

Racial Flaw	Description
Never Back Down	May Never Retreat From Battle Before At Least 50% Of Your Allies Are Still Conscious And On The Field
Honor Above All	May Not Allow Insults To Go Unanswered, Must Accept All Challenges Of Strength Or Martial Skill.

TROLL

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

RACIAL OVERVIEW

No race on the face of Orlon better shows this world's propensity for cruelty better than the Trolls. Once a simple nomadic folk who lived off the land, they spent their days tending the land where they traveled nourishing the land, however it wasn't too last. The Trolls of Orlon were either enslaved or slaughtered outright by the various other races. Trolls natural strength and tough hides made them perfect targets for slave fighting pits, laborers, and tools of war. However after centuries of being hunted the Trolls numbers have dwindled greatly and what remains of their once proud people now mostly hide away from the world, or have sought shelter with their Orc cousins in the Empire of Argeth.

Since the Trolls took on refugee status within the Empire of Argeth many have begun to hone their skills and train for war. While the Trolls prefer a peaceful life of farming and gathering, they understand the need to protect your home and family now, better than many on Orlon. However even with their long history of being hunted they have kept up their peaceful ways and will always seek a solution that doesn't result in bloodshed. Trolls are known to those that have spent any amount of time with them on a personal level to be gentle giants.

Troll society is a simple one; they see no need for any kind of hierarchy. All Trolls are equal in each other's eyes, unless of course they commit some egregious act, or if they have a propensity for violence. As a people they have all but shunned everything to do with magic, Trolls are extremely superstitious and a little slow, they can't wrap their minds around the concept of magic. However they are an extremely religious people, they primarily worship Kiera, the Lady of the Wild, or Lillyandis, the Lady of Bounty; however some of the youngest have begun to be swayed over to the worship of Grok, the Lord of War and Conflict.

RACIAL REQUIREMENTS

Trolls have a height restriction. Males must be at least 6 feet tall and Females must be at least 5 feet 10 inches tall. All Trolls have stone gray skin and large tusks protruding from their lower lip.

ROLEPLAY SUGGESTIONS

Trolls are a simple tribal people with little interest in politics, treasure, or violence. They're at their happiest tending a field, or raising a family, however of late some have begun to take to the road to adventure out of curiosity. Since the Trolls joined the Empire of Argeth they have begun to question what the rest of the world may be hiding and they wish to learn as much as they can. While they may have a thirst for knowledge, Trolls will never pursue magical knowledge, they see it as unnatural and dangerous, and it is a large portion of the reason that they were so easily enslaved over the centuries. Trolls have little interest in fashion; they generally wear whatever fits them comfortably and serves whatever purpose they need it to. While Trolls are lacking in the fashion department they do still enjoy standing out as individuals, they will tattoo themselves from head to toe with simple black ink tribal tattoos. Trolls tend to prefer two handed weapons as they allow them to better make use of their natural strength, stature, and long arms. Trolls are truly formidable foes and stalwart allies.

RACIAL ADVANTAGES

Starting HP: 8, HP Gained Per Level: 2

Racial Skill	Cost	Description
Natural Warrior*	Free	Gain The Two Handed Weapon Skill
Powerful Stomp*	5CP	1x Event, Physical Knock-back by Voice
Giant's Resistance	5CP	1x Reset, Resist Physical, Single Purchase Per Level
Trollish Regeneration*	10CP	You Gain Regeneration 1, No Effect While In Combat

RACIAL DRAWBACKS

Racial Flaw	Description
Shambling Nightmare	Phobia Non-Sentient Undead
Superstition	You gain the flaw: Magically Null
Natures Bane	You gain Vulnerable: Fire

Human Races

Skill Name	Skill Cost	Skill Description
Individualist*	0, Mandatory	May Not Copy Racial Makeup Or Costuming Of Another Race
Will To Survive*	0, Mandatory	1x Event Delayed Physical Stabilize To Self And Heal 2
Survival Instinct	5CP, Single Purchase	1x Event Delayed Physical Stabilize To Self And Heal 2

Adept

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

The Adept are a mysterious and powerful race unrivaled in their mastery of the magical arts. Not much is known about the Adept, where they come from, or why they are such natural mages. The Adept have been a part of Orlon since before recorded history, in fact almost every major historical event you will most likely find an Adept involved somehow. As a race they're extremely secretive, they speak little of themselves or their community, let alone the magical secrets that they have learned. There are no true Adept communities, at least none that are known. Adept simply seem to appear from time to time when major historical events are beginning to take shape, seemingly manifesting within Human society.

Adept are as predictable as the rising sun in their emotions and beliefs. Each of them seems to take on personality traits in line with the first major school of magic that they learn. For example, an Adept that first learns the mysteries of the school of Elements would prefer the outdoors, believe in natural selection, and prescribe to a 'survival of the fittest' attitude; whereas one who first learned the school of Visions would seem pensive, constantly tired, and a little disconnected from the waking world. It is not known why their personalities manifest themselves this way, but it makes for rather interesting study. That is, when you can actually gain their attention long enough to do so.

Adepts as a whole take great pleasure in solving riddles and playing mind games. Adepts revel in any and all pursuits of the mind, especially when it comes to learning lost, hidden, or forbidden knowledge. They seem to have only one goal in life, to seek and learn as much arcane knowledge as possible, they show little or no interest in religious or martial pursuits. Religion seems to be an annoying distraction at best and a dangerous hindrance at worst to most Adept. There seems to be no logical reason as to why they avoid religion, but perhaps that is just one of the many lost secrets that they are seeking...

Racial Requirements

Adept have swirling blue and purple arcane looking markings across at least 75% of their exposed skin, but otherwise appear human in nature.

Roleplay Suggestions

Adept are generally social outcasts, due to a seemingly introverted nature and fear from the common folk equally. However they do understand the need for others for survival and efficiency. Adept will band together with other like-minded individuals to achieve their goals. The Adept pursuit of knowledge is ongoing at all times, they show great interest in history, lost cultures, powerful arcane magic, and the history of the deities (though not in religion, or religious devotees), if you have lost or powerful knowledge of any kind you can be relatively sure that an Adept will come knocking on your door at some point. Adept fashion is generally practical, simple traveler's clothes and robes are common. However as with what are assumed to be their cousins the Humans, they tend to wear whatever colors and patterns suit them personally.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 2

Racial Skill	Cost	Description
Arcane Blood*	Free	You may take the Mage Class And 10 Spell Slots Free At Character Creation, Level Requirement For All Spell Schools Is Reduced By 1
Mystic Harvest	5CP	Gain The Gather Essence Skill
Otherworldly Mind	10 CP	2x Reset Resist Mental, Single Purchase Per Character Level

Racial Drawbacks

Racial Flaw	Description
Academic Focus	May Not Take The Fighter, Rogue, Priest, Or Psion Classes, Or The Religious Devotion Skill

Islander

Racial Overview

The Pirates of the Sirens Tear Islands are a rough and tumble bunch, with no lo.....



Ahem, sorry. The Islanders of the Sirens Tear Islands are a proud people with a long history of democratic leadership. Each ship's captain has a vote in the ruling council so long as they continue to bring in treasure. Now while the Islands play host to almost every race imaginable, only rarely will a non-Islander become the captain of a vessel. Islanders as a race pride themselves on diversity; it's not truly acceptance though, they simply see it as a chance to make themselves stronger.

Islanders as a race have one true passion, money. Everything they do revolves around the pursuit of rich treasures and fat prizes. Whether it be through the pursuit of treasure heavy merchant vessels, following ancient treasure maps, or trading in rare and expensive goods, it all comes down to money. However this is not to say that they can't or don't have fun, they enjoy their parties and drink nearly as much as Satyrs, (and this has made the two races fast friends I might add) however at the end of the day it all comes down to the bottom line.

Now many would love to say that Islanders are without creed, law, or respect, but this would not be true. The only way to truly survive the rough and tumble Sirens Tear Islands and the swells of the high seas is through strict rules of conduct and engagement. Every Islander adheres to some very simple guidelines. Respect must be earned. Your crew is your family. The sea is your mother, respect her. Gold can solve almost any problem.

Racial Requirements

Islanders have no racial makeup requirements, but must wear clothing, jewelry, and accessories that show that they are from an ocean-faring society.

Roleplay Suggestions

Islanders are a serious and stoic bunch most of the time, however they can party like it's going out of style. They know that a matter of minutes can change ones fortune for the better or worse, so live for the moment. It could be said that Islanders are the original adventurers; taking to the seas is no small task and is not for the faint of heart. Once an Islander has accepted you as part of their crew they will work tirelessly to make you and the crew rich, so long as you don't cross them. Sturdy boots, loose though warm clothing, gold jewelry, and more pockets than one could count in a lifetime; these are all staples of any true Islander's attire; yet, while fashion is important to Islanders, comfort and function trumps all else. A wide brimmed hat will do more to protect your eyesight on the high seas than a fancy hairdo, and an eye patch helps greatly with keeping your vision for night raids.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Element of Surprise*	Free	You may wield a LARP Safe Flintlock Pistol,
Storm Tossed	5CP	1x Reset, Resist Physical
Plunder	10 CP	You may pick from a bag of assorted trade goods, treasures, and money at check in

Racial Drawbacks

Racial Flaw	Description
Superstitious	You must choose 2 Phobias at character creation. You don't gain any bonus CP for them

Urbanite

Racial Overview

Survival is at the core of every human's existence, as is a thirst for life, pleasure, comfort, and survival matched only by the Satyrs. As a race they have banded together for survival and their sheer numbers are what allow them to survive in the hostile world that is Orlon. The Human's will to survive is by far the driving force behind their constant evolution as a race, both in skill and mentality. This will to survive has allowed them to eke out an existence and build a mighty kingdom through bonds with the Dwarves, Gnomes, and Elves.

The Human population of Orlon outnumbers each other individual race. (Though they may fall short of the title when it comes to Half Satyrs, though no one knows their true numbers) As a race they're as varied as the climates they inhabit. While many races may appear on the surface to be Human, such as The Outlanders, Barbarians, and Islanders, they are in fact distinct. Humans possess no distinct racial features or customs that set them apart, other than the fact that they have none.

No two humans are truly alike. Spend enough time around them and you will know this. Every individual has their own personal style, personality, and morality. However as a whole they abide by one single rule, survive. When threatened, Humans band together unlike any other race, rallying large numbers of Humans and non-Humans alike to meet any threat head on. To most of the other races they can be rather brutish in nature; however, this is primarily due to a racial history fraught with danger. Everything has plagued the fragile Humans existence, war, natural disasters, nature, and each other.

Racial Requirements

Humans have no makeup or costuming requirements

Roleplay Suggestions

Humans vary wildly from one to the next. Music, art, literature, clothing, morality, mentality, and warfare; preferences for these things change from one person to the next. However, all humans have one driving urge: the need to survive. Now this is not to say that they won't put themselves in harm's way for others. It simply means that in the long run as a race they will do what it takes to survive. This need for survival has given rise to an amazing ability for them to adapt to any culture, climate, or profession. Clothing for Humans is generally practical, serving the purpose of whatever profession, or activity the wearer finds themselves in. However they tend to avoid copying the customary racial clothing of other races, as this could be seen as mockery or an insult. They see no reason to start a fight if it isn't needed.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Best and Brightest*	Free	You gain one free non-restricted class of your choosing.

Racial Drawbacks

Racial Flaw	Description
Vendetta	The first time each combat that you take physical damage, or witness an ally take physical damage, gain a temporary Hatred of the source of that damage until it has been destroyed or dealt with

Nomadic Races

Skill Name	Skill Cost	Skill Description
Wanderlust	0, Mandatory	You may not stay in any building longer than 3 hours. You're exempt from this while sleeping.
Practiced Survivalist	0, Mandatory	Gain one Harvesting skill of your choice for free, may not be Gather Essence
Expert Survivalist	5 CP	Gain one Harvesting skill of your choice, may not be Gather Essence



Barbarian

Racial Overview

As rugged as the wild lands that spawned them, Barbarians are one with nature. A highly superstitious nomadic people, Barbarians have learned to not only live off the land, but to be one with it. As a race they value martial skill, crafting, family, and the divine. They see the use of non-divine magic as a blight upon the world. This view is only compounded by years of abuse at the hands of other so called "civilized" races that used magic against them to force the tribes off of their ancestral homelands.

Since the Barbarians forced departure from their ancestral homelands they have split in to multiple tribes. Each tribe has its own unique customs and practices; however each tribe has one thing in common: they revere an animal native to where they live. Animalkin only compound this and are revered within the individual tribes that put stock in their base animal. For example, the harsh deserts of the Tanin Isle have given rise to the Scorpion, Vulture, and Dragon tribes.

Barbarians as a race are as much at war with each other as they are with the other races that encroach upon their lands. Each tribe sees their totem as the only correct one to revere and think all other are heresy. However as a race they will set aside their differences for the protection of nature and the world. Barbarians see the expansion of kingdoms, towns, and villages not as progress, but rather a blight upon nature. They know that they are helpless to do anything about this, but they do what they can to protect the natural spaces. However they have one constant rule, never offend nature with the clockwork monstrosities of the Goblins and Gnomes.

Racial Requirements

Barbarian clothing is simple and serves a purpose. Typically their clothing is comprised of leather, hides, and fur as Barbarians prefer materials and items that they have gathered and prepared themselves. Typical colors seen are natural, with occasional splashes of red during war times.

Roleplay Suggestions

Barbarians are a serious, devout, and family oriented people, traits learned from a long racial history of segregation and genocide. Barbarians live by a strict code of conduct; you must honor nature, your family, your tribe, and your opponent, in that order. Barbarians are highly likely to become adventurers as traveling the world on your own is seen as a rite of passage and a test of strength for Barbarian youths. However many return to their tribes to become farmers, hunters, and craftsman. While out adventuring they prefer to form close tribe or family-like groups for survival. Once a Barbarian has accepted you, they will protect you with their life.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Defend The Homestead*	Free	Gain either a Common Weapon skill. Gain 1x Resist Resist Physical
Nature's Defiance	5CP	Gain 1x Event, Maim. Single Purchase Per Level, Max 3 Purchases
Wild Fury	10 CP	While Berserked gain 3 uses of +1 Damage to your next melee attack. You must wear war paint and trophies from past kills. Single purchase per level, max 2 purchases.

Racial Drawbacks

Racial Flaw	Description
Technological Scourge	You gain the flaw: Backwoods Upbringing
Persecution	May not take the Mage or Scholar classes. Literacy costs double the normal CP.

Medjai

(Mej-eye)

Racial Overview

The vast deserts of the Tanin Isle play home to many races, but none know it so well as the Medjai. They hold no real kingdom, but rather call the deserts home and move from one oasis to another. They see the beauty in nature and appreciate its beauty, and this has led them to form a strong bond with the Barbarians. However, unlike the Barbarians the Medjai are highly religious. Each Medjai tribe has its own patron deity; typically, their deities of choice are Kiera, the Lady of the Wild, Amund, the Life Warden, Mordin, the Lord of Crafting, Lillyandis, the Lady of Bounty, and occasionally Halloran, the Keeper of Secrets; however a tribe may choose to worship any deity it wishes.

The Medjai constantly roam the desert never truly settling anywhere for long. This lifestyle holds two purposes. For one they don't wish to deplete the resources of any one area as they understand that water is life in the desert, and two they must constantly move if they wish to survive. The Medjai face many dangers in the desert, sand pirates, great wyrms, sand storms, and so on. However they must also stay on the move in order to continue their work as world renowned traders and craftsman.

The Medjai as a race pride themselves on their reputation of hospitality and honesty. It is said that you will never get as fair a deal as you would from a Medjai. However this isn't to say that dishonest Medjai don't exist, simply that the ones that do don't survive long in the harsh deserts. Medjai follow a strict set of tenets known as the Sharaf-Ramz, or Honor Code. Each tribe has their own variations on the code based on their deity of choice, but at its core they all hold true to the tenets of Family, Community, Hospitality, and Respect. A lost traveler in the desert will count themselves lucky to come across a Medjai encampment.

Racial Requirements

Medjai dress in loose fitting robes, turbans, veils, and silks, typically in neutral earth tone colors. The hot dry climate of their home has forced them to adapt to survive.

Roleplay Suggestions

A calm and soft spoken people, Medjai are known the world over for their masterful trading and hospitality. A Medjai will never turn a weary traveler away from their table, however the traveler should be warned: Nothing is free in Medjai society, everything must be earned, and once hospitality is given a Medjai will expect you to repay in kind with doing chores, paying, or whatever you can. At the same time Medjai are renowned for their eye for trade goods and their honesty in all business dealings.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Natural Reserves*	Free	Gain 1x Reset Resist Physical
Pious Life	Free	You may take the Priest Class for free at character creation
Dervish	5 CP	Gain the Two Handed Weapon Skill

Racial Drawbacks

Racial Flaw	Description
Religious Piety	Must Purchase a Priest Sub-class and at least one School of Magic at character creation
Magically Inept	May not take the Mage class or any Mage Sub-classes

Outlanders

Racial Overview

Known to most as Outlanders, the Armaya-Oemani are a colorful people with a storied history. Long ago the Outlanders had many clans, each with their own ancestral homes. In the east by the sea were the Hoolihan Clan, To the west in the forest was Clan Murrdock, To the south in the mountains was Clan Harte, To the north in the icy plains Clan Belmont resided, and in the meadow lands south of the Giant's Spine was the Rose Clan. However these friendly folk were not to be left in peace. In a single night a coordinated attack was launched on all of the home villages by a massive army of Undead and Dark Elves. The Outlanders were forced to flee and now call the road itself home. However this has not dampened their virtues of hospitality, family, freedom, and home.

No one area is truly safe for these free spirited folks. As they hold no lands or real allegiances to any kingdom they are prone to being taken as slaves by bandits, Orcs, Dark Elves, and worse. As such The Outlanders as a race have grown a severe hatred of anything even remotely resembling slavery. As a race they have suffered untold hardship at the hands of many of the other races, with only the Elves and Fae as their real protectors and allies.

The Outlanders as a race band together for protection and strength. Regardless of blood relations they all consider themselves to be one big "Familia", or family to us non-Outlander or "Gadja". While they may have disagreements between clans about how different things should be done, such as weddings, funerals, etc. They all agree that they are one people and together they are stronger. They are cunning and quick, with a sharp wit, a long memory, and a passion for leisure activities, crafting, music, and art. While loyal to a fault and quick to forgive minor sleights, they will always remember what you did and word of your deeds, both good and ill will spread quickly among their kind.

Racial Requirements

Outlander clothing is as colorful as their personalities. Scarves, shiny objects, and accessories are paramount to The Outlanders. Accents are also common among The Outlanders.

Roleplay Suggestions

The Outlanders are fun loving and free spirited, traits learned from a long racial history of being persecuted, hunted, and enslaved. You must live for the moment, but not at the cost of others comfort or happiness. The Outlanders are highly likely to become adventurers, as their nomadic life style lends itself well to finding new and interesting situations. They prefer to form close family style groups and once you have been accepted as one of their own you will truly have earned their trust. Bring some color to the world since you never know when a little color may just make someone's day. All Outlanders have a very extroverted attitude, though shier, quieter Outlanders aren't unheard of. After traveling for a long time they tend to quickly pick up local accents to fit in better, but from time to time you may hear them slip in to other accents.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Fate Magic	Free	You may purchase Fate Magic for 5/10/15/20 CP Per Level. You may also purchase Spell Slots for 1 CP each. Levels of Fate Magic can be purchased every odd level, the same as other schools of magic.
Alternative Negotiations	5 CP	1x Reset, Flee
Practiced Denial	10 CP	1x Reset, Resist Physical or Mental, Single Purchase

Racial Drawbacks

Racial Flaw	Description
Free Spirit	Gain Hatred Slavery
Long Memory	Gain Prejudice: Orcs, Undead, and Dark Elves

UNDEAD RACES

Skill Name	Skill Cost	Skill Description
Abomination*	0, Mandatory	You gain the flaws, Vulnerable: Fire and Vulnerable: Holy. Holy Healing effects damage you for twice the amount they would have healed
Unliving Constitution*	0, Mandatory	Immune to all Alchemy and Poison, both positive and negative effects
Damned Form	5 CP	Gain Hardened Claws

DHAMPIR

RACIAL OVERVIEW

Twice cursed and twice shunned, the Dhampir live a life in the shadows of society. Most do not truly understand what a Dhampir is; to put it simply they're the cursed half-blood children of a Vampire and a Human. In most respects they are completely human; however they vary greatly in a few key aspects. While mortal, the age extremely slowly, typically living four times longer than an average human. They also inherit their vampiric parent's total immunity to alchemical substances. Lastly they have a mild thirst for blood, unlike vampires however they need only slake their thirst once per day. Truly though at the end of the day they're equal parts mortal and undead.

Considered by most to be no better than their vampiric parents, Dhampir are forced from an early age to learn survival skills. Many are abandoned as children to fend for themselves on the streets, not truly knowing what they are. However due to their unnatural level of resilience most will survive abandonment. They will quickly adapt skills, or join underground organizations for survival. Their human parent's knack for survival is the ultimate gift that they are given.

As a race, the Dhampir have no true common aspects, they are as unique as their Human parents. However many will eventually find their way to the northern reaches of the continent to make connections with the Dark Elves, Duergar, and the sentient undead. They hold no unified set of morals or standards, save for one. No child should ever be left to fend for itself. However this is not to say that they will outright take in an abandoned child, simply that they may watch over and protect it from afar, and allow it to survive and grow on its own.

RACIAL REQUIREMENTS

Dhampir have pale skin, dark bags under their eyes, and fangs on their upper canines.

Roleplay Suggestions

Dhampir have learned the value of survival skills, especially those gained through becoming an adventurer. They understand the need of strength and secrecy as these are key elements to their existence. Many will wander the world for decades trying to find a place within society; however others band together for survival or join illegal guilds for protection. A Dhampir is a formidable opponent and an even more powerful ally if you can sway them to trust you. Typically Dhampir prefer dark blues, grays, and blacks to help them blend in to the shadows, as well as deep hoods to hide their pale complexion and fangs, but the style of their clothing will always suit whatever area they find themselves living in. Their personalities are one of the few common traits they all share, as they quickly learn to become social chameleons, blending in to whatever group they find themselves with.

RACIAL ADVANTAGES

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Vampiric Lineage*	Free	30 Second RP feeding on a helpless or willing living target, 2 Body Drain Life and Quickened Agony. Feeding on a Fae target causes an Overwhelming Confusion effect when feeding is complete
Undead Resilience	5 CP	1x Reset, Resist Magic or Mental, Single Purchase Per Level
Child of Night	10 CP	You may expend 2 Resist <Type> to call a Major Resist <Same Type>

RACIAL DRAWBACKS

Racial Flaw	Description
Cursed Existence	You gain the flaw, Environmental Weakness: Daylight
Thirst for Life	Must feed at least once per day or your Max HP is reduced by 2 for each day you don't feed. Feeding will restore lost HP.

GHoul

RACIAL OVERVIEW

No sentient being on the face of Orlon is so depraved as the Ghoul. Not much is known about what causes a Ghoul to form, but what is known is that after creation they face a long hard road to gain true sentience. Ghouls seem to be born from the ranks of the newly arisen dead; they slowly gain sentience until they once again have a personality and mind of their own. They're never truly comfortable in living society, but they try to get by, many however make the mistake of trying to reclaim their old lives, this goes about as well as could be expected.

Ghouls don't have a society of their own so to speak, rather they take on the trappings of their former lives in a macabre semblance of life. They don't really understand the need for society as the rest of the world does and aren't really sure how it's supposed to work. However they still try to fit in, but it comes across as artificial at best. This forced attempt at society and life is spawned not from a real need for it, but rather some ingrained feeling that they are supposed to. Typically, Ghoul society is twisted and dirty, with entire communities being built from flesh, bone, and trash.

Now all of this is not to say that a Ghoul can't be a good person, or member of society, simply that they never truly fit in. Now this may be construed as both a weakness and as a strength; on the one hand you have a being so desperate to fit in that they will do anything to please you, on the other you have the potential for a staunch ally and friend. Once a Ghoul has decided that you're their ally and/or friend, you can trust them with your life.

RACIAL REQUIREMENTS

Ghouls have skeletal or zombie-like features on the face, and show little to no emotion.

ROLEPLAY SUGGESTIONS

As a race, Ghouls tend to come across as emotionless and flat, though this is purely due to not having an understanding of emotions. Ghouls live for the moment; one day they may be interested in history, but the next they could be exploring art and literature. However this is a rather unique trait when you consider that they're effectively immortal. Not much is known of how a Ghoul is born, whether by some fluke of the magic that birthed them or some fluke of nature is not known. Equally confusing is the fact that even though they're undead they're still able to enter the Keeper of Souls realm and be sent back to the world of the living. Nothing is known as to why they are able to resurrect, however the running theory is that The Keeper of Souls has a plan for them that has not yet become clear. Ghouls tend to have a rather macabre sense of fashion, while it echoes their former lives it tends to be as rotten as their faces, ratty, dirty, dried blood, and full of holes, these are all common themes in their clothes.

RACIAL ADVANTAGES

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Rotting Corpse*	Free	1x Event, Gain Damage Reduction 1 Physical, Lasts 1 Minute
Single Minded Drive	5 CP	1x Reset, Resist Any. Single purchase per character level
Strength of the Grave	10 CP	2x Reset, Quickened Pin

RACIAL DRAWBACKS

Racial Flaw	Description
Shambling	You cannot run
Mistaken Identity	Gain Prejudice The Life Warden, The Church of Life, and Priests of The Life Warden

REBORN HERO

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

RACIAL OVERVIEW

Wake up hero, your time upon this world is not yet done. You may have fallen in your last battle glorious and heroic, or maybe passed in your sleep at the end of your long years, either way you have been recalled to the land of the living. Reborn Heroes are an undead scourge similar in power to a Lich or Death Knight; however they're born of the bodies of those whose name history will never forget. A profane ritual is cast over the body of a long dead hero and a mortal life is sacrificed to power the blood magic, it is rumored that the soul of the sacrifice is trapped within the body of the Reborn Hero in order to give it back a semblance of life. However this ritual is not perfect and the Reborn Hero will be cursed to walk the land looking no better than any common Ghoul.

Reborn Heroes can be created from any common race on the face of Orlon, but they're always people who were of great importance, the likes of which are written in to the history books, and sung about by bards. They have no real culture of their own as they are created from many different base races, however they tend to hold on to the trappings of their former lives. Lord Ashcroft of the Undead Legion has attempted to create an army of these powerful undead scourges, but so far has failed miserably to bend them to his will. However some of these failures have been known to escape from time to time and have sworn oaths to see the world purged of the undead army at any cost.

Once returned to the land of the living Reborn Heroes tend to be drawn to whatever major conflicts are currently underway, or wherever major conflicts will occur. They're considered harbingers of war and chaos by many, however they can be a great boon, and what better way to weather a great storm than in an ancient ship that has already weathered story worth squalls? Reborn Heroes generally have no love for their undead brethren; rather they see what has been done to them as a curse, one that must be lifted. It is believed that Halloran, the Keeper of Souls favors these poor individuals, they have been cursed, but strive for the destruction of even themselves to end the undead plague upon the world.

RACIAL REQUIREMENTS

Reborn Heroes base appearance is that of any other non-prestige non-undead race, with the addition of pale skin and dark sunken eyes. Plot will work with you to create a back story appropriate for your new heroic character.

ROLEPLAY SUGGESTIONS

Reborn Heroes are a cursed people and they know it. Generally they tend to have an overly serious demeanor, with a no nonsense attitude when it comes to the destruction of the undead, they are seemingly single minded in their quest for the destruction of the undead and the breaking of the curse that is cast upon them. Reborn Heroes tend to wear whatever clothing and/or armor they were buried in. Weathered, torn, bloodstained, and dirt smeared clothing is very common among Reborn Heroes.

RACIAL ADVANTAGES

Starting HP: 6 HP Gained Per Level: 2

Racial Skill	Cost	Description
Former Hero*	Free	You may take any 1 non-restricted Base Class for free at character creation
Racial Heritage	Free	Gain all the free Racial advantages of your chosen race
Same as Chosen Race	5 CP	Same as Chosen Race
Same as Chosen Race	10 CP	Same as Chosen Race

RACIAL DRAWBACKS

Racial Flaw	Description
Racial Heritage	Gain all Racial Drawbacks of your chosen race
Cursed	Gain Hatred: Non-sentient Undead and gain Prejudice: Undead

Wrath

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

Wraiths are the most pitiful creatures on the face of Orlon, cursed to walk this world in a semi-corporeal state for all eternity. However make no mistake, unlike some of their other undead cousins Wraiths hold no love for the living, and they generally only tolerate other undead. Wraiths are ancient undead beings created before the beginning of written history. Crafted from the bodies of ancient beings that no longer walk this world, with spirits trapped in limbo for eternity, these beings have grown mad from the envy of the living and their remorse for the long dead. However as a race they're twice cursed, once in Undeath that will never end even as their bodies crumble away, and again in their mind as they're their memories begin to fade away to nothing. If you ever have the misfortune to cross paths with a Wraith, be warned that they are as dangerous as they are horrifying.

Wraiths call nowhere home, however they will occasionally take refuge within the Empire of the Fallen Sun. Wraiths have little culture to speak of, however they are known to sing haunting songs of remorse, loss, and hatred, whatever culture they may have had in life is long lost to the ages. The only true common trait held by all Wraiths is their hatred for the living and their lament for a life long lost. While Wraiths may seem to be lamenting what they have lost make no mistake they have no love for those that still have it, they have only grown jaded with the passage of time as they seek a way to end their suffering and return to the land of the living.

Wraiths roam the world in search of peace; however they will most likely never find it. After centuries of searching, if not millennia they have become angry with the world and only really wish to spread their pain and sorrow. However one interesting thing still remains, many Wraiths are known for creating masterful though disturbing works of art. It is believed that these works of art depict their former lives, though this has never been proven.

Racial Requirements

WARNING

Wraiths are designed as a high PVP (Player Versus Player) race, if you choose to play one you will find that you most likely have a short lived character. This is part of the race, they live to kill and are racially evil. Players will not be picking on you personally, they will be reacting to your character. You have been warned.

Wraiths have extremely pale skin; they must wear black full eye contacts or a black veil over their eyes, and have fangs on their upper canine teeth.

Wraiths are a race centered on high emotion and roleplay, however they are also known for being extremely violent. However it may be possible for a Wraith to redeem themselves and return to society, or even the land of the living. Wraiths generally wear tattered faded clothing and armor.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Incorporeal*	Free	While standing completely still with both arms crossed you are immune to Physical Damage, IE Only talking permitted
Ghostly Fade	5 CP	1x Reset, Invisibility. Single purchase per level
Unnatural Existence	5 CP	1x Reset, Gain the Unholy Carrier for 5 Minutes
Selective Solidity	10 CP	1x Reset, Gain Damage Reduction 1 Physical for 5 minutes

Racial Drawbacks

Racial Flaw	Description
Thirst for Life	Cannot remember more than 10 years in the past. Gain Prejudice: Non-undead
Pure Undead	You gain the flaw, Magical Weakness. You must be Evil aligned.

FAE RACES

Skill Name	Skill Cost	Skill Description
Otherworldly*	0, Mandatory	You take double damage from Iron and the touch of Iron Causes an Overwhelming Agony Effect so long as you're touching it
Free Spirit*	0, Mandatory	Gain Hatred: Slavery
Unbound*	0, Mandatory	30 Second RP Struggling, Purge <Pin, Slow, Paralyze>
Channeled Hatred	5 CP	1x Reset, Agony Aura vs any confinement effect <Pin, Web, Slow, Paralyze> You Still Take The Effect

DRYAD

Racial Overview

The Dryads stand sentinel over the vast ancient woodlands of Orlon, serene in their beauty, and fierce in their devotion to the protection of nature. Of late however, the Dryads ancient tree groves have been dwindling, whether by some force of the deities or mortals it is not clear. Dryads in ever increasing numbers have begun to leave their blighted and dwindling homelands in search of a solution. Once greatly revered by the followers of Goddess Kiera, they have fallen to wayside in recent years in favor of simple idols, and seeming word of mouth worship. Between the fall from living memory, the advancement of technology, and slow death of the ancient forests, many Dryads fear the worst is coming.

Only two truly ancient forests remain standing in modern times, the woodlands of the Kingdom of Crellmar, and the forest lands of The Ebonharte Isle. Dryads jealously guard these two remaining places of ancient natural beauty from all who would seek to harm them. The threats to the Dryads sacred forests are many, evil mages, undead, lumber mills, and even simple fire. Unfortunately the Dryads are working against time and "progress", it is an uphill battle, but they are fighting tooth and nail.

The Dryads as a race hold only one thing sacred, nature. All Dryads regardless of personal feud, rivalry, or lineage will band together for the sake of protecting even a single tree. However old rivalries are being put aside, as the forests dwindle so do the Dryads. They fear that the end is coming for them, for when the last ancient tree falls so will their race. Every day is another battle for them though, between the armies of Argeth chopping and burning their forests to fuel their war machines, and the Goblins setting off explosives in their forests, the Dryads have grown to truly hate the advancement of technology.

Racial Requirements

Dryads have bark for skin, green ivy weaves through their hair.

Roleplay Suggestions

To the untrained eye Dryads may seem to be single minded in their defense of nature. This is not the case however, they simply understand that without nature the entire world will fall and so would their entire race. So while their main priority may be the protection of nature, they also greatly enjoy the arts, parties, and traveling. Dryads live for the moment and enjoy living comfortably in nature. They typically dress in either loose flowing robes so that they aren't restricted in their movements, or in as little as possible so that they may be closer to nature. Additionally Dryads hold an esteemed place among the eldest followers of the Lady of the Wild, Kiera. Many Dryads take their jobs very seriously and will become some of the most devout priestesses of Kiera.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Naturalist*	Free	You may take the Priest Class and Religious Devotion (Kiera) for free At Character Creation. Gain Regeneration 1 while in direct sunlight and not in combat
Natural Remedy	5 CP	1x Reset, Magic Cure Poison, packet delivered. Single purchase per level
Oaken Body*	10 CP	Gain 4 Natural Armor

Racial Drawbacks

Racial Flaw	Description
Natures Bane	You gain the flaw, Vulnerable: Fire. May not wear or use anything made of metal
Lost Heritage	All Dryad characters must be female or androgynous

Ptacte

Racial Overview

Oh dear Laveda Lady of Lore, hold fast to my mind as I write this. What can one truly say about the race of Pixies? They're a riddle, wrapped in an enigma, wrapped in chaos, wrapped in sparkles. Pixie culture is as wild and varied as their minds. One of the few remaining true Fae races, Pixies epitomize what it is to be creative and colorful. They call the forest lands of the Kingdom of Crellmar their home alongside the Elves, Dryads, Satyrs, Sidhe, however they much prefer the company of the Wolveen. Pixies see the stalwart nature of the Wolveen and believe that they need to lighten up; therefore they have made it their mission in life to bring "fun" to them, as well as anyone else they see as being too sullen or serious.

Pixies can be found anywhere and everywhere, what better fun could be had with life than to explore the world? The road holds an ever present addiction for the little Pixies, but they will seldom travel it alone. Typically, Pixies will team up with bands of Outlanders, Satyrs, or Dryads for protection, as well as for fun and adventure. Besides, how else would anyone believe them when they claim outrageous things about what they've done on their adventures?

Pixies as a race have a thirst for life, fun, and freedom, second to none. A staple of their culture is the playing of pranks, improving upon the arts, and storytelling. Pixies find no greater joy than to bring light and excitement to all those around them, whether they want it or not. However this isn't to say that the existence of Pixies hasn't been completely peaceful. In fact as a race they have faced many serious hardships, from being enslaved for use as entertainers and courtesans, being murdered simply for trying to cheer someone up (Read jokes got out of hand), or having their personal brand of magic stolen by the Outlanders. However they hold no animosity towards the Outlanders, they see it more as having been the ultimate practical joke.

Racial Requirements

Pixies have colorful wings that sparkle in the sun, and have small pointed ears.

Roleplay Suggestions

Pixies love all things colorful, especially natural colors, or absurdly bright colors, you will almost never see a pixie in an outfit with fewer than 5 colors. Pixies also hold it as their solemn duty to the world to keep everyone happy. They will constantly play pranks, tell jokes, dance, and sing. However Pixies also get bored easily. If there is little or no action going on and/or the Pixies can't create some, they will go and find it for themselves. Additionally Pixies hate slavery in all the forms that it takes. They see no way for someone to have fun if they aren't free to do as they wish. As a race one of the only times they will be truly serious is when it comes to freeing people who are enslaved.

Racial Advantages

Starting HP: 2, HP Gained Per Level: 1

Racial Skill	Cost	Description
Fate Magic	Free	You may purchase Fate Magic for 5/10/15/20 CP Per Level. You may also purchase Spell Slots for 1 CP each. Levels of Fate Magic can be purchased every odd level, the same as other schools of magic.
Wings	Free	You can use your wings to fly, or at least slow falls. This may have an effect in certain modules, or on certain planes of existence, at marshal discretion
Spritely Speed	5 CP	2x Reset, Resist Physical or Poison. Single purchase per level
Darting Movements*	10 CP	2x Reset, Flee

Racial Drawbacks

Racial Flaw	Description
Light Bodied	You may not call any defenses against Knockback. Take a Knockback from all Massive attacks in addition to the attacks normal effects

REDCAP

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

SPECIAL OVERVIEW

No creature on the face of Orlon is as bloodthirsty as the Redcap. Born of the Seelie Fae's need for an unstoppable army, they were a failed experiment. Redcaps have little value on the battlefield as soldiers; they take orders from no one other than themselves, or other Redcaps whose caps are darker than theirs. The Seelie Fae quickly saw the error in their ways, while the Redcaps may have been efficient killers, they simply threw battles into chaos. The Seelie quickly killed off most of their number and retrained any that remained loyal to the Seelie to be assassins. The Redcaps took to their new role with delight and excelled at it, though maybe they were a little too efficient.

Redcaps were born of chaos, blood, and cannibalism. The Seelie Sidhe destroyed every copy of the ritual used to create the bloodthirsty brood shortly after creating them seemingly horrified at what they had wrought upon the world. Redcaps are dangerous at the best of times, lethal at the worst, and always hungry. They're never truly satisfied with their day until they've killed something. They're the only truly evil mortal race on the face of Orlon. Should their numbers ever grow they would pose a real threat to the safety and prosperity of the entire world.

Redcaps get their name from their signature red hats that they're never without. Every time a Redcap makes a kill it will dip its hat in the blood of the slain before feasting on its flesh. The darker a Redcap's hat, the older and more dangerous it is, it's said that if you were ever to meet a Redcap with a black hat that you should simply pray that your life would be over quickly. Redcaps have no love for man or deity, they worship only the hunt and the kill, on the rare occasion that they do find themselves worshiping a deity it's generally Azar the Lady of Fire and Destruction, or The Corrupter of Souls.

SPECIAL REQUIREMENTS

WARNING

Redcaps are designed as a high PVP (Player Versus Player) race; if you choose to play one you will find that you most likely have a short lived character. This is part of the race; they live to kill and are racially evil. Players will not be picking on you personally; they will be reacting to your character. You have been warned.

Redcaps generally appear human; however they have a mouth full of razor sharp teeth, and small pointed ears. Additionally they must wear a blood red hat of some kind and generally have bloodstained clothing.

ROLEPLAY SUGGESTIONS

Redcaps are a high aggression, high intensity role-playing race, with lots of conflict. Redcaps generally wear any type of clothing and armor that they wish, however it is almost always bloodstained, to be clean is to be in low standing in your society.

SPECIAL ADVANTAGES

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Battlefield Scavenger*	Free	Gain a melee weapon skill of your choice at character creation. Additionally, you may do 10 seconds of RP eating a helpless or willing target, 1 Body Drain Life Agony.
Unending Evil*	Free	1x Event, Delayed Life and Heal All To Self, Overwhelming Berserk
Strength of Depravity	5 CP	1x Reset, Gain +1 Damage with your next melee attack. Single Purchase Per Level
Armor of Evil*	10 CP	1x Reset, Damage Reduction 1 All, lasts 5 minutes

SPECIAL DISADVANTAGES

Racial Flaw	Description
Dark Soul	You must be Chaotic Evil. You must feed at least twice per day, for each day you don't your max HP is reduced by 2. Feeding restores all HP lost this way. You must always kill your targets.
Dark Curse	You gain the flaw, Magically Null

SATYR

RACIAL OVERVIEW

Oh Satyrs, my word I really miss those parties.... OH, I guess I was writing and not thinking, my apologies. Memory can be a rather tricky thing after a night out partying with even a single Satyr, let alone a group of them. Alcohol, music, attractive people of all genders, and so very many mind altering substances; these are all staples of even a subtle party that a Satyr joins in. Everything in life can be turned into a celebration by a Satyr: adventuring, births, deaths; to a Satyr these are all reasons to celebrate. However, this has given rise to a rather large number of Half-Satyrs. While true numbers are unknown, they're believed to rival even the Humans.

Now all of this is not to say that Satyrs can't take anything seriously, quite the contrary in fact. They actually take life so seriously that it's their reason to party; life is too short to not have fun and enjoy the little things that it has to offer. Every day is better than the last; remember you never know when it may be your last day.

Satyrs hold freedom to be a right of all people regardless of any factors. You should be allowed to lead your life as you see fit regardless of any mitigating factors so long as you abide by one simple rule, Do no harm. Satyrs believe that as long as your actions cause no undue harm to others you should be able to do as you wish. However if your actions become a detriment to others Satyrs will be the first to react and stop you. No one has any right to tell you how to live your life other than yourself.

RACIAL REQUIREMENTS

Satyrs have furry legs, Hooves, and Horns on their head of various styles and colors.

ROLEPLAY SUGGESTIONS

Satyrs' love of freedom extends into their clothing to an extreme degree. They love color, flowing fabrics, and have a racial bias towards wearing garments of any kind that cover their legs. Additionally Satyrs are the epitome of the term "free spirited", they truly embody the phrase in all aspects. Satyrs have a tendency towards being "try sexual", this means they will try anything once, not necessarily just sexually though. Satyrs will strive to promote freedom for anyone and everyone; there is no zest to life when you're not in true control of your own actions. Additionally, you will find Satyrs in all kinds of mixed company, an adventuring party with a Satyr in it may have any number of different races in it, and they may be part of many different parties so as to maximize their chances at excitement. Satyrs can and will always be your best and worst friend and influence.

RACIAL ADVANTAGES

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Well Connected*	Free	You may take the Rogue or Merchant Class for free at character creation.. Gain a random Brew every event you attend at check in.
Champion Drinker*	Free	You may fight while under the effects of intoxicate. You still may not cast spells or activate non-defensive skills
Life of the Party	5 CP	Intoxicating Effects now also grant you a Heal 1, Single Purchase
Thrill of the Hunt	10 CP	1x Reset Flee, 1x Reset Chase, Single Purchase

RACIAL DRAWBACKS

Racial Flaw	Description
Addictive Personality	You must consume at least one alcoholic beverage or illicit drug per game day. For each day you don't, your maximum HP is reduced by 2 until you do. Additionally you may never call a defense against drugs or alcohol

SIDHE

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

None on the face of Orlon so encompass the concept of beauty as do the Sidhe. The Sidhe are all grace, beauty, and sweet words, however don't let this fool you, just below the surface lays a seething malice for anything that dares to spurn them. The Sidhe as a race have been the leaders of the Fae since before they were all forced out their native plane of Arcadia by an unknown force. They are used to being royalty and never being questioned in the slightest, let alone having someone look better than them or fail to acknowledge their authority. The Sidhe in their extreme beauty are as alien as they come to the world of Orlon, especially for a race that has lived here for nearly as long as recorded history.

There are two primary houses of the Sidhe, The Seelie and Unseelie Courts. While an antiquated concept now, the Sidhe hang on to the trappings of their former noble houses believing that one day they will return home and reclaim their birthright. The Seelie Court, also known as the Court of Dreams and Light, or the Summer Court, is headed by Queen Lianen Brighthope, she leads the Fae that choose to follow her with integrity and honor from within her sanctum in the Kingdom of Crellmar. The Unseelie Court, also known as the Court of Nightmares and Darkness, or the Winter Court, is headed by Queen Deliah Blackthorn, she leads the Fae that choose to follow her with an iron will and thinly veiled rage from within her sanctum in the Empire of the Fallen Sun.

The Sidhe are equal parts great ally and formidable enemy and which they are to you can change faster than the weather at sea. The Sidhe always strive to have the best of everything, clothing, jewelry, armor, weapons, you name it. To see someone else with nicer things than them is seemingly painful for them and they will stop at nothing to remedy the situation. Sidhe will always strive to be in the highest possible position in their social standing that they can be, however they will never make any overt moves to unseat someone else, most Sidhe deals happen in back alleys via couriers or patsies.

Racial Requirements

The Sidhe have pointed ears, and Gold (Seelie) or Silver (Unseelie) swirl makeup on 50% of their exposed skin. They also wear the most expensive possible attire, armor, and weapons.

Roleplay Suggestions

Sidhe are known equally well for their beauty, as they are for their backroom dealings. Rarely if ever will a Sidhe get their hands dirty in order to make their machinations come to life, unless they need to prove a point to a person or group. All should be warned that you should never insult a Sidhe as they will take even the slightest of insults like a dagger to the back and will lash out accordingly. Now mind you they may seem happy and content while in front of you, but make no mistake they will later be hiring a band of assassins to destroy you and everything you love, just for making fun of their evening gown. Sidhe attire lends itself equally toward form and then function. While a Sidhe may prefer formal attire they will don traveling clothes from time to time, but only clothes made of the finest fabrics, sewn by the best hands.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Air of Nobility*	Free	You are a member of fallen nobility, while under no obligation to help you, most nobles will show you respect.
Inscrutable Thought Process	5 CP	1x Reset, Resist Mental or Magic. Single purchase per level
Imposing Presence	10 CP	2x Reset, Command by Gesture, 1x Reset Resist Physical. Single purchase
Lordly Rule*	15 CP	1x Reset, Major Command by Gesture

Racial Drawbacks

Racial Flaw	Description
Noble Birth	Gain Hatred: Being Humiliated. This replaces Free Spirit

Elwēn Räcēs

Skill Name	Skill Cost	Skill Description
Long Memory*	0, Mandatory	Gain Prejudice: Fae, or Prejudice: Goblinoids, your choice
Sharp Mind*	0, Mandatory	You may take the Mage, Priest, Rogue, or Scholar class for free at character creation
Historian*	0, Mandatory	For every 1 CP spent on Lore Skills you gain 2 Ranks of your chosen Lore.

DARK ELF

RACIAL OVERVIEW

Dark Elves have a culture steeped in tradition, ceremony, religion, and secrecy. Most surface dwellers wrongly believe that the Dark Elf society is barbaric and based solely around backstabbing and rumor mongering, this is not the case. While backstabbing (sometimes literally) may play a part in some of the lower houses of Dark Elf culture, it isn't the norm. The current empress of the Dark Elves, Empress Dil' Ae' Darkmoon, First of Her Name, was actually elected by the lower noble houses after the passing of the last empress.

The majority of Dark Elf society is matriarchal, with men holding a lower caste within society, regardless of birth, financial standing, or piety. However there are two small hold out groups that reside outside the Empire of the Fallen Suns capital city of Shado-shi. The most predominant are the Honran, a group of Dark Elf who believe that Dark Elf society should be patriarchal and fight for the freedom and dominance of all male Dark Elf; they're considered a militant terrorist organization by the Empire of the Fallen Sun. The second is a small splinter group of Dark Elf known as the Jiyu-no-senshi, they fight for a more democratic society where all Dark Elf are considered equal; they're mostly considered a joke by the rest of Dark Elf society.

As a culture they primarily worship Tajana, the Lady of Lies. They believe that Tajana herself constructed the massive cave system that they call home. Priestesses of Tajana regularly make blood sacrifices to her to stay in her favor. Dark Elf society is broken down in to a caste system, with the empress and priestesses taking the highest tier, slave traders residing somewhere roughly in the middle, and males just barely hovering above slaves. It is truly a storied and rich culture, full of beautiful art and storied tradition.

RACIAL REQUIREMENTS

Dark Elves have dark blue gray to dark purple gray skin, white or jet black hair, and pointed ears

ROLEPLAY SUGGESTIONS

Dark Elves tend to have a fairly serious attitude; however they do have their own dark form of humor and are fully capable of showing emotion. However they tend to reserve their emotions as much as possible so as not to dishonor themselves. Honor is a major factor within Dark Elven culture, to lose your honor is to dishonor your family and home. A dishonored Dark Elf will stop at nothing to regain their honor; in extreme cases they may even take their own lives to remedy the situation. Dark Elven fashion lends itself heavily towards extremely dark colors with silver accents, silk fabric, and elaborate tattoos with religious or spider themes in silver or white. Additionally spiders hold an almost sacred place within Dark Elven society. They're farmed for meat, their silk is used for clothing, and the largest are used for transportation and war. Dark Elves see spiders as a gift from Tajana for their benefit and grant them a higher caste standing than men or slaves.

RACIAL ADVANTAGES

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Way of Shadows*	Free	1x Event Invisibility while in at least a shaded area
Poison Familiarity	5 CP	1x Reset, Resist Poison, Single purchase per level
Binding Shadows	10 CP	2x Reset, Magic Pin, Packet Delivered, Single purchase per level

RACIAL DRAWBACKS

Racial Flaw	Description
Cavern Born	You gain the flaw, Environmental Weakness: Daylight. You may Volley the first attack that affects you each module while underground

Wood Elf

Racial Overview

Elven society is considered by many to be the oldest in existence, or at least the one with the longest recorded history. Elven culture revolves primarily around the arts, intricate craftsmanship, and scholarly studies; however they also greatly enjoy brewing wine. Many people consider the Elves to be aloof or judgmental, however they would be wrong. Elves are the longest lived race in all of Orlon typically living a life that lasts nearly a thousand years. Elves long lives have granted them the benefit of wisdom and experience and they tend to forget that other races don't have the same boon. They will give unsolicited advice to just about anyone and it generally comes across as condescending, however they're not being malicious, they genuinely want to help.

The Elven homeland of the Wildwood plays home to the Kingdom of Crellmar. The Wildwood is a massive forest spanning nearly six hundred square miles, it is said to be as old as the world itself with trees whose roots run so deep they have spawned entire forests of new trees. Somewhere at the heart of the forest lies the mysterious Elven kingdom, however be warned if you attempt to invade it, it is guarded by the unwavering armies of the Woven. The Kingdom of Crellmar has never been truly invaded, they have been attacked for certain, but to this day the inner sanctum of the kingdom has never been breached.

As a culture Elves take great pride in their scholarly pursuits and tirelessly record every tidbit of history they can. You will find no more complete a library than within the heart of the Elven kingdom. Elven culture values knowledge and academic pursuits above anything else and your social standing is greatly affected by your education level. The Elves worship Kiera, the Lady of the Wild primarily; however they have no real shrines erected for her. Elves believe that simply by living among her creations and praising her that they do enough, Kiera would not be pleased by the use of her sacred forests as timber for some gaudy shrine.

Racial Requirements

Elves have pointed ears and prefer natural colors that blend in to nature

Roleplay Suggestions

Elves value scholarly pursuits above all others, to hone one's mind is the highest calling for with a large knowledge base you may better take care of yourself, your family, and your home. However this thirst for knowledge also serves as a high call to adventure, book knowledge is useful, but useless without experience, and nowhere near as valuable as firsthand experience. Elven clothing, armor, and weapon design lends itself equally to form and function; while an Elven sword may be lightweight it is most certainly well balanced and as sharp as a razor.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Nature's Ally*	Free	You may take the Archer or Druid Class for free at character creation. You gain the ability to use a bow.
Quiet Mind	5 CP	1x Reset Resist Mental, Single purchase per level
Expert Archer	10 CP	1x Reset, Add the Major Carrier to any attack with a Bow. Single purchase per level. Max 2 purchases

Racial Drawbacks

Racial Flaw	Description
Frail	You may not buy any HP enhancing skills

DWARVEN RACES

Skill Name	Skill Cost	Skill Description
Stubborn as Stone*	0, Mandatory	Gain Prejudice: Goblinoids
Chosen of Mordin*	0, Mandatory	You may take the Craftsman Class for free at character creation
Dwarven Resilience	5 CP	1x Reset, Resist Poison or Physical, Single Purchase



Dark Dwarf

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

The Duergar (or Dark Dwarf as they're commonly known) are secretive race that live in the subterranean caverns of The Empire of the Fallen Sun. While they have a similar appearance to their cousins the Dwarves their attitudes and societal structure are completely different. Duergar society is based equally on strength and the quality of one's craftsmanship, a Duergar who is unable to craft is considered less than a slave and will often times be used as slave labor for mining ore. However if the Duergar is strong enough to break free and prove their worth in combat they will have a much higher standing and be allowed to rejoin the rest of their society. As a race they tend to care little for the politics of the world and little is truly known about them, however a growing number of them have been seen on the surface of the world and on one knows why.

Not much is known about why the Duergar and their Dwarven cousins had such a bad falling out as they did, however it is believed that it had something to do with a new type of ore known as "Black Mithril". It is believed that inside one of the deepest mine shafts ever created the Duergar found the "Black Mithril" and quickly became obsessed with it. Not much is known about this substance, not many examples of the ore are known to exist outside of the Duergar mines and forges. The Duergar dig mine shafts deeper than any other race and spend most of their lives deep below ground, many never see the light of day.

The Duergar as a race pride themselves on their ability to spend their entire lives underground mining for as of yet undiscovered metals. It is said that the current king, Dromal Firebeard, is the one that discovered the first stone of "Black Mithril", though this has never been proven. Unlike the Dwarves the Duergar don't use their time to craft trinkets or everyday items; rather they focus solely on the crafting of weapons and armor. The forges of the Duergar constantly feed the ever growing Orcish armies. As a race the Duergar worship primarily Grok, the Lord of War and Conflict, or Tajana, the Lady of Lies. While they are a race of craftsman they see Mordin, the Lord of Crafting as weak and sedentary.

Racial Requirements

Duergar have ashen gray skin and flame red hair, males have long thick beards, and females have long curlicues.

Roleplay Suggestions

Duergar are seen as emotionless and uncaring, they seem to care for little else besides mining, domination, and forging. This may very well be the case; there are less than a handful of recorded instances of Duergar actually showing any emotion other than anger. Duergar tend to be solitary in nature, but will generally band together with Dark Elves, Orcs, Goblins, and Trolls when they do feel the need to be part of a group, however they have been known to also travel with sentient undead such as Ghouls from time to time. Duergar fashion is very similar to their Dwarven cousins; however they forgo most ornamentation in favor of simple practicality.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Battlefield Craftsman*	Free	You may take the Fighter class for free at character creation. You may refit your own armor in half the normal time
Unending Labor*	Free	Gain 10 CP that must be spent on Harvesting Skills or Crafting Skills. Any of this CP left unspent is lost after character creation
Developed Resistance	5CP	1x Reset, Resist Poison. Single Purchase Per Level
Deep Miner*	10 CP	At check in, pick from a bag of assorted mining tags. Single Purchase

Racial Drawbacks

Racial Flaw	Description
Long Memory	You gain Prejudice: Mountain Dwarves, Elves, and Fae
Sweltering Heat	You gain the flaw, Vulnerable: Ice

GNOME

RACIAL OVERVIEW

And So Begins The Story Of The Best And Smartest And Tallest And Smartest Wait Did I Say That Already I Don't Know Now May Be Where Has Oh Race To Ever Walk And Improve The World Of Orlon The Gnomes.....

Ahem, please excuse my assistant; he is rather forward with his use of my typing machine. As you may have already guessed, the Gnomes of Orlon are a rather fast talking and outspoken bunch. By some quirk of their mind they seem rather incapable of thinking like you or I, but rather their mind works like an overly oiled machine, that is to say at high speed. Gnomes are best known for their creation of the strange crafting style they call "Engineering". Many people find this form of crafting intriguing and promising, but many also find it dangerous as Gnomish crafts are known to explode randomly from time to time. More than one workshop has been destroyed by an uncontrolled device, including several Dwarven forges. The Gnomes have since been respectively asked not to work on, or bring their inventions near Dwarven forges.

Now, please don't misunderstand my meaning. A gnome can be one of the best friends you ever have; Gnomes are fiercely loyal, though, while they may be devoted friends and allies, they are known for being easily distracted and potentially a little scatter brained. A Gnome is easily distracted by ideas for new inventions, shiny objects, or anything they may find intriguing. This can make the small folk seem a little standoffish or unfriendly, but never fear it is just their minds eagerly at work on their next world changing invention.

Gnomish community is a strange one as they have no true kingdom of their own. The Gnomes see no use in a large extravagant kingdom; rather they have broken themselves up in to large engineering shops which they call houses. The largest of these houses are in descending order of renown, The Cog Union, The Steamworks, The Order of Black Smoke, and The Mechanists. Each has their own leader and set of values, The Cog Union specializes in large scale production of useful everyday items and is led by Ogdan Cogsbottom. The Steamworks specializes in large scale transportation systems for trade goods (though they have yet to successfully complete a design); they're led by Loris Coppertop. The Order of Black Smoke specializes in machines of land development and war; they're led by Gisella Fizzlegear. The Mechanists specialize in the production of golems and other automatons; they're led by Fizwick Tumblewrench.

RACIAL REQUIREMENTS

Gnomes have pointed ears. All of their clothing involves gears, steam pipes, and metal bits.

ROLEPLAY SUGGESTIONS

Gnomes are notoriously scattered brained. They constantly flit from one idea to another or one activity to another. They are also notoriously fast talkers, often leaving even the most well-schooled linguists in the dust. Their super-fast form of speech is often considered a new language. Clothing is comprised of ash-smudged work aprons, goggles, tool belts, work gloves, lots of pockets, and the like; however they may also dress up in what they consider fancy attire, top hats, suits, dresses, and the like.

RACIAL ADVANTAGES

Starting HP: 2, HP Gained Per Level: 1

Racial Skill	Cost	Description
SCIENCE!*	Free	You may take the Tinkerer Class for Free at character creation. Gain a -2 CP discount on each level of Engineering you take
Motor Mouth	5 CP	1x Reset, Quicken Confusion by Voice
Mad Science	10 CP	1x Event, Replace a component in an engineering schematic with another of equal value

RACIAL DRAWBACKS

Racial Flaw	Description
Justified Fears	You gain Phobia: Undead

MOUNTAIN DWARF

RACIAL OVERVIEW

Dwarves are known the world over as peerless blacksmiths; they revel in the heat of the forge, the sound of a smith's hammer blow, and the ring of a pickaxe. The Dwarves have built for themselves a kingdom that is nearly impenetrable. The Kingdom of Stonegard is built in to the heart of Mount Kuul-Taul, a living volcano whose fires feed the great forge Goddaz-Talalomar. Night and day the Dwarves work the mines, the great forge, and their anvils, constantly churning out new and beautiful arms, armor, jewelry, and nick-knacks. They say that the Dwarves will reign as master craftsman so long as the great forge never grows cold.

The Dwarves prize family, honor, and craftsmanship above all other things. Family comes first to a Dwarf and they hold their true friends as close as family. Honor is measured in a few ways by Dwarves, first by how you take care of your family, second by the quality of your craftsmanship, and third by how you handle your social obligations. Craftsmanship is by far the one best known thing about Dwarves; they will slave away for weeks on end if necessary to make the perfect object, and will only use the finest available materials.

Dwarves are said to be as hard as the mountains that they are born in. This is meant equally for their hides as it is for their personalities. They're known to be stubborn to a fault, never quitting a project they believe they can finish, or leaving a friend behind that is obviously lost in battle. This thick hide is born from years of war with their natural enemies the giants and trolls of the Giant Spine Mountains, as well as their cousins the Duergar. They have been at war with these groups for the entirety of living memory, while they compete for resources with the giants and trolls their fight with their cousins is a little more complicated. It is said that long ago the Dwarves and Duergar were as close as brothers, however at some point a rift formed between them and neither groups pride will allow them to work together to get past their old issues.

RACIAL REQUIREMENTS

Dwarven Men have long thick beards and Dwarven Women have long curlicues.

ROLEPLAY SUGGESTIONS

Dwarves value quality craftsmanship more than the precious metals or jewels that may encrust one of their crafted items. They're raised around forges and mines from a young age and the love of metal is seemingly in their blood, nothing can stop a Dwarf from crafting if the mood hits them. Dwarves will compete hotly to determine who the best craftsman is, with each Dwarven family thinking they have the best possible technique for the smelting of metal or crafting of one item or another. Above all other forms of crafting Dwarves prefer to be blacksmiths; however they can (and do) take on other forms of crafting if the mood strikes them, and usually excel at it (Dwarven ale is widely known as one of the most potent drinks in existence, for example). The one form of crafting that they will rarely dabble in, however, is the Gnome craft of Engineering. Dwarves see their smaller cousins as misguided, crazy, and honestly a little dangerous. However they will still consult with their cousins from time to time in order to give them ideas on how to better craft their baubles and trinkets, so long as they don't blow up any more anvils or mine shafts....

RACIAL ADVANTAGES

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Born of Stone*	Free	You gain the Mining skill for free. Gain a -2 CP discount on Blacksmithing or Jewelcrafting
Delver	5 CP	You gain the Dig skill
Devoted Craftsman	10 CP	At check in, receive 2 picks from a bag of random crafting components, Single purchase

RACIAL DRAWBACKS

Racial Flaw	Description
Blood of Toil	You must spend at least 5 CP each level on skills from the Craftsman Class or Sub-classes, or on Harvesting, Crafting, or Profession Skills

Animalkin Races

Skill Name	Skill Cost	Skill Description
Menial Labor*	0, Mandatory	You gain 5 CP worth of Profession skills for free
Bestial Claws	5 CP	You gain Hardened Claws

Aquatic

Racial Overview

As with many of the other bestial races of Orlon, Aquatic Animalkin are as numerous and varied as their baser cousins. Now as with the other Animalkin Aquatics have the feature of any animal that spends most of its life in the water regardless of other classifications, so for example a seal or hippo would be considered aquatic for purposes of this classification. Aquatic Animalkin have little in the way of a society of their own, rather they tend to integrate in to the society of their choice, or where they're born. The vast majority of Aquatic Animalkin, however, tend to integrate in to society in the Sirens Tear Islands.

Aquatic Animalkin are well regarded as being masterful sailors as well as treasure divers, their natural ability to breathe underwater suits them well for these tasks. However other than in racial name and general characteristics this is where their similarities end. Since Animalkin can be related to any appropriate animal of their kind their mentalities and habits vary wildly. While a turtle Aquatic may be patient, slow, and slow to anger, a leopard seal Aquatic would be curious, fast, and impatient.

Aquatic Animalkin life varies wildly based on what animal they take after, but one thing remains the same, the love of water. Aquatics can never truly be happy far from at least a moderately sized body of water, it's not that they can't survive without it, but rather that they become anxious and depressed without it. You will rarely see Aquatics within the Empire of Argeth or the Empire of the Fallen Sun, as they both have little to no water within their borders. However further south you will see large groups of Aquatics in what appear to be tribes living near lakes, rivers, and streams. All in all, Animalkin are quite hard to study considering their seemingly endless biodiversity; however they make for interesting and useful companions on just about any endeavor.

Racial Requirements

Aquatics must wear makeup, masks, and/or prosthetics to appear as a specific type of animal, as well as display unique social and mental habits of their chosen species. You must choose an actual animal as your base, fantasy animals aren't covered by Animalkin races.

Roleplay Suggestions

Animalkin of all kinds tend to have personality characteristics in line with that of their animal counterparts. All Aquatic Animalkin must show a love of the water and nervousness of going too far from it, such as going to another non-water based plane of existence. The actual need for water has long since been discarded, but it is still a place of safety and security for Aquatics. As a race Aquatics do have a handful of similarities to each other regardless of what animal they're related to. They tend to live on or near water, their moods can be as restless as a stormy sea at times, and they tend to worship either Leviathan, the Lord of the Depths, or Borash, the Lord of Storms.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Forgotten Lore*	Free	You may take the Scholar Class and 5 CP worth of Lore skills for free at character creation
Water Breathing*	Free	You may breath underwater. This may have an effect on certain modules, or on certain planes of existence, at marshal discretion
Blow Hole*	5CP	1x Reset, Area Effect 1 Magic Water. Single Purchase
Aquatic Resilience*	10 CP	Gain Regeneration 1 while you're at least partially submerged in water.

Racial Drawbacks

Racial Flaw	Description
Cold Blooded	You gain the flaw, Vulnerable: Ice



Racial Overview

As with many of the other bestial races of Orlon, Avian Animalkin are as numerous and varied as their baser cousins. Avians encompass all birds including those that are flightless or effectively flightless such as the chicken or dodo. Avian Animalkin have little in the way of a society of their own, rather they tend to integrate in to the society of their choice, or where they're born. The vast majority of Avian Animalkin however tend to integrate in to society in the Kingdom of Brunei, Kingdom of Crellmar, or The Empire of Argeth.

Avian Animalkin are well regarded as being stoic and devout priests/priestesses and scholars, with many claiming to be truly at peace while flying and a clear head allows them to think more clearly. However other than in racial name and general characteristics this is where their similarities end. Since Animalkin can be related to any appropriate animal of their kind their mentalities and habits vary wildly. While a chicken Avian may be quick to anger and quick to flee, a roadrunner would be curious, fast, and impatient.

Avian Animalkin life varies wildly based on what animal they take after, but one thing remains the same, the love of the air and high places. Avians can never truly be happy spending extended periods of time underground or caged, without their freedom they become anxious and depressed. You will rarely see Avians within The Empire of the Fallen Sun, of The Kingdom of Stonegard as they both primarily based underground. However in the arid wastes of the Tanin Isle or the open fields of Brunei, you will find many Avian flocks making their homes. All in all Animalkin are quite hard to study considering their seemingly endless biodiversity; however they make for interesting and useful companions on just about any endeavor.

Racial Requirements

Avians must wear makeup, masks, and/or prosthetics to appear as a specific type of animal, as well as display unique social and mental habits of their chosen species. You must choose an actual animal as your base, fantasy animals aren't covered by Animalkin races.

Roleplay Suggestions

Animalkin of all kinds tend to have personality characteristics in line with that of their animal counterparts. All Avian Animalkin must show a love of all places outdoors and unrestricted in height and will show fear or nervousness going to places that restrict that such as underground or certain other planes of existence. The actual ability to fly is no longer a survival trait for Avians, but rather a pastime and it may not be used under duress such as while being attacked. As a race Avians do have a handful of similarities to each other regardless of what animal they're related to. They tend to live on or near mountains or large open areas, their moods can be as flighty as the animals they're related to, and they tend to be extremely devout worshiping whichever deity suits their personal life.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Free Spirit*	Free	You may take the Mage Class for free at character creation
Wings*	Free	You can use your wings to fly, or at least slow falls. This may have an effect in certain modules, or on certain planes of existence, at marshal discretion
Mimicry*	5 CP	1x Reset, Mental Confusion, packet delivered, you must repeat the targets last words
Ambusher*	10 CP	If you're invisible, you gain +1 Damage on your next melee attack

Racial Drawbacks

Racial Flaw	Description
Clipped Wings	You gain the flaw, Vulnerable: Earth

Basilisk Blooded

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

The Basilisk Blooded are among the rarest of all the Animal Kin. This is due in large part to two primary factors.

1. They have been hunted nearly to extinction by adventurers seeking honor and glory.
2. Due to their inherent paralytic powers, typically only the strongest of their young survive infancy. Female Basilisk Blooded have a hard time conceiving and males typically mate with non-Basilisk Blooded who don't know of the dangers and are accidentally killed by their children when the father isn't around during childbirth.

Couple these two factors with the fact that during mating a pair of Basilisk Blooded could paralyze each other and you have a recipe for a rather small population at best. Now this isn't to say that certain measures haven't been taken by the more clever of their species in order to preserve their young, but most of these attempts have been fruitless. The most promising endeavor has been to implant the eggs of the young in a series of rotting corpses for both food and protection from one another.

Only a few places in the world still play host to these powerful creatures. As a species they prefer, warm, wet, dark, secluded places. However most kingdoms and empires in existence have bounties on these misunderstood creatures. However, The Kingdom of the Seven Coins and The Empire of Argeth both allow their kind to live in peace, so long as they follow their respective laws. The life of a Basilisk Blooded is often one of fear and seclusion. Even in communities where they're "accepted" they're still greatly feared by the more superstitious common folk. Most of their kind simply wish to live in peace and left to their own devices will simply lead their lives as anyone else would.

Personally I believe that the Basilisk Blooded are the most tragic of all the races. They live a life of fearful seclusion. Not only do they fear becoming angry and accidentally paralyzing an unsuspecting bystander, but they're cursed to never be able to see their own reflection. Should a Basilisk Blooded ever find themselves alone and staring into a reflective surface, they may find themselves in a never ending loop of paralysis that could lead to them starving to death. Truly these beautiful creatures are misunderstood, I wish that one day they may be accepted for the beautiful natural creatures they are.

Racial Requirements

Basilisk Blooded must wear a Mask, Makeup, or Prosthetics to look like a Basilisk (A mix between large venomous snakes and alligators) (male characters) or Gorgon (female characters) You must have snakes in your hair, or instead of hair

Roleplay Suggestions

Basilisk Blooded as a race tend to try and keep greater control of their emotions. To many this makes them seem as cold as the stone they can create, however this is a survival trait for them. If they lose their anger they could accidentally paralyze an innocent person and potentially get them killed. When they do allow themselves to get angry though, they're one of the most terrifying sights to behold in all of Orlon and can be one of the most deadly foes on the battlefield.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Gaze of Stone*	Free	2x Reset, Meet someone's eyes: Magic Paralyze by Gesture
Channeled Power	5 CP	30 Second RP Channeling Your Energy Into A Target You're Touching, Cure Paralyze/Web/Pin/Bind, Cannot Be Used On Yourself.
Snake Body	5 CP	1x Reset, Major Magic Paralyze Aura vs a physical attack. Single purchase per level
Fearsome Visage	10 CP	1x Event, Major Magic Paralyze, packet delivered

Racial Drawbacks

Racial Flaw	Description
Cold Blooded	You gain the flaw, Vulnerable: Ice
Reflected Terror	You gain Phobia: Reflective Surfaces. If you see your own reflection you take an Overwhelming Paralyze to Self

Dragon Blooded

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

Long ago dragons ruled the world of Orlon, they dominated the world demanding tribute from all sentient beings. However over time the dragons either died of natural causes or were vanquished by bands of adventurers, treasure seekers, or armies. There are only a small number of dragons left in existence today, with the only known location of one being the Dragons Throat volcano on the Tanin Isle. However the dragons refused to quietly go in to the cold night. Near the beginning of recorded history the dragons began breed with other races in an attempt to bolster their numbers. It's not known which race successfully aided the dragons in their endeavor, but the Dragon Blooded were the result.

Dragon Blooded are similar in appearance to their dragon ancestors and have personalities and tempers to match. Dragon Blooded have no kingdom of their own as their numbers are far too small and their lust for wealth and power precludes the ability to form any kind of working government. However this hasn't prevented them from integrating into other societies, in modern society Dragon Blooded are considered some of the worlds most renowned bankers and merchants. A Dragon Blooded will eagerly take your money and protect it, however be warned that while it couldn't be safer than with anyone else it can be notoriously tricky to withdraw large quantities at any given time.

Dragon Blooded as a race are rather solitary beings with no love for company, their own kind included. Dragon Blooded are notoriously possessive of their treasure hordes and don't trust anyone else to be around their hard won wealth. However Dragon Blooded will band together with others if they see an opportunity for gaining treasure of any kind. There are many different kinds of Dragon Blooded in existence and no two are truly alike. The breeds of Dragon Blooded are broken down by color as follows: Black, Red, Blue, Green, Platinum, Gold, Silver, and Copper. Each of the Dragon Blooded bloodlines has their own distinct strengths and weaknesses, however they are all equally formidable and you should never underestimate them.

Racial Requirements

Dragon Blooded have scaly skin and must wear makeup, prosthetics, wings, and a tail to appear as a dragon, in one of the following colors: Black (unholy), Red (fire), Blue (ice), Green(earth), Platinum (holy), Gold (fire), Silver (ice), or Copper (earth).

Roleplay Suggestions

Dragon Blooded are seen as calculating, cunning, and physically imposing. As a race they blindly horde treasure and will do anything they deem necessary to get it, especially if it means that they can acquire the horde of another Dragon Blooded. Dragon Blooded fashion, armor, and weapons are always ornate and functional. Dragon Blooded not only love to have large hordes of wealth, but love to let others know that they do as if daring them to try and steal it. Dragon Blooded have little to no interest in religion, unless of course they see some financial gain in it of course. However while they may not be devout as a race they do tend to have divine ties, gold Dragon Blooded exude an aura of holy energy, while black Dragon Blooded exude an aura of unholy energy.

Racial Advantages

Starting HP: 8, HP Gained Per Level: 2

Racial Skill	Cost	Description
Dragon Scales*	Free	You Gain 4 Natural Armor
Blood of the Dragon	5CP	1x Reset, Resist Physical or Magic. Single Purchase Per Level
Masterful Banking	10CP	You gain double money from any source that grants it at check in
Dragon's Breath	20 CP	1x Battle, 2 Magic (Element based off chosen color)

Racial Drawbacks

Racial Flaw	Description
Greedy	You must horde and protect as much valuable treasure as possible, with priority placed on precious metals and gems
Elemental Weakness	You gain the flaw, Vulnerable: <Opposing Element>
Magical Heritage	You cannot take the Psion Class

Insectoid

Racial Overview

As with many of the other bestial races of Orlon, Insectoid Animalkin are as numerous and varied as their baser cousins. Now as with the other Animalkin Insectoids have the features of any animal that has an exoskeleton, multiple legs or wings, compound or multiple eyes, and potentially antenna, regardless of other classifications spiders, ants, bees, and centipedes are all counted as Insectoids. Insectoid Animalkin have little in the way of a society of their own, rather they tend to integrate in to the society of their choice, or where they're born. Of all of the Animalkin Insectoids have the widest habitat and can be found all across Orlon in every empire and kingdom.

Insectoid Animalkin are well regarded as being masterful soldiers, mercenaries, and rogues due to their tough natural hides and ability to see in the dark. However other than in racial name and general characteristics this is where their similarities end. Since Animalkin can be related to any appropriate animal of their kind their mentalities and habits vary wildly. While a spider Insectoid may be patient, quick, and brooding, a butterfly Insectoid would be curious, fast, and a little seemingly scatter brained.

Insectoid Animalkin life varies wildly based on what animal they take after, but one thing remains the same, the love of nature. All Insectoids are naturally drawn to one particular type of habitat, for spiders this may be the forest or caves, while for a butterfly it may be open meadows and fields. No matter what though all Insectoids love all natural places, they may not necessarily feel at home in all of them though. All in all Animalkin are quite hard to study considering their seemingly endless bio-diversity; however they make for interesting and useful companions on just about any endeavor.

Racial Requirements

Insectoids must wear makeup, masks, and/or prosthetics to appear as a specific type of animal, as well as display unique social and mental habits of their chosen species. You must choose an actual animal as your base, fantasy animals aren't covered by Animalkin races.

Roleplay Suggestions

Animalkin of all kinds tend to have personality characteristics in line with that of their animal counterparts. All Insectoid Animalkin must show a love of natural places and nervousness being too long away from natural places, such as in heavily industrialized cities, or certain planes of existence. Insectoids don't actual need to be out in nature, they just feel safe and secure there. As a race Insectoids do have a handful of similarities to each other regardless of what animal they're related to. They tend to live in small villages away from cities, they tend to come across as creepy or slightly alien, and they tend to worship either Kiera, the Lady of the Wilds, or Lillyandis, the Lady of Bounty.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Resilient*	Free	1x Reset, Resist Poison
Venomous	5 CP	1x Reset, Agony Poison, Hardened Claw Delivered
Exoskeleton	10 CP	1x Reset, You gain Damage Reduction 1 Physical, lasts 5 minutes. You may not wear medium or heavy armor. You must phys rep having an armored body.

Racial Drawbacks

Racial Flaw	Description
Childhood Horror Stories	You gain Prejudice: Gnomes, Avians, and Birds

(Mammalian Ratkin)



Mammalian

Racial Overview

As with many of the other bestial races of Orlon, Mammalian Animalkin are as numerous and varied as their baser cousins. Now as with the other Animalkin Mammalians have the features of any animal that is warm blooded, spends the majority of its time on land, and has no more than four legs, mammals that spend a majority of their life in the water for all intents and purposes are considered Aquatics such as otters and beavers. Mammalian Animalkin have little in the way of a society of their own, rather they tend to integrate in to the society of their choice, or where they're born. Mammalians have the second largest habitat and can be found all across Orlon in every empire and kingdom, with just a few select races living within The Empire of Argeth and The Empire of the Fallen Sun.

Mammalian Animalkin are well regarded as being the world's best artists, bards, fisherman, and hunters due to their natural connection to the land. However other than in racial name and general characteristics this is where their similarities end. Since Animalkin can be related to any appropriate animal of their kind their mentalities and habits vary wildly. While a bear Mammalian may be ferocious, slow, and confrontational, a deer Mammalian would be cautious, fast, and a little flighty.

Mammalian Animalkin life varies wildly based on what animal they take after, but one thing remains the same, the love of nature. All Mammalians are naturally drawn to one particular type of habitat, for a cat this may be the forest or mountains, while for an elephant it may be open meadows and grassy plains. No matter what though all Mammalians love all natural places, they may not necessarily feel at home in all of them though. All in all, Animalkin are quite hard to study considering their seemingly endless biodiversity; however they make for interesting and useful companions on just about any endeavor.

Racial Requirements

Mammalians must wear makeup, masks, and/or prosthetics to appear as a specific type of animal, as well as display unique social and mental habits of their chosen species. You must choose an actual animal as your base, fantasy animals aren't covered by Animalkin races. Mammalians may never be wolves; wolves are covered separately under the Wolven race.

Roleplay Suggestions

Animalkin of all kinds tend to have personality characteristics in line with that of their animal counterparts. All Mammalian Animalkin must show a love of natural places and nervousness being too long away from natural places, such as in heavily industrialized cities, or certain planes of existence. Mammalians don't actual need to be out in nature, they just feel safe and secure there. As a race Mammalians do have a handful of similarities to each other regardless of what animal they're related to. They tend to live in small villages away from cities, they tend to come across as simple or common, and they tend to worship either Kiera, the Lady of the Wilds, or Lillyandis, the Lady of Bounty.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Simple Life*	Free	You gain 5CP to spend on Lore/Profession or Harvesting skills. Any unspent CP is lost after character creation
Warm Blooded*	5 CP	1x Reset, you gain Damage Reduction 1 Ice, lasts 5 minutes
Thick Hide*	10 CP	You gain 4 natural armor.

Racial Drawbacks

Racial Flaw	Description
Domesticated	Any Calm effect used against you is considered to have the Major carrier. A Major calm acts as an Overwhelming Calm.

Reptilian

Racial Overview

As with many of the other bestial races of Orlon, Reptilian Animalkin are as numerous and varied as their baser cousins. Now as with the other Animalkin Reptilians have the features of any animal that is cold blooded, has scales, and has no more than four legs, amphibians are also included under the Reptilian Animalkin classification. Reptilian Animalkin have little in the way of a society of their own, rather they tend to integrate in to the society of their choice, or where they're born. Reptilians have the third largest habitat and can be found in almost all empires and kingdoms within Orlon, the only exception is The Empire of the Fallen Sun as it is far too cold there for Reptilians to survive.

Reptilian Animalkin are well regarded as being the world's best alchemists, assassins, and spies due to their natural ability with poisons. However other than in racial name and general characteristics this is where their similarities end. Since Animalkin can be related to any appropriate animal of their kind their mentalities and habits vary wildly. While a snake Reptilian may be agile, quick, and clever, a crocodile Reptilian would be calculating, slow, and ferocious.

Reptilian Animalkin life varies wildly based on what animal they take after, but one thing remains the same, an in born talent and love of alchemy. All Reptilians are naturally drawn to one particular type of habitat; for a snake this may be the forest or deserts, while for a crocodile it may be lakes or rivers. No matter what, though, all Reptilians love warm sunny places. All in all, Animalkin are quite hard to study considering their seemingly endless biodiversity; however they make for interesting and useful companions on just about any endeavor.

Racial Requirements

Reptilians must wear makeup, masks, and/or prosthetics to appear as a specific type of animal, as well as display unique social and mental habits of their chosen species. You must choose an actual animal as your base, fantasy animals aren't covered by Animalkin races.

Roleplay Suggestions

Animalkin of all kinds tend to have personality characteristics in line with that of their animal counterparts. All Reptilian Animalkin must show a love of warm sunny places and discomfort and sluggishness when it's cold, such as in extremely northern regions, or certain planes of existence. Reptilians don't actually need the sun to warm them, they just feel safe and secure so long as they can. As a race Reptilians do have a handful of similarities to each other regardless of what animal they're related to. They tend to live in small tribes or communes away from cities, they tend to come across as brooding and secretive, and they tend to worship either Tajana, the Lady of Lies or Halloran, the Keeper of Souls.

Racial Advantages

Starting HP: 4, HP Gained Per Level: 1

Racial Skill	Cost	Description
Masterful Alchemists*	Free	You may take the Alchemist class for free at character creation, so long as you also purchase Craftsman. You gain a -2 CP discount on each level of Alchemy you purchase
Inhuman Resistance	5 CP	1x Reset, Resist Poison
Armored Scales*	10 CP	You gain 4 Natural Armor.

Racial Drawbacks

Racial Flaw	Description
Cold Blooded	You gain the flaw Vulnerable: Ice and must occasionally sun bathe when it's sunny

Highthowler WolveN



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Wolven

Racial Overview

Wolven are unique from their other Animalkin cousins in many ways. Unlike the other Animalkin they weren't created during the last age of creation, in fact for some as of yet unknown reason no wolves ascended to gain sentience as the other Animalkin did. However roughly three hundred years ago the Elves and Fae foresaw the impending threat of the Orcs and began to take action in secret. The Elves and Fae forged a pact with Kiera, the Lady of the Wild and gave up their immortality in exchange for protection in the war to come. Kiera forged the Wolven from the dire wolves that called the forest home, granting them sentience, strength, cunning, and an unshakable will to protect others. The Orcs were unprepared for sheer strength and ferocity of the Wolven army and were beaten back.

Since their creation the Wolven have called the Wildwood home, continuing to protect the ancestral home of the Elves and Fae. In exchange for their continued protection and service the Elves and Fae have granted the Wolven villages on the forest floor, weapons, armor, and knowledge. The Wolven truly feel at home within the ancient forests of their wild ancestors, however at heart they can still be quite wild and they harbor a burning desire for adventure. Upon attaining maturity at roughly the age of 18 every Wolven is sent on a roaming or "wandernd" as they call it, a sacred journey where the young explore the world in order to sate their wanderlust and find their fated place in the world.

As a race the Wolven are proud of their unshakable resolve, protecting the helpless, and their wild heritage. However Wolven aren't solitary hunters, they require a pack to survive, both mentally and physically, a lone wolf is sure to die on their own. Wolven form unshakable friendships and will lay down their lives in order to protect their "pack". Any sentient being upon the face of Orlon would be well warned to not cross a Wolven, or their loved ones.

Racial Requirements

Wolven must wear makeup, prosthetics, or masks to appear as a wolf, this includes ears, a tail, muzzle, and so on.

Roleplay Suggestions

Wolven can never truly be solitary, without a group of some kind they will quickly become agitated and depressed. However if for some reason they lose their pack either through death, or dishonor, they will stop at nothing to avenge them, or regain their lost honor and rejoin their group. One of the first things that Wolven ever did with their new found sentience was begin to craft. They have no ingrained talent for it, but they're passionate about it and are always willing to learn new forms of crafting, all the better to survive the wilderness by building a fire, or brewing a stiff drink to keep away the chill of cold winter nights. Wolven clothing and armor tends to be simple in form, but extremely efficient in function. Clothing in woodland colors and simple form fitting armor are common among Wolven, though when they do adorn their armor and clothing it tends to be in the form of knot work designs, or woodland motifs. The Wolven are quite literally a force of nature itself.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 1

Racial Skill	Cost	Description
Woodland Sentinels*	Free	You may take the Fighter Class for free at character creation.
Furious Power	5 CP	1x Reset, Add +1 Damage to your next melee attack, Max 2 Purchases
Furious Bite	10 CP	1x Reset, Maim, hardened Claw Delivered. Single Purchase Per Level

Racial Drawbacks

Racial Flaw	Description
Long Memory	You gain Prejudice: Goblinoids, Dark Elves, and Undead
Pack Mentality	You must always protect Wolven and Wood Elves

Construct Races

Skill Name	Skill Cost	Skill Description
Unliving*	0, Mandatory	You are immune to all Alchemy, both beneficial and harmful
Born of War*	0, Mandatory	You gain Hardened Claws
Dream Mastery*	0, Mandatory	1x Year, You may go on a Dream/Nightmare Quest
Crafted Consciousness	5 CP	1x Reset, Resist Mental, Single purchase per level

Dream Construct

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

Racial Overview

In a world sullied by war, stalked by undead monstrosities, and filled with nightmarish creatures who thirst for the blood of the living a being that embodies hope, battles fear and darkness, and gives of itself completely is an anomaly, the Dream Constructs are just that and so much more. Not actually native to the world of Orlon, but rather the plains of Shadow and Light it is not yet known why these elemental beings walk the surface of our world. Many scholars believe that the Dream Constructs have been drawn here due to an overwhelming amount of chaos and fear in the world. Equally as likely, though, is that they may have come simply due to the presence of their mortal enemies the Nightmare Constructs.

Dream Constructs seem to have one simple purpose in life, to spread courage and hope, even a weapon strike from one will fill their enemies with courage. However many people find the Dream Constructs to be standoffish, annoying, or even uncaring. Dream Constructs have little interest in the preservation of life, simply the preservation of people's hopes and dreams. With an overly cheerful attitude that is never darkened by anything Dream Constructs are truly alien to this world.

Dream Constructs seem to take great pleasure in the destruction of fear and the dark. They will happily wade in to battle with an enemy giggling as they go. The only time that these strange beings ever seem to have their mood dampened even for a split second is in the presence of Nightmare Constructs, or any form of elemental darkness. Dream Constructs love the concept of religion, as it brings hope and happiness to people; however as a race they seem to follow only one deity, Lux, the Radiant One. The best that scholars have been able to decipher is that they seem to have been created in collaboration between Lux and Mordin, the lord of Crafting. Dream Constructs are truly a mystery in this wide world of ours, but one that is seemingly a blessing instead of a curse.

Racial Requirements

Dream Constructs must have pale blue or white skin with light green swirls over 50% of their exposed skin; additionally they don't have a real face, but the semblance of one. All Dream Constructs must wear a featureless face mask in the same color and pattern as their skin.

Roleplay Suggestions

Dream Constructs are extremely alien in their attitude and appearance and this has made them slight social pariahs. However this social standing has not dampened their mood in the slightest, they understand why people are wary of them and will strive to change people's minds however they can. Dream Constructs show great interest equally in magic and martial pursuits as it allows them to better defend peoples hopes and dreams, they're equally interested in the pursuit of knowledge though as it allows them to better understand those that they're attempting to assist. Generally Dream Constructs have two forms of dress, bright and colorful, or brighter and more colorful; this includes any armor that they choose to wear.

Racial Advantages

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Courageous Spirit*	Free	1x Reset, you gain the Holy Carrier, lasts 5 minutes
Aura of Courage*	5 CP	1x Reset, Purge Fear by Voice, Single Purchase
Logical Thought*	10 CP	1x Reset, Major Resist Mental

Racial Drawbacks

Racial Flaw	Description
Unending Hatred	Gain Hatred: Nightmare Constructs
Shining Light	Gain Vulnerable: Unholy

NIGHTMARE CONSTRUCT

Prestige Race, Costs 10 CP To Take, Requires Plot Permission

RACIAL OVERVIEW

No better habitat exists for a creature bound in life to fear than the world of Orlon. Undead monstrosities, war, famine, and chaos, these are just a few of the things that plague our world, however they seemingly give rise to the Nightmare Constructs, or do they simply call to them? Not actually native to the world of Orlon, but rather the plains of Shadow and Darkness, it is not yet known why these elemental beings walk the surface of our world. Many scholars have speculated that they are drawn here by the sheer terror and strife that plagues our world as they appear to feed off of it. Equally as likely, though, is that they have been drawn here by their mortal enemies the Dream Constructs.

Nightmare Constructs seem to have one simple purpose in life, to spread fear and strife, though they don't do it maliciously. While they may fill the common populace with fear, the Nightmare Constructs seem to be confused when people attack them out of fear. Nightmare Constructs have little interest in actually taking a life, for if you take someone's life what is left for them to fear? With an overly happy disposition while sewing fear the Nightmare Constructs are seemingly at home upon our world.

Nightmare Constructs seem to take great pleasure in the destruction of hope and the light. They will happily wade in to battle with an enemy giggling as they go. The only time that these strange beings ever seem to have their mood dampened even for a split second is in the presence of Dream Constructs, or any form of elemental light. Nightmare Constructs hate the concept of religion, it brings hope and happiness to people, however as a race they do seem to follow one deity, Athanasius, the Defiler. The best that scholars have been able to decipher is that they seem to have been created in collaboration between Athanasius and Glutomark, the Lord of Hunger and Famine. Nightmare Constructs are truly a mystery in this wide world of ours, but one that seems relatively harmless overall.

RACIAL REQUIREMENTS

Nightmare Constructs must have black skin with purple swirls over 50% of their exposed skin; additionally they don't have a real face, but the semblance of one. All Nightmare Constructs must wear a featureless face mask in the same color and pattern as their skin.

ROLEPLAY SUGGESTIONS

Nightmare Constructs are extremely alien in their attitude and appearance and this has made them complete social pariahs. However this social standing has not dampened their lust for fear and chaos, they have no interest in people's opinions of them so long as they're scared. Nightmare Constructs show great interest equally in magic and martial pursuits as it allows them to strike real fear into people; they're equally interested in the pursuit of knowledge though as it allows them to understand what people fear and why. Generally Dream Constructs have two forms of dress, dark and darker; this includes any armor that they may choose to wear.

RACIAL ADVANTAGES

Starting HP: 6, HP Gained Per Level: 2

Racial Skill	Cost	Description
Dark Blade*	Free	1x Reset, you gain the Unholy Carrier, lasts 5 minutes
Aura of Terror*	5 CP	1x Reset, Fear by Voice, Single Purchase
Logical Thought*	10 CP	1x Reset, Major Resist Mental

RACIAL DRAWBACKS

Racial Flaw	Description
Mortal Enemies	You gain Hatred: Dream Constructs
Horror Junkie	You gain the flaw Vulnerable: Holy

Flaws

Flaws may only be taken at character creation and you may receive up to 25CP, although you may take more flaws than that if you wish. Please note however that if you take even a single Flaw you must submit a character history at least 1 month prior to the characters first event that explains all flaws and is a minimum of 2 pages (these pages do not count towards other required page totals). All Flaws (Other than Phobia, Hatred, and Prejudice) are single purchase and permanent. All bonus CP must be spent at character creation and doesn't count towards Character Level. Any Flaws gained from Racial Drawbacks do not grant a CP Bonus.

Name	CP Bonus	Description	Prerequisites
Bad Digestion	5	You take half effect (duration, healing or both) from beneficial Alchemical Elixirs. Rounded Down	May not be Immune to Alchemy in any way.
Frail Body	5	-1 HP Per Level	May not be any race with base HP Per Level less than 2
Hatred	5	Same as Prejudice, except you must attempt to actively destroy the target of your hatred, either through physical means or subterfuge. You won't necessarily put yourself in harm's way unnecessarily to do this.	May not take Pacifist Flaw
Pacifist	5	May never take any aggressive action towards anyone or anything. This includes killing blows. You may still defend yourself from attacks without attacking.	May not take Bloodlust, or Hatred Flaw
Phobia	5	You have an extreme fear of a specific thing. If presented with your fear you immediately suffer an Overwhelming Fear effect as long as you are within line of sight. This fear may be anything (subject to plot approval).	N/A
Prejudice	5	You're prejudiced against another race. You will not aid or work with a specific player race, and will generally treat them like second-class citizens. However, in extreme circumstances (such as threats to kingdoms, towns, or the world), you may still fight together with them.	May not have Hatred of the chosen race
Slow Learner	5	Learning any new skill requires 10 extra minutes of RP time. May not be reduced in any way.	N/A
Weak Body	5	You may never use called damage	May not be Reborn Hero or any form of Construct
Amnesia	10	You know nothing of your past before your first time coming in game. Plot will develop a backstory for you.	May not have Plot restricted Classes or Races
Anemia	10	Your bleed out count is reduced to 1 minute.	N/A
Backwoods Upbringing	10	You may not take Engineering or any flintlock skills. You gain Hatred: Clockwork Constructs. You must RP a fear and mistrust of technology	May not be a Goblin, Gnome, or Construct
Bloodlust	10	You may never turn down a chance to fight and may never flee from battle, you must fight until all enemies are dead or you are unconscious.	May not have Pacifist Flaw
Common Man	10	Double the cost of all new Classes other than Common Classes	N/A
Debt	10	You have found yourself in extreme financial debt to a person or group and they will come to collect.	N/A
Magical Healing Intolerance	10	You take half effect rounded down from any and all Magical Healing.	May not be immune to magical healing, or weak against magic.
Vulnerability	10	Choose an element (Fire, Air, Earth, Ice, Holy, Unholy, Light, Darkness, Shadow, or Magic) You take double damage from all effects of that element. If you have a Regeneration ability, it takes 10 times as long as normal to regenerate damage caused by the element you are vulnerable to.	You cannot have any form of immunity to your chosen element

Flaws Continued

Name	CP Bonus	Description	Prerequisites
Environment Weakness	15	While you're exposed to a specific type of environment all damage you deal and healing you receive is halved, rounded down. You can nullify this effect by fully covering yourself (Gloves, hood, ankle length clothes, long sleeves, are the minimum requirement to be considered fully covered). Available environments are, Daylight, Night, Indoors, Outdoors, Forests, and Caves	You may not play a race that already has an environmental weakness
Magical Weakness	15	You take double effect (damage, duration or both) from negative spells.	May not have Racial Resistance to Magic, May not have the Magical Void Class
Mute	15	May not speak, yell or cast any spells.	May not be an Adept
Physically Weak	15	You take double damage from all physical sources	May not have Racial Resistance to Physical
Weak to Poison	15	You take double effect (Damage, Duration or both) from all negative Alchemical sources	May not have Racial Resistance or Immunity to Poison
Beacon of Fate	20	Extremely powerful creatures and beings will seek you out for assistance and will be extremely angry if you refuse. This is a cumulative effect that stacks with all players that have it at an event.	N/A
Dangerous Fate	20	You will often find yourself at the center of extremely dangerous situations	N/A
Magic Intolerance	20	You may never gain the benefit of any beneficial spells or magic items.	May not be an Adept, Construct, or have the Magical Void Class
Magically Null	20	You may never take the Mage, Priest, Psion, Unnatural One, or Higher One classes, you may not buy spell slots, or any school of magic, you may not use or attune to any magic item that requires activation or participate in or be the target of a ritual	May not be Adept, or be a race with any innate magical abilities
Monster Magnet	25	You will find that extremely dangerous monsters are drawn to you. This is a cumulative effect that stacks with all players that have it at an event.	N/A
Weak Spirit	25	You will not receive the benefit of 2 free deaths and will be 10% more likely to permanently die when you visit death. This may never be altered in any way.	N/A

Class List

EiF uses classes to represent types of skills and professions that your character has learned over their lifetime. An individual character can have a maximum of 7 classes, not including Prestige Classes. 2 Base classes can be taken starting at 1st level. You can purchase a new base class every level after that. The classes are broken down in to 2 types, Base classes and Sub classes. A Base class can be taken by anyone as long as they meet any listed special requirements. Sub classes are specialized forms of Base classes and are listed immediately after their Base class. In order to take a Sub class you must first take its corresponding Base class and then meet any special requirements listed for the class. Sub-Classes and Common Classes don't count towards your Class limit per level; however they do count towards your overall 7 Class limit. When prestige classes are introduced they will not count towards your maximum number of classes, however they will have their own separate limitations. **Please note that there is a strictly enforced limit on the number of Restricted Class characters allowed within any given chapter, there is also a lot of plot and roleplay involved with these classes that isn't listed here in this book for plot reasons, choosing to play one is a commitment and you may never lose these classes for any reason. Please contact your local plot team before choosing to play one, or writing a back story. In addition, as these classes are in high demand, you must attend at least half the events in a given year in order to retain your class. If there are extenuating circumstances please contact your plot team.**

Example Class - Base/Sub Class (cost to take and special requirements)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Protection Magic Level 1*	5CP	You know all Lvl 1 Protection Magic spells	Minimum 1 spell slot, Minimum Level 1

*= Single Purchase

Common Skills

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Small Weapon*	0CP	You may wield a small weapon.	N/A
Hardy Body	1CP	+1 HP, Single purchase per level	N/A
Profession, or Lore	1CP	See Page 170	N/A
Literacy*	5CP	You can read and write the common tongue	N/A
Common Weapon Skills	5CP Each	One Handed Weapon, Two Handed Weapon, Thrown Weapon, Staff, Small Shield, Light Armor	N/A
Uncommon Weapon Skill	10CP Each	Bastard Weapon, Bow, Crossbow, Blow Gun, Unarmed, Medium Shield, Medium Armor, Florentine	N/A
Collect Essence*	10CP	See Page 127	N/A
Resilient	10CP	1x Reset Resist <Physical, Mental, Magic, Poison> Choose One Each Purchase	N/A
Cooking	10CP per level	You may cook food with special abilities.	N/A
Brewing	10CP per level	You may craft Brews to drink.	Single Purchase Per Level
First Aid*	10CP	1 minute roleplay giving first aid: Physical Stabilize to target. Bleed Out paused for duration of effect.	Literacy
Skinning, Mining, Salvaging, Herbology, Farming, Fishing	10CP Each	See Page 126-127	N/A
Rare Weapon Skills	15CP Each	Flintlock Pistol, Heavy Armor, Advanced Firearm	N/A
Harvest Ritual Components*	15CP	See Page 126	N/A
Religious Devotion*	15CP	You gain the Devotion power of a single deity.	N/A

• = Single Purchase

Craftsman

Base Class (5CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Assess Value*	0CP	You may consult a list for the approximate value of any item	N/A
See Flaws*	5CP	1x Battle Physical Disarm, Weapon Delivered	Any Weapon Skill
Gathering	5CP	Choose One Of The Following: Herbology, Mining, Salvaging, Skinning, Fishing(Single Purchase), Farming(Single Purchase)	N/A
Cooking or Brewing	5CP Per Level	You May Cook Food With Special Properties, or Brew Special Drinks	N/A
Patch Job	5CP	1x reset 3 min RP repairing an item, restore a Shattered Item, doesn't work if it suffered the Destroy effect	N/A
Calluses	5CP	1x Reset Resist Physical	N/A
Barter	10CP	1x Reset trade one crafting component of any type for another of any type of the same level, single purchase per level	Any Harvesting Skill
Lean Times*	10CP	Receive an extra crafting component whenever you turn in harvested crafting components. (Must turn in a minimum of 3 to receive benefit)	Any Harvesting Skill
Recipes	15CP	1x year, You may submit an actual Recipe to plot for a Cooking or Brewing Item and plot will determine its in game abilities and component cost based on apparent function	Cooking or Brewing Level 1

* = Single Purchase

Alchemist - Craftsman Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Acquired Immunity*	5CP	Each Ingested Alchemical Substance You Drink Also Grants 1x Imbue Shield Poison, Lasts Until Lost Or 1 Event, Doesn't Stack	Alchemy Level 1
Alchemy	5/10/15/20/25CP	You may craft Poisons, Elixirs and Inks from Alchemical Components see below for further details	One purchase per level
Blow Gun*	5CP	You may wield a Blow Gun	N/A
Practiced Tolerance*	5CP	<Ranks In Alchemy>x Per Reset, Resist Poison	Level 3, Acquired Immunity
Poison Darts	10CP	30 Second RP Applying Poison To Dart, Add a contact poison you have as a carrier to your next blow gun attack. Poison is used up as soon as the dart is fired.	Blow Gun
Master Alchemist*	10CP	<Ranks In Alchemy>x Per Reset, Add the Major prefix to any Alchemical item you use	Level 5
Experiments	10CP	1x year, You may submit an actual Experiment to plot for an Alchemical Item and plot will determine its in game abilities and component cost based on apparent function	Alchemy Level 1
Epic Alchemist*	15CP	Double the effect of all beneficial Alchemical items you use on yourself or personally administer	Level 7, Master Alchemist
Refine Ingredients	15CP	1x Reset Convert 3 Alchemical ingredients of Level 1 to 1 Level 2, or 3 Level 2 to 1 Level 3 and so on, must be of the same component type	Herbology

* = Single Purchase

Blacksmith - Craftsman Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Masters Eye*	5CP	1x Reset, Shatter, Weapon Delivered	See Flaws
Repair	5CP	1x reset per purchase. See page 133. Requires a LARP-safe hammer and anvil prop	Patch Job
Smithing	5/10/15/20/25CP	Craft weapons and armor. See page 133.	May only purchase once per odd level 1/3/5/7/9
Day Labor	5CP	2x Reset, +1 Damage to your next melee weapon strike	Any Melee Weapon Skill
Master Blacksmith*	10CP	You may create new types of Smithing items. 1x Year, submit a drawing to plot of a new item. Plot will determine the item's stats and component cost based on apparent function	Level 5, Smithing Level 3
Refine Metal	15CP	1x reset Convert 3 Common Ore to 1 Uncommon, OR 3 Uncommon Ore to 1 Rare, OR 3 Rare Ore to 1 Named Ore	Mining
Epic Blacksmith*	15CP	Reduce the component cost of smithing items you make by 1 for each type of component in the recipe (minimum 1 of each type)	Level 7, Master Blacksmith

* = Single Purchase

Jeweler - Craftsman Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Socket Item*	0CP	5 min RP placing a gem socket, Sacrifice 1 Common Ore to add 1 socket to an item, All weapons and armor may have 1 other than chest and back armor and shields which may have 2. Armor must actually have a minimum of 2 square inch gem set in it once the item has a socket	Jewelcrafting Level 1
Dazzle	5CP	1x Reset, Stun By Packet	Jewel Crafting 1
Jewel Crafting	5/10/15/20/25CP	You may craft special Jewels. See page 141	May only purchase once per odd level 1/3/5/7/9
Shine Up*	10CP	All crafted Jewels gain 1x ever Resist Shatter	Jewelcrafting Level 3
Epic Jeweler*	15CP	You can set 1 extra gem (level 3 or below) in a piece of armor or shield, limit 1 extra per player	Jewel Crafting Level 5, Shine Up, Level 7
Refine Jewel	15CP	1x reset Convert 3 common ore to 1 uncommon OR 3 uncommon to 1 rare OR 3 rare to 1 named	Mining

* = Single Purchase

Tinkerer - Craftsman Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Wrench In The Works*	5CP	1x Reset, Mental Confusion, packet delivered	Engineering Level 1
Flintlock Pistol*	5CP	You may wield a LARP Safe Flintlock Pistol	N/A
Engineering	5/10/15/20/25CP	You may craft Bombs Trinkets and Items. See page 137.	Single purchase per odd level 1/3/5/7/9
Blueprint*	10CP	1x year, You may submit an actual Blueprint to plot for a Trinket, Bomb or Item and plot will determine its in game abilities and component cost based on apparent function	Engineering Level 1
Salvage Specialist*	10CP	5 Minute RP Salvaging a Shattered or Destroyed item, gain <Ranks in Engineering> pulls from a bag of Engineering Components. The item is then permanently destroyed	Salvaging, Level 5
Advanced Firearm*	10CP	You may wield an Advanced Firearm.	Flintlock Pistol
Epic Tinkerer*	15CP	Each time you produce a Tinkering item of level 4 or lower, you produce an additional basic version of that item for free. This doesn't work on custom blueprints	Blueprint, Level 7

* = Single Purchase

Fighter

Base Class (5CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Combat Training*	0CP	Gain Light Armor and Any Common Weapon Skill Of Your Choice	N/A
Expanded Training	2CP	Gain any 1 Common Weapon Skill	N/A
Battlefield Medicine*	5CP	1 Minute RP Bandaging Yourself, Physical Heal 1 To Self, May Not Be Used In Combat	N/A
Advanced Combat Training	5CP	Gain any 1 Uncommon Weapon Skill	N/A
Recuperate*	5CP	5 Hour RP Sleeping, Heal All and Cure All to Self	Battlefield Medicine
Parry	10CP	3x reset, Resist Physical, Single purchase per level	A weapon Skill
Expert Combat Training	10CP	Gain any 1 Rare Weapon Skill	N/A
Endurance*	15CP	+1 HP Each Level, Retroactive	N/A

* = Single Purchase

Archer - Fighter Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Archery*	2CP	You may wield a LARP safe Bow or Crossbow	N/A
Camouflage*	5CP	1x Reset, Invisibility To Self, May Not Move	Archery
Needle Shot	5CP	1x reset, 10 Second RP Aiming, add the Major Prefix to your next Archery shot, single purchase per level	Archery
Target Practice	5CP	1x Reset, Pin, Archery Delivered	Archery
Dodge	10CP	1x reset Resist Physical or Magic or Ranged Poison Effects	N/A
Trick Shot	10CP	1x Reset, Volley Physical, must be holding a loaded bow	Archery, one purchase per level
Master Archer*	15CP	1x Reset, Add 1 to your base damage with a bow (stacking up to a number of times equal to your character level) each time you shoot a single target. Effect ends if you shoot a new target or miss a shot.	Level 5, Archery

* = Single Purchase

Berserker - Fighter Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Two Handed Weapon	1CP	You can use any two handed weapon	N/A
Berserker's Power	5CP	2x Reset, Add +1 to your next melee attack	Any Melee Weapon Skill
Brawling*	5CP	You may use "unarmed" boffers	N/A
Break The Line*	5CP	1x Reset, Knock-back, may only be used with a two handed weapon	Two Handed Weapon Skill
Berserker Rage	10CP	1x reset Berserker Rage	A Weapon Skill
Blood Lust*	10CP	1x Reset, Gain Damage Reduction 1 Physical, lasts 5 minutes	Berserker Rage
Fury's Strength	15CP	While under the Berserker Rage Effect you gain +1 HP per level. You may also use the Stun Carrier each time you use Berserkers Power while under the effect of Berserker Rage	Level 5

* = Single Purchase

Duelist 3CP, Fighter Sub Class

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Dance of the Battlefield*	5CP	1x Battle, Imbue 1x Shield Physical to Self, Lasts until used or next reset. Doesn't Stack	Honor Duel
Drop It!	5CP	1x Reset, Disarm, Melee Weapon Delivered	N/A
Unbalancing Blow	5CP	1x Reset Quicken Pin, Weapon Delivered	N/A
Off Your Guard!	5CP	1x Reset, Stun, Flintlock Delivered	Flintlock Pistol
Right in the Joints*	10CP	1x Reset Sever Limb, Weapon Delivered	Drop It!, Single Purchase Per Level
Honor Duel*	10CP	Before a duel, 1 Minute RP preparing weapons/armor/stretching/etc., refresh all to self, after the duel, return to your previous stats. Duel must be agreed upon by both competitors, and no other person may assist you.	Parry x2
Dashing Duelist*	15CP	1x Battle, Volley Physical, you must be wielding a single handed weapon and have the other hand empty.	Honor Duel, Level 7

* = Single Purchase

Sell Sword - Fighter Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Protect the VIP*	5CP	1x Battle, Imbue 1x Resist Any to target, lasts until used or the next reset, doesn't stack, target must have hired you to protect them.	Contracts
Contracts*	5CP	1x event, you may consult plot for a job to make money, typically an escort or rescue mission	N/A
Get Away!	5CP	1x Battle, Knock-back, Melee Delivered	N/A
Intimidating Strike	5CP	1x Reset, Fear, Melee Delivered	Any Weapon Skill
Stay There!	10CP	1x Battle, Pin, Melee Delivered	Any Weapon Skill
Tough Hide	10CP	2x Reset, Resist Physical	Protect the VIP
Shield the VIP	15CP	If within 5 feet of a target that you used Protect the VIP on in the past hour you may expend a Resist <type> for that target	Protect the VIP

* = Single Purchase

Soldier - Fighter Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Battlefield Survival*	5CP	1 Minute RP readjusting your armor, Physical Repair 1 Armor to Self, may not be used in combat, can only be used on your own armor	Battlefield Medicine
Defensive Measures	5CP	1x Reset, Resist <Physical, Mental, Magic, Poison> Choose one each purchase	Heavy Infantry Training
Hardiness	5CP	2x Reset, Resist Physical, You must be wearing heavy armor and be wielding a medium shield to use these resists	Heavy Infantry Training
Commanding Presence	5CP	1x Reset, Mental Command by Gesture, You must be wearing heavy armor	Single Purchase Per Level
Bastion	10CP	1x Reset, You may expend 2 Resist <type> at once in order to call a Major Resist of the same type, or 3 Resist <type> to call a Volley of the same type. You must be wearing heavy armor.	Heavy Infantry Training
Heavy Infantry Training	10CP	You may use a medium shield and heavy armor	Combat Training
Juggernaut*	15CP	1x Event, 30 Second RP getting angry, you take no effect from Pin, Knock-back, Confusion, and Paralyze, You gain Damage Reduction 1 Physical, Lasts 5 Minutes. Must be wearing heavy armor and carrying a medium shield. For the duration of this effect you suffer and Overwhelming Slow.	Heavy Infantry Training, Bastion

* = Single Purchase

Higher Ones

Restricted Base Class (10CP, Requires Plot Permission)

~May not be taken after Character Creation, May not take Mage, Merchant, or Rogue Classes~

~You must have an alignment that is non-evil~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Spark of Divinity*	0CP	1x reset, Major Resist Physical or Magic	N/A
Divine Wrath*	5CP	1x Battle, Add +1 to your next melee attack	Any Weapon Skill
Hush My Child	5CP	1x Reset, Mute, Melee Delivered	Any Weapon Skill
Heavenly Blade	5CP	1x Reset, You may use the Holy Carrier, lasts 5 minutes	Any Weapon Skill
Banish Darkness*	10CP	You may wield any one handed weapon, and 1x Reset, you gain the Holy Carrier with melee attacks, lasts 5 minutes	N/A

* = Single Purchase

Description

Higher Ones lead an extremely blessed life; they're well respected, and idolized within any and all churches. From a young age these people are generally considered more beautiful than their peers, more pious, and are extremely popular. By the time they hit puberty they have usually had at least one situation come up where their powers have manifested in some form or fashion and the local church quickly takes notice of them and takes them as the sign of a miracle from whichever deity they worship. Usually after this, their lives are filled with religious devotion, and time spent traveling around performing "miracles".

Though at the end of the day many still wish to just be treated like you or I and want to be left alone.

Higher Ones in Empires in Flames

Higher Ones fill a crucial role within the world, acting almost in equal parts as a tank and healer. However their healing should never be taken lightly. While it may be powerful, it is extremely painful. Many Higher Ones find themselves employed by one church or another as inquisitors or exorcists. They make a great living, but lead a life surrounded by unending darkness.

Purifier

Restricted Higher Ones Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not have High Born or Magical Beacon Classes~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Solar Powered*	5CP	1x Reset, Frenzy Heal 1, packet delivered, you must be well lit at night	N/A
Purification	5CP	1x Reset, Empower Healing Spells	Beacon of Light
Beacon of Light*	5CP	All spells you cast gain the light carrier and lose the shadow carrier if they have it. You gain the flaw Vulnerable Shadow	Solar Powered
Dedicated Healer*	10CP	Increase all healing done by +1 HP Per Spell Level	Beacon of Light
Touch Of Purity*	15CP	1x Reset, You Gain The Healing Carrier For 5 Minutes With Weapons And Spells And Suppress All Other Carriers For The Duration.	Dedicated Healer

* = Single Purchase

Description

Purifiers are an extremely specialized form of Higher Ones. They have a knack for healing, banishing other worldly beings, and bringing light to even the deepest darkness. From a young age these people find themselves to be the center of attention and the care giver of their friends and family. Typically their powers begin to manifest themselves at puberty during extremely traumatic events, usually when someone is injured and dying. However this first true manifestation usually ends in tragedy as the Purifier isn't yet strong enough to bring back the dead. This usually causes them to make an oath to never let their friends or family ever die tragically again, or something of the sort, but they will soon find that it is a hopeless task in this dark world.

Purifiers in Empires in Flames

Purifiers are the single best healers in all of Orlon. They are widely sought after by churches, armies, and royalty to employ their services and they are usually well compensated for their efforts. However you should still never cross a purifier as they can cause just as much harm as good if the need arises. Never underestimate these powerful healers as they can be your best friend or worst nightmare.

Highborn

Restricted Higher Ones Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not have Purifier or Magical Beacon Classes~

Must be good aligned, but need not be Lawful Good

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Blessed Protection*	5CP	1x Reset, Gain Damage Reduction 1 Physical. Lasts 5 Minutes	Single Purchase Per Level
Holy Wrath	5CP	1x Reset, Add the Major Carrier to your Next Holy Melee Attack	Any Melee Weapon Skill
Holy Power	5CP	2x Reset, +1 Damage to your next melee attack	Any Melee Weapon Skill
Aura Of Light	10CP	1x Reset, (1 + Character Level) Light, within melee range	Holy Wrath, Banish Darkness, Single Purchase Per Odd Level
Scorching Light*	15CP	You may expend a use of Aura of Light to Volley Physical. You Must Be Well Lit At Night.	Level 5, Aura of Light

* = Single Purchase

Description

Highborn are an anomaly among the Higher Ones. While most of their peers are happy and well liked, typically Highborn are moody outcasts. This generally happens after something dark happens to them in their life such as being violently orphaned, or watching some other equally brutal act. It is usually during these dark times that they first manifest their powers in an attempt to protect the victim, however usually they only succeed at surviving the situation and escaping. Many Highborn have been known to swear a vow of vengeance against whatever being or thing caused the traumatic experience. Most are quickly embraced by one church or another and enlisted as powerful paladins, soldiers, or temple guards. In an ironic twist as they get older and more powerful they find that by sheer force of will they can bring the dead back to life and it usually is a crushing revelation.

Highborn in Empires in Flames

Highborn very much fill the role of tank within any group. The sheer power and ferocity within these beings should never be underestimated as not only will they crush you, but they will undo whatever you did to anger them. These people often find roles as inquisitors within churches, rooting out evil and darkness wherever it may hide and smiting it with a vengeance.

Magical Beacon

Restricted Higher Ones Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not have Purifier or Highborn Classes~

~ Lose Access to Fighter and Paladin Classes, Gain Access to the Mage Class~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Magical Spirit*	5CP	1x Reset, Gain Damage Reduction 1 Physical. Lasts 5 Minutes.	N/A
Powerful Caster	5CP	1x reset, Empower Magic, packet delivered	N/A
Powerful Ritualist*	5CP	Add +5% success chance to any ritual you are part of. Rituals you lead have no chance of backlash (unless interrupted), but a 1 still causes the ritual to fail	Powerful Caster, Level 3
Circular Logic	10CP	You may set up an additional ritual circle	Ritualist, Rituals Level 2
Font of Magic*	15CP	1x Reset, Frenzy Imbue Shield Magic To Target (Lasts until used or Next Reset), Packet Delivered. Frenzy Lasts 5 Minutes. Shields don't stack.	Powerful Ritualist, Level 5

* = Single Purchase

Description

Magical Beacons are almost universally seen as a sign or miracle from the god of magic. From a young age any magic done around them is more potent in all respects and people seem to be in better health for it. As children these people are usually very quiet and reserved and almost single minded in their studies and reading. They tend to forgo all forms of physical labor and exercise as it pertains to sports and recreation, though they understand the need to maintain one's body for health reasons. Before ever reaching puberty these children typically begin study as scholars or mages and quickly find they have a knack for it. However upon reaching puberty large arcane markings begin to appear over much of their skin and they're often mistaken for Adepts if they're humanoid. However this is not the case, though they do tend to get along quite well with the Adept.

Magical Beacons in Empires in Flames

Magical Beacons fill an interesting role within the world, often as powerful mages, healers, or ritualists. Occasionally however they will forgo these aspects of themselves and will focus on more crafty studies and will simply hire themselves out to other mages and scholars for profit. They often times also attempt to act as negotiators or intermediaries for warring parties as they have a much more scholarly and peaceful mind than most. Either way you can be assured that a Magical Beacon in your party will greatly enhance any and all magic that you may use.

Mage

Base Class (5CP, May Only Wear Light Armor)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Literacy*	0CP	You may read and write the common tongue	N/A
Spell Slot	1CP	You gain 1 spell slot	Literacy
Battle Mage*	5CP	You may wield a Staff and wear Light Armor	N/A
Rigorous Study*	5CP	5 Minute RP Studying Your Spell Book or Scrolls, Restore 1 Spell Slot To Self	Spell Slot
Magic Wand	5CP	You can use a Magic Wand. For every 10 spell slots you purchase you gain 1x Reset add +1 Damage to your next Wand attack.	N/A
Collect Essence*	5CP	See page 127.	Magic Wand
Harvest Ritual Components*	5CP	See Page 126	N/A
Adept Abjuration*	10CP	3x Reset, Resist Magic, single purchase per odd level	Battle Mage
Spell Focus	15CP	1x Reset, add the Major carrier to a spell	Level 5, single purchase per level

* = Single Purchase

Artificer - Mage Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Structural Flaws*	5CP	1x Reset, Disarm by Wand	Magic Wand
School Of Artifacts Level 1*	5CP	You know all Level 1 Artifact spells	At least 1 spell slot
School Of Artifacts Level 2*	10CP	You know all Level 2 Artifact spells	Artifact spells Level 1, Minimum Character Level 3
School Of Artifacts Level 3*	10CP	You know all Level 3 Artifact spells	Artifact spells Level 2, Minimum Character Level 5
School Of Artifacts Level 4*	15CP	You know all Level 4 Artifact spells	Artifact spells Level 3, Minimum Character Level 7
Wand Specialist*	15CP	You may cast Artificer spells through your Magic Wand, any Artificer Spells you cast on your wand gain an additional use of the effect.	Level 5, Structural Flaws

* = Single Purchase

Apostate - Mage Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Revel in Corruption*	5CP	Each time you cast a Corruption effect, You gain 1 Shield Physical, doesn't stack	School of Desecration Level 1, Level 3
School Of Desecration Level 1*	5CP	You know all Level 1 Desecration spells	At least 1 spell slot
School Of Desecration Level 2*	10CP	You know all Level 2 Desecration spells	Desecration Magic Level 1, Minimum Character Level 3
School Of Desecration Level 3*	10CP	You know all Level 3 Desecration spells	Desecration Magic Level 2, Minimum Character Level 5
School Of Desecration Level 4*	15CP	You know all Level 4 Desecration spells	Desecration Magic Level 3, Minimum Character Level 7
Master Corrupter*	15CP	1x Battle, you may destroy an undead you control by having it take the effect of an attack directed at you. Undead must be within arms reach.	Desecration Level 3

* = Single Purchase

Elementalist - Mage Sub Class (3CP)

Pick One When You Learn This Class (Fire, Ice, Earth, Air) All Elemental Spells You Cast Gain This Carrier

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
One With The Elements*	5CP	1x Reset, You gain Damage Reduction 1 <Element You Chose When Taking Class>	School of Elements Level 1
School Of Elements Level 1*	5CP	You know all Level 1 Elements spells	At least 1 spell slot
School Of Elements Level 2*	10CP	You know all Level 2 Elements spells	Elements spells Level 1, Min. Character Level 3
School Of Elements Level 3*	10CP	You know all Level 3 Elements spells	Elements spells Level 2, Min. Character Level 5
School Of Elements Level 4*	15CP	You know all Level 4 Elements spells	Elements spells Level 3, Min. Character Level 7
Master Elementalist	15CP	1x Reset, Empower Elemental Spells to self	School of Elements Level 3

* = Single Purchase

Ritualist - Mage Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Decipher Ancient Languages	5CP	RP studying a document for a set amount of time (Listed on document) gain part of a cypher for the language	Literacy
School Of Rituals Level 1	5CP	You know all Level 1 Ritual spells and may cast level 1 Rituals you find pages or scrolls for	Literacy
School Of Rituals Level 2	10CP	You know all Level 2 Ritual spells and may cast level 2 Rituals you find pages or scrolls for	Ritual Magic Level 1, Minimum Character Level 3
School Of Rituals Level 3	10CP	You know all Level 3 Ritual spells and may cast level 3 Rituals you find pages or scrolls for	Ritual Magic Level 2, Minimum Character Level 5
School Of Rituals Level 4	15CP	You know all Level 4 Ritual spells and may cast level 4 Rituals you find pages or scrolls for	Ritual Magic Level 3, Minimum Character Level 7
Master Ritualist*	15CP	1x Event, You may cast a ritual through a Mage Staff without the need for a Ritual Circle. All other requirements still apply.	Ritual Magic Level 3

* = Single Purchase

Merchant

Base Class (5CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Merchants Market*	0CP	At check in you will receive a special list of items you may purchase from, crafting materials only	N/A
Assess Value*	0CP	You receive a list of Common items with their exact values, for obscure items consult plot	Source of Income
Literacy	2CP	You may read and write the common language	N/A
Source Of Income*	5CP	Receive a random amount of money at check in representing trading between games	N/A
Detect Forgery	5CP	1x reset Detect Forgery	N/A
Watching my Pockets	5CP	1x Reset, Resist Pickpocket	N/A
Fast Talking	10CP	1x Event, Mental Confusion By Voice, Single Purchase Per Odd Level	Literacy
Trade Routes*	10CP	At check in you may sell up to 10 tagged items back to logistics for their base market value with no merchant mark up. You must have access to a merchant market list similar to the items you're trying to sell in order to sell non basic items.	Supply Lines
Supply Lines*	15CP	You can access any merchant lists you have access to at any time during the game by talking to the bartender or plot. You may not receive your items immediately.	Source of Income

* = Single Purchase

Black Market Merchant - Merchant Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Hide in Shadows*	5CP	1x Event, Invisibility, you cannot move from your current spot, must be in shadow to use this skill.	N/A
Forgery	1CP Per Level	You may craft Forged documents. See page 147.	N/A
Shady Dealings*	5CP	At check in you will receive a special list of items you may purchase, illicit goods	N/A
Bribery	5CP	1x Reset, Mental Command, you must pay 5 copper to the target. Single purchase per level	Shady Dealings
Poison Handling	5CP	1x Reset, Resist Poison	N/A
Flintlock Pistol*	5CP	You may wield a LARP Safe Flintlock Pistol	N/A
Thumb Screws	10CP	2x Reset, Agony, Melee Delivered	Any Weapon Skill
Escape Route	10CP	2x Reset, Flee	Shady Dealings
Bait and Switch	15CP	1x Battle, While within arms reach of a hired goon you may use 1 Resist Physical.	Thumb Screws, Level 5

* = Single Purchase

Entrepreneur - Merchant Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Mental Fortitude*	5CP	1x Battle, Imbue 1x Shield Mental To Self, Lasts Until Lost Or 1 Event, Doesn't Stack	Risky Ventures
Risky Ventures*	5CP	You may redraw your money from Source of Income each event, but must keep the second result.	Source of Income
Penny Pinching*	5CP	1x event pay the listed price for an item regardless of merchant mark up	Assess Value
Master Banker*	5CP	Double the money you receive from Source of Income each event	Risky Ventures
Backup Funding	10CP	You don't have to drop your coins when you go to death	Investing
Investing*	15CP	You may invest money in one of the In-Game Kingdoms (only 1 at a time), at next game's check in you will receive a return on your investment based on In Game happenings	Penny Pinching

* = Single Purchase

Relic Merchant - Merchant Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Literacy*	0CP	You can read and write the common tongue	N/A
Temple Runner*	5CP	30 Second RP Studying A Dangerous Mod Space, Flee	Decipher Ancient Script
Decipher Ancient Script*	5CP	RP studying a document for a set amount of time (listed on document) gain part of a cypher for the language	Literacy
Arm / Disarm Trap*	5CP	You may attempt to Arm or Disarm Traps	N/A
Dig	5CP	You may dig at archaeology sites to try and find items	N/A
Artifact Hound*	10CP	At check in you will be able to purchase items from a list of actual (unidentified) Artifacts, Items on this list are extremely expensive	N/A
Forbidden Knowledge	15CP	1x Reset, 10 Minute RP studying books while holding an unidentified item, Identify Item. Repeated use of this skill might have repercussions.	Decipher Ancient Script, Dig, Artifact Hound

* = Single Purchase

Roving Merchant - Merchant Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Negotiate*	5CP	1x Reset, Mental Calm By Gesture	Flee
Flee	5CP	1x reset, Flee	N/A
Outlander Merchants*	5CP	At check in you will receive a special list of items you may purchase, will not be weapons or armor	N/A
Uncanny Barter*	10CP	At Check In you may trade items of equal value to pay for items on merchant lists	Friends Everywhere
Friends Everywhere*	15CP	1x Event, Frenzy Mental Calm, Packet Delivered	Flee, Negotiate, Outlander Merchants

* = Single Purchase

Priest

Base Class (5CP, Must Adhere to your Deities Alignment)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Holy Symbol*	0CP	1x reset, Raise up your holy symbol while kneeling and praying out loud, Frenzy Major Resist All (calling for help will break the effect)	Religious Devotion
Spell Slot	1CP	You gain 1 spell slot	Literacy
Staff*	2CP	You may wield a staff	N/A
Healing Hands*	5CP	30 Second RP Tending A Wounded Player, Physical Heal 1	Religious Devotion
Religious Devotion*	5CP	Gain Chosen Deities Power. See Page 154.	Must be purchased when you pick up Priest Header
Channeled Divinity*	10CP	Gain the Holy, Unholy, or Magic Carrier (Based on deity alignment) 1x Reset add the Major Carrier to your Next Melee Attack, 2x Reset add +1 Damage to your next melee attack	Any Melee Weapon Skill
Aligned Ground*	15CP	1x event, Holy/Unholy/Neutral Ground	Holy Symbol

* = Single Purchase

Crusader - Priest Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Fury of the Gods	5CP	2x Reset Add +1 Damage to your next melee attack	N/A
Advanced Combat Training	5CP Each	Bastard Weapon, Bow, Crossbow, Blow Gun, Unarmed, Medium Shield, Medium Armor, Florentine	N/A
Prayer For Defense Level 1*	10CP	You know all Level 1 Prayer For Defense Spells	At least 1 spell slot
Prayer For Defense Level 2*	10CP	You know all Level 2 Prayer For Defense Spells	Prayer For Defense Level 1, Minimum Character Level 3
Prayer For Defense Level 3*	15CP	You know all Level 3 Prayer For Defense Spells	Prayer For Defense Level 2, Minimum Character Level 5
Fury Incarnate	15CP	1x Event, 1 Minute RP praying: Gain Damage Reduction 1 All. Being incapacitated or receiving any healing will end this effect	Prayer for Defense Level 3, Level 7

* = Single Purchase

Druid - Priest Sub Class (3CP, Must Worship Kiera, Lilyandis, or Borash)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Speak With Nature*	5CP	You may speak with Plants and Animals, they do not have to answer	Blessing of Nature Level 1
Nature's Bounty	5CP	1x Reset, Imbue Physical Heal 1 To Food	N/A
Blessing Of Nature Level 1*	5CP	You know all Level 1 Blessings Of Nature Spells	At least 1 spell slot
Blessing Of Nature Level 2*	10CP	You know all Level 2 Blessings Of Nature Spells	Blessing Of Nature Level 1, Minimum Character Level 3
Blessing Of Nature Level 3*	10CP	You know all Level 3 Blessings Of Nature Spells	Blessing Of Nature Level 2, Minimum Character Level 5
Blessing Of Nature Level 4*	15CP	You know all Level 4 Blessings Of Nature Spells	Blessing Of Nature Level 3, Minimum Character Level 7
Nature's Protection	15CP	Gain 3 Natural Armor and +1 Damage To Melee Weapon Per Reset, you may not use metal weapons or armor, single purchase per odd level	Blessing of Nature Level 2

* = Single Purchase

Faith Healer - Priest Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Practiced Medic*	5CP	You may use Healing Hands on two targets simultaneously	Healing Hands, Level 3
Faith Healing Level 1*	5CP	You know all Level 1 Faith Healing spells	At least 1 spell slot
Faith Healing Level 2*	10CP	You know all Level 2 Faith Healing spells	Faith Healing Level 1, Minimum Character Level 3
Faith Healing Level 3*	10CP	You know all Level 3 Faith Healing spells	Faith Healing Level 2, Minimum Character Level 5
Faith Healing Level 4*	15CP	You know all Level 4 Faith Healing spells	Faith Healing Level 3, Minimum Character Level 7
Font of Healing	15CP	Each spell slot you purchase also grants you a 1 Point Holy Healing Pool. Spell Slots granted by any external source don't count for this effect. Retroactive	Faith Healing Level 4

* = Single Purchase

Spirit Talker - Priest Sub Class (3CP, Must Worship Keeper of Souls)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Speak With The Dead*	5CP	You may converse with Spirits, doesn't force them to answer	N/A
Spirit Manipulation Level 1*	5CP	You know all Level 1 Spirit Manipulation spells	At least 1 spell slot
Spirit Manipulation Level 2*	10CP	You know all Level 2 Spirit Manipulation spells	Spirit Manipulation Level 1, Minimum Character Level 3
Spirit Manipulation Level 3*	10CP	You know all Level 3 Spirit Manipulation spells	Spirit Manipulation Level 2, Minimum Character Level 5
Spirit Manipulation Level 4*	15CP	You know all Level 4 Spirit Manipulation spells	Spirit Manipulation Level 3, Minimum Character Level 7
Undead Bane	15CP	1x Battle, Overwhelming Destroy Undead Aura vs Non Sentient Undead	Spirit Manipulation Level 3

* = Single Purchase

Rogue

Base Class (5CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Arm / Disarm Trap*	0CP	You may attempt to Arm and Disarm Traps, Doesn't guarantee success	N/A
Spark Bomb*	5CP	30 Second RP Preparing An Empty Vial, Flee	Backstab
Rogue's Training	5CP	You may wield a One Handed Weapon and wear Light Armor	N/A
Evade Trap	5CP	1x Event Resist Trap	Arm/Disarm Trap
Backstab	5CP	2x Battle, Add +1 to your next melee attack when standing behind a target and striking their back. Only Useable with One Handed Weapons.	Any weapon skill
Lock Picking*	10CP	You may attempt to pick in game locks.	N/A
Stealthy*	10CP	Within 30 Seconds of the use of a Flee you may become Invisible and stay that way so long as you don't move.	Spark Bomb
Waylay*	15CP	Knockout, Only usable if you could backstab	Backstab

* = Single Purchase

Assassin - Rogue Sub Class (3CP) (Potential for PVP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Smoke Bomb*	5CP	30 Second RP Hiding In Deep Shadows, Invisibility, Cannot Move	Assassins Guild Membership
Florentine*	5CP	You may wield a one full length one handed weapon in one hand and another weapon up to short sword length in your other.	One Handed Weapon skill
Dodge	5CP	1x reset Resist Physical or Magic or Ranged Poison Effects	N/A
Alchemy	5/10/15/20/25 CP	You are able to craft, Poisons, Elixirs, Potions, etc. See Alchemy section	One purchase per odd level
Assassins Guild Membership*	10CP	You will receive special missions from plot that pay well, may involve PVP	N/A
Assassinate	15CP	1x reset, Death to back, weapon delivered, Target must be unaware of your presence	Any weapon skill

* = Single Purchase

Highwayman - Rogue Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Ambush*	5CP	1x Battle, Physical Stun, Packet Delivered	Tracking
Tracking	5CP	1x reset, Tracking, Single purchase per character level	N/A
Drop It!	5CP	1x Reset, Disarm, Melee Delivered	Any Melee Weapon Skill
Unbalancing Blow	5CP	1x Reset, Quicken Pin, Melee Weapon Delivered	Any Melee Weapon Skill
Weapon Specialist	10CP	1x Reset, You may use any other called melee strike you have purchased	Any Melee Weapon Skill
Spring the Trap	10CP	1x Event, you may spend 1 Minute studying a module to Imbue Invisible to up to six characters, before the module starts	Ambush, Level 5
Get Em!	15CP	1x Reset, If a target within melee range uses Flee you may use Chase an Equal number of times	Spring the Trap

* = Single Purchase

Spy - Rogue Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Forgery	1CP per level	You may craft Forged documents. See Page 147.	Literacy
Reveal / Conceal	5CP	1x Reset, You may conceal an item up to 18" long on your person. It cannot be found during a search. You may reveal an item concealed on a target by use of this or similar skills that you're searching.	Pickpocket
Disguise	5CP	You may alter your appearance. See Page 147.	N/A
Interrogate	10CP	1x Reset, Agony, Weapon Delivered	N/A
Fast Talker	10CP	1x Event, Mental Command "Ignore Me" by Gesture	Forgery 5, Disguise
Invisibility	15CP	1x reset Invisibility	Disguise Level 1

* = Single Purchase

Thief - Rogue Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Wasn't Me!*	5CP	30 Second RP Giving Excuses To A Target Who Caught You Stealing, Mental Confusion To Target By Gesture	Pickpocket
Pickpocket	5CP	1x reset Pickpocket	N/A
Flee	5CP	1x reset, Flee	N/A
Light Feet*	5CP	1x Event, You may move through a trap without setting it off. You must acknowledge it's presence to a marshal.	Evade Trap
Nimble Feet	10CP	1x Battle, Resist Pin or Knock-back	Light Feet
In the Shadows	10CP	1x Event, Invisibility	Stealthy
Sunder Lockpick*	15CP	1x Event, Automatically bypass a non-magical lock. Requires a Marshal	Lock Picking, Level 5

* = Single Purchase

Gunpowder Fanatic - Rogue Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Sonic Boom*	5CP	30 Second RP Preparing your Weapon, Physical Knockback, Flintlock Delivered	Flintlock
Smoke Screen	5CP	1x Reset, Any use of an explosive or Gunshot allows you to activate the Spark Bomb skill.	Spark Bomb
Flintlock Pistol	5CP	You may wield a LARP safe flintlock pistol.	N/A
Feeling Lucky	5CP	1x Reset, Fear by Gesture, must be aiming a gun at the target, or be holding a grenade in your hand.	Flintlock Pistol
Delayed Detonation*	10CP	1x Reset, Throw or Place an explosive without calling it's effect. Until the next reset you may call it's effect as a Gesture attack at a single single target who comes within arms-reach of the explosive. Once the explosive is thrown or placed it cannot be moved and is considered used up.	Level 5, Thrown Weapon
Master Bomber*	10CP	1x Reset, Add the Major Prefix to an explosive you use	Level 5
Blast Em!*	15CP	1x Reset, you may apply Backstab to a shot with a Flintlock	Flintlock Pistol, Backstab

* = Single Purchase

Scholar

Base Class (5CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Literacy*	0CP	You can read and write the common language	N/A
Book Smarts*	5CP	30 Second RP Frantically Searching Through Books, Clarity	Research
Staff	2CP	You may wield a staff	N/A
Expert Teacher*	5CP	Teaching RP time is cut in half	Literacy
Research*	5CP	10 min RP studying books, get an answer to a question pertaining to History, Geography, Geology, Biology or other similar topic, Not all questions can be answered this way. Limit 1 per hour	Literacy
Flexible Mind	5CP	1x reset Resist Mental	N/A
Well Read*	5CP	For every 1CP spent on Lore Skills you gain 2 ranks of the same Lore instead of one	Book Smarts, Level 3
Shhhhhh*	10CP	1x Battle, Mute By Gesture	Well Read

* = Single Purchase

Archeologist - Scholar Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Temple Runner*	5CP	1x Mod, Imbue Shield Trap to Self, lasts until used or the next reset, doesn't stack	Decipher Ancient Script
Arm / Disarm Trap*	5CP	You may attempt to Arm or Disarm a trap, doesn't guarantee success	N/A
Dig*	5CP	You may dig at archeology sites to try and find items	N/A
Decipher Ancient Script*	5CP	RP studying a document for a set amount of time (listed on document) gain part of a cypher for the language	Literacy
Evade Trap	5CP	1x reset Resist Trap	Dodge x1 per purchase
Encyclopedic Knowledge	10CP	1x reset Clarity	N/A
Forbidden Knowledge	15CP	1x Reset, 10 Minute RP studying books while holding an unidentified item: Identify Item. Repeated use of this skill might have repercussions	Decipher Ancient Script, Dig, Encyclopedic Knowledge

* = Single Purchase

Researcher - Scholar Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Deep In Thought*	5CP	1x Battle, Imbue 1x Shield Mental To Self, Lasts Until Lost Or 1 Event, Doesn't Stack	My Knowledge Is My Armor
Encyclopedic Knowledge	5CP	1x reset, Clarity	N/A
My Knowledge Is My Armor*	5CP	Gain armor points based on number of books carried, see below for details	N/A
Knowledge Is Power*	10CP	1x Reset, 5 Minute RP Reading Books, Gain 3 Uses of +1 Damage on your next attack with any weapon you're proficient with	Literacy
Archive*	10CP	1x Event Ask plot a question then study books for a period of time (given by plot) and receive an answer, not all questions may be answered this way	Literacy
The Library Of Laveda*	15CP	1x event, 1 hour RP praying, receive an answer to a question from plot, Most (but not all) questions may be answered this way	Must worship Laveda, Literacy

* = Single Purchase

Scribe - Scholar Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
You Wouldn't Hit Someone With Glasses*	5CP	1x Battle, Imbue 1x Shield Physical To Self, Lasts Until Lost Or 1 Event, Doesn't Stack, Must Be Wearing Glasses	The Pen Is Mightier
Forgery	1CP per level	You may craft forged documents. See Page 147.	Literacy
Detect Forgery	5CP	1x Reset, Detect Forgery	Literacy
The Pen Is Mightier	5CP	1x reset Frenzy Resist Physical, must be holding an In Game writing Implement, May Not Be Wielding A Weapon	Literacy
Craft Knowledge Scroll*	10CP	1 hr. RP, You Create A Blank Scroll That Any Player With The Skill Literacy May Write About One Of Their Skills On. The Skill Written About Allows Another Player With The Literacy Skill To Learn The Skill Written On The Scroll As If It Had Been Taught To Them By A Teacher (The Learning Character Must Have The Skill Available To Them). The Scroll Is Destroyed After 5 Uses. Skills From Restricted Or Prestige Classes May Not Be Copied This Way. Scroll Creation Requires 1 Creation Component And 1 Power Component. Inscribing The Skill Information Requires 1 Dose Of Sigil Ink Per CP Cost Of The Skill.	Literacy
Efficient Writing*	15CP	You may reduce the Sigil Ink cost for creating scrolls by $\frac{1}{4}$ to a minimum of 1.	Literacy, Level 5

* = Single Purchase

Psion

Base Class (5CP)

~May not have Mage, Priest, Higher Ones or Unnatural Ones Classes, May not be taken after Character Creation~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Mental Fortitude*	0CP	1x reset Major Resist Magic	N/A
Literacy*	0CP	You may read and write the common tongue	N/A
Psion Spell Slot	1CP	You gain one Psion Spell Slot	N/A
Psychic Blades*	5CP	You may wield a pair of Psionic Blades. See Page 155 For Weapon Damage And Size.	N/A
Flexible Mind	5CP	1x reset Resist Mental	Single purchase per level
Freedom of Thought*	5CP	1x Reset Clarity	Mental Fortitude
Cerebrokineses	10CP	1x Reset, Command by Gesture	Flexible Mind
Psychic Augmentation	15CP	1x Reset, you may use one of your Psionic Spells as a Gesture Attack	Level 5, Single Purchase Per Level

* = Single Purchase

Enlightened Mind - Psion Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Entropic Shielding	5CP	1x Reset, Resist Physical	N/A
Psion Enlightened Spells Level 1*	5CP	You know all Level 1 Enlightened Spells	At least 1 Psion spell slot
Psion Enlightened Spells Level 2*	10CP	You know all Level 2 Enlightened Spells	Enlightened Spells Level 1, Minimum Character Level 3
Psion Enlightened Spells Level 3*	10CP	You know all Level 3 Enlightened Spells	Enlightened Spells Level 2, Minimum Character Level 5
Psion Enlightened Spells Level 4*	15CP	You know all Level 4 Enlightened Spells	Enlightened Spells Level 3, Minimum Character Level 7
Enlightened Mind*	15CP	1x Battle, add the Major Carrier to any Mental Shield	Enlightened Spells Level 3

* = Single Purchase

Inquisitor - Psion Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Interrogate	5CP	1x reset, Major Detect Truth, you know if the last answer/thing said by the target was truth or a lie	1 purchase per character level
Psion Investigation Spells Level 1*	5CP	You know all Level 1 Investigation Spells	At least 1 Psion spell slot
Psion Investigation Spells Level 2*	10CP	You know all Level 2 Investigation Spells	Investigation Spells Level 1, Minimum Character Level 3
Psion Investigation Spells Level 3*	10CP	You know all Level 3 Investigation Spells	Investigation Spells Level 2, Minimum Character Level 5
Psion Investigation Spells Level 4*	15CP	You know all Level 4 Investigation Spells	Investigation Spells Level 3, Minimum Character Level 7
Inquisition*	15CP	While within arms-reach of a target they cannot lie. Can be resisted with a Shield/Resist Mental. If defended against the target becomes immune to the effect for 5 minutes. You must declare this effect when someone new comes within arms-reach.	Interrogate, Investigation Spells Level 3

* = Single Purchase

Mentalist - Psion Sub Class (3CP)

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Shatter Mind	5CP	1x Reset, Mental Berserk by Packet	N/A
Psion Mental Spells Level 1*	5CP	You know all Level 1 Mental Spells	At least 1 Psion spell slot
Psion Mental Spells Level 2*	10CP	You know all Level 2 Mental Spells	Mental Spells Level 1, Min. Character Level 3
Psion Mental Spells Level 3*	10CP	You know all Level 3 Mental Spells	Mental Spells Level 2, Min. Character Level 5
Psion Mental Spells Level 4*	15CP	You know all Level 4 Mental Spells	Mental Spells Level 3, Min. Character Level 7
Inevitability	15CP	1x Reset, add the Major Carrier to one of your Psion Spells	Level 5, Single Purchase Per Level

* = Single Purchase

Soul Knife - Psion Sub Class (3CP)

~May not have any other Psion Sub-Class, May not take the Fighter Class, May not have any Non-Psion Weapon Skill~			
Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Odynokinesis	5CP	1x Reset, Mental Agony by Psychic Blades	Psychic Blades
Disjunction	5CP	1x Event, Shatter Weapon, by Psychic Blades	Psychic Blades
Pain Suppression	5CP	1x Reset, Resist Physical	N/A
Power Augmentation	10CP	1x Battle, Add +1 to your next attack with Psychic Blades	Psychic Blades, Single Purchase Per Level
Mutilate	10CP	1x Battle, Death by Psychic Blades, may only be used on a target you could killing blow	Odynokinesis
Phase Blades	15CP	1x Reset, Gain the Maul Carrier with your Psychic Blades, lasts 5 minutes	Disjunction, Level 5

* = Single Purchase

Wildling - Psion Prestige Class (5CP)

~Requires Character Level 5, Psion Class, Any Psion Sub-Class Besides Soul Knife, and Character Alignment of Chaotic~
~You will receive a random list of spells for the weekend at check in, this replaces all known spells~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Brain Fires*	5CP	30 Second RP Raving And Rambling About Pain In Your Brain To A Target, Mental Berserk By Gesture	Psion Chaos Level 1
Psionic Shock	5CP	5 minute RP acting crazy/hearing voices, You may expend 5 unused Psion spell slots (lost for duration of event) to gain a new list of Psion spells to use	N/A
Psion Chaos Level 1*	5CP	You have access to Level 1 Psion Spells	At least 1 Psion spell slot
Psion Chaos Level 2*	10CP	You have access to Level 2 Psion Spells	Psion Chaos Level 1, Minimum Character Level 5
Psion Chaos Level 3*	10CP	You have access to Level 3 Psion Spells	Psion Chaos Level 2, Minimum Character Level 7
Psion Chaos Level 4*	15CP	You have access to Level 4 Psion Spells	Psion Chaos Level 3, Minimum Character Level 9
Broken Mind	15CP	1x Reset, Mental Imprison by Gesture	Psion Chaos Level 3

* = Single Purchase

Unnatural One

Restricted Base Class (10CP, Requires Plot Permission)

~May not have the Mage, Psion, or Priest Classes, May not be taken after Character Creation~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Reality Bender*	0CP	1x reset Major Resist Physical or Magic	N/A
Torn Asunder	5CP	1x Reset, Fear, Melee Delivered	Any Weapon Skill
Bend Reality	5CP	1x Reset Resist Physical	Twist Form
Twist Form*	5CP	You may wield 2 short sword length hardened claws, you may retract them in which case there is no visible presence of them	N/A
Darkness Incarnate*	15CP	1x Reset, Imbue Invisibility to up to 5 targets	Bend Reality x5

* = Single Purchase

Description

Unnatural Ones are extremely rare. Not much is known about the people who wield these mysterious dark powers. However most common folk who find out about what they can do usually label them as heretics, demon worshipers, or worse. Generally anyone who is openly an Unnatural One, or who uses any of the sub-classes knows very little about their powers, or even where they come from. All characters with this class or any of its sub-classes are born with these powers and they manifest in full at puberty. Though some signs of their growing power may manifest early in life during traumatic experiences, such as bullying or abuse, these extremely stressful situations will cause the power dormant within the young person to lash out violently and is controlled by sheer instinct, this usually takes the form of a powerful spell, or flesh rending claws and a mindless blood lust.

Unnatural Ones in Empires in Flames

Unnatural Ones fill some void within the world that as of yet remains a mystery. Many believe them to be harbingers of darkness to come, or the children of demons. No matter what your opinion though you cannot deny their power. Unnatural Ones can fill the role of either supporting spellcaster or tank. However, many will have other dominant skills or abilities that effectively force them in to one role or the other. No matter what though, never underestimate them, they are a formidable enemy or ally.

Magical Void

Restricted Unnatural One Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not take Pit Spawn or Shadow Manipulator~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Anti-Magic Body	5CP	1x Reset, Damage Reduction 1 Magic, Lasts 5 Minutes	Single Purchase Per Level
Anti-Magic Presence	5CP	1x reset, Physical Mute packet delivered	Anti-Magic Body
Anti-Magic Cloak	5CP	1x reset, Major Resist Magic	Anti-Magic Body, Single purchase per level
Magically Null	10CP	+1 to to your Damage Reduction VS. Magic While Active	Anti-Magic Body
Mage Bane*	15CP	1x event, Gain the Drain Spell Slot Carrier, lasts 1 minute	Anti-Magic Presence x3, Level 5

* = Single Purchase

Description

Magical Voids for all intents and purposes are a seeming anomaly of nature. While every living being in existence has the potential to wield and be effected by magic, these strange beings are completely immune. From birth these people are destined to live a rougher life than you or I. The first time they get hurt and a priest attempts to heal them they usually find out that they are immune to magic in all forms. It is usually at this time that they are branded a monster by society and ostracized. No one truly understands the pain both physically and socially that these people go through though. While you or I could be easily healed from a wound with magic these people must suffer through their pain until they can find an Alchemist or Psion with the appropriate abilities. Magical Voids have a tendency to become fast friends with Psions as they are both equally misunderstood and the psychic abilities of Psions fascinate the Magical Void as they can be affected by this strange form of "magic".

Magical Voids in Empires in Flames

While many cannot see past the stigma of being unaffected by magic and how unnatural it is, a few others see the great strategic benefit in it. Typically Magical Voids become employed as mage hunters, or adventurers specializing in hunting rogue mages and other powerful magical beings. These beings fill a very particular role in the world; however the cleverest among them have found many uses for their so called "curse".

Pit Spawn

Restricted Unnatural One Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not have any other Unnatural One Sub-Class~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Unnatural Hide	5CP	You gain 1 Natural Armor	Single purchase per odd level
Unnatural Strength	5CP	1x Battle, +1 Damage to your next melee attack	Single purchase per Level
Unbending Mind	5CP	1x reset Resist Mental	Single purchase per level
Rough and Tumble*	10CP	1x Reset, Damage Reduction 1 Physical, Lasts 5 Minutes	Twist Form, Max 3 Purchases
Hellfire*	15CP	Your Claws Gain the Unholy and Fire Carriers, Melee Delivered	Twist Form

* = Single Purchase

Description

Pit Spawn are the single most mistrusted and misunderstood of all of the Unnatural Ones. From a very young age these people are generally larger and hardier than their peers. They tend to have a temper as hot as the fire that they can wield and find themselves getting into fights from a young age. However as they get older they find that it's generally increasingly difficult for them to get hurt and fewer people are interested in picking fights with them as they gain a reputation. Upon reaching puberty their powers manifest in full, generally in a moment of extremely heightened adrenaline, such as during a fight. They grow massive claws, their skin becomes as tough as armor, and they strike with the fury of a raging fire.

Most people who see what they can truly do, or know of what they are, generally label them as being demons. These people have very rough lives and often find themselves on the wrong side of a constables holding cell door as they grow up.

Pit Spawn in Empires in Flames

Pit Spawn are some of the most prolific tanks in all of Orlon. While many common folk mistrust or outright hate them, many more see the benefit of having a friend who's hard to hurt, and who hits back even harder. These people often find themselves taking on the role of tank in adventuring groups, enforcers for underworld gangs, and front line combatants in wars. The pure power and ruthlessness of a raging Pit Spawn should not be ignored.

Shadow Manipulator

Restricted Unnatural One Sub Class (5CP, Requires Plot Permission)

~May not be taken after Character Creation, May not have any other Unnatural One Sub-Class~

~Gain Access To The Mage Class, Lose Access To The Fighter Class~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Shadowed Soul*	0CP, Mandatory	You are No Effect to Magical Healing. Shadow and Darkness spells now heal you instead of damaging you, You gain Weakness: Light	N/A
Corrupted by Shadow*	5CP	All Spells You Cast Gain The Shadow Carrier And Lose The Light Carrier If It Has It.	Shadowed Soul
Grasp of the Shadows	5CP	1x Event, Empower Shadow and Unholy Spells, Lasts 5 Minutes	Corrupted by Shadow
Shadow Walk	10CP	1x Reset, Shift Step (Shadow)	Grasp of the Shadows
Shadow Form*	15CP	1x Reset, Invisibility To Self, Gain Regeneration 1 While Invisible From Any Effect	Darkness Incarnate

* = Single Purchase

Description

Of all of the Unnatural Ones, truly Shadow Manipulators have it the easiest and hardest growing up. As these people grow up they are generally loners and social outcasts, preferring the peace and quiet of a dark place and a good book over the hustle and bustle of a tavern. However when they're young they can have a hard time fitting in, their parents and teachers worry over them constantly and try to push them to make friends. While these people are interested in having friends, they prefer the company of a very small group of closely trusted people, over having a much larger group of acquaintances. The first time they manifest their powers out of fear as children can be an extremely traumatic and jarring experience.

Typically they find themselves suddenly wrapped in the calming embrace of shadows and seemingly instantly moved up to miles away from whatever frightened them. This has led to many a missing child report over the years.

Shadow Manipulators in Empires in Flames

Shadow Manipulators generally fill a very singular role within a group, they act as a panic button for their group and generally reserve using their powers for extreme situations. However it isn't unheard of for these people to trek out by themselves and become extremely powerful solo adventurers. They often times will contract out their services to other adventuring parties for an extreme premium.

Shadow Lord

Restricted Unnatural One Prestige Class (10CP, Requires Plot Permission)

~Requirements: Shadow Manipulator, Ritualist, Character Level 7, At Least 40 Spell Slots Purchased~

Skill Name	Skill Cost	Skill Description	Skill Prerequisites
Shadow Bolts*	5CP	You gain a 1 point Magic Shadow Damage Pool when you purchase a spell slot. Retroactive for previous spell slot purchases. May only use up to 5 points of the pool at a time.	At Least 1 Spell Slot
Shadow Rituals Level 1	5CP	You gain access to all Level 1 Shadow Rituals	Decipher Ancient Text
Shadow Rituals Level 2	10CP	You gain access to all Level 2 Shadow Rituals	You gain access to all Level 1 Shadow Rituals, Character Level 8
Shadow Rituals Level 3	10CP	You gain access to all Level 3 Shadow Rituals	You gain access to all Level 2 Shadow Rituals, Character Level 9
Shadow Rituals Level 4	15CP	You gain access to all Level 4 Shadow Rituals	You gain access to all Level 3 Shadow Rituals, Character Level 10
One With Shadow*	25CP	1x Event, Open a portal to the elemental plane of Shadow, While there you transform in to a Master Shadow Elemental, This transform persists for 1 hour after returning.	Shadow Rituals Level 4

* = Single Purchase

Description

Coming Soon

Shadow Lords in Empires in Flames

Coming Soon

Magic, Psionics, And Rituals

The following is a list of all of the schools of magic and psionics available in the world of EiF. This list doesn't currently include any magic for prestige classes. In particular this list doesn't include all of the spells available within the Ritual school of magic. The practitioners of Ritual magic guard the secrets of their craft jealously and much of their magic has been lost to the ages, waiting to be rediscovered.

Magic

The following is a list of common rules that affect all magic including how to cast, what spells a person may use and so forth.

Spell Slots

Spell slot restoring effects do not work on imbued spell slots and spell slots in magic items.

Whenever you buy a spell slot, or are granted one through an in game effect, you must assign a spell level to it. This means that that particular spell slot may only be used to cast spells of that particular level. However assigning levels to spell slots must follow the rules for building a spell staircase as listed below. There may be in game ways to reassign you spell slots.

Spells are extremely powerful and require support; in order to have access to high level spells you must build a staircase, so to speak. Once the staircase can go no higher (you have supported your highest level spell) you may build up a "landing" at the top of the staircase. At this point you simply need to have one of each level of spell below the highest to support the top tier spell, you no longer have to build a staircase to reach that top level, however you will always have more lower level spells than top level spells. The spells the staircase is made up of need not be of the same school of magic. You may always have as many level 1 spells as you wish, you need not build up your spell list to support higher level spells that you have access to.

Below you will find a diagram of how spell slots work.

Spell Staircase

5th						*										
4th						*						*	*			
3rd						*						*	*			
2nd	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
1st	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

*= 1 spell of that level

Casting Spells and Taking Effects

In order to cast spells the user of the spell must first recite an incantation. Each spell school has a unique set of incants pre-assigned to them, however you may create your own incants as long as you follow a few rules. Each incant for a school requires the use of the name of the school as well as a set number of syllables dependent on the level of the spell. The incant must also be appropriate to both the setting of the game and the spell school it's being used for. 1st level spells require 5 syllables, 2nd require 7, 3rd require 10, 4th require 13, and 5th require 15. For example if you wanted to cast a first level Fate school spell your incant could be "By fates power I <effect>", in this way you state the name of the school and use the required number of syllables. The incant used must be appropriate to the school of magic being cast. The user of the spell must fully state the incant, followed by the spell effect (not the name) and then throw a spell packet. If the packet is thrown before the spell incant is completed the spell fails, but is not lost. If the caster is struck by a physical attack while stating the incant, the spell fails but is not lost. If the caster is struck by a physical blow once the incant is completed and while they are throwing their packet the spell has been successfully cast and is not interrupted.

Once a spell has been successfully cast, the caster must throw a packet and strike a target with it within 5 seconds or the spell fails, but isn't lost. Legal targets include items and people (excluding groin and head shots). Spells will not take effect on a person if it strikes a costuming piece such as wings, cloak, banners etc. The packet must actually strike a targets body or a piece of costume or armor covering an actual body part (gauntlets, pauldrons etc.) in order to take effect. This rule stands in order not to penalize players for wearing elaborate costumes. The target of the spell must acknowledge in some way that they have been struck with the spell, either state got it and take the effect, roleplay the effect, or call a defense. If the target doesn't acknowledge the spell in some way the spell is refunded to the caster immediately. When the caster throws their spell packet they must throw hard enough for the packet to be felt (or heard in case of armor), but not hard enough to possibly harm the target.

Spell Effects

Only one instance of any spell or imbued effect may be active on any given target unless otherwise stated. If a duplicate effect is used on a target from any source it replaces the older effect.

When a spell is cast on a target it remains in effect for its duration, if the spell is cast a second time on the target the new spell replaces the old one. All spell effects ignore armor unless they state otherwise. Spell effects stack with natural defenses, and class purchased defenses. For example an Outlander character could benefit from any purchases they have of Resist Mental from their races, as well as 1 instance of Shield Mental from a spell, and 1 instance of Resist Mental from a spell.

Spell Packets

Spell packets can be built two ways, the bean bag method or the packet method.

The birdseed that fills a spell packet needs to be of a certain composition. It should not have sunflower seeds or other large hard seeds as these may cause the packet to hurt, or cause the fabric to rip. It should also not contain any cracked corn as this usually becomes very powdery and can seep through the packets and hurt people's eyes. The recommended birdseed for filling packets is parakeet or other small bird feed.

Bean Bag

A square fabric pouch filled with birdseed and sewn shut on all sides. The packet should be loose and small enough to fit snugly in to a film canister. The packet may be of any colors you wish other than orange (Orange denotes poison and chemicals); it is highly recommended that you use a unique combination of colors and patterns in order to easily find them after throwing them. This method is by far the most durable and looks the best.

Packet

A single square of fabric filled with birdseed and held shut with a rubber band or string. These packets can be any color other than orange (Orange denotes poison and chemicals). The packet should be loose and small enough to snugly fit in to a film canister. This is by far the easiest method, but these packets are not as durable and quite often require replacement.

Magic Schools

Spell layout: Spell Name, Spell Effect, and any extra information

Fate

(Racial: See Pixie and Outlander)

Level 1

- Incant: By The Threads of Fate <spell effect>
- Fumble, Disarm
- Steadfast, Courage
- Fate's Hand, Stabilize
- Illuminate, Light
- Instincts, Quicken Fear

Level 2

- Incant: By The Golden Threads of Fate <spell effect>
- Curse, Imbue Curse, lasts 1 hour
- Wind Rush, Knock-back
- Root, Pin
- Purify, Cure Poison
- Deny Fate, Imbue Shield Magic, lasts until used

Level 3

- Incant: By The Unbreakable Golden Threads of Fate <spell effect>
- Mend/Mangle Limb, Restore/Sever Limb
- Deny Fate, Imbue Delayed Stabilize to Self, lasts until used or 1 event
- Rapid Rust, Shatter
- Know The Way, Clarity
- Fate's Maze, Imbue Shield Trap, lasts until used

Level 4

- Incant: By The Unbreakable Golden Threads of the Weave of Fate <spell effect>
- Curse, Imbue Curse, permanent or until the target next goes to death
- Restore Life, Cure Death
- Stolen Voice, Mute
- Taunt, Berserk Targeting Me
- Deny Fate, Imbue Delayed Stabilize to target, lasts until used or 1 event

Level 5 (hidden must be found and taught in game)

- Incant: By The Unbreakable Binding Golden Threads of the Weave of Fate <spell effect>
- Cut The Threads, Death
- Break The Chains of Fate, Imbue New Life
- The Chains That Bind, Paralyze and Confusion
- Return Home, Banish
- Ward of Fate, Ward

Mage Spell Schools

(Rituals are located at the end of this section)

Artifacts

(Artificer Class)

Artifact spells cannot stack with similar temporary effects. Spell effects on items are permanent for the duration and cannot be replaced.

Level 1

- Incant: Enchant This Item with Power <spell effect>
- Illuminate, Light
- Strengthen Material, Imbue Shield Shatter to item, lasts until used or 1 event
- Strengthen Weapon, Imbue +1 Damage to the next attack with a weapon
- Shield Wall, Imbue Shield Physical to shield, wand, or staff, lasts until used or 1 event, to be used by item holder
- Book Smarts, Imbue 1x reset Clarity to Book, lasts for 1 event

Level 2

- Incant: Enchant This Item with Magical Power <spell effect>
- Magical Aptitude, Imbue 5 Spell Slots, to Book, lasts 1 event
- Strengthen Armor, Imbue +3 armor points to armor, lasts until lost or 1 event
- Magic Aura, Imbue Magic Carrier to weapon, lasts 5 minutes
- Jagged Edge, Imbue 1x Ever Agony by Weapon
- Mental Ward, Imbue Resist Mental to helmet, hat, headband, etc, lasts until used or 1 event

Level 3

- Incant: Enchant This Item with Hidden Magical Power <spell effect>
- Survivors Armor, Imbue Delayed Stabilize to Armor, lasts until used or 1 event
- Poisoners Ring, Imbue 1x Shield Poison to Ring, lasts until used or 1 event
- Strengthen Material, Imbue Resist Destroy to item, lasts until used or 1 event
- Detect Alignment, Imbue Expose <Alignment> to Item, effects the next person to pick it up
- Strengthen Weapon, Imbue 1x Reset +1 Damage to the next attack with a weapon, lasts 1 event

Level 4

- Incant: Enchant This Item with Ultimate Hidden Magical Power <spell effect>
- Poisoned Blade, Imbue Agony Carrier to Melee Weapon, lasts 5 minutes
- Lock Jaw, Imbue 1x Battle Mute, Melee Weapon Delivered to Weapon, lasts 1 event
- Strengthen Binding, Imbue Indestructible to Item, lasts 1 hour
- Magical Aptitude, Imbue 10 Spell Slots, to Book, lasts 1 event
- Binding Blade, Imbue 1x Battle Paralyze Melee Weapon Delivered to Weapon, lasts 1 event

Level 5 (hidden must be found and taught in game)

- Incant: Enchant And Strengthen This Item with Ultimate Hidden Magical Power <spell effect>
- Brace Armor, Imbue +9 armor to armor, lasts until lost or 1 event
- Shield Wall, Imbue Major Shield Physical to shield, wand, or staff, lasts until used or 1 event, to be used by item holder
- Survivors Armor, Imbue Delayed Cure Death to Armor, lasts until used or 1 event
- Rapid Defense, Imbue 1x Volley Physical to Shield, Staff, or Wand, lasts until used or 1 event
- Corrupted Item, Imbue Death to Item, effects the next person to touch the item

Desecration

(Apostate Class)

Level 1

- Incant: By My Corrupted Soul <spell effect>
- Taint Blood, Stun
- Draining Wounds, 1 Drain Life
- Empower Undead, Imbue Shield Physical, to undead or self
- Protective Corruption, Imbue Shield Magic to Self
- Craft Zombie, Inflict Lesser Corruption and Command Undead to Target

Level 2

- Incant: By My Dark Corrupted Soul <spell effect>
- Twist The Blood, Agony
- Curse, Imbue Curse, lasts 1 hour
- Tortured Soul, Fear
- Craft Ghoul, Inflict Minor Corruption and Command Undead to Target
- Tainted Blood, Imbue Shield Poison to Self, lasts until used

Level 3

- Incant: By My Dark Corrupted Soul of Disease <spell effect>
- Draining Wounds, 3 Drain Life
- Craft Skeleton, Inflict Corruption and Command Undead to Target
- Survival Instincts, Imbue Delayed Stabilize to Self, lasts until used or 1 event
- Armor of Death, Imbue 5 Armor to Undead
- Unseen Spirits, Imbue Invisible to Undead

Level 4

- Incant: By My Dark Corrupted Soul of Disease and Death <spell effect>
- Grave Rot, Nausea
- Herd Mentality, Area Fear
- Craft Wight, Inflict Moderate Corruption and Command Undead to Target
- Curse, Inflict Curse, permanent or until the target next goes to death
- Burning Nerves, Paralysis

Level 5 (hidden must be found and taught in game)

- Incant: By My Dark Corrupted Soul of Disease Death and Pestilence <spell effect>
- Draining Wound, 5 Drain Life
- Death, Death
- Crippling Screams, Area Agony
- Armor of Death, Imbue Damage Reduction 1 Physical to Undead, lasts 5 minute
- Twist Form, Inflict Master Corruption and Command Undead to Target

Elements **(Elementalist)**

Level 1

- Incant: By The Elements <spell effect>
- Illuminate, Light
- Elemental Bolt, 1 <element>
- Elemental Shield, Imbue Shield Magic to Target, lasts until used or 1 event
- Gust, Disarm
- Ensnaring Roots, Pin

Level 2

- Incant: By The Elements of Nature <spell effect>
- Elemental Bolt, 3 <Element>
- Wave, Knock-back
- Twisting Shadows, Invisibility to Self
- Bind Elemental, Imbue Shield Banish
- Summon Elemental, Summon Lesser Elemental

Level 3

- Incant: By The Shifting Elements of Nature <spell effect>
- Elemental Bolt, 5 <Element>
- Magic Flux, Expose Magic
- Sunder, Shatter
- Elements Sight, See Invisibility, lasts 5 minutes
- Control Elemental, Major Command Elemental

Level 4

- Incant: By The Shifting Elements of Natures Might <spell effect>
- Elemental Bolt, 7 <Element>
- Glacial Wave, Paralyze
- Rough Seas, Nausea
- Storm, Area 3 <Element>
- Summon Greater Elemental, Summon Elemental

Level 5 (hidden must be found and taught in game)

- Incant: By The Shifting Elements of Natures Might and Wrath <spell effect>
- Elemental Bolt, 9 <Element>
- Sacrificial Winds, Death
- Elemental Shield, Imbue Damage Reduction 1 <Element of Choice> to Self, lasts 5 minutes
- Banish Elemental, Banish, Elemental Only
- Summon Master Elemental, Summon Greater Elemental

Priest Spell Schools

Blessings of Nature (Druid Class)

Level 1

Incant: By The Art of Nature <spell effect>

- Purify Blood, Cure Poison
- Growth, Imbue Regeneration 1, lasts 2 minutes
- Nature's Fury, Quicken Fear
- Harm Undead, 1 Magic (Undead Only)
- Bark Armor, Imbue 1 Armor, lasts until lost or 1 event

Level 2

Incant: By The Blessed Art of Nature <spell effect>

- Natural Defense, You may use hardened claws, lasts 5 minutes
- Growth, Imbue Regeneration 3, lasts 2 minutes
- Ensnaring Roots, Pin
- Nature's Purity, Imbue 1x Shield Poison, lasts until used
- Nature's Strength, Imbue +1 Damage to your next attack with claws

Level 3

Incant: By The Blessed Works and Art of Nature <spell effect>

- Purity of Nature, Cure Curse
- Growth, Imbue Regeneration 5, lasts 3 minutes
- Bark Armor, Imbue 5 Armor, lasts until lost or 1 event
- Natural Instincts, Imbue Shield Trap to Self, lasts until used or 1 event
- One With Nature, Invisibility, Must Be Touching A Tree

Level 4

Incant: By The Blessed Works Spirit and Art of Nature <spell effect>

- Venom, Paralysis
- Growth, Imbue Regeneration 7, lasts 3 minutes
- Harm Undead, 5 Magic, Undead Only
- Spores, Confusion
- Know the Land, Expose <Fae, Wild Animal, or Animal Kin>

Level 5 (hidden must be found and taught in game)

Incant: By The Blessed Works Spirit Crafts and Art of Nature <spell effect>

- Nature Ward, Ward
- Growth, Imbue Regeneration 9, lasts 5 minutes
- Natural Resistance, Imbue Damage Reduction 1 Poison to Self, Lasts 5 minutes
- New Growth, Cure Death
- Bark Armor, Imbue 9 Armor, lasts until lost or 1 event

Faith Healing (Faith Healer Class)

Level 1

Incant: By The Mercy of the Gods <spell effect>

- Mend Body, Heal 1
- Set Free, Cure Pin
- Purify Body, Cure Poison
- Restore Body, Restore Limb
- Safe Passage, Imbue 1x Shield Magic, lasts until used or 1 event

Level 2

Incant: By The Divine Mercy of the Gods <spell effect>

- Mend Body, Heal 3
- Empowered Body, Imbue +1 HP to target, lasts until lost or 1 event
- Purify Mind, Cure Mental
- Save Soul, Cure Death
- Free Mind, Imbue Purge Fear to Self, Lasts until used or 1 event

Level 3

Incant: By The Holy and Divine Mercy of the Gods <spell effect>

- Mend Body, Heal 5
- Purify, Cure Curse
- Shield Body, Imbue 1x Shield Physical to target, lasts until used or 1 event
- Healers Sight, Imbue See Invisbility to Self, lasts 5 minutes
- Rapid Healing, Frenzy Stabilize by touch

Level 4

Incant by the Eternal Holy and Divine Mercy of the Gods <spell effect>

- Mend Body, Heal 7
- Empowered Body, Imbue +5 HP to target, lasts until lost or 1 event
- Freedom, Cure Movement Impairing Effects
- Calming Presence, Area Calm
- Cast Back, Banish, Undead or Demon only

Level 5 (hidden must be found and taught in game)

Incant: By The Immeasurable Eternal and Divine Mercy of the Gods <spell effect>

- Mend Body, Heal All
- Beacon of Life, Area Cure Death
- Healing Touch, Frenzy Heal 5, may not heal a single target more than once per 30 seconds while this is active
- Destroy Undead, 9 Magic (Undead Only)
- Will to Live, Imbue Delayed Cure Death to Self, lasts until used or 1 event

Prayer for Defense

(Crusader)

Level 1

Incant: By Divine Protection <spell effect>

- Divine Armor, Imbue 1 armor, lasts until lost or 1 event
- Divine Inspiration, Courage
- Piercing Gaze, Pin
- Divine Protection, Imbue 1x Shield Physical, lasts until used or 1 event

Level 2

Incant: By Divine Protection of the Gods <spell effect>

- Faiths Hand, Heal 3
- Divine Protection, Imbue 1x Shield Shatter, lasts until used or 1 event
- Divine Wrath, Imbue +1 Damage to your next weapon strike
- Divine Protection, Imbue 1x Shield Mental, lasts until used or 1 event

Level 3

Incant: By The Might and Divine Protection of the Gods <spell effect>

- Divine Armor, Imbue 5 armor, lasts until lost or 1 event
- Withering/Restoring Faith, Sever/Restore Limb
- Divine Presence, Knock-back
- Faith, Cure Fear

Level 4 (hidden must be found and taught in game)

Incant: By The Will Might and Divine Protection of the Gods <spell effect>

- Divine Armor, Imbue Damage Reduction 1 Physical to Self, Lasts 5 minutes
- Taunt, Berserk Targeting Me
- Mend Spirit, Cure Death and Heal 7
- Divine Protector, Ward

Spirit Manipulation

(Spirit Talker Class)

Level 1

- Incant: By The Shifting Spirit <spell effect>
- Undead Bane, 1 Magic, Undead Only
- Sustain Life, Stabilize
- Protect Body, Imbue 1x Shield Magic to Target, Lasts until used or 1 event
- Death's Presence, Quicken Fear
- Spirit Procession, You may enter The Keeper of Souls realm and attempt to improve a single spirit's chances of coming back by 10%. 25% chance of success

Level 2

- Incant: By The Flowing Shifting Spirit <spell effect>
- Prolong Life, Extend Death Count 5 Minutes to Target, Lasts 5 minutes, must be touching the target with a packet for the duration.
- Mend Body, Heal 3
- Curse Spirit, You may enter The Keeper of Souls' realm and attempt to degrade a single spirit's chances of coming back by 10%. 25% chance of success
- Bend Blood, Agony
- Trapped Spirit, Pin

Level 3

- Incant: By The Ever Flowing Shifting Spirit <spell effect>
- Restore Body, Reform Body To Spirit, Imbue 1 Minute Death Count. Cannot be used on a spirit more than once per reset
- Clarity in Death, Clarity
- Spirit Procession, You may enter The Keeper of Souls' realm and attempt to improve a single spirit's chances of coming back by 10%. 50% chance of success
- Harm Undead, 5 Magic, Undead Only
- Death Sight, See Invisibility, lasts 5 minutes

Level 4

- Incant: By The Ever Flowing Restless Shifting Spirit <spell effect>
- Restore Spirit, Cure Death
- Mend body, Heal 7
- Curse Spirit, You may enter The Keeper of Souls' realm and attempt to degrade a single spirit's chances of coming back by 10%. 50% chance of success
- Bind Blood, Paralyze
- Burn Spirit, Area Agony

Level 5 (hidden must be found and taught in game)

- Incant: By The Glowing Ever Flowing Restless Shifting Spirit <spell effect>
- Spirit Ward, Ward
- Restore Spirit, Reform Body To Spirit and Cure Death
- Send to Death, Death
- Masters Sanctum, You may visit and speak with The Keeper of Souls for 5 Minutes, usable once per event
- Destroy Undead, 9 Magic, Undead Only

Rituals

(Ritualist Class)

Ritual magic spells function slightly differently than other magic; they require both magical components (see below) and a ritual of 5 minutes per ritual level. The ritual must be performed within a ritual circle and involve some form of performance. The performance can be different from one caster to another, but it must involve things such as chanting, singing, dancing etc. essentially repetitive actions that could be done in time to a metronome. Each ritual requires different magical components and these will be listed with the spell, with each type of component requiring a different level of power, if a spell requires Power 3 you'd need 3 levels of power components. If you attempt to cast a ritual without the required components, a circle, or are interrupted via another negative game effect the ritual will instantly fail. However rituals are different in that they do not require spell slots, as long as you have the proper components and a ritual circle you may cast any ritual you have access to. See the Ritual Success section below. Casting a Ritual also requires the presence of a Rules Marshal or Plot Marshal if cast in dark territory. **(Please note that a ritual caster may only have one ritual circle active at a time as well as one defensive ritual circle.) (Individual players may only ever have a maximum of 5 magic/artifact items, ritual effects such as transformation or limited immunity, or curses active on them. In order for a new effect or item to be used by a character they must first remove one of their other effects or items. In order to use a magic item a character must spend 5 minutes role-playing studying the item and getting to know it, this only applies to when you initially pick up the item, after that it may be used normally. However removing an item may be done instantly.**

Level 1

Incant: By The Magic of This Circle <spell name>, begin ritual

- **Offensive Charm**, Create an offensive charm, Lasts one event, Imbue 1x Reset <Choose one of the following at casting> +1 Damage to your next attack with a weapon, Disarm, Stun, or Quicken Fear, by wand, packet, or staff. Components, Power 2, Mind 1, Creation 1
- **Field Resurrection**, Imbue 1x Ever Cure Death by Magic, packet delivered. Components, Power 1, Life 2
- **Augury**, Determine whether a future action will have positive, negative, or uncertain effects, (Answer at plot discretion), Creation 1, Destruction 1, Power 1
- **Dream Vision**, The caster may have a Dream Vision RP with a plot member upon successful completion of this ritual. Components, Power 1, Time 1, Mind 1, Cast in Dark Territory
- **Identify**, The Caster learns of all magical effects currently affecting a target and anything that they are holding. Components, Power 2, Mind 1, Body 1

Level 2

Incant: By The Magic Power of This Circle <spell name>, begin ritual

- **Defensive Charm**, Create a defensive charm, lasts one event. Imbue 1x Reset, 1x Reset, Resist <Physical, Magic, Mental, Poison, Choose one at casting> Components, Power 3, Mind 1, Creation 1
- **Defensive Ritual Circle**, The Caster creates a ritual circle which may be used for rituals and defense. Anyone inside the circle when this ritual is completed may enter and exit the circle as normal and are considered part of the circle, however all others must be given verbal permission to enter or exit (Weapons, spells, projectiles, and Psionics cannot pass the edge of the circle in either direction, only carried items may pass the edge of the circle by someone who is invested, or who is given permission to enter) by someone who is already part of the circle. New people may be added as part of the circle with a simple 5 minute ritual and the expenditure of 2 power components. Lasts for 6 months, may be extended. Components, Time 1, Power 2, Mind 2, +1 Power per person becoming part of the circle at the time of casting.
- **Curse/Purify Object**, you may place a Curse or remove a Curse from an object. Lasts 6 months. Components, Power 2, Creation (add curse)/Destruction (remove curse) 3, Time 1. Curse cast in Dark Territory.
- **Summon Creature**, Summon. Components, Power 4, Time 2, Creation 2, and Essence of the creature you wish to summon. Cast in Dark Territory.
- **Purify Form**, Cure All, Heal All, Cure Death to target; death count is paused for duration of the ritual being cast. Components, Life 3, Power 3

Level 3

Incant: By The Shifting Magic Power of This Circle <spell name>, begin ritual

- **Extend Magical Effect**, Increase the duration of magical effects cast on an item by 12 months, these effects must be from the magic school Artifacts or Rituals. This effect is not cumulative and may not be stacked with similar effects. Components, Time 4, Power 3
- **Transformation**, you may grant a target the ability to transform in to a magical creature (must wear makeup, costuming, prosthetic to represent the new form) which will add additional powers and effects to them for a short time. This transform may be used 2x event and lasts 1 hour. This spell lasts for 6 months. Components, Power 4, Time 2, Creation 4, Essence of the creature you wish the transform in to. May have side effects. Cast in Dark Territory
- **Enlarge Ritual Circle**, Double the size of an active defensive ritual circle. Components, Power 4, Creation 2, Mind 2
- **Destroy Magic**, Destroy Magic to target by touch. Components Destruction 4, Power 4. Cast in Dark Territory
- **Mage Staff**, Imbue Indestructible, Spirit Bound to Staff and 1 Spell Slot to staff, you may add additional Spell Slots to the staff at a rate of 30 extra seconds RP time and 2 Power and 2 Mind Components (these Components ignore the limitations on Components) maximum 15 spells slots may be added to a staff, Power 5 Time 2 Creation 3 Mind 3. Lasts 1 year
- **Whispering Wind**, You can send a message to another target that you know the in game name of. The message must be written down along with your character name and it will be delivered by a staff member to the target in as timely a manor as possible. The message may be up to 10 words long, +1 word for each extra power components used, power components used in this way don't count for purposes of getting a better casting result. Power 4 Mind 4 Time 2, requires a marshal.

Level 4

Incant: By the Shifting Arcane Magic Power Of This Circle <spell name>, begin ritual

- **Spell Charm**, Create a spell charm, lasts one event, 1x Reset, <Choose one of the following> Command packet delivered, 5 Magic packet delivered, Shift Step <ritual circle>, or summon lesser elemental. Power 4, Mind 2, Creation 2
- **Contact Ancient Spirit**, Attempts to contact a long dead (year or more) person. The target may choose not to appear in which case only half the components are consumed. Once contacted the spirit will manifest as a semi solid version of their former self. They may not interact with the world in any way other than talk and may not leave the Magic Circle. The spirit may also not be effected by anything through normal means including Spirit Magic. The Spirit stays once contacted for 1 hour, until the Magic Circles duration ends, or the spirit chooses to leave. Components, Time 4, Power 4, Death 2, Life 2, Full Name of target spirit or a piece of their body.
- **Portal**, The caster creates a portal to another place that they have visited or have a piece of. The portal once created appears outside of the Ritual Circle and may be passed through in either direction by anyone or anything on a 3 count (I step through the portal 1, I step through the portal 2, I step through the portal 3). The portal lasts for 1 hour and may not have its duration extended in any way. The Portal must be Physrepped by an archway at least 3 feet wide and 6 feet high. Components, Power 5, Creation 5, Time 3. Cast in Dark Territory.
- **Limited Immunity**, Target gains Damage Reduction 1 against Physical, Mental and Magic sources, lasts 1 hour may not be extended. Components, Power 6, Life 6, Creation 3. Cast in Dark Territory.
- **Spirit Bind**, Spirit Bound to item. Duration 6 months. Components, Power 6, Time 6, Creation 3.

Level 5 (hidden must be found and taught in game)

Incant: By The Immeasurable Shifting Arcane Magic Power of This Circle <spell name>, begin ritual

- **Craft Arcane Golem**, This ritual requires a body to be created from 5 metal ingots, the type of ingot determines the Golem's type and additional abilities. The Golem is a crafted servant who will do your bidding including but not limited to fighting, guarding, and chores. It is not very intelligent and while it can do things like cook and clean, it cannot craft items of value, or do any research for you. It's availability at any given time depends on the approval of staff. Components, 5 metal ingots of the same type, Power 8, Every Other Component x1
- **Magical Casting**, The Caster is granted the ability to cast all Non-Ritual magic without using an incantation for 5 minutes. The Caster must simply state "Magic <spell effect>" and then throw their packet, spell slots are used up as normal. This Effect cannot be extended. Components, Power 10, Creation 5, Essence of a Magic Wraith. Cast in Dark Territory. Only usable once per reset.
- **Obliterate**, the target of this ritual immediately begins their death count and upon completion the target proceeds to The Keeper of Souls Realm and suffers the effect of 3 deaths. The Caster of this Ritual has a 10% chance of also suffering a single death at the end of the casting. Components, Power 10, Death 10, or a single essence of a Reaper. Cast in Dark Territory.
- **Raise Graveyard**, This Ritual must be performed within the boundaries of a graveyard. At the end of this ritual all corpses within the graveyard immediately rise as Undead (a mix of Zombies, Ghouls, Skeletons and Wraiths) under the casters control. The Undead remain until destroyed. Components, Death 10, Creation 10, Power 10, Essence of a Lich. Cast in Dark Territory.
- **Contact Higher Being**, This Ritual allows the Caster to contact a Deity and gain a 10 minute audience with them. This effect may not be extended. Components, Power 10, Time 10, Essence of a Deities Champion. Cast in Dark Territory.

Dark Territory

Some rituals may be cast in what's called Dark Territory. Dark Territory is term used to describe rituals that go against the natural order of the universe and the universe is pushing back to try and fix what it sees as a problem. This push back from the universe can cause the the ritual to fail catastrophically. For example opening a portal is extremely unnatural as it artificially connects to unconnected points in existence.

Ritual Components

Components are leveled 1-5. Level 1 Components are fairly common whereas Level 5 are exceedingly rare. When casting a Ritual you may use a maximum of 3 of any type of Component, in this way casting lower level Rituals can be fairly easy as each Component cost is usually around 1-3 so you could use 3 level 1 Components. Whereas a Higher level Ritual may have a Component cost of 10 or higher, so you would need at least one Level 4 component. A list of Component types and their sources may be found below.

Identifying Ritual Components

Even though some of the items listed below are fairly common, not all instances of that particular item are a Ritual Component. An item must be of sufficient, quality and purity as well as being fated to be a Ritual Component. Ritual components found in the everyday world will not at first appear to be the items listed below, when you first find them they will appear as small glowing orbs (accompanied by an item card) that will become the listed item when being used to cast a ritual (Caster must provide the physreps for components). Anyone who picks up a Ritual Component will know what it is; they give off a tangible aura of magic along with an innate sense of what type of Component it is. In this way all items listed below are common knowledge.

Power

This is the primary Component and is used in all Rituals. It provides the base energy for all Rituals.

Level 1

Ogres Tooth, Kobold Scale, Spark of a Fire Elemental,

Level 2

Piece of Zombie Skin, Shard of a Rock Elemental, Seed of Power

Level 3

Sweat of a Giant, Blood of a Dwarf, Goblins Tooth

Level 4

Heart of Construct, Dragons Bone, Fire Ruby

Level 5

Dragon Heart String, Lucky Coin from a Dead Man's Pocket, Hair of a Werewolf

Time

This is the second most commonly used Component. It provides a lasting magical aura to Rituals.

Level 1

Pure White Sand, Coin from a Lost City, Cloth from a Death Shroud

Level 2

Dirt from a Crossroads, Ash of a Mages Staff, Wood from a Sacred Coffin

Level 3

Shard of Blue Wood, Fate Touched Hour Glass, Ancient Fossil

Level 4

Perfect Matrix Opal, Phoenix Feather, Phoenix Fire

Level 5

The Love of a Time Traveler, Strand of Golden Thread, Dragons Eye

Creation

Level 1

Strand of Faerie Grass, Acorn, Morning Dew

Level 2

Paint Brush, Rock Chiseled from a Statue, a Ray of Sunshine

Level 3

Slab of Marble, Golden Ring, the First Gold of a Merchant

Level 4

Breathe of a Unicorn, Perfect Spider Web, and Crow Feather

Level 5

Unicorn Tears, the Dying Wish of a Pure Soul, the Crown of a True King

Destruction

Level 1

Ashes from a Library, Vulture Feather, Sulfur

Level 2

Stone from a Fallen Kingdom, Ashes of a Spell Book, Shards of an Enchanted Weapon

Level 3

Water from the Pit, the Breath of a Magical Void, Slab of Ebony

Level 4

Vampire Ash, Eye of a Beholder, Black Widow Spider

Level 5

Blood of a Demon, the Hand of a Thief, Dragons Blood

Life

Level 1

Egg, Dryad Leaves, Swamp Gas

Level 2

Tree Ent Sap, The Blessing of a Priest, Gold Key

Level 3

Gryphon Feather, Perfect Diamond, Rams Horn

Level 4

Glowing Golden Dust, Love of a Mother, Moonstone

Level 5

The First Breath of a New Born Dragon, Powdered Unicorn Horn, Blessing of a God

Death

Level 1

Spark of a Funeral Pyre, Grave Dirt, Raven Feather

Level 2

Executioners Hood, Death Cap, Stone from a Mausoleum

Level 3

Blood of a Dying Mortal, Assassins Blade, Vampire Fang

Level 4

Last Breath of a Hero, First Blood of an Assassin, Piece of a Reapers Cloak

Level 5

Heart of a Unicorn, Shard of a Reapers Scythe, Perfect Black Diamond

Mind

Level 1

Poem, Riddle, Chess Piece

Level 2

Voice of a Loved One, Light from a Lantern, Skunk Odor

Level 3

Last Thought of a Dying Scholar, Torn Page from a Spell Book, Owl Feather

Level 4

Wraiths Tears, Brainy Specs, Perfect Sapphire,

Level 5

A Forgotten Spell, Last Hope of a Survivor, Sirens Song

Body

Level 1

Warriors Broken Armor, Tortoise Shell, Heat of a Campfire

Level 2

Stone from a Construct, Soil from an Adventurers Home, Armadillo Hide

Level 3

Blood of a Warrior, Hawk Feather, Troll Skin

Level 4

Heart String of an Orc, Werewolf Claws, Perfect Emerald

Level 5

The First Beat of a Heart, Blood of a Hero, Love of a Father

Essence

Essence is unlike any other component; it doesn't have a level and is much harder to get than other components. All creatures have essence and it may only be collected just after a creature's permanent death. Gathering it requires an appropriate skill found on the Commoner list.

Psionic Abilities

Psionics at their core are psychic abilities. The users of Psionics are powerful of mind and can exert their will upon the world.

Psionic abilities function the same in almost all respects to magic. You must build a staircase in the same fashion as you would with magic and the abilities you memorize may be used once each per reset. However unlike spells the mute effect and flaw do not effect psionics as there is no verbal component to the "spell".

Using Psionic Abilities

In order to use a Psionic ability you must concentrate for 1 seconds per level of the ability and then you must throw a packet at your target and loudly declare "<effect> by Mind". While concentrating you may not use any other ability or talk, you may however still walk, run, and use melee weapons defensively. If you are struck by a melee weapon while concentrating and the damage harms your body points then your concentration is broken, if it only damages armor your concentration may continue. Once you finish concentrating you must use the ability within 3 seconds or the skill is refunded. The target must indicate in some fashion that they have taken the effect; they may do this either by role-playing the effect, stating "got it", or calling a defense such as Resist Mental. If the target fails to acknowledge the effect then the effect is immediately refunded to the user.

Defending Against Psionics

In order to defend against a Psionic ability you must either have a general use No Effect ability, Immunity to Mental attacks, or the ability to Resist/Shield Mental.

Detecting Psionics

Beyond being able to see high level Psionic effects there is also a physical component to them as well. The target of a Psionic effect that successfully resists the effect in some way will have a distinct sense that someone or something was attempting to mess around with their mind. Other than that there is no way to detect Psionic effects that have afflicted you.

Psionic Schools

Chaos

(Wildling Prestige Class)

Psionic Chaos abilities do not come with a set list of abilities; the abilities are instead derived from other Psionic ability lists. At the beginning of each event Psionic Chaos users will receive a list of their available abilities for each level they have access to and may make up their staircase based on that list.

Enlightenment

(Enlightened Mind Class)

Level 1

- Mental Fortitude, Imbue +1 Armor to Target, lasts until lost or 1 event
- Shield Mind, Imbue Shield Mental, lasts until used or 1 event
- Mental Stability, Stabilize
- Stoic Mind, Imbue Courage, lasts until used or 1 event
- Static, Disarm

Level 2

- Mind Over Matter, Imbue Shield Physical to Target, lasts until used or 1 event
- Mental Blast, Knock-back
- Mind Mend, Heal 3
- Red Rage, Quicken Berserk
- Deescalate, Calm

Level 3

- Force of Will, Command
- Mind of Aether, Imbue Shield Magic to Target, lasts until used or 1 event
- Restore Thought, Cure Death
- Detect Thoughts, Skim Mind
- Mind Over Matter, Restore Limb

Level 4

- Mental Ward, Ward
- Mind over Matter, Heal 7
- Mental Mastery, Cure Mental
- Still Minds, Cure Fear
- System Shock, Area Paralyze

Level 5 (Hidden must discover and learn in game)

- Mental Fortitude, Imbue +9 Armor to Target, lasts until lost or 1 event
- Brain Freeze, Slow
- Mind Mapping, Dream Quest
- Break Mind, Dominate
- Mind Maze, Imbue Damage Reduction 1 Mental to Self, lasts 5 minutes

Investigation

(Inquisitor Class)

Level 1

- Mend Mind, Heal 1
- Surface Thoughts, Skim Mind
- Static, Disarm
- Dejavu, Stun
- Shield Mind, Imbue Shield Mental, lasts until used or 1 event

Level 2

- Veil Mind, Invisibility to Self, lasts 5 minutes
- Mind Over Body, Imbue Shield Poison to Target, lasts until used or 1 event
- Mind Rack, Agony
- Sustain Life, Imbue Delayed Stabilize to Self, lasts until used or 1 event
- Instincts, Fear

Level 3

- Mend Mind, Heal 5
- Higher Thought, Expose Invisible
- Presence of Mind, Command
- Shield Body, Imbue Shield Physical, lasts until lost or 1 event
- Sunder, Shatter

Level 4

- Higher Thought, Dream Quest
- Calming Presence, Area Calm
- Crushing Presence, Area Agony
- Mind Breaker, Paralyze
- Wipe Mind, Confusion

Level 5 (Hidden must discover and learn in game)

- Control Mind, Dominate
- Shatter Mind, Death
- Sustain Mind, Imbue Delayed Cure Death to Self, lasts until used or 1 event
- Superstition, Inflict Curse, permanent or until the target goes to death
- Cease Thought, Imprison

Mental (Mentalist Class)

Level 1

- Mental Shock, Stun
- Bull Headed, Imbue Shield Mental to self, lasts until lost or 1 event
- Fortify Mind, Courage
- Strengthen Mind, Imbue +1 damage to the next attack made by a melee weapon to Self
- Mind Spike, 1 Damage

Level 2

- Splinter Thought, Pin
- Mind Spike, 3 Damage
- Clear Mind, Cure Mental
- Psychic Shockwave, Knock-back
- Migraines, Area 1 Damage

Level 3

- Sunder, Shatter
- Powerful Mind, Command
- Horror, Fear
- Mind Spike, 5 Damage
- Know Thoughts, Skim Mind

Level 4

- Mind Spike, 7 Damage
- Migraines, Area 3 Damage
- Bend Reality, Shift Step, (Must be touching a book when starting and finishing)
- Taunt, Berserk Targeting Me
- Stable Mind, Imbue Delayed Stabilize to Self, lasts until used or 1 event

Level 5 (Hidden must discover and learn in game)

- Mind Spike, 9 Damage
- Shatter Mind, Death
- Twist Mind, Dominate
- Mind Maze, Imbue Damage Reduction 1 Mental to Self, lasts 5 minutes
- Old Gods, Area Fear

Crafting and Gathering Skills

The following is a list of all of the crafting and gathering skills within the world of EiF. This list doesn't include any skills associated with prestige classes.

Gathering Skills

There are many different types of gathering skills; they include Digging, Mining, Skinning, Scavenging, Harvesting Ritual Components and Harvesting Alchemy Components. There are two different places that items may be gathered from, for Digging, Mining, Ritual Components and Alchemical Components you will find special places in game where you may gather some small item to turn in as proof of your gathering. You must find a dead creature for Skinning, or a permanently dead Construct or broken machines for Scavenging. Using a gathering skill requires 2 minutes of role-playing at an appropriate gathering location/node/creature in order to harvest a component. This RP time may vary; see individual gathering skills for more information.

Gathering Tools

All gathering skills require a special tool of some type. If you take any gathering skills at character creation you will receive an item tag for the tool, you must still provide the physrep however. The physrep must be of an appropriate size for the actual item. If you learn the skill after character creation, or if your tool breaks, you may purchase the specific tool you need in game from merchants or craftsmen.

Dig

When using the Dig skill you must find a Dig site in game. These will be Physrepped with small areas in game roped off with loose dirt or sand that you may dig in. In the dirt or sand you will find small items that you may keep if they're tagged. You must have a boffer safe hand trowel in order to use this skill. You may turn in up to 3 Digging pulls at a time.

Mining

When using the Mining skill you must find an Ore node in game. These will be Physrepped with small piles of foam boulders scattered throughout the in game area. You must have a boffer safe mining pick (at least the minimum length for a 1 handed weapon) in order to use this skill. You may turn in up to 3 rocks at a time, plus a number of extra rocks equal to your strength score times 3. In order to get a piece of Iron you must use 2 pieces of Unrefined Iron while crafting, to get a piece of Steel you must use 1 Iron and 1 Unrefined Iron, or 3 Unrefined Iron while crafting.

Skinning

When using the Skinning skill you must find a dead or dying creature to skin. You may skin most creatures for Leather tags, when you finish your Skinning RP time you must have the target sign your skinning sheet you received at check in. You may not use this skill if there is combat going on within 30 feet of you. At any time when you wish to receive your leather tags you may proceed to plot to gain your tags. In the case of Dragon Hide you must actually find a dragon (not a Dragon Kin, or Dragon Blooded), the skinning time also increases to 30 minutes and you will gain 3 Dragon Hide tags automatically. If this skill is used on a creature that is currently bleeding to death this will cause a killing blow upon its completion. If the target creature would resurrect you will still be able to keep the leather tag you received from it. You must have a boffer safe knife in order to use this skill.

Scavenging

When using the Scavenging skill you must find a permanently dead construct, or an old broken machine. You may find broken machines in game scattered throughout the in game area, they will be Physrepped in different ways. Once you finish your Scavenging RP time you must have the construct sign your Scavenging card or take a single gear from the broken machine. You may turn in up to 5 Scavenging pulls at a time. You must have a boffer safe wrench in order to use this skill.

Harvesting Ritual Components

When using the Ritual Component Harvesting skill you must find either a Magic Node, an appropriate physical item, an appropriate dying creature, and so on. Magic Nodes appear as small glow sticks of varying color (Please note Magic Nodes are exceedingly rare and can be drained of all of their magic, they are a finite resource). Once you finish the RP time you may take one of the glow sticks and turn it in for a random Ritual Component. You must have a boffer safe wand in order to use this skill. For more specific rare components such as a Unicorn Horn or Unicorn Blood you must attempt to find the creature it comes from and when you search that creature's corpse it will have at least one of the Components available, this only stands true for NPC characters. For items found on creatures you do not require the Wand or the Harvesting Skill, the creature just drops the item.

Harvesting Alchemical Components

When using the Alchemical Component Harvesting skill you must find an Alchemical Node in game. The Node will appear as various things, either various plastic plants, or various creatures. Once you finish the RP time you may take one of the loose pieces/plants and turn in for a random Alchemical Component. You must have a boffer safe Knife in order to use this skill. For more specific Rare components such as a Unicorn Horn or Unicorn Blood you must attempt to find the creature it comes from and when you search that creature's corpse it will have at least one of the Components available. This only stands true for NPC characters. For items found on creatures you do not require the Knife or the Harvesting Skill, the creature just drops the item.

Fishing/Farming

When using the fishing/farming skill you must set up a 10 foot by 10 foot area in game that is clearly visible and marked as a fishing hole/farm along with your player and character name. The area must either be roped off, or otherwise have it's boundaries clearly marked and easily visible. Fishing holes must be touching an actual body of water (or designated in game place) and farms must be in field areas. You must provide your own phys-reps for food items such as crops and meat. When you finish the RP time you may take one food item from the area and turn it in to staff for a random fish/food tag. Fishing requires a boffer safe fishing pole, farming requires a boffer safe hand trowel or other farming implement.

Harvesting Essence

When using the Harvest Essence skill you must find a dying creature or being in game. You must RP for duration of the creature's death count pulling the magic and essence from the creature using a wand (you do not require the magic wand skill to use a wand for this). When the the death count ends, the player must sign your character sheet on the back with a statement they had their essence harvested and what type of creature they were, the harvester should then contract a staff member to let them know. However, not all beings and creatures may have an essence to harvest. Only creatures and beings of sufficient power will have an essence. Summoned constructs and elementals may never be harvested in this way without strict plot permission and that essence may then only be used for strict plot purposes.

Crafting

In order to craft any items you must have an appropriate workstation. This is a tagged item that must include items relevant to your crafting skill. (**Alchemy**: Mortar and Pestle, beakers, Flasks. **Smithing**: Hammer, Anvil. **Engineering**: Pliers, Screwdrivers, Wrenches, Jewelers Loop. **Jewel Crafting**: Jewelers Loop, Tweezers, Pliers. **Cooking**: Pots, Pans, Utensils. **Brewing**: Bottles, Still. Crafting an item requires role-playing for a set amount of time listed with each individual type of crafting. You must then turn in your crafting components to plot in order to receive your crafted items. You may craft as many items as you wish before turning in an order to plot, however you must make a list of the components used and the items that you're creating and submit it with the crafting order. You may make the list as part of your crafting RP time.

Master Craftsmanship

Every craftsman soon finds that it becomes easier to do their craft. With each new level of a crafting skill taken after level 1, you reduce the overall crafting time of individual items as follows. You also find it easier to multitask.

Alchemy: Reduce crafting time by 1 minute per level of the item. You may also craft 1 additional item per level of Alchemy you have: Minimum 1 minute per item, Maximum 5 items at a time.

Smithing: Reduce crafting time by 1 minute per level of Smithing, Reduce repair time by 5 minutes per level of Smithing. Additionally for each level of Smithing you have you may repair 1 additional item while using the repair skill. Minimum 1 minute crafting time, minimum 5 minute repair time, Maximum 5 items repaired at a time.

Engineering: Reduce crafting time by 1 minute per level of Engineering. Additionally you may craft 1 additional item at a time per level of Engineering. Minimum 1 minute crafting time, Maximum 5 items at a time.

Jewel Crafting: Reduce the crafting time by 1 minute per level of Jewel Crafting. Additionally you may craft 1 additional at a time per level of Jewel Crafting. Minimum 1 minute crafting time, Maximum 5 items at a time.

Brewing: Reduce the crafting time by 1 minute per level of Brewing. Additionally you may craft 1 additional item per level of Brewing. Minimum 1 minute, Maximum 5 items at a time.

Cooking: Since Cooking doesn't have a tangible crafting time for each level of Cooking you have above 1 you create an additional 5 servings (on the item card).

Alchemy

Alchemical Components

Creating Alchemical items requires not only time and craftsmanship, but many different ingredients as well. There are several different types of Alchemical Components they are as follows, Healing, Suffering, Stability, Corruption, Nature, Memory, and Falsehood. If any of the listed components overlap with the ritual components list the item tag will determine what type of item it is.

Stability

This is the primary component used in all Alchemical substances.

Level 1

Pine Needles, Moss, Tree Sap

Level 2

Birch Bark, Bamboo, Oak Leaves

Level 3

Bearberry, Boxwood, Green Tea Leaves

Level 4

Lilac, Fern, Elephants Ear

Level 5

Monkey Puzzle Root, Dragon Tree Bark, Pitcher Plant

Healing

Level 1

Dried Pine Bark, Acorn, Lenten Rose

Level 2

Walnut, Tiny Mushroom, Sweet Bay

Level 3

Flax Seed, Garlic, Sunflower Oil

Level 4

Hawthorn Oil, Rosemary, Aloe

Level 5

Baobab Bark, Titan Arum, Saffron

Suffering

Level 1

Poison Sumac, Poison Ivy, Poison Oak

Level 2

Barrel Cactus, Spurges, Buttercups

Level 3

Nightshade, Trumpet Creeper, Thorny Vines

Level 4

Hemlock, Nettles, Thistles

Level 5

Tacca Chantrieri, Venus Fly Trap, Black Locust Bark

Corruption

Level 1

Castor Bean, Oleander, Tobacco

Level 2

Dolls Eyes, Angels Trumpet, Yew

Level 3

Wolfsbane, Rose Pea, Foxglove

Level 4

Larkspur, Gnome Root, Anemone

Level 5

Rafflesia, Strychnine Bark, Webcap

Nature

Level 1

Wheat, Water Lilly, Sunflower

Level 2

Rose Bud, Seaweed, Onion Grass

Level 3

Wheat, Palm Heart, Grape Vine

Level 4

Hornwort, Sage Leaves, Holy Oak Root

Level 5

Jade Flower, Evergreen Ginger, Shadbush

Memory

Level 1

Forget Me Not, Aster, Bittersweet

Level 2

Pink Carnelia, Carnation, Fir Bark

Level 3

Huckleberry, White Hyacinth, Iris

Level 4

Lilly of the Valley, Mistletoe, Myrtle

Level 5

Primrose, Zinnia, Bluestar

Falsehood

Level 1

Daffodil, Mushroom Spores, Begonia

Level 2

Geranium, Saw Grass, Purple Hyacinth

Level 3

Hydrangea, Marigold, Monkshood

Level 4

Oleander, Madiera Vine, Coralberry

Level 5

Poppy, Snap Dragon, Milkweed

Alchemical Compounds

There are 3 forms of Alchemical Compound: Ingested, Contact and Gas. Ingested Compounds take effect only when consumed by a target and may only be defended against by a Resist Poison, Contact Compounds take effect either when consumed or touched they may be defended against by a Poison Shield or Resist Poison, Gas Compounds must be “inhaled” this is represented by being hit by an orange alchemy packet (see magic section for construction details). When an Alchemical Compound is produced only a small amount is rendered enough for a single dose (unless otherwise stated). When an Alchemical Compound is mixed with a drink or piece of food, the first sip or bite will consume the entire compound mixed in.

Craft Alchemical Compounds

Crafting alchemical compounds in game requires 5 minutes per level of the item being crafted as well as physreps for a workstation (flasks, bowls, mortar and pestle, and so on). The workstation must be stationary in game and take up roughly a 2ft square area. Once you have done the roleplay involved with crafting an item you must go to plot and turn in the appropriate component tags and they will give you an item card for your new compound.

Ingested

Ingested Compounds will only take effect on a target if they drink the Compound. Only a Resist Poison will be able to defend against this type of poison. The Compound may be mixed in to any food or drink and requires a 10 second count to mix in. Alchemy level 1 is required in order to mix an ingested Compound in to anything. Ingested compounds should be represented by affixing the item tag to the bottom of the plate or glass that the compound is mixed in to. Seeing the tag is not an indication of knowing the compound is there. A 1 minute roleplay of inspecting the food by someone with at least level 1 Alchemy is required to determine whether or not an alchemical substance is present in the food. Another 1 minute roleplay is required to identify what it is, as well as having access to the same level of Alchemy that the item comes from.

Contact

Contact Compounds will only take effect when a target touches the compound. This type of compound may be placed by any person that knows what it is and may be defended against with a Poison Shield or Resist Poison. In order to represent the Compound the user should place baby powder or corn starch over an area no more than 1 foot by 1 foot and leave the tag upside down next to the powder. A 1 minute roleplay is required to identify what it is, as well as having access to the same level of Alchemy that the item comes from.

Gas

Gas Compounds will only take effect when a target “inhales” them. This is represented by throwing an orange packet at the target and declaring the effect. This is done by stating <effect> Gas Poison and then throwing the packet once the effect is finished being stated. It may be defended against with a Poison Shield, or Resist Poison. A user must have at least Alchemy Level 2 in order to use a gas.

Alchemical Compounds

Healing = H, Suffering = Su, Stability = St, Corruption = C, Nature = N, Memory = M and Falsehood = F.

Level 1

- Potion, Heal 1, Ingested St:1 H:1, Contact St:2 H:1
- Anti-Venom, Cure Poison, Ingested St:1 H:1 N:1
- Strength Potion, Imbue 1x Ever add +1 Damage to your next melee attack, Ingested St:1 N:2
- Mental Buff, Restore 1 Spell Slot, Ingested St:1 M:2
- Damage, 1 Damage, Ingested St:1 Su:1 C:1, Contact St:2 Su:1 C:1, Gas St:3 Su:1 C:1
- Fear, Quicken Fear, Ingested St:1 Su:1 F:1, Contact St:2 Su:1 F:1, Gas St:3 Su:1 F:1
- Clear Mind, Clarity, Ingested St:1 M:1
- Calm, Calm, Ingested St:1 M:1 H:1, Contact St:2 M:1 H:1, Gas St:3 M:1 H:1
- Agony, Agony, Ingested St:1 Su:1 C:1, Contact St:2 Su:1 C:1, Gas St:3 Su:1 C:1
- Sigil Ink, 1 dose of Sigil Ink, Ink for drawing Sigils, St:2 M:1
- Restore Limb, Cure 1 Severed Limb, Ingested St:1 H:3

Level 2

- Potion, Heal 3, Ingested St:2 H:2
- Mental Buff, Restore 3 Spell Slots, Ingested St:2 M:2
- Damage, 3 Damage, Ingested St:2 Su:2 C:2, Contact St:3 Su:2 C:2, Gas St:4 Su:2 C:2
- Pure Blood, Imbue Shield Poison lasts until lost or 1 event, Ingested St:2 H2 N:2
- Restore Mind, Cure Mental, Ingested St:2 H:2 M:2
- Strength Potion, Imbue 2x Ever add +1 Damage to your next melee attack, Ingested St:2 N:2
- Hallucinate, Quicken Confusion, Ingested St:2 N:2 F:2, Contact St:3 N:2 F:2, Gas St:4 N:2 F:2
- Bind, Paralyze, Ingested St:2 Su:2 C:2, Contact St:3 Su:2 C:2, Gas St:4 Su:2 C:2
- Sleep, Inflict Unconscious, Ingested St:2 Su:2 M:2, Contact St:3 Su:2 M:2, Gas St:4 Su:2 M:2
- Restore Limbs, Cure All Severed Limbs, Ingested St:3 H:6

Level 3

- Potion, Heal 5, Ingested St:3 H:3
- Mental Buff, Restore 5 Spell Slots, Ingested St:3 M:3
- Damage, 5 Damage, Ingested St:3 Su:3 C:3, Contact St:4 Su:3 C:3, Gas St:5 Su:3 C:3
- Pure Mind, Imbue 1x Shield Mental lasts until lost or 1 event, Ingested St:3 M:3
- Frenzy, Berserk, Ingested St:3 F:3 C:3, Contact St:4 F:3 C:3, Gas St:5 F:3 C:3
- Nausea, Nausea, Ingested St:3 Su:3 C:3, Contact St:4 Su:3 C:3, Gas St:5 Su:3 C:3
- Strength Potion, Imbue 3x Ever add +1 Damage to your next melee attack, Ingested St:3 N:3
- Elixir, Heal 3 Restore 3 Spell Slots, Ingested St:3 H:2 M:2
- Invisibility, Invisibility, Ingested St:3 F:3 M:3
- Courage, Courage, Ingested St:3 M:3

Level 4

- Potion, Heal 7, Ingested St:4 H:4
- Mental Buff, Restore 10 Spell Slots, Ingested St:4 M:4
- Damage, 7 Damage, Ingested St:4 Su:4 C:4, Contact St:5 Su:4 C:4, Gas St:6 Su:4 C:4
- Restore Limbs, Restore All Limbs, Ingested St:4 H:4
- Life, Cure Death, Ingested St:5 H:5 N:5
- Strength Potion, Imbue 4x Ever add +1 Damage to your next melee attack, Ingested St:4 N:4
- Elixir, Heal 5 Restore 5 Spell Slots, Ingested St:3 H:3 M:3
- Hallucinate, Confusion, Ingested St:4 N:4 F:4, Contact St:5 N:4 F:4, Gas St:6 N:4 F:4
- Command, Command, Ingested St:4 F:4 N:4, Gas St:5 F:4 N:4
- Harm Undead, 5 Damage To Undead (Overrides Immunity) Ingested St:4 C:4 F:4, Contact: St:5 C:4 F:4, Gas St:6 C:4 F:4

Level 5

- Potion, Heal 9, Ingested St:5 H:5
- Mental Buff, Restore 20 Spell Slots, Ingested St:5 M:5
- Damage, 9 Damage, Ingested St:5 Su:5 C:5, Contact St:6 Su:5 C:5, Gas St:7 Su:5 C:5
- Death, Death, Ingested St:6 Su:6 C:6, Contact St:7 Su:6 C:6, Gas St:8 Su:6 C:6
- Strength Potion, Imbue 5x Ever add +1 Damage to your next melee attack, Ingested St:5 N:5
- Elixir, Heal 7 Restore 10 Spell Slots, Ingested St:5 H:5 M:5
- Clear Mind, Dream Quest, Ingested St:5 N:5 M:5
- Tree Stride, Imbue 1x Ever Shift Step (Tree) Lasts 5 Minutes, Ingested St:5 F:5 N:5
- Paralysis, Paralysis, Ingested St:5 N:5 Su:5, Contact St:6 N:5 Su:5, Gas St:7 N:5 Su:5
- Shifting Form, Imbue 1x Ever Shield Any lasts until lost or 1 event, Ingested St:5 F:5 N:5
- Philosophers Stone, 1x Event Imbue Immune Poison lasts entire event, All crafted Alchemical Items other than Philosophers Stones produce 2 of the item when crafted, Trinket; St: 15; H: 15; Su: 15; N: 15; C: 15; M: 15; F: 15; Essence of a Living Being: 5. All components must be level 5 and the item must be crafted within a Ritual Circle. Item duration 6 months.

Smithing

Smithing allows a user to craft different items out of Leather and Metal. There are several different types of Leather and Metal to craft things out of they are listed below. Smithing an item takes 1 minute per Metal and Leather piece required for the item and +/- anything extra required by the materials. Smithing also requires a Forge, Hammer and Anvil, a player must provide their own Physrep for these, the anvil and forge must be stationary and take up a space of at least 5 feet squared (All physreps must be boffer safe). Only 1 player may use a set of Smithing tools at any given point in time unless they have a tag that states otherwise. In order to gain the benefit of special materials all of the required material must be the same (please note that in the case of armor you must be wearing at least 5 pieces of armor made of the same material in order to gain any special defenses such as damage reduction. However if the item has the Resist Shatter defense it applies only to the armor itself and is gained per piece.). For example if a one handed sword calls for 2 pieces of metal and 1 piece of leather you would have to use 2 iron bars to gain the benefit of Iron, or 1 piece of Dragon Hide to gain its benefit. When crafting an item that requires both Metal and Leather the Smith may use both a special Metal and a special Leather, but it will apply only the metal or leather bonuses in the case of armor, weapons gain special effects from both materials. All armor made of a special material must be appropriately physreped with weapon and armor colors matching the material they are made of. Each piece of armor crafted creates one piece of a full suit of armor, Armor pieces for the groin and head require half the materials to create (rounded up). A single crafted armor piece covers one large area such as the back, chest, shoulders, or head, or two small areas such as the upper and lower arm, upper and lower leg, or groin. All armor physically worn must match the item type on the tag that you have for it, for example you can't benefit from the protection of a Plate Armor item tag while wearing Cloth. See the armor table on **Page 164** for armor point values.

Repair

Inevitably during the course of adventuring an individual's armor, weapons, and other miscellaneous items will break. Repairing broken items is one of the key abilities of smiths. In order to repair broken items a smith must use their Smithing workstation in the same way that they would for crafting a new item.

Shattered Items: Repairing a shattered item requires 30 minutes of uninterrupted role-playing (modified by master crafting bonus) per item. After the role-playing the item will be restored to full functionality. Repairing an item enchanted with permanent magic by a Ritualist requires the use of 1 Creation component per level of Ritual magic on the item.

Destroyed Items: Repairing an item that has received the destroy effect is significantly trickier. For role-playing purposes the item has been broken in to nearly useless pieces. However a good Smith can make use of the broken parts and some extra base materials to restore it. Repairing a Destroyed item requires 1 hour of uninterrupted role-playing (modified by master crafting bonus) per item. It also requires the expenditure of 1 of each base crafting component used to create the item. Repairing an item enchanted with permanent magic by a Ritualist requires the use of 1 Creation component per level of Ritual magic on the item.

Crafting Materials

Reading Material Charts

Name: Special Crafting Instructions, Appearance of material

- Special Material bonuses

Leather Materials

Common Leather: N/A, N/A

Light Leather: +2 minutes per item level, thin leather

- Wearer gains 1x Reset Resist Any

Hardened Leather: +1 minute crafting RP time per item level, rigid thick leather

- Wearer Gains 2x Reset Resist Physical

Enchanted Leather: +2 minutes crafting RP time per item level, thick leather with Blue/Purple swirls

- Weapons gain 1x Reset Resist Shatter
- Armor gains 1 of the following (must be chosen at item creation) 1x Reset Resist <Poison, Magic, or Physical>

Dragon Hide: +5 minutes crafting RP time per item level, thick rigid leather with scales in the color of the dragon used

- Weapons gain 1x Reset Resist Magic
- Armor gains double the base armor points and 1x event damage reduction 2 physical lasts 5 minutes

Metal

Unrefined Iron: N/A, Greyish Silver

Iron: +1 minute crafting RP time per item level, Greyish Silver

- Weapon gains the Iron Carrier
- Armor gains no special benefit

Steel: +2 minutes crafting RP time per item level, Silver

- Weapon gains 1x reset Resist Shatter
- Armor Wearer Gains 1x Reset Resist Physical, Armor Gains 1x Reset Resist Shatter

Copper: +2 minute crafting RP timer per item level, Copper/Reflective Reddish Hue

- Weapons gain the Fire carrier
- Armor gains 2x reset Resist Fire

Silver: +3 minutes crafting RP time per item level, Whitish Silver

- Weapon gains Silver Carrier
- Armor gains 1x Reset Volley Shatter

Mithril: +4 minutes crafting RP time per item level, Pearlescent Silver

- Weapons gain the Magic carrier and 1x Reset Resist Shatter
- Armor gains +1 armor per 3 base points of armor (minimum +1) and gain 1x Reset Resist Shatter

Holy Steel: +5 minutes crafting RP time per item level, Stark White

- Weapons gain the Holy Carrier and 2x Reset Resist Shatter
- Wearer is healed by holy effects in addition to normal healing and gains 3x reset Resist Physical
- May not be used by Evil or Neutral aligned characters

Dark Steel: +5 minutes crafting RP time per item level, Shiny Black

- Weapons gain the Unholy Carrier and 2x reset Resist Shatter
- Wearer is healed by damaging Corruption spells in addition to normal healing and gains 3x reset Resist Physical.
- May not be used by Good or Neutral aligned characters

Dragon Fire Steel: +10 minutes crafting RP time per item level, Pearlescent Red/Flame Red

- Weapons gain the Fire Carrier and the Indestructible Effect
- Armor pieces gain double their base armor points and gain the Indestructible effect, wearer gains 3x reset Resist Physical.

Crafted Items

Other recipes may be found in game as treasure.

How to Read

Item Type, Materials Needed, Special Effects

Level 1

You may only work with Unrefined Iron, Iron, Steel, Common Leather, Light Leather and Hardened Leather

- Light Leather Armor Piece, Leather 2 Metal 1, N/A
- Light Metal Armor Piece, Metal 2 Leather 1, N/A
- One Handed Edged Weapon, Metal 2 Leather 1, N/A
- One Handed Blunt Weapon, Leather 2 Metal 1, N/A
- 1 Thrown Weapon, Metal 1, N/A
- Small Shield, Metal 1 Leather 1, N/A
- Long Bow, Metal 1 Leather 1, N/A
- Two Handed Edged Weapon, Metal 4 Leather 2, N/A
- Two Handed Blunt Weapon, Metal 3 Leather 3, N/A
- Medium Shield, Metal 2 Leather 1, N/A
- Crossbow, Metal 2 Leather 2, N/A
- Armor Patch, Leather 1, Imbue +1 Armor points to existing Armor Piece lasts 1 event not stackable, must have Armor Piece in hand in order to patch it. Doesn't gain special effects of materials. Once you apply it to a piece of armor you must turn in the patch tag to staff. The points gained are the first to be lost to breaching. A new patch applied replaces the old one and any remaining points from the old one are immediately lost.
- Harvesting Tool, Metal 1, N/A
- Medium Armor Piece, Leather 2 Metal 3, N/A
- Bastard Edged, Metal 3 Leather 2, N/A
- Bastard Blunt, Metal 2 Leather 3, N/A
- Heavy Armor Piece, Leather 3 Metal 6, N/A
- Blow Gun, Metal 1 Leather 1, N/A

Level 2

You may now work with Copper and Silver as well as all above materials

- Armor Patch, Leather 1 Metal 1, Imbue +3 Armor points to existing Armor Piece lasts 1 event not stackable, must have Armor Piece in hand in order to patch it. Doesn't gain special effects of materials. See level 1 version for more details.
- Silvered Edge, Silver (1 for Small Weapon, 2 for 1 Handed, 4 for 2 Handed, 1 for 10 Projectiles, 1 for 2 Thrown Weapons), Weapon gains the Silver Carrier

Level 3

You may now work with Mithril and Enchanted Leather as well as all above materials

- Tempering, Mithril 1, Imbue 1x reset Resist Shatter to Crafted Item
- Armor Patch, Leather 2 Metal 1, Imbue +5 Armor points to existing Armor Piece lasts 1 event not stackable, must have Armor Piece in hand in order to patch it. Doesn't gain special effects of materials. See level 1 version for more details.

Level 4

You may now work with Holy Steel and Dark Steel as well as all above materials

- Master Crafted Edged, Metal 4 Leather 3, May be any legal length edged weapon and gains 1x reset Resist Shatter
- Master Crafted Blunt, Metal 3 Leather 4, May be any legal length blunt weapon and gains 1x reset Resist Shatter
- Master Crafted Shield, Metal 4 Leather 3, May be any legal size and gains 1x reset Resist Physical
- Armor Patch, Leather 3 Metal 2, Imbue +10 Armor points to existing Armor Piece lasts 1 event not stackable, must have Armor Piece in hand in order to patch it. Doesn't gain special effects of materials. See level 1 version for more details.

Level 5

You may now work with Dragon Fire Steel and Dragon Hide as well as all above materials, Minimum Character Level 5 To Use These Items

- Master Rogues Armor Piece, Leather 4 Metal 4, +1 Armor Points per piece and if wearing a full suit gain 2x reset Resist Any. Must be light armor.
- Master Warriors Armor Piece, Metal 6 Leather 3, +2 Armor Points per piece and if wearing a full suit gain 2x Battle add +1 Damage to your next melee attack, Must be heavy or medium armor.
- Epic Crafted Edged, Metal 5 Leather 4, May be any legal length edged weapon and gains 1x reset Resist Shatter and +1 base damage. Cannot use Unrefined Iron, Iron, or Steel to craft this armor.
- Epic Crafted Blunt, Metal 4 Leather 5, May be any legal length blunt and gains 1x reset Resist Shatter and +1 base damage. Cannot use Unrefined Iron, Iron, or Steel to craft this armor.
- Empower Item, Metal 5 Leather 5, Crafted item gains the Indestructible effect for 1 event. Doesn't gain special effects of materials. This may be added on to any existing Smithing crafted item.
- Armor Patch, Leather 4 Metal 3, Imbue +15 Armor points to existing Armor Piece lasts 1 event not stackable, must have Armor Piece in hand in order to patch it. Doesn't gain special effects of materials. See level 1 version for more details.

Engineering

Engineering allows the user to craft different items, trinkets and weapons for use in game. These items are created from a combination of item components from the following list of Engineering Components, Metal (as per the Blacksmith skill, materials aren't level locked), and Explosive Compounds (found in Broken Machines along with Engineering Components). Crafting an Engineering item requires a Magnifying Glass, Pliers, a Hammer, and a Work Bench; you must provide your own. Engineering an item requires 1 minute per level of the item and +/- any extra creation time based on item components. Some materials will grant bonuses to the item if you use a single type of component for all instances that are needed for the item. For example a Grenade requires 1 Metal 2 Engineering Components and 1 Explosive Compound. If the person crafting the item wishes the item to have a special effect from the engineering components they would have to use 2 of the same component.

Crafting Materials Metal

Unrefined Iron: N/A, Greyish Silver

Iron: +1 minute crafting RP time per item level, Greyish Silver

- Weapon gains the Iron Carrier
- Explosives gain the Iron Carrier
- Trinkets gain 1x Reset Resist Shatter

Steel: +2 minutes crafting RP time per item level, Silver

- Weapon gains 1x reset Resist Shatter
- Explosives gain no benefit from this material
- Trinkets gain 2x Reset Resist Shatter

Copper: +2 minutes crafting RP time per item level, Copper/Reflective Reddish Hue

- Weapons gain the Fire Carrier
- Explosives gain the Fire Carrier, if it already has it they gain +5 base damage
- Trinkets gain 2x Reset Resist Fire

Silver: +3 minutes crafting RP time per item level, Whitish Silver

- Weapon gains Silver Carrier
- Explosives gain Silver Carrier
- Trinkets grant the ability 1x Reset Resist Magic

Mithril: +4 minutes crafting RP time per item level, Pearlescent Silver

- Weapons gain the magic carrier and 1x Reset Resist Shatter
- Explosives gain the magic carrier
- Trinkets gain the Indestructible effect

Holy Steel: +5 minutes crafting RP time per item level, Stark White

- Weapons gain the Holy Carrier and 1x Reset Resist Shatter
- Explosives gain the Holy Carrier
- Trinkets gain the Indestructible effect and the Spirit Bound effect to the first person who picks it up 5 minutes after it has been crafted and who then spends at least 5 minutes holding it

Dark Steel: +5 minutes crafting RP time per item level, Shiny Black

- Weapons gain the Unholy Carrier and 1x Reset Resist Shatter
- Explosives gain the Unholy Carrier
- Trinkets gain the Indestructible effect and the Spirit Bound effect to the first person who picks it up 5 minutes after it has been crafted and who then spends at least 5 minutes holding it

Dragon Fire Steel: +10 minutes crafting RP time per item level, Pearlescent Red/Flame Red

- Weapons gain the Fire Carrier and the Indestructible Effect
- Explosives gain the Maul Carrier
- Trinkets gain the Indestructible effect, 1x Reset Major Shield (pick one magic, mental, physical, poison) and the Spirit Bound effect to the first person who picks it up 5 minutes after it has been crafted and who then spends at least 5 minutes holding it

Engineering Components

Basic Gears, Springs, and Power Cell: N/A

Copper Gears: +1 minute RP crafting time per item level

- Weapons gain no benefit
- Explosives gain -10 second arming time
- Trinkets gain 1x ever Resist Shatter

Copper Springs: +1 minute RP crafting time per item level

- Weapons gain no benefit
- Explosives gain +5 feet to area of effect
- Trinkets gain 1x ever Imbue Shield Physical

Copper Power Cell: +1 minute RP crafting time per item level

- Weapons gain the Fire Carrier
- Explosives gain the Fire Carrier, if it already has it they gain +5 base damage
- Trinkets gain 1x ever Refresh a single use of a single skill

Copper Ball Bearings: +1 minute RP crafting time per item level

- Weapons No Special Effect
- Explosives gain +1 damage per 3 base damage (minimum +1) and +5 paces to area of effect
- Trinkets no special effect

Mithril Springs: +3 minutes RP crafting time per item level

- Weapons Gain No Benefit
- Explosives gain +10 paces to area of effect
- Trinkets gain 1x Reset Imbue Shield Physical

Mithril Gears: +3 minutes RP crafting time per item level

- Weapons Gain no special effect
- Explosives gain -20 second arming time
- Trinkets gain 1x Reset Resist Shatter

Mithril Ball Bearings: +3 minutes RP crafting time per item level

- Weapons No Special Effect
- Explosives gain +2 damage per 3 base damage (minimum +2) and +5 paces to area of effect
- Trinkets no special effect

Mithril Power Cell: +3 minutes RP crafting time per item level

- Weapons gain the Magic Carrier
- Explosives gain +2 damage per 3 base damage (minimum +2)
- Trinkets gain 2x ever Refresh a single use of a single skill

Dragon Fire Steel Gears: +5 minutes RP crafting time per item level

- Weapons gain no benefit
- Explosives gain -30 second arming time
- Trinkets gain Indestructible effect

Dragon Fire Steel Springs: +5 minutes RP crafting time per item level

- Weapons gain no special effect
- Explosives gain +15 paces to area of effect
- Trinkets gain 1x Reset Imbue Shield Physical and 1x Reset Imbue Shield Magic

Dragon Fire Steel Ball Bearings: +5 minutes RP crafting time per item level

- Weapons No Special Effect
- Explosives gain +3 damage per 3 base damage (minimum +3) and +10 paces to area of effect
- Trinkets no special effect

Dragon Fire Power Cell: +5 minutes RP crafting time per item level

- Weapons gain the Maul Carrier
- Explosives gain +3 damage per 3 base damage
- Trinkets gain 1x Reset Refresh a single use of a single skill

Explosive Compounds

Basic Explosive: N/A

Refined Black Powder: +1 minute RP crafting time per item level

- Explosives gain +1 damage per 5 base damage (minimum +1)

Flammable Gel: +2 minutes RP crafting time per item level

- Explosives gain +1 damage per 5 base damage (minimum +1) and the Agony Carrier

Solid State Explosive: +3 minutes RP crafting time per item level

- Explosives gain +2 damage per 5 base damage (minimum +2)

Unstable Construct Core: +4 minutes RP crafting time per item level

- Explosives gain +3 damage per 5 base damage (minimum +3) and +5 paces to area of effect

Unstable Dragon Fire Steel Powder: +5 minutes RP crafting time per item level

- Explosives gain double the base damage and Agony Carrier

Crafted Items

Metal=M Engineering Components=EC Explosive Compounds=Ec

Level 1

You are only able to work with Basic Engineering Components

- Grenade, 1 Fire 5 pace radius, M 1 EC 1 Ec 1
- Lantern, You gain a small electric lantern (must be muted red), M 2 EC 2
- Tinker Goggles, Grants a 25% chance of finding extra Components when gathering, M1 EC3
- Remote Control, 1x ever Major Command to Construct by Gesture, M2 EC4
- Auto Repair Bot, 1x ever Instant Repair Shatter, M3 EC3
- Medical Bot, 1x ever Physical Heal 10 by Touch, M3 EC3
- Small Trap, 5 pace radius, Gas, 1 Explosive, Noise, M1 EC2, M1 EC1 Ec2, M1 EC1
- Simple Lock, Can be installed on doors and boxes, M1, EC2

Level 2

You may now work with Components that have a +1 minute RP crafting time

- Grenade, 3 Explosive 5 pace radius, M 1 EC2 Ec 2
- Non-Lethal Trap, Pin person who set it off only, M2 EC3
- 5 Sharpened Blowgun Darts, Gain the Body Carrier, M2
- Fire Bomb, 3 Fire and Agony 5 pace radius, M1 EC2 Ec2
- Confuse Ray, 2x Reset Quicken Confusion by Mind, packet delivered, M2 EC4
- Rust Bomb, Shatter to <item>, M2 EC3 Ec2
- Auto-Pick, able to attempt to pick locks regardless of having skill, M3 Ec4
- Time Bomb, 3 explosive 5 pace radius set time up to 1 hour when trap is set, M2 EC3 Ec2

Level 3

You may now work with Components that have a +2 minutes RP crafting time

- Goblin Grenade, 5 Fire 10 pace radius (goes off when you let go of it), M2 EC3 Ec3
- Speed Boots, 1x Reset Flee, M1 EC7
- Tinker Goggles, Grants a 50% chance of finding extra Components when gathering, M2 EC6
- Remote Control, 1x Reset Major Command to Construct by Gesture, M4 EC6
- 5 Barbed Blowgun Darts, Agony Carrier, M3
- Auto Repair Bot, 1x Reset Instant Repair Shatter, M5 EC5
- Medium Trap, 10 pace radius, Gas, 5 Explosive, Reusable Noise, M2 EC4, M2 EC2 Ec4, M2 EC2
- Flintlock Pistol, Base 1 Damage, M3 EC6

Level 4

You may now work with Components that have a +3 or +4 minutes RP crafting time

- Goblin Grenade, 7 Fire 15 pace radius (goes off when you let go of it),, M4 EC6 Ec5
- Freeze Ray, 1x Reset Paralyze packet delivered, M4 EC6
- Medical Bot, 2x Reset Heal 7 by Touch, M5 EC5
- Time Bomb, 7 Explosive 10 pace radius set time up to 1 hour when trap is set, M4 EC6 Ec4
- Non-Lethal Trap, Paralyze person who set it off only, M4 EC6
- Floating Shield, 1x Reset Imbue Shield Physical, M5 EC5
- Steroid Injector, 1x Reset Imbue 1x Ever add +1 Damage to your next melee attack, M4 EC6

Level 5

You may now work with Components that have a +5 minutes or higher RP crafting time

- Bada Boom, 9 Fire 20 Pace radius, M6 EC8 Ec7
- Tinker Goggles, Grants a 75% chance of finding extra Components when gathering, M4 EC12
- Remote Control, 2x Reset Major Command to Construct by Gesture, M8 EC612
- 5 Shredder Darts, Darts gain Maul Carrier, M5
- Auto Repair Bot, 2x Reset Instant Repair Shatter, M7 EC7
- Large Trap, 20 pace radius, Gas, 9 Explosive, Reusable Noise with Agony effect, M4 EC6, M4 EC4 Ec6, M4 EC4
- Flintlock Rifle, Base 2 Damage, M6 EC12
- Cloaking Shield, 1x Reset Invisibility, M8 EC10

Jewel Crafting

This skill allows the user to craft special Jewels that enhance items with special abilities. This skill requires you to have raw gems found with the skill Dig along with an appropriate set of In Game Jewel Crafting tools (tweezers, magnifying glass, Polishing cloths etc.). Crafting a Jewel requires 5 minutes per level of the Jewel. Jewels once cut and polished may be set in to different items to grant the effects. There are 4 levels of Jewels Common, Uncommon, Rare and Named, each is rarer than the last and is capable of giving specific abilities. See below for a list of available Jewels and what they may be crafted in to. Players may only benefit from a Maximum of 5 Jewels and none of them may be duplicates. Setting a Jewel in to an item requires that you actually set a Jewel in to the item; rhinestones are a good option for this. The gems must be at least 1" x 1" and of an appropriate design/color/complexity for the jewel you're crafting. Once set the Jewels cannot be stolen by themselves and shatter with the item, but are fully repaired when the item is. **Multiple instances of the same jewel or family of jewel don't stack.**

Common

Rough Ruby
Rough Sapphire
Rough Emerald
Rough Diamond
Rough Onyx
Rough Opal
Rough Moonstone
Rough Topaz
Small Pearl (found with Fishing)

Uncommon

Small Fossil (found with Archeology)
Polished Ruby
Polished Sapphire
Polished Emerald
Polished Diamond
Polished Onyx
Polished Opal
Polished Moonstone
Polished Topaz

Rare

Black Pearl (found with Fishing)
Star Sapphire
Fire Ruby
Fae Opal
Forest Emerald
Tear Drop Diamond
Pure White Onyx
Glowing Moonstone
Radiant Topaz

Named

Dragons Eye
Mermaids Tear (found with Fishing)
Ancient Fossil (found with Archeology)
Gorgons Heart
Crystallized Demon Blood
Fate Diamond

Jewel Designs

Level 1

Raging Jewel: Rough Ruby, Wearer gains 1x reset +1 Damage to your next melee attack
Sturdy Jewel: Rough Emerald, Wearer gains +1 HP
Radiant Jewel: Rough Sapphire, Wearer gains 3 Spell Slots
Steady Jewel: Rough Diamond, 1x Reset Resist Physical
Cracked Jewel: Rough Onyx, Wearer gains 1 Minor Curse while worn
Quick Jewel: Rough Topaz, Wearer gains 1x Reset Resist Magic
Warriors Jewel: Rough Opal, Wearer gains +1 HP and 1x Reset Resist Physical
Priests Jewel: Rough Moonstone, Wearer gains 3x Reset Heal 1 Holy packet delivered
Explorers Jewel: Rough Pearl, Wearer gains 1x Reset Clarity

Level 2

Prerequisite Character Level 3 to wear these Jewels

Rare Fossil: Small Fossil, 1x Event Wearer learns the location of 1 Archeology site in game, consult plot
Bold Jewel: Polished Ruby, Wearer gains 2x reset +1 Damage to your next melee attack
Shining Jewel: Polished Sapphire, Wearer gains 5 Spell Slots
Root Jewel: Polished Emerald, Wearer gains +3 HP
Solid Jewel: Polished Diamond, Wearer gains 2x Reset Resist Physical
Broken Jewel: Polished Onyx, Wearer gains 2 Minor Curses
Knights Jewel: Polished Opal, Wearer gains +3 HP, 1x Reset Resist Physical and +3 Natural Armor
Holy Jewel: Polished Moonstone, Wearer gains 3x Reset Heal 5 Holy packet delivered
Lightning Jewel: Polished Topaz, Wearer gains 2x Reset Resist Magic

Level 3

Prerequisite Character Level 5 to wear these Jewels

Wayfarers Jewel: Black Pearl, Wearer gains 1x Reset Clarity and 3x Reset Resist Magic
Glowing Jewel: Star Sapphire, Wearer Gains 10 Spell Slots
Raging Jewel: Fire Ruby, Wearer gains 3x reset +1 Damage to your next melee attack
Kings Jewel: Fae Opal, Wearer Gains +5 HP, 2x Reset Resist Physical and +5 Natural Armor
Bedrock Jewel: Forest Emerald, Wearer Gains +10 HP
Enduring Jewel: Tear Drop Diamond, Wearer gains 3x Reset Resist Physical
Pure White Jewel: Pure White Onyx, Wearer gains Immunity to Curse from all sources
Deity Jewel: Glowing Moonstone, Wearer gains 6x Reset Heal 5 Holy packet delivered
Flashing Jewel: Radiant Topaz, Wearer gains 3x Reset Resist Magic

Level 4

At this level you gain no additional Jewel Designs however all Jewels you craft now grant the item they are placed in to 1x Event Resist Destroy

Level 5

Prerequisite Character Level 9 to wear these Jewels

Heart of The Warrior: Dragons Eye, Wearer gains 1x reset +1 Damage to your next melee attack, +10 HP and +10 Natural Armor
Maelstrom Core: Mermaids Tear, Wearer gains 5x Reset Resist Magic and 5x Reset 10 Magic Ice packet delivered
Crystallized Essence: Ancient Fossil, Varies by fossilized creature
Warriors Demise: Gorgons Heart, Wearer gains 3x Reset Magic Paralyze packet delivered
Demon Hunters Boon: Crystallized Demon Blood, Wearer gains 5x Reset 10 Holy packet delivered
Saving Grace: Fate Diamond, Wearer gains 1x event Delayed Cure Death and Heal 10 to self only

Brewing

This skill allows the user to craft Alcoholic/Healing/Poisonous drinks from crops grown by Farmers and Alchemists. The list of useable ingredients is as follows, Sugar Sources, Liquid Base, Flavorings. Crafting a brew requires 3 minutes per level of the Brew and produces enough for 5 doses of the Brew unless otherwise stated. If someone wishes to defend against the effects of a Brew they must use a Resist Poison. The user of this skill is highly encouraged to bring actual In Game appropriate bottles with non-alcoholic beverages in order to physrep their brews. If you provide a physrep such as this and have the bottle approved by plot the entire contents of the bottle will be considered to be the Brew, with the exception of certain more powerful brews. Also please note anyone may bring drinks to game to share with others, but only Brewers drinks will be able to have the special effects listed below. The item tag stating the effect of the Brew should be attached to the bottle it is in. When using flavorings when making a Brew, you need a number of flavorings equal to half the total components of a Brew in order to gain the benefits of the Flavoring. Identifying a brew requires an Alchemist with an equivalent level of Alchemy to the level of the brew and a 1 minute per brew level RP time inspecting the brew.

Crafting Components

Sugar Sources

Simple Sugar: N/A

Corn Syrup: +1 minute RP crafting time per level of item

- +1 HP healed per dose on Healing Brews
- +30 seconds intoxicated for Alcoholic Brews
- +1 damage per dose on Poisonous Brews

Potato Syrup: +2 minutes RP crafting time per level of item

- +2 HP healed per dose on Healing Brews
- +1 minute intoxicated for Alcoholic Brews
- +2 damage per dose on Poisonous Brews

Apple Syrup: +3 minutes RP crafting time per level of item

- +3 HP healed per dose on Healing Brews
- +1 minute 30 seconds intoxicated for Alcoholic Brews
- +3 damage per dose on Poisonous Brews

Liquid Sugar: +4 minutes RP crafting time per level of item

- +4 HP healed per dose on Healing Brews
- +2 minutes intoxicated for Alcoholic Brews
- +4 damage per dose on Poisonous Brews

Fae Sugar: +5 minutes RP crafting time per level of item

- +5 HP healed per dose on Healing Brews
- +3 minutes intoxicated for Alcoholic Brews and Major Confusion Effect to non Fae
- +5 damage per dose on Poisonous Brews

Liquid Base

Water: N/A

Purified Water: +1 minute RP crafting time per level of item

- +1 HP healed per dose on Healing Brews
- +1 minute intoxicated for Alcoholic Brews
- +1 damage per dose on Poisonous Brews

Fruit Juice: +2 minutes RP crafting time per level of item

- +2 HP healed per dose on Healing Brews
- +2 minutes intoxicated for Alcoholic Brews
- +2 damage per dose on Poisonous Brews

Blessed Water: +3 minutes RP crafting time per level of item

- +3 HP healed per dose on Healing Brews
- +3 minutes intoxicated for Alcoholic Brews
- +3 damage per dose on Poisonous Brews

Pure Alcohol: +4 minutes RP crafting time per level of item

- +4 HP healed per dose on Healing Brews
- +4 minutes intoxicated for Alcoholic Brews
- +4 damage per dose on Poisonous Brews

Water from the Fae Realm: +5 minutes RP crafting time per level of item

- +5 HP healed per dose on Healing Brews
- +5 minutes intoxicated for Alcoholic Brews, Intoxication cannot be Cured
- +5 damage per dose on Poisonous Brews

Flavorings

These are completely optional for all brews and add special effects to the Brew it is used in.

Natural Fruit Flavor: +1 minute RP crafting time per level of item

- +2 HP healed per dose on Healing Brews
- +1 minutes intoxicated for Alcoholic Brews
- Masks the presence of Poisonous Brews, Brew identifies as Alcoholic

Grain Flavor: +1 minute RP crafting time per level of item

- +4 HP healed per dose on Healing Brews
- +2 minutes intoxicated for Alcoholic Brews
- Masks the presence of Poisonous Brews, Brew identifies as Alcoholic adds Intoxicate 1 minute effect

Fae Fruit Flavor: +2 minutes RP crafting time per level of item

- +10 HP healed per dose on Healing Brews
- +4 minutes intoxicated for Alcoholic Brews
- Masks the presence of Poisonous Brews, Brew identifies as Alcoholic adds Intoxicate 3 minutes

Crafted Brews

All Brews Produce 5 Doses Unless Otherwise Stated

Sugar Source = S Liquid Base = L

Level 1

Sweet Tea, S 1 L 1, Heal 1 per dose

Beer, S2 L1, Heal 1 and Intoxicate each dose

Weak Dark Draught, S2 L1, Quicken Confusion each dose, Dark Elves only take an Intoxicate effect from this

Pixie Lemonade, S3 L1, Heal 1 and Intoxicate each dose, Fae do not suffer the Intoxicate effect

Herbal Tea, S1 L2, Cure Poison each dose

Level 2

Cider: S 2 L 2, Heal 3 per dose

Wine: S 3 L 2, Heal 3 and Intoxicate each dose

Weak Dwarven Ale: S 2 L 3, Quicken Confusion, Imbue 3 Hit Points (lasts until lost or 1 event) and Major Intoxicate each dose, Dwarves take no effect other than Intoxicate and Imbue 3 Hit Points

Fruit Cocktail: S 3 L 2, Heal 3, Intoxicate and Quicken Confusion each dose

Grain Alcohol: S2 L4, Major Intoxicate each dose

Level 3

Sweet Tea Lemonade: S 3 L 3 Heal 5 per dose

Dark Draught: S 3 L 4, 5 damage and Quicken Confusion each dose, Dark Elves only take an Intoxicate effect from this

Sidhe Wine: S 4 L 2, Confusion Heal 5 and Major Intoxicate each dose, Fae do not suffer the Confusion effect

Stout Beer: S 3 L 2, Heal 5 and Intoxicate each dose

Fruit Tea: S 4 L 3, Heal 5 and Cure Poison each dose

Whiskey: S4 L4, Imbue Courage, 1 Fire, and Intoxicate each dose

Level 4

Mulled Wine: S 5 L 3, Heal 7 and Intoxicate each dose

Dwarven Ale: S 4 L 6, Confusion, Imbue 7 Hit Points (lasts until lost or 1 event) and Overwhelming Intoxicate each dose, Dwarves take no effect other than Intoxicate and Imbue 7 Hit points

Mulled Cider: S 5 L 4, Heal 7 per dose

Strawberry Wine: S 5 L 5, Heal 7 and Major Intoxicate each dose

Level 5

Wolfsbane Wine: S 6 L 6 1 Wolfsbane Alchemical Component, Major Intoxicate and 20 damage each dose, Wolveen do not suffer the damage

Dark Elven Wine: S 5 L 7 1 Nightshade Alchemical Component, Major Intoxicate, Imbue 1x Ever Shield Mental lasts until used or 1 event, 20 damage and Sleep each dose, Dark Elves don't suffer the damage or sleep effect.

Dragon Stout: S 3 L 9 1 Dragon Tree Bark Alchemical Component, Major Intoxicate, Imbue Damage Reduction 1 Magic for 5 minutes 20 Fire each dose, Dragons and Dragon Blooded don't suffer the damage effect.

Fae Cider: S 6 L 4 1 Saffron Alchemical Component, Confusion, Heal 20, Cure All and Major Intoxicate each dose, Fae do not suffer the Confusion effect

Cooking

This skill allows the user to craft individual meals or large feasts that grant in game abilities. The food used for this skill is produced by farmers and fishermen. In order to use this skill you must actually prepare and serve food and however much time it takes you to produce is the only time requirement involved. Each Cooked item will have a list of needed ingredients and an indicator of how many portions it provides. The ingredients used for cooking are as follows, Vegetables, Meat/Fish/Protein, Grains, Dairy and Fruit. Each specific ingredient will not add any special bonuses however each recipe requires a certain number of tags from different categories in order to be produced. Regardless of what you actually cook you may apply any recipe listed below to what you cook as long as you turn in the item tags for the ingredients.

Cooked Food

Vegetables: V **Meat/Fish/Protein:** P **Grains:** G **Dairy:** D **Fruit:** F

Level 1

Corn Bread: V2 G2, Heal 1 per serving, creates 4 servings

Roast Chicken: P3 V2, Heal 1 per serving, Creates 5 servings

Vegetable Medley: V5, Heal 1 and Cure Poison per serving, Creates 5 servings

Fruit Cocktail: F5, Heal 1 and Cure Mental per serving, Creates 5 servings

Small Buffet: V3 P3 G3 D3 F3, Heal 1 per serving, Creates 15 servings

Level 2

Steak and Potatoes: P4 V2, Imbue +1 Damage to your next melee weapon attack lasts until used or 1 event, and Heal 5 per serving, Creates 2 servings

Stew: P5 V3 G2, Heal 5 and Imbue 1x ever Courage per serving, Creates 10 servings

Beef and Broccoli: P5 V5, Heal 5 and Imbue +5 HP (lasts until lost or one event) per serving, Creates 5 servings

Sourdough Bread: V6, Heal 5 per serving, Creates 6 servings

Stir Fried Tofu: P5 V5, Heal 5 per serving, Creates 10 servings

Level 3

Chicken Broccoli Alfredo: P4 V4 G3 D3, Heal 10 and Imbue 1x ever Shield Mental per serving lasts until used or 1 event, Creates 10 servings

Medium Buffet: V5 P5 G5 D5 F5, Heal 10 per serving, Creates 25 servings

Bacon: P5, Heal 10 and Imbue +1 Damage to your next melee weapon attack lasts until used or 1 event per serving, Creates 10 servings

Stuffed Peppers: V6 D3 P3, Heal 10 and Imbue 1x ever Shield Poison (lasts until lost or 1 event), Creates 6 servings

Stuffed Shells: G6 D6, Heal 10 per serving, Creates 6 servings

Level 4

Chicken Pot Pie: P6 V6 G3, Heal 15 and Imbue 1x ever Shield Physical (lasts until lost or 1 event), Creates 10 servings

Harvest Turkey: P8 V4, Heal 15 and Imbue 1x ever Shield Mental (lasts until lost or 1 event), Creates 12 servings

Pig Roast: P15 F1, Heal 15 per serving, Creates 20 servings

Turducken: P10 V5, Heal 15 and Imbue 1x ever Shield Magic (lasts until lost or 1 event), Creates 8 servings

Breakfast Platter: P8 V4 G4 D4 F4, Heal 15 per serving and Imbue +10 health (lasts until lost or 1 event), Creates 10 servings

Level 5

Large Buffet: V10 P10 G10 D10 F10, Heal 20 per serving, Creates 50 servings

Harvest Feast: P15 V10 G10, Heal 20 and Imbue +1 Damage to your next two melee weapon attacks lasts until used or 1 event per serving, Creates 15 servings

Side of Venison: P20 F1, Heal 20 and Imbue +1 Damage to your next melee weapon attack lasts until used or 1 event per serving, Creates 15 servings

Moose Stew: P10 V10 G10, Heal 20 and Imbue +20 HP (lasts until lost or 1 hour) per serving, Creates 10 servings

Veggie Platter: V30 D3, Heal 20 and Imbue 1x ever Shield Poison (lasts until lost or 1 event) per serving, Creates 30 servings

So You Think You're Sneaky?

Rogue Rules

Being a good rogue requires more than just the use of a very unique skill set. It also requires discipline and patience. Rogues in a game inherently end up breaking the law in game at some point. However that doesn't mean that it's alright to break the law out-of-game. The following list of rules will help you to be a better Rogue and help you stay within the boundaries of the game world.

1. You may only steal items from cabins marked with a red hand print on the outer door. Any items stored below the bed in out-of-game marked containers are considered to not be in game. Any items left in these containers may not be used in game by their owner at any time. You may only steal tagged in-game items from a cabin; this also means that you must take the item's physrep, not just the item tag. After you steal an item or items from a cabin you must immediately inform a plot member or rules marshal so they can record it and return the physrep to its owner. Even coins must be reported stolen, though they need not be turned over to the plot team.
2. The best way to not get caught is to not talk about what you're doing. If you do get caught it's no one's fault but your own.
3. Back up plans to back up plans to back up plans will save you on a rainy day.
4. The best way to be singled out as a Rogue and be targeted by the local constabulary is to look like a rogue.
5. Keep a notebook; you never know when it might be useful. Write it in code of some kind and don't be afraid to destroy it.
6. Learn how to eavesdrop properly, read lips, watch someone without being noticed, and most importantly how to follow someone without standing out like a sore thumb.
7. A well-stocked kit of tools is a rogue's best friend. You never know when a bit of colored string, or an alchemical light will come in handy. Find things that may be useful to you and keep them with you.
8. Lastly when in doubt bring a rules marshal.

Forgery

This skill allows the user to craft forged documents such as Royal Missives, Tax Forms and Traveling Papers. Using this skill requires a set of blank aged scrolls, a quill set and a set of official looking seals with sealing wax. Crafting a forged document only requires as much time as it actually takes to craft the document. Once a document is created, the crafter should place their in and out-of-game name and player number on the back of the document along with their forgery level (this information is for record keeping and is considered OOG and not actually present for RP purposes). The higher the level the harder it is to detect the forgery. Increased levels of the forgery skill offer nothing more than increased skill in forging documents making them harder to detect, however once your forgery skill reaches level 5, 10 and 15 each document you create will receive 1x per person per reset Resist Detect Forgery. Upon reaching 20 levels of Forgery your documents may only be detected with a Major Detect Forgery. All crafted documents must be of sufficient quality to actually call in to question their authenticity to begin with. Simply scribbling on a napkin or scrap of paper won't suffice, the crafter must actually attempt to make the document look real. Any errors in the document such as, misspellings of names, inappropriate use of titles, or other blatant errors that could call the document in to question will allow the reader to immediately detect the forgery if they notice the error. For example if the crafter is attempting to forge a players document and signature and the target only ever uses black paper with silver ink then the forger would have to use the same materials to make it convincing. The crafter should be very cautious and patient when crafting a forged document.

Disguise

This skill allows the user to alter their appearance in order to hide themselves. With each level of this skill purchased you may change a single aspect of your character's appearance from the following list: Gender, Race, Age, Scars/Injuries/Markings, Hair. You may always include a change of clothes/weaponry/armor/name when using this skill and it is highly encouraged. When you change your appearance you essentially craft yourself a new identity and as such it is encouraged for you to change how you act, speak etc. In addition to changing additional aspects of your appearance at each level upon reaching level 5/10/15 you receive a 1x reset Resist Detect Disguise. You may never recreate the same disguise twice however, there will always be minute differences in your disguises, although upon reaching level 5/10/15 of Disguise you may maintain 1/2/3 extra identities (register who and what they are with plot, you may change who and what they are between events if you wish, although once you remove one you will never get it back).

Poisons

The art of making and using poisonous substances is almost as old as time. Alchemy is considered by many rogues to be an art form, albeit a deadly one. The types of poisons and how they may be applied in any given situation varies greatly. However below you will find the most common uses of poisons and how to make use of them.

Ingested

Ingested poisons are by far the most common in existence and the most widely used. The primary way to use an ingested poison is to force a target to imbibe it while they are subdued (This is done on a three count, "I force feed you 1, I force feed you 2, I force feed you 3, <poison effect> Poison"). Now while this may seem simple enough the target must not be able to struggle at all in order to be used in this manner. A target should be considered disabled when they're sleeping (a target asleep in bed may have a note placed on their chest so when they wake up they see it and take the effect, though if anyone see's you placing it they know what you're doing and you must state that you're poisoning them out-of-game.), paralyzed, unconscious, or bleeding to death.

The other method to use ingested poisons is to mix it into a drink or a plate of food. This is by far one of the easiest ways to administer an ingested poison. However it should be noted that only alchemists can truly mask the smell and taste of the substance and allow it to be truly mixed in. (Mixing a poison into a food or drink requires you to spend 30 seconds role-playing mixing a poison in, though you should never actually mix anything into someone's food or drink. Then you must affix the poison item tag to the underside of the cup or plate, or you may inform a rules marshal and give them the item tag and they will inform the target when they imbibe the substance. In order to use poisons this way you must have at least Alchemy Level 1.)

Contact

Contact poisons are the second most commonly used form of poison. These poisons are generally placed on a surface such as a doorknob or object that will be readily touched. Once the poison has been placed, the next person to touch the object will take the full effect as the poison is absorbed through the skin. (When using contact poisons you must place a small amount of petroleum jelly or baby powder on the object to be poisoned. After someone touches the poison it should be immediately cleaned up. The poison card should be adhered to the item as well in such a way as to not be seen.)

Gas

Gas poisons are by far the most potent form of poisons. This type of poison is housed in a breakable container and sealed tightly. The container may then be thrown at someone; it will then break open spreading the poison across the targets body and into their lungs delivering the desired effect. However it should be stated that proper handling of this form of poison is cautioned. A shattering strike from a weapon or spell delivered to the container will cause them to break open and the poison will effect whoever is holding the container. (Gas poisons are represented by either orange spell packets or orange soft foam throwing items roughly the size of a spell packet. When using one of these poisons you must state "<Effect> Gas Poison" and then throw the packet or foam bottle at the intended target. If you miss the target the poison is still used up and the item tag must be turned over to plot just as if you had used it successfully. Additionally you must carry a number of packets or foam bottles on your person equal to the number of gas poison item tags you're currently carrying.)

Traps

There are four different kinds of traps in existence they are as follows, Gas, Explosive, Deadfall and Noise. Explosive traps produce a large fiery explosion that causes devastating damage. Gas Traps are able to disperse an Alchemical Gas over a large area affecting a group of people. Noise Traps produce a varying level of noise that acts as an alert, more powerful versions of the trap may incapacitate anyone who hears the noise with agonizing pain. Deadfall Traps represent large pits typically filled with spikes, or other large traps that cause buildings to collapse, or other extremely large effects. Below you will find the requirements for setting and disarming traps. No trap may use any spring loaded mechanism that actually fires a projectile and in the case of Deadfall Traps they may only use open cell foam for any falling debris or other objects. The art of building traps is a closely guarded secret; you must find someone in game to teach it to you.

Arming

In order to arm a trap other than Noise or Deadfall you must place it inside a container. The size of containers and the available triggers are listed below. When setting trip lines for a trap PCs may only use Clear Fishing Line and Thin String. Some traps set by plot may not use a container.

Explosive Traps

The container for this trap must be the Traps Damage X3 in Cubic Inches.

The available triggers for this trap are Mousetraps, Magnetic Window Alarms along with several others, but we will let you exercise your imagination. Explosive Traps deal the Destroy effect in addition to damage, affecting the container, its contents, and anyone within the radius. If an explosive trap destroys another trap it will set that trap off as well, this can cause a chain reaction of trap effects.

Gas Traps

The Container for this Trap must be the Level of the Gas + the Radius of the Trap X2 in Cubic Inches

The Available triggers for this trap are Mousetraps and Magnetic Window Alarms

For Deadfall and Noise Traps the Trap must be set on a trip line, the action of the Traps are listed below.

Noise Traps

Noise traps may be set up on trip wires, doors, boxes etc. The trap itself may be of any design that produces noise, whether it is bells, whistles, or a falling object.

Deadfall Traps

Deadfall traps may not be built by PCs however when set up they will typically be set up on a trip line which will dump a large number of soft objects on the target, such as foam rocks or a large foam block.

Disarming

Disarming Traps can either be a very simple or complicated matter depending on how the trap is set up. We won't go in to specifics on individual Traps, but the universal rule is you must stop the trap from making noise or stop it from hitting you with an object in order to disarm it. When disarming a trap you may cut CLEAR fishing line and thin string only all other lines may not be cut. You may also use magnets and other devices as necessary to disarm it. However you may not pull batteries or permanently damage the device. Resetting the trap after it has been disarmed should take no longer than 2 minutes and nothing other than the trip line should be damaged in any way. Suggested tools for Disarming Traps include a small pair of scissors, a thin piece of metal and some loose colored string. Other than that you will have to figure out the tricks of the trade on your own in and out-of-game.

Religion & Deities

Faith and religion are a major part of many role-playing games regardless of genre and EiF is no different in that aspect. In a world full of war, famine, and poverty religion plays a major role in the lives of many people, cultures, and kingdoms/empires. On the world of Orlon there are many different deities and almost everyone is aware of their concept, though they don't necessarily believe in them. While it may be a fact of the world that they exist, actual proof of their existence is scarce at best. However believing that there are all powerful beings in existence that shape your everyday life gives meaning to many people's lives.

In the world of Orlon there are many different deities, some good, some evil, and even some floating somewhere in the middle. Each of these deities rules over certain aspects of the world and its people, from farming, weather, and nature, to war, chaos, and fear. Each deity has its own unique focus and their followers tirelessly uphold their deity's tenets. While many of the deities have unique churches with their own hierarchies that are well known and followed by many, several of the more evil deities also known as demons have no organized church of their own and their followers worship in their own way in dark corners of the world.

Everyone in existence has their own take on faith and religion, as well as their own way of approaching it in life. There are four primary stages of being faithful and it is recommended that you analyze your character to decide which is best for them.

Levels of Religious Devotion

1. **Atheist:** Your character doesn't believe in the deities and has no interest in them. Choose this if you're not comfortable with role-playing faith within the game.
2. **Agnostic:** Your character believes that there is some form of higher power in the world but they don't know what it is. Choose this if you wish to explore the concept of faith and learn about it in game.
3. **Faithful:** Your character is faithful to one particular deity, or group of deities, following most of their tenets. Choose this if you want a character who has found faith and who follows it mostly. However at this stage it wouldn't rule your characters every action in life.
4. **Devotee:** Your character has found what they believe to be the one true faith to follow. Choose this level if you decide to take the Religious Devotion skill, or are playing a Priest/Priestess character. Your character is actively seeking the deeper meaning of their faith and follows every tenet of their deity; they may also explore the deeper mysteries of faith.

If you choose to follow a particular faith in EiF you will be expected to role-play it appropriately, keep a few things in mind. If you commit to a faith you will be expected to be active in it to some degree, failing to do so may garner you negative attention from other devotees. Additionally remember that no matter how much fun you may have with these forms of faith they are still just a form of storytelling and another way to drive along the story of EiF. See the in game section at the end of the book for in game deity/church descriptions.

Deities

The following is a list of all known in game Deities. Each profile lists a personality for the deity and that deity's church strives to uphold their deities guiding principles. When you take religious devotion you must pick one of the deities listed below, you may never be a follower of 2 or more deities. Now this is not to say people without religious devotion cannot be the follower of a deity, the skill Religious Devotion only represents being an extremely pious follower who has been recognized and empowered by their chosen deity.

Deity profiles

Tajana, the Lady of Lies

Pronunciation: Tuh-jah-nuh

Alignment: Neutral

Symbol: A black cowl with a question mark within

Personality: Heavily favors Dark Elves and carries an extreme hatred for The Radiant One. Typically will show up simply to garner new secrets and favors.

Church Structure: Typically comprised of Dark Elves, The upper seats in the church are all held by women. Members seek to unearth secrets and are typically rogues or alchemists.

Amund, the Life Warden

Pronunciation: Ah-moond

Alignment: Good

Symbol: A gold Infinity Symbol

Personality: Holds an extreme hatred for Undeath and The Keeper of Souls, he believes all things should be alive with a mind and will of their own.

Church Structure: Heavily favored by humans and Fae, the upper seats of the church are held by a mixture of humans and Fae. Members should seek to heal and support life wherever they go.

Halloran, the Keeper of Souls

Pronunciation: Hal-oh-Rahn

Alignment: Neutral

Symbol: A blank gravestone

Personality: Holds all things as equal as everything must eventually die, holds an extreme hatred for undead.

Church Structure: There is no organized church, but those that worship him seek to destroy undead and bring judgment upon any that would cheat death (This doesn't mean they hate life effects, simply that when it is truly your time to go you should stay dead)

Lux, the Radiant One

Pronunciation: Luck-ss

Alignment: Good

Symbol: A Lantern

Personality: Seeks to unearth lies and bring light to all darkness. Sows courage and destroys fear wherever he goes.

Church Structure: Heavily favored by soldiers and good fighters of all kinds, the church is headed by Mother Alice Superior. The church calls a small city near the capitol of Brunei home. All members must speak the absolute truth and help those that are afraid whenever they can.

Zaman, the Keeper of Secrets

Pronunciation: Zuh-Mahn

Alignment: Neutral

Symbol: Hourglass

Personality: Typically remains neutral in all things, but sews magic in to all things. Will go out of their way to assist those that cannot protect themselves physically.

Church Structure: There is no organized church, however those powerful mages that seek out their god may find it and unearth secrets lost since creation. Followers seek to gain knowledge and more magic at all times.

???, The Corrupter of Souls

Pronunciation: ???

Alignment: Evil

Symbol: A single silver coin.

Personality: Seeks to destroy all things considered sacred and holy and corrupt the innocent. Although he encourages his followers to be secretive in order to protect themselves until the time is right, he has been banished from the world since the time of creation. He is not a demon, but something else altogether, however he rules over the other demons with an iron fist.

Church Structure: No one knows much about the church, its upper tiers are kept hidden from even the most devout. Members seek to corrupt the innocent and destroy the holy and bring back their god. However their own safety and secrecy is paramount.

Kiera, the Lady of the Wild

Pronunciation: Key-ruh

Alignment: Neutral

Symbol: A blooming green tree

Personality: A joyful outgoing personality that loves to give food and help to those in need. Hates demons and all undead.

Church Structure: The church is mostly comprised of Fae, Medjai, Wolveen, Humans, and Goblinoids. The followers seek to preserve nature in all its forms and destroy undead and demons.

Athanasius, the Defiler

Pronunciation: Atha-nass-Eus

Alignment: Evil

Symbol: A skull dripping with ichor

Personality: Hates all living things and seeks to kill and corrupt everything living, leaving his followers for last unless they request it, or it benefits him.

Church Structure: There is no established church as the followers of The Defiler are always trying to be the most powerful follower in order to gain the gods favor. However any members that cannot cast or create undead are considered lesser in the eyes of other members and will be allowed to live and be subservient to other members.

Poxmaria, the Lady of Pestilence and Plague

Pronunciation: Pocks-Mar-e-uh

Alignment: Evil

Symbol: A dripping green skull

Personality: Seeks to spread pestilence and disease at all times. She lost her beauty when she turned her back on The Radiant One as a mortal to attempt to seduce the other deities. She hates all things beautiful and will try to destroy them all.

Church Structure: The church is comprised of beings that have been spurned by other gods, or have lost their looks. The church has no traditional structure, all members work together to destroy beauty.

Glutomark, the Lord of Hunger and Famine

Pronunciation: Glue-toh-mark

Alignment: Evil

Symbol: A skeletal outstretched hand

Personality: He is always hungry and will never know what it is to be full. He seeks food wherever he goes and will even take food and nutrition straight from people's stomachs, causing extreme famine wherever he goes. He has been known to consume entire farms in a matter of minutes.

Church Structure: There is no established church. Glutomark's followers are typically greedy to an extreme in some form or another. Whatever they are obsessed with they attempt to hoard.

Borash, the Lord of Storms

Pronunciation: Bore-ash

Alignment: Neutral

Symbol: A cloud with a lightning bolt coming out of it.

Personality: The weather changes with his mood, when he is angry there are extreme storms, when he is happy you will have the best possible weather. Has no hatred for anything other than demons, who seek to destroy the world.

Church Structure: There is no true established church; the followers are typically anyone that has a need for good weather.

Leviathan, the Lord of the Depths

Pronunciation: Lev-I-uh-thun

Alignment: Good

Symbol: A set of blue waves

Personality: Hates anything to do with fire or ice and its mood changes like the tides.

Church Structure: The church is only really comprised of sailors and fisherman. They don't hold regular services, they usually gather once per season to perform a sacrifice to their god to gain his favor in boating and fishing.

Grok, the Lord of War and Conflict

Pronunciation: Guh-rock

Alignment: Evil

Symbol: a hammer superimposed on a shield

Personality: He is only interested in one thing and that is causing war, strife and conflict. He hates the god of light as he usually promotes peace.

Church Structure: There is no formal church; member standing is determined by how many fights they have won and how many scars they have gained. When two members disagree on something they fight to the death to determine who is right. A lot of members are Orcs, Trolls and Barbarians.

Azar, the Lady of Fire and Destruction

Pronunciation: As-are

Alignment: Evil

Symbol: an open flame

Personality: A woman with a fiery temper and attitude who is all passion and instinct. She loves to destroy things solely for the enjoyment of it.

Church Structure: Many groups have attempted to create a church to follow her, but she continuously destroys it. Most followers are just individuals as it can be dangerous to gather in large numbers.

Rin, the Lord of Ice and Suffering

Pronunciation: R-in

Alignment: Evil

Symbol: an icicle

Personality: His personality is as icy as his heart. He cares nothing for people's pain and suffering all he cares about is gaining power and freedom.

Church Structure: There is no established church most of his followers are comprised of those seeking power and strength.

Laveda, the Lady of Lore

Pronunciation: Luh-vee-duh

Alignment: Good

Symbol: an open book

Personality: She has a quiet demeanor and seeks to always learn new things. She spreads knowledge wherever she can and openly spreads knowledge as long as she deems it safe.

Church Structure: Her church is mainly comprised of scholars and mages seeking knowledge. The church sponsors and runs many different schools around the world and usually helps young and upcoming mages and scholars. Followers of the church spread information and wisdom wherever they can, putting emphasis on literacy.

Mordin, the Lord of Crafting

Pronunciation: More-din

Alignment: Good

Symbol: An anvil

Personality: He only really has a mind for crafting things, but will occasionally bring war down upon the Goblinoids who usually only destroy things. He is the patron god of Dwarves, Gnomes and craftsmen.

Church Structure: There is no real church to him, craftsman usually keep a small shrine to him in their shop and present offerings to bless their work. The ultimate goal of his followers is to create a relic quality item blessed by him.

Lillyandis, the Lady of Bounty

Pronunciation: Lil-E-andiss

Alignment: Good

Symbol: A bale of hay with a pitchfork in front of it

Personality: She is a hard working individual who blesses those who work hard at their chosen craft. She especially prefers Farmers and Hunters.

Church Structure: The church has a small shrine in almost every town that has farmers or hunters. Leaders within the church promote the church by providing food in exchange for work to those in need.

Religious Devotion Powers and Favored Weapons

The Lady of Lies: You may answer questions however you wish, even under effects that would compel you to tell the truth.

The Life Warden: 1x Reset Holy Cure Death packet delivered, 1x event Delayed Cure Death to self

The Keeper of Souls: 1x Event Delayed Cure Death to self, 5x Reset 10 Holy to Undead only

The Radiant One: 1x Reset, Mental Compel Truth, packet delivered, the target must answer 2 questions truthfully and fully. This effect forces the target to answer.

The Keeper of Secrets: 5x Reset add the major carrier to a spell.

The Corrupter of Souls: 10x Reset 2 Unholy Fire packet delivered.

The Lady of the Wild: 10x Reset Magic Pin packet delivered

The Defiler: 10x Reset Mental Command Undead packet delivered, may not be sentient undead

The Lady of Pestilence and Plague: 5x Reset Magic Nausea packet delivered

The Lord of Hunger and Famine: 5x Reset 2 Physical Drain Life packet delivered

The Lord of Storms: 10x Reset Magic Knock Back, weapon or packet delivered

The Lord of the Depths: You may breath underwater (has an effect on certain elemental planes and some mods), 5x Reset 3 Magic Ice packet delivered, Self Only

The Lord of War and Conflict: 3x Reset Physical Berserk packet delivered

The Lady of Fire and Destruction: 1x event No effect Ice, lasts 5 minutes, all weapons gain Fire Carrier, Self only

The Lord of Ice and Suffering: 1x Event No Effect Fire lasts 5 minutes, all weapons gain Ice Carrier, Self only

The Lady of Lore: 2x Event instantly solve a riddle, puzzle, or translate a single page of text

The Lord of Crafting: 5x Event Major Resist Shatter

The Lady of Bounty: When gathering Alchemical components or Farming, you will gain one additional basic Components of the same type as what you pull from the bag.

One Handed Weapon and Small Shield

The Life Warden (Hammer), The Lady of Lore (Mace), The Radiant One (Sword), The Lord of Storms (Spear)

Hardened Claws

The Lord of the Depths, The Lady of the Wilds, The Defiler, The Lord of Hunger and Famine

Two Handed Weapons

The Lady of Bounty (Farming Equipment), The Lord of Crafting (Hammer), The Lord of War and Conflict (Hammer)

Bastard Weapon

The Keeper of Souls (Sword), The Corruptor of Souls (Sword)

Florentine

The Lady of Lies, The Lady of Fire and Destruction

Staff

The Keeper of Secrets, The Lady of Pestilence and Plague, The Lord of Ice and Suffering

Game Effects and Logistics

Weapons and Armor

Weapons

There are many different types of weapons available in game. Their base damage and their maximum lengths are listed below. All weapons must be checked when you check in at the beginning of game.

Weapon	Base Damage	Minimum and Maximum Length
Small Weapon (dagger, sap etc.)	1 damage	Min. 10" Max. 18"
Thrown Weapon (dagger, dart, Javelin etc.)	1 damage	Min. 4" Max. 24"
Magic Wand	1 Magic	Min. 12" Max. 18"
One Handed Weapon (Short Sword, Mace, Long Sword etc.)	1 damage	Min. 24" Max. 48"
Bastard Weapon (1 or 2 handed weapon, axe, sword, mace etc.)	1 damage	Min. 48" Max. 60"
Staff (2 handed only, may block 1 handed, but not attack)	1 damage	Min. 48" Max 72"
2 Handed Weapon (Sword, Axe, Mace etc.)	1 damage	Min. 60" Max. 72"
Bow	1 damage	Min. 36" Max. 72", Maximum 30" Draw and 24-26 lb. Draw weight. All bows will be tested at check in
Crossbow	1 damage	Min. 12" Max 36", Maximum 13-14 lb. Of force. All Crossbows will be tested at check in
Blow Gun	1 damage	Min. 12" Max. 36"
Flintlock Pistol	1 Damage	Min. 10" Max 24", Nerf style weapons only. All weapons will be tested at check in. Darts Only, Weapon Must Have An Orange Tip.
Flintlock Rifle, Requires the Skill Advanced Flintlock	1 Damage	Min. 36" Max 60", Nerf style weapons only. All weapons will be tested at check in. Darts Only, Weapon Must Have An Orange Tip.
Psionic Blades, Must be purple	1 Body	Min. 10" Max. 18"
Unarmed, Must be White	1 Damage	Min. 12" Max 21"
Claws/Hardened Claws, Must be Red	1 Damage	Min. 24" Max. 36"

Armor and Shields

Shields

A shield may not cover more than 50% of the user's body without an appropriate skill. If it does, this is known as "turtling" meaning that it would be impossible for anyone to strike the target using the shield safely.

Shield Size	Minimum and Maximum Size
Buckler	Min. 10 in by 10 in, Max 20 in by 16 in
Small Shield	Min. 20 in by 20 in Max. 36 in by 20 in
Medium Shield	Min. 36 in by 20 in Max. 48 in by 30 in

Armor

Armor rating for any given suit is determined by area of coverage, material and authenticity. That is then totaled and you have that many armor points affecting your entire body, armor points are not specific to a given area. That said while you could wear a simple chest plate made of cardboard made to look like metal and it wouldn't grant you any armor points, however if you're using a high quality replica piece made from EVA foam or the like you will still get points. All armor values listed below are for basic suits of armor that a player starts with; the armor that a Blacksmith makes is of higher quality. Only one piece of armor will be counted per area listed, however you may wear multiple different pieces of armor of different types for a mismatched set if you wish.

Armor Refit:

If a suit of armor has taken damage it may be "refit" by its wearer on a 60 second count. During this time the wearer must roleplay adjusting straps/fittings/plates no other actions may be taken, including moving or speaking. If the wearer stops the count, or it is interrupted, they must start again. If a suit of armor has lost all of its armor points to damage it is considered "breached". A breached suit of armor may be refit as normal, however it now provides 2 fewer armor points permanently (Unless it has the Indestructible effect, in which case it may never become breached). This loss of armor points is cumulative, so that a 10 point suit of armor breached 5 times would no longer provide any armor points and would need to be replaced.

My Knowledge Is My Armor (Researcher Skill):

This skill awards armor points based on the number of books the player carries, with each individual book providing one point of armor. These books may be of any type so long as they are genre appropriate and are at least 6" x 9" x 1". The maximum armor bonus from this skill is 15. This skill doesn't stack with other armor skills.

Armor Types

Light Armor: All Costume Armor, Thick Cloth, Leather, Light Chain-mail

Medium Armor: Period Chain-mail, Metal Banded Leather, Ring Mail, Brigandine

Heavy Armor: Plate Metal Armor of all types.

A Note On Costume Armor

Any armor made from materials such as foam, patterns printed on cloth, or plastic, but made to look like metal or leather, will be counted as costume armor. However if the item is of sufficient quality as to make a staff member second guess what they are seeing then it may be counted as armor of the type it is made to appear as.

Type	Head	Shoulders	Chest	Back	Upper Arm	Lower Arm	Groin	Upper Leg	Lower Leg
Light Armor	1	1	2	2	1	1	1	1	1
Medium Armor	2	2	3	3	2	2	2	2	2
Heavy Armor	4	3	4	4	3	3	3	3	3

Ritual Success, Failure, and Backlash

Casting Ritual Magic is inherently dangerous as the caster is bending the fabric of reality. There is no guarantee that a Ritual will be successful, but there are some things you can do to increase your chances of success. The tables below will explain Success, Failure and Backlash in the case of an extreme failure. Upon the completion of the Ritual a Ritual Marshal will ask you to roll percentile dice on the Success table and will then proceed from there. Rituals cast in dark territory cannot achieve a Major Success.

Success

D%	Result
1	The Ritual fails and you must roll on the Backlash table
2 - 25	The Ritual fails and you must roll on the Failure Table
26 - 99	The Ritual is a success but you receive no bonuses
100	The Ritual is a Major Success, you must roll on the Major Success Table

Major Success

D10	Result
1	No Bonus
2	The duration of the Ritual target is increased by 3 months if an item. For non-items the target gains a Heal All Effect and Imbue 1x ever Shield Magic (lasts until lost or 1 event)
3	1 out of 5 Ritual Components used in the Ritual are not consumed.
4	The Spell Caster has 5 spell slots restored to them if they have any.
5	The duration of the Ritual target is increased by 6 months if an item. For non-items the target gains Imbue +10 HP and the Heal All effect
6	No Ritual Components are consumed during the Ritual
7	The Ritual Caster instantly Refreshes all Abilities and HP
8	If the target of the Ritual is an item it gains the Indestructible effect. If not, all persons in the Ritual Circle gain an Instant Reset of all Abilities and HP
9	The duration of the Ritual target is increased by 1 year if an item. If not, all persons in the Ritual Circle gain a 1x ever Reset Abilities and HP useable on themselves or a target by touch, lasts until used or 1 event.
10	Roll two more times on this table. Ignore further rolls of 10

Failure

D10	Result
1	The Ritual is a major failure. Roll on the Backlash Table
2 - 9	The Ritual fails, no further rolls
10	The Ritual is successful, no further rolls

Backlash

1	Roll two more times on this table ignore further rolls of 1
2	The Ritual fails and everything and everyone in the circle is subject to a Destroy Magic Effect
3	The Ritual fails and the caster immediately enters Bleed Out
4	The Ritual fails and the caster accidentally summons a creature from another plane of existence that will hunt them
5	The Ritual fails and all people in the Ritual Circle suffer the Mute effect for 1 hour
6	The Ritual fails and all persons in the Ritual Circle are transported to another plane of existence
7	The Ritual Fails and all Ritual Components within the Ritual Circle are consumed
8	The Ritual Fails and all items in the circle suffer an Overwhelming Destroy Effect
9	The Ritual fails unless the caster can supply double the original Ritual Components in which case re-roll on the Success Table
10	There is no Backlash the Ritual simply fails

Increasing Odds of Success

When increasing your odds of success you are modifying the success number and not the Major Success number. The most you may increase your chances to is 99%, this would mean only rolling a 1 would result in a failure and it would be a backlash.

Action	Result
Spend an additional 1 minute casting the ritual	+1% chance per minute
Expend 1 additional Power Component (not subject to Component Limitations)	+2% chance per Power Component
More than 1 caster assists in casting the Ritual	+3% chance per 1 additional caster
Using extremely good RP and props for the Ritual	+4% chance may only be gained once
Using An Artifact Ritual Focus	+5% chance may only be gained once

Curses

The following is a list of the possible effects of Curse. When you are Imbued with a Curse proceed to plot and roll on the appropriate table. When you suffer from a Curse you know you are Cursed, but not how the Curse will manifest or when it will end.

Minor Curse

D10	Result
1	Roll once on the Moderate Curse Table
2	You suffer from uncontrollable laughter whenever you try to lie for 1 hour
3	You suffer the Fear effect when presented with combat for 1 hour
4	You become Intoxicated for 1 hour
5	Roll twice on this table ignore further rolls of 5
6	5 minutes after you return to game from monster camp you suffer 5 Body damage, may not be defended against
7	-1 Base Damage for 1 hour
8	-1 HP may not be healed for 1 hour (minimum 1 HP will remain)
9	You become a complete Pacifist for 1 hour
10	No Curse is inflicted

Moderate Curse

D10	Result
1	Roll once on the Major Curse Table
2	You become incapable of Lying for the remainder of the event
3	You suffer the Fear effect when presented with magic of any kind for 1 hour
4	Whenever you drink anything you suffer 5 damage, may not be defended against lasts 1 hour
5	Roll twice on this table ignore further rolls of 5
6	5 minutes after you return to game from monster camp you suffer 10 Body damage, may not be defended against
7	-1 Base Damage Lasts until the next Reset
8	-3 HP may not be healed for 1 hour (Minimum 1 HP will remain)
9	You become unlucky, it will plague you for 1 event
10	Roll once on the Minor Curse Table

Major Curse

D10	Result
1	5 minutes after you return to game from monster camp you suffer an Overwhelming Death effect, may not be defended against
2	You become incapable of lying for 1 year
3	You become a complete pacifist for the remainder of the event
4	You gain no beneficial effects from ingested substances for the remainder of the event
5	Roll twice on this table ignore further rolls of 5
6	5 minutes after you return to game from monster camp you suffer 15 Body damage and the Agony effect, may not be defended against
7	-1 Base Damage for the remainder of the event
8	-5 HP may not be healed for 1 hour (Minimum 1 HP will remain)
9	You become extremely unlucky, it will plague you for 1 event
10	Roll once on the Moderate Curse Table

Delivery Types

Below you will find all of the different ways that an effect can be delivered to another character or object in game.

Ambient

Ambient effects are any effects constant to a specific area. These areas will be clearly marked with either a white rope outline, or be stated by a marshal if they effect an entire mod space, or the entire game. Ambient effects can be mental, physical, magical, or poisonous. For roped off areas without a marshal the effect will be marked on a highly visible sign on the border of the area.

Area

Area effects target all players or other legal targets within five feet of the effects source. This will always be paired with both an effect call such as Cure Death or Fear and Carrier such as Magic or Mental. Anything that could defend against the carrier will defend against an area effect.

Aura

(Effect) by Aura

This defense does not defend against an attack, but instead causes the target that just struck the character to take the Effect listed in the Aura. This attack is by default smart, and the character may use it however they please, but some specific skills or abilities might limit this. This defense will not stop damage or an effect to character in any way even if either party falls to the effect. Sometimes Auras are linked together with another defense with the 'and <Trait>' modifier. An example of this could be a Fire Ooze is struck by a weapon and declares "5 damage by fire aura". If you have a defense that would stop fire damage in this case you may defend against an aura. If no trait is specifically stated with an Aura, then it is assumed to be 'by Physical'.

(X Damage) To Body

This effect represents damage being delivered directly to the targets HP. This is considered a physical attack only when used with a weapon. This effectively ignores any armor bonuses you have, however if it is delivered with a melee weapon it can be parried or resisted. In the case of Flintlocks this effect can be resisted.

Carrier Attacks

A carrier attack is any attack paired with another ability. For example when swinging a 1 handed melee weapon you normally swing for "2 Damage". This means that you are striking the target for 2 points of regular damage. However this can be modified with a carrier such as Knockback, Disarm or even Death. The new call would be "2 Knockback", "2 Disarm, or "2 Death". Unless the target calls a resist they will take the damage portion of the effect, however the target will only take the carrier attack if at least 1 point of damage is done to their HP. This means if all the damage is done to the targets armor they will not take the carrier effect, only the damage portion.

Delayed

This effect will always be paired with another effect such as stabilize. When you are under a delayed effect you will not immediately take the delayed effect until either a time has passed or an appropriate situation arises. When you receive a delayed effect you will receive a card with all appropriate information unless the caster and the target are the same person.

(Effect) By Gesture

This effect allows another effect or ability to be delivered via a gesture from the user. The user must simply point at their intended target and state the effect. The used effect follows all the rules of the effect, this only changes the delivery method.

Healing Carrier

This carrier attack doesn't actually heal the target; it simply represents the damage being channeled through healing magic. This carrier is mainly used to combat certain creatures who take double damage from healing.

Imbue

This effect is a catchall effect that can include anything that isn't specifically covered in the standard effects. These range from beneficial healing, to harming curses and so on. When you receive an imbued effect you will receive a card from the effects user or be told to speak with a plot member for further action or clarification.

Major <Effect or Ability>

This prefix signifies an effect or Defense that is much more powerful than normal. Any defense used without the Major Prefix will fail to defend against an attack with the Major trait.

Massive

This carrier represents a strike of inhuman size or strength. It can come from many sources, such as a weapon attack or a trap. This call forces you to take whatever effect it is paired with whether it is damage or an ability such as knockback. You may use a Resist or Shield Physical if it is weapon delivered, otherwise there is no defense. Damage from a massive attack is applied to armor first, then HP as normal. This cannot be parried or blocked; if you do you take the damage or effect.

Maul

This carrier represents being struck by a ripping or tearing attack. This carrier will only be paired with damage and forces the damage to go through all armor, tearing it to pieces. If you take this effect both your armor and HP take the damage. Shield/Resist Physical can negate the damage to both armor and HP; however damage reduction effects will still cause your armor to be damaged for the full amount.

Overwhelming

This effect will always be paired with another effect such as Disarm or Command. This effect renders any paired effect unstoppable. The only effects that can resist an Overwhelming effect are Overwhelming Resist/Shield <effect> or No Effect (if the call wouldn't apply to you, such as 'Overwhelming Death to Elf' and your character is a Dwarf. Overwhelming effects are typically generated by extremely rare and powerful magical abilities, insanely strong or large creatures, and deities.

(Effect) By Poison

This effect will always be paired with another ability such as death or heal HP. It represents an effect taking hold through the use of a non-man made natural poison.

(Effect) To Self

An effect to self can only have the user as a target they are usually immediate effects and do not last. However in the case of stabilize to self it is a lasting effect that happens when the appropriate situation arises.

Spell Strike

This effect allows the user to channel a known spell through a melee weapon. When using this skill you must declare "Spellstrike Magic <Spell Effect>". When used this skill uses up one instance of the users memorized spell and may only be defended against with a Shield/Resist Magic or Physical. Spell Strikes that are blocked by a physical shield still deliver the spell effect.

Effect by Touch

This effect allows another effect or ability to be delivered via a touch of a packet from the user. The user must simply touch their intended target with a packet and state the effect. The used effect follows all the rules of the skill it came from, this only changes the delivery method. This effect renders the spell optional and must be accepted by any target it is used on, unless they are helpless, so if you do not want the effect, simply state no effect when it is used on you.

<Effect> By Voice

This effect changes the delivery method of a different ability or effect. The target of the ability or effect becomes everyone who hears the call. To use this ability you must state "By the sound of my voice <effect/ability>". The ability or effect paired with this still follows all normal rules otherwise for that effect or ability. This is a magical or mind based effect and may be defended against as such.

Effect List

Below you will find all of the effects that may happen to your character in the game.

Agony

This skill causes the target to be wracked with unbearable agony. You should role-play being in extreme pain you may even scream out if you wish (As long as another skill doesn't prevent it). This effect lasts for 15 seconds, during which you may use no game abilities other than defending yourself. You must take a knee (or plant your feet) while under its effect.

Banish

This effect causes the target to be sent back to their home plane of existence as long as it is connected to the plane that they are currently standing in, if it isn't they will be deposited in the nearest available plane to their home plane. This may be used on any target that is not on their home plane. The Target arrives at their own place of residence (for adventurers this would mean their cabin).

Duration: Instant

Berserk

The target of a Berserk effect flies in to an uncontrollable rage and will attack any target they can see and perceive as a threat. A threat is defined as anyone who is actively holding a weapon, spell packets, or alchemy packets. If there are no available targets within line of site the target of this effect will go looking for one. Berserk is always considered a mental effect.

Duration: 1 Minute

Bind

The target of this effect has their arms stuck to their body and may not use them for the duration of the effect. A physical bind effect is capable of being ended early by another player cutting the target loose on a three count.

Duration: 5 Minutes

Calm

This effect renders the target completely docile. They will take no hostile action against anyone for 5 minutes. During this time the user will wander about aimlessly and possibly just leave the area, they can still speak and use skills as long as their actions aren't aggressive. However if they are struck with another attack skill, this effect immediately ends.

Duration: 5 Minutes

Cleave

The target of this effect immediately falls to the ground and begins their bleed out count as if they had been struck with a killing blow while incapacitated.

Duration: Instant

Command

The character must immediately follow the next direction that the caster gives him. The command must be followed to the best of the target's ability, and until it is completed the target can take no other action. The directions are limited to certain phrases, and the caster must state one and only one phrase from the following:

- Tell the truth: The target must answer the next yes/no question you receive truthfully.
- Attack <person/group>: The target must attack the person(s) stated. Command lasts until all targets are unconscious, or the effected target is rendered helpless in some way.
- Defend <person/group>: The target must protect the person(s) stated. Command lasts for 5 minutes, or the effected target is rendered helpless in some way.
- Give <person> <item(s)>: The target must peacefully give up item(s) stated to the person stated.
- Do <Task>: The target must attempt to do the non-combat task in question.
- Flee: The target must attempt to flee the area.

Duration: Until Unconscious or task is completed

Confusion

This call forces its target to become disoriented and forget what they were doing. They will have no idea what is going on and have no memory of the last 5 minutes (10 seconds if quickened) leading up to this point in time. This effect lasts for 5 minutes, at the end of the 5 minutes the memory loss becomes permanent. However, if you receive a Cure Mental or an Awaken effect within this time you will regain your memories. You are not aware of the memory loss until someone asks you about that specific point in time, so no meta-gaming it to get your memory back. If any hostile action is taken against a target under the effects of confusion the confusion will end, however the memory loss will remain unless cured by the end of the 5 minutes.

Duration: 5 minutes or permanent

Corruption

This effect will always be paired with imbue. May only be used on a permanently dead target or a target in their death count. The target is immediately turned into an undead and the stats will be found on the imbue card. The user of this skill must provide a mask or other means to the target in order to phys-rep their undead state. If the target is in their death count when inflicted, the death count pauses until the effect ends or they are killed again, the death count immediately resumes where it paused and the target may be brought back to life as normal.

Duration: 1 hour or until killed again

Cure

This effect will always be paired with another effect or ability. For example you could receive a cure poison, which would remove all poison from your system, or a cure paralysis which would remove paralysis. This is a beneficial effect that removes negative effects from the target. This may be used passively under certain circumstances which normally forbid the use of game skills.

Duration: Instant

Curse

This effect causes the target to suffer from a negative mental or physical effect. This can be anywhere from uncontrollable laughter, the inability to lie or even physical weakness. When the target receives an imbue card with this effect they must proceed to plot as soon as they are able to, if the target is in combat they may resolve combat and then proceed to plot. The card will state the effect's duration. If the target dies and resurrects, or receives a Cure Curse, the effect immediately ends unless otherwise stated on the imbue card. If the Curse effect is on an item it will take effect on the person who first picks up the item at least 5 minutes after the effect is placed on the item. The item may not be removed from or destroyed by the person holding it; however another person may willingly take the item or destroy it.

Duration: 1 hour or more

Damage Reduction

The user of this ability takes a reduced amount of damage from a certain source. This will always be paired with one of the following, Physical, Magic, Mind, or Alchemy. Physical Damage is any damage delivered through a melee or ranged weapon. Magic Damage is any damage delivered through a packet or with the Magic Carrier. Mind is any damage delivered through Psionics, or with the Mind/Mental Carrier. Alchemy is any damage delivered through contact poisons, ingested, or alchemy packets. The Call for Damage Reduction is "Reduced" and must be stated periodically while being struck with the appropriate effect, and whenever a new opponent enters combat with you. All damage reduced this way is reduced before any weakness effects are applied. For example if your character takes double damage from fire, but has damage reduction 2 and a source would deal 4 fire damage to you, you would take 4 fire damage ($Base\ 4 - 2 = 2 \times 2 = 4$). If after damage reduction is applied you would receive no damage you must declare "Reduced, No Effect". Multiple instances of this ability don't stack, you will always benefit from the highest source.

Death

This skill represents a user dealing a killing blow either through their weapon or another effect. It automatically knocks the target into their death count, if they take the effect as per the carrier attack rules.

Duration: Instant

Destroy

This effect represents the user making an attack of some kind that breaks an item. The item is completely destroyed and may not be recovered. If delivered to a construct this effect will deal damage as it harms their body, in the case that it is a carrier the target will receive normal weapon damage and the damage from the destroy. If an item is destroyed turn the item tag in to plot at your earliest convenience.

Duration: Instant

Dispel Magic

This effect represents the user destroying all magic on a target. The target has all magical effects of any kind removed from their spirit; this will also affect any magic item held by the target. Magic items are rendered mundane and may be used as if they were a non-magical version. All magic on the target, or items held by the target are lost forever. Items may be re-enchanted and players can receive new magical effects.

Duration: Instant

Diagnose

This effect allows the user to determine any negative effects upon a person. When using this effect the user must state "Diagnose <effect>", the user must state a specific effect, poison, death or disease etc.

If the target is affected by the diagnosed effect they will respond yes. If the diagnosed effect is bleeding out or death, the target must tell the user how much time they have left on their count.

Duration: Instant

Disarm

This effect causes a held item to be knocked from your grasp. The item must be dropped at your feet, **not behind you**, and remain there for until it comes to a complete stop. This has no effect on shields as long as they are strapped to your arm. If the item you are holding is tethered to your body the force of the blow will cause the Sever Limb effect on that limb instead. (a tether is defined as any form of rope or other item that ties item to your body, an in game effect such as spirit bound, spirit locked or alchemical glue will not render the sever limb effect. This is only meant to discourage people from cheating by tying their items to themselves and just backing away dragging the item in question)

Duration: Instant

Dominate

This effect will put the character affected in complete control of the person that generated the effect.

The effected character cannot attack or harm the user in any way, and must attempt to follow any and all commands given by the person, even if they clearly involve the effected character dying. The person can issue as many or as few commands as they wish, and while under this effect the character may call 'No Effect' to any Command effect which would directly contradict any of the users commands. Like with Command, any commands to tell the truth may only be used with yes or no questions. Unlike Command, this effect lasts a full 5 minutes or until Cured, even if the character is rendered unconscious.

Duration: 5 minutes

<X> Drain Life

This effect represents the user draining the life of a target in order to sustain themselves. This effect will always be accompanied with a number such as 5 or 10. This effect deals an amount of damage to the target and heals the user for the same amount. This is considered a very evil effect.

Duration: Instant

<X> Drain Spell Slot

This effect represents the user draining the magic from a target. This effect will always be paired with a number such as 5 or 10. This effect doesn't deal damage in the typical way, instead of dealing damage to HP it deals damage to a targets Spell Slots. Spell Slots lost to this effect may be regained through normal means such as Restore Spell Slot effects, or at the next Reset.

Duration: Instant

Empower Magic

This effect represents all magic being cast by a target becoming more potent. All magical damage, healing and time based effects are doubled. This means that a spell dealing 5 points of damage now deals 10 where as a healing spell healing for 5 would now heal 10 and a spell with a 1 hour time component would be doubled to 2 hours. This effect cannot be compounded by further uses; only one instance of this effect may be active on a target at any given time. When casting while under the effects of Empower Magic you must add the Empowered Carrier to all spell effect calls, for example "By the power of my magic, Empowered <spell effect>". For damage and healing calls you double the number that you state in the incant as well as adding the empowered carrier as shown above.

Duration: 5 Minutes

Expose

Expose will always be paired with another descriptive word or phrase such as "Expose Humans" or "Expose Undead". This effect will always have a voice delivery and can be resisted with a shield or resist mental. Anyone who hears the effect called and whose character is described by the Expose must call out loud enough loudly.

Fear

This effect causes the target to flee in fear of the user for 5 minutes. The target cannot take any hostile action against the user except to defend themselves. The target must move at least 20 feet away from the user and act frightened. The target may still attack other targets while under this effect.

Duration: 5 minutes

Heal

This effect heals the target for a set amount of HP. This amount varies widely from 1-50+. This ability has no effect on dead targets. This may cause damage to certain creatures and characters.

Duration: Instant

Immune

This effect denotes that a target takes no effect from a specific source, this source will always be listed with the skill or effect that grants the immunity. If the target is struck with an effect that they are immune to they must call "No Effect". In the chance that the target is struck with an ability that includes something they're immune to such as being Immune: Fire and being hit with 2 Magic Fire, they are no effect to the entire effect.

Intoxicate

This effect represents the target becoming extremely drunk. The target should act highly intoxicated for the duration of the effect and role play having slurred speech. The slurred speech makes it impossible to properly cast spells. The target should also roleplay having slight instability on their feet, making it impossible to fight. The effected target may still use defensive abilities and skills.

Duration: 5 minutes

Invisibility

This call and effect will be represented by a blue headband. When this ability is being used the user cannot be seen and cannot be found through normal means, but you can still hear them if they make a noise such as speaking, loud actions, using skills, etc.

Duration: 5 Minutes

Killing Blow

This call represents the user ending the life of a helpless opponent. All PC's have the ability to use this effect, however not all NPC's have access to it. In order to use this effect the user must place the tip of their weapon on the targets chest (Or a hand on their shoulder with permission) and state "Killing Blow 1, Killing Blow 2, Killing Blow 3, <Weapon Damage and Carrier>". The target immediately enters the dying state and begins their death count. Please note that some creatures may require a specific carrier in order to kill them in this fashion.

Knockback

This effect causes the target to be knocked away from the user 10 paces. The target cannot use any in game abilities while moving the 10 paces, other than defending themselves with their weapons.

Duration: Instant

Knockout

This effect represents a target being struck in the back of the head, or by other means being rendered unconscious. When using this effect with a melee weapon you must use the "waylay tip" or pommel of your boffer safe melee weapon to gently tap the shoulder blade of your target and declare Knockout. Once unconscious the target is considered helpless. This may be defended against with a Resist or Shield Physical only. The user of this skill must be standing behind their target and able to see the shoulder blade area of their back, so no reaching over the person to use this ability.

Duration: 5 Minutes

Life

The effect represents the targets spirit being restored to the body. This effect only affects targets who have passed through the bleed out count in to their death count. Upon receiving this effect the target is immediately returned to 1 HP. This has no effect on "living" undead or permanently dead characters.

Duration: Instant

Light

This effect represents the user forming sheer magical essence in to the form of a small light. The light takes the form of a glow stick; it may be thrown or passed to another person (The light granted by the skill Dark Vision cannot be given to another person). However it cannot be used as a weapon in any way and the spell itself will not set off spell defenses on a target. If cast on a target the caster must give the target a glow stick.

Duration: Lasts until the glow stick fades

Mute

This effect represents the target becoming incapable of speech for a short time. While under this effect the target should roleplay being unable to speak or make any noises other than a quiet pained groan. While under this effect the target is unable to cast spells, Psionics however are not affected.

Duration: 5 minutes

Nausea

This effect causes the target to become extremely nauseous. The target will begin dry heaving violently rendering them incapable of speech or casting, in addition the target may not fight or use any game skills, they may also not move any faster than walking speed. However the target may still defend themselves with weapons and protective spells that have been cast upon them or that they have access too naturally, such as Shield spells and Resistance effects.

Duration: 5 minutes

New Life

This effect brings a permanently dead character back to life. The user must have access to the targets body or ashes in order to use this effect. The target may refuse this effect if they wish. The target is brought back to life, but the next time they would resurrect they automatically permanently die and may not be the target of this effect again. Use of this effect is considered to be a crime against The Keeper of Souls and will merit ramifications against the user, the target however will not be held accountable.

Duration: Instant, life remains until the target dies again.

No effect

This call is fairly self-explanatory; this is a defensive call that represents the target not taking effect from a certain attack or action. No effect means they are completely immune to that specific effect.

Paralyze

This effect causes the target to be rendered completely immobile. The target should role-play having their body become completely rigid, they cannot speak or move, however they can still breathe. They cannot use any in game abilities other than Cure paralysis or defensive effects that are active upon them such as Shield and Resist. The target is considered helpless.

Duration: 5 minutes

Pin

This call represents the target having their dominant foot pinned to the ground, either by magic or a weapon being shoved through it etc. The target may not move their dominant foot from the spot and cannot be moved. However they may still pivot on that foot.

Duration: Line of sight or 1 minute

Purge <effect>

This effect represents all instances of a single effect being removed from a target forcefully. This will always be combined with another effect such as maim, Paralyze, death.

Duration: Instant

Quicken

This is a prefix for any other ability. When it is used it effectively shortens the duration of any effect to 5 seconds. Some effects may be different, see individual descriptions for more information.

Reform Body

Target spirit stops traveling to deaths realm and reforms as a body and immediately begins a new death count. This makes it as if the target had just begun their death count, the target may then receive a life effect as normal.

Refresh

This effect grants the user the ability to regain a single ability that they have already used that would normally refresh at the next Reset. Only the user may regain the ability and the ability must be a skill that refreshes each Reset. They regain only a single instance of the skill or ability for example this effect could be used to regain a single spell or a single physical skill such as Disarm

Duration: Instant

Regeneration

This effect grants the user a passive health regeneration effect and will always be paired with a number. The user of this effect will heal by the numbered amount in HP every 1 minute that they aren't engaged in combat. This means that a player in their bleed out count will never die due to bleed out, they must be killing blown. Actively engaged in combat is defined as actively attacking, or being attacked by another player. However once the user of Regeneration is considered helpless for any reason they are no longer engaged in combat.

Resist (Ability, Effect)

This call represents the user shrugging off a single use of a specific ability, it doesn't mean they are immune, it just means they are resistant to it. It will be accompanied by an effect type such as physical, fear etc. Resist physical may be used on any melee or ranged attack; you must actually be hit with something physical such as a dart or weapon to use this skill. This effect represents natural born resistance to an effect. Resist Poison is the only way in game to defend against ingested poisons.

Duration: Instant

Restore

This effect represents an item being repaired and returned to its original working condition before it was shattered. This will also heal a construct for 10 HP. This has no effect on items that suffered the Destroy effect.

Duration: Instant

Restore Limb/Maim

This effect represents a limb being removed or restored. Severed limbs cannot be used for anything, if you have a single severed leg you cannot hop, you must sit on the ground and may scoot or crawl. A severed limb may still be the target of an attack or ability; it is assumed that the attack or ability passes through that area in to another portion of the body.

Duration: Until restored, or the end of the event whichever comes first

Shatter

This effect represents an item being broken, but in such a way that it can be repaired. The shattered item cannot be used again until it has received the restore effect. Constructs receive 10 damage from this effect as it harms their body. If a shattered item is not repaired by the end of an event it must be turned over to plot.

Duration: Instant

Shield (Ability, Effect)

This call represents the user shrugging off a single use of a specific ability, it doesn't mean they are immune, it just means they are magically protected against it. It will be accompanied by an effect type such as physical, fear etc. Shield physical may be used on any melee attack; you must actually be hit with something physical such as a weapon to use this skill. This effect represents a magically granted shield protecting against the effect.

Duration: Instant

Shift Step

The effect represents the user moving from one point in the world to another that they are able to see. The user does this by merging with an object such as a pool of water, a shadow, or a tree and then reemerging from a similar object that the user can see from the point where they initiated the skill (shadow to shadow, water to water, tree to tree, etc. The objects must be large enough that you could reasonably stand within them). The user must declare "Shift Step 1, Shift Step 2, Shift Step 3", they must then place on a white head band and proceed out-of-game to their destination. The count should be done at a normal talking pace and during the count the target may be struck with spells, weapons and other effects. If the target is struck unconscious or dead during the count the skill fails, otherwise they simply take all effects they were struck with and then proceed to their destination. If used through a spell the user must Shift Step through a set of objects related to the School of Magic the spell came from and use the skill within 30 seconds of casting the spell.

Duration: Instant

Slay

This effect represents a melee or magic strike of such unimaginable power that the target is immediately struck dead and their spirit is ripped from the body. The target of this effect must immediately proceed to death's realm. This effect will always be paired with another carrier such as physical or magic, any defense that can be used to defend against those sources may be used to defend against this effect.

Duration: Instant

Slow

This effect causes the target to become disoriented and lethargic. They can only walk at a slow shuffle.

The target may still use all game abilities and skills for the duration of this effect.

Duration: 5 minutes

Spirit Bound

This effect may only ever target an item. When an item is Spirit Bound it is as if it is permanently attached to a character. It may not be disarmed, dropped accidentally or stolen; it will also travel with you to The Keeper of Souls realm. The only time a Spirit Bound item may be removed from a character is when the character suffers permanent death.

Stabilize

This effect forces the target to stop their bleed out count and become unconscious at 0 HP. They may then wake up normally after 5 minutes.

Duration: Instant

Stun

This effect represents the target becoming dazed and lethargic. The target is unable to defend themselves in any way. If the target is attacked while stunned the effect immediately ends when they're struck.

Duration: 5 seconds

Volley

This defense is usually tied to a trait or a specific set of circumstances (such as a Melee swing or being inflicted with a disease) and will successfully defend against the attack and then return an identical attack against the attacker. A volley may never be used against another volley. A volley used against a Major attack will defend against the specific attack and refund the use of the attacker's skill, but will return a non-Major attack back against the attacker. A Major Volley, in addition to successfully ending any attack, will return a Major attack against the attacker, even if the original attack was not Major. The exact type of the Volley need not be stated in the call, but sometimes for flavor a trait may be used. For example, if the character is struck with '5 Damage' with a melee attack and they have the ability to 'Volley Melee' then the appropriate call would be "Volley 5 damage" indicating that the attack was defended against, and the caster then would immediately take "5 Damage" instead. The volleyed attack may be defended against normally with the Shield and Resist effect.

Weakness

The effect represents the targets body becoming feeble and weak either by magic or disease. The target takes double damage from all melee attacks and deals half damage with all melee weapons and bows. The user also loses all instances of the effect Strength upon them for the duration of this effect.

Duration: 5 minutes unless otherwise noted

Skills List

Below you will find a list of all skills with effects that weren't covered in other sections.

Advanced Firearms

This skill allows the user to effectively wield all advanced firearms in battle. This includes, muskets, mortars, cannons, and other ballistic firearms more advanced than a standard flintlock pistol.

Attunement

This effect allows the user to spend 5 uninterrupted minutes studying and getting to know the ins and outs of a specific weapon they are proficient with. Once a weapon is attuned it gains immunity to Disarm, Shatter and Destroy. This effect may never apply to a Magic or Jewel enhanced weapon.

Duration: Until the next Reset.

Backstab

This is an actively used effect that grants the user +1 damage when attacking a target from behind. You must actually be standing behind the target and be able to see their shoulder blades in order to use this effect. This effect represents increased knowledge of anatomy and the ability to strike vital targets. This effect may be applied to any melee weapon or thrown weapon that the user is proficient with.

Berserker Rage

This effect allows the user to enter an adrenaline-induced rage when they enter their death count. When under this effect the user suffers the Frenzy effect, +10 HP until the effect ends, and gains +1 to their base melee weapon damage. This effect ends when the death count ends or the user is knocked unconscious. If their death count ends they must immediately drop to a knee and proceed as a spirit to The Keeper of Souls Realm. If knocked unconscious they resume their death count and must receive a Life effect.

Duration: Length of Death Count or Unconsciousness.

Chase

This effect allows a user to follow a person who just used the flee ability. Within 2 seconds of someone declaring the Flee ability you must use this effect. Once used you may take the same number of steps that were just taken by the target that used Flee directly toward the user of flee. While using chase to follow someone you may Frenzy Major Resist Any until you have finished taking your steps.

Clarity

This effect allows the user to gain a hint to a puzzle, riddle or question. This effect must be used in the presence of a marshal. Duration: Instant for most answers, some may take a little time however.

Courage

Imbue Immune to Fear.
Duration: 5 minutes

Death Circle

This effect is represented by a circle of pulsing blue rope light on the ground with dimensions between 5 and 10 feet in diameter. The Circle may be entered and exited by anyone and may not be used for performing rituals. Any living being passing the edge of the circle in either direction immediately suffers 50 Unholy damage, this damage cannot be prevented.

Duration: 1 hour

Detect Disguise

This effect allows the user to attempt to notice whether or not a person is wearing a disguise. The user must have a legitimate reason for using this skill such as breaks in a person story, breaks in personality etc. Meta-gaming in order to validate using this skill will be harshly dealt with. 1 use of this skill is needed to detect a Level 1 Disguise, 2 for Level 2, 3 for Level 3 etc.

Duration: Instant

Disguise

This effect represents the user disguising themselves so that they look like someone other than themselves. The user may change their appearance as appropriate to their specific skill, whether it be makeup, costume or prosthetic. While using this effect no one can recognize you as your normal character as long as you change appropriately. See the "So you think you're sneaky?" section for more information.

Duration: This effect lasts for 30 minutes or until you take off the disguise.

Dream Quest

This ability allows the user to go on a quest while they are dreaming. The quest takes place in the dream realm, upon successful completion of the quest the user will receive a temporary beneficial effect, or the answer to a question of their choice at plot discretion. The quest will be run in the same way as a mod would be, the quest will typically involve puzzles and a few monsters and while on the quest all skills and body points will be refreshed for the duration of the quest. The user must inform plot of their use of this skill, plot will let you know an approximate time when the quest will happen. When the time comes plot will come find you and proceed on the mod.

Duration: 1 hour

Dream Visions

When a caster uses this ability they immediately fall in to a dream like state, along with all other players within the ritual circle. While asleep the players will experience a vision of potential future events if they don't ask a specific question, or have a specific goal in mind. If however the caster asks a specific question or has a specific target of the vision in mind they will receive a vision about that topic instead. This effect always requires a plot marshal.

Flee

This effect allows the user to quickly escape from conflict. When used this effect allows the user to take between 1-10 strides in a straight line away from battle. When using this skill declare Flee loudly and then take your steps. While taking these steps no one may advance upon you until you take your steps, unless they are able to use the Chase effect. While using flee you may Frenzy Major Resist Any until you finish taking your steps.

Frenzy

This effect represents the user solely focusing on using a single skill. When this is paired with another effect such as Resist Physical, you may use that effect an unlimited number of times. However you may only use other simple actions such as walking, running, and basic fighting (no other skills) while using a frenzied ability. If you do use another ability the frenzy effect ends.

Duration: 5 minutes or until a new skill is used

Gather Essence

This effect allows the user to gather the essence of a creature's spirit that has recently suffered permanent death. In order to gather the essence of a being you must spend 30 seconds role-playing taking a bit of hair, skin blood etc., from the beings body. You must begin Gathering the Essence within 5 minutes of the being's permanent death.

Ghost Sight

This effect represents the user being able to perceive and communicate with ghosts. This is a plot granted effect only.

Duration: As designated by plot

Hardened Claws

You may wield a set of medium length (24" - 36") melee weapons (1 in each hand). These weapons must be completely red in color with a black stripe running down the edge. Normally when a creature blocks with its claws it still takes damage as its attacker is damaging part of its body. However Hardened Claws are made from a denser set of bone with a complete lack of tissue and are impervious to pain and bleeding so the wielder doesn't take damage when blocking with them. You may still use a shield in one hand if you wish, but may not carry a claw weapon in that hand.

Healing Circle

This effect is represented by a circle of pulsing yellow rope light on the ground with dimensions between 5 and 10 feet in diameter. The Circle may be entered and exited by anyone and may not be used for performing rituals. Any being passing the edge of the circle in either direction immediately suffers Heal 50 Holy; this effect may not be resisted.

Duration: 1 hour

<Holy, Neutral, Unholy> Ground

This effect represents the user sanctifying the ground in an area in the name of their chosen Deity. The Ground will either be Holy (good), Unholy (evil) or Neutral (do I really need to say it?) based on the deities alignment. Only targets that worship (Must have the Devotion Skill to that deity) a deity with the same alignment may pass over the designated area. You may designate an area up to 10 square feet and you must mark it with Yellow (Holy) Blue (Unholy) Green (Neutral) set of rope lights. The rope lights may not be broken by any solid object when set, so there could be a tree or building within the ground, but the entire object must be contained within.

Duration: 1 event may not be extended

Infect (disease)

This effect can be delivered by many different sources to infect you with a disease or virus. You will immediately take the effect of the disease stated and must receive either a Cure (specific disease) or Cure All effect to remove it. Diseases vary wildly and can be anywhere from sporadic nausea, to permanently decreased HP, or even death.

Duration: Instant

Lock Pick

This skill allows the user to attempt to pick a lock. The user must actually attempt to pick the lock if carrying lock picks are legal to carry in the state that the game is played in. If lock picks are illegal the lock will be substituted for an appropriately difficult puzzle. This skill doesn't guarantee success.

Mandscape

This effect allows the user to enter a willing or helpless targets mind to view their surface thoughts. When you use this skill on a target you may ask a single question from the following list. What is your real name? What is your primary profession? What did you do in the last 5 minutes? What is your real race? This effect may be defended against with a Resist or Shield Mental effect. It may have other uses at plot discretion.

Duration: Instant

Natural Armor

Natural Armor represents a creature's natural resilience to damage through having a tough hide. Natural armor is lost after any worn armor points are depleted and before hit points are lost due to damage. Natural Armor counts as normal Light Armor for purposes of spell casting. Once all points are lost the armor must be healed in the same manner as hit points. When being healed hit points are restored first and then Natural Armor.

Perfect Aim

This effect represents the target taking the time to perfectly aim a shot to strike their target. The user of this skill must declare "Aimed Shot, <weapon damage> by Physical Gesture". You may not add the Major Carrier to this effect. You must concentrate on aiming for at least 10 seconds before using this effect.

Pickpocket

This effect represents the user deftly pulling a single item out of a targets pocket or pouch. The item pickpocketed may be no more than palm size. In order to use this skill you must first find a rules marshal and inform them you wish to use this skill, they will then accompany you as you use it. Once you have a marshal, proceed to find a target you wish to pickpocket. You must then clip a small clothespin to the target (within 6 inches of a pocket or pouch) without them or anyone else taking notice. If you are able to do this without anyone noticing in game before you get at least 10 feet away from the target you have successfully pickpocketed them. The Marshal will then ask the target for a single random item from that pocket or pouch and will retrieve the clothespin. They will then give the user the item discretely. If the pocket or pouch contains only out-of-game items, the next closest pouch will be pickpocketed instead as long as there is one within 4 inches of the original target.

Pool

A pool is a set amount of either damage or healing that can be cast in increments and lasts until all points have been used, 1 event, or the person with the pool dies and resurrests. The pool will always be paired with a number such as 100 and the pool may be distributed as the user sees fit. The user may use anywhere from 1 to the maximum points of the pool on any given usage, subtracting each usage from the total pool. Once the pool has been emptied a new one must be cast in order to create a new one, there is no player controlled way to refill a pool other than casting a new one. Only 1 pool of any kind may be active on a target at any given time. The pool is distributed by packet and may be used by touch or thrown, unless otherwise stated in the skill/spell.

Positive Karma

This effect will always be paired with Imbue. This effect will improve a target's chances of resurrecting by 10%. This may only be used on a spirit heading to The Keeper of Souls Realm.

Profession/Lore

This effect represents your character having very specific in game knowledge/experience in a single field such as Inn Keeping, Farming, History, Astronomy, etc. A Profession of Farming for example would give you the actual working experience and knowledge of how to work on and maintain a farm and it's resources, where as a Lore of Farming would offer the working knowledge of how to do so, but not the working experience. You may choose anything you wish so long as it is genre appropriate. Each individual type you take may be purchased up to 10 times. For each level of a Profession/Knowledge you have you will gain 1 Copper piece at check in. Once you have reached 10 ranks in a specific Profession/Knowledge you're considered a master and your income for these master Profession/Lore skills are doubled. For the most part these profession/knowledge skills have no in game effect what so ever outside of role-playing, however they may occasionally be used to gain information during a module, or under similar circumstances, don't pester staff for information from them during every module or your skills may be docked. That said you should try your best to learn about each Profession/Knowledge you take, especially things such as History and Astronomy of the world of Orlon.

Proficiency

This is a passive effect that is always in effect. It grants the target a permanent increase to damage with a specific type of weapon (One Handed, Bastard, Two Handed, Bow, Crossbow and Thrown). Unless otherwise stated when you gain this effect you gain +1 to damage regardless of weapon type. This effect represents the user being a more skilled combatant and being more skilled with complex maneuvers.

Quest

This effect gives the user the ability to obtain a specialized module. To use this ability speak with the bartender or someone running the tavern.

Ritual Circle

A Ritual Circle is a special magical circle used by Ritualists to cast their magic. A standard Ritual Circle may be up to 15 feet in diameter and must be made of unlit red rope lights or rope. If the ritual for creating a Defensive Ritual Circle is cast upon it you must plug in the lights. Once a ritual circle is cast anyone may use it to cast rituals so long as they can stand inside of it. For purposes of understanding a Defensive Circle, consider the circle to be the edge of an invisible barrier that extends up to just above the head of the tallest person within it and below the ground 5 feet, it has a floor and ceiling that may not be passed in the same way the walls cannot be passed. The only thing that can pass across the barrier of a Defensive Circle without being allowed by someone who is invested is air, not air elementals, air spells, or anything of the like, just clean, breathable air.

Skim Mind

This effect allows the user to read the surface thoughts of a target. The user may ask a single question of the target, the questions asked may be one of the following. What is your name? What is your race? What was your first class? Did you just lie? These are the only available questions to be used. However at plot discretion the user may be allowed to use different questions when using this ability against a plot character, a plot member will inform you of the ability to do this.

Duration: Instant

Spell Slots

Spell slots represent the space in your mind that you have allocated to the knowledge of how to cast spells, they refresh at each Reset. Spell slots may be Imbued to Books through certain effects. These spell slots are available to the book's owner as long as they have the book on their person, these spell slots may be used for any spell known by the person and are the first spell slots used up in the case of duplicate spells. **Spell slot restoring effects do not work on imbued spell slots and spell slots in magic items.**

Summon

This effect allows you to attempt to bring forth a single creature from another plane under your control. This effect will not always work (not enough NPCs), however if the user supplies their own NPC for the role it will automatically succeed. The creature summoned will be defined by the specific effect along with its stats. The creature lasts until it dies, the caster dismisses it (focus for 10 seconds declare unsummon while touching the summoned creature), or until the next Reset. If you wish to use an NPC for this effect you must go to Monster Camp and cast the spell there. Unless otherwise noted, summoned creatures are considered to be mindless and may only follow simple commands, they are incapable of using any activated abilities granted through imbues such as damage buffs or healing pools.

Duration: Max 12 hours

Suppress Magic

This effect represents all magic on a single target being temporarily nullified. All magical effects, both positive and negative cease to affect the target (treat as if they were never cast). This only affects magic with a duration longer than instant, so it would not return someone to being dead if they had received a life spell. During the duration of this effect the timer on all spells that were suppressed pauses and will immediately resume upon the ending of this effect. New spells may be cast on the target of this effect and will replace any identical effects that are suppressed, allowing the target to have new protection spells and things of that nature cast upon them. This may not target an inanimate object. If this is cast on a non-sentient undead, the undead will immediately return to their original dead state or death count state and the undead effect ends until recast. Has no effect on the target's carried items.

Duration: 1 hour

Tracking

This skill allows the user to attempt to find a single target that they have lost sight of. In order to use this skill you must identify your target by yelling "Tracking <Character Name> or <Creature Type> (for monsters without higher thought)" The target must then yell back "Tracked". One use of this skill allows for a single call and response. Alternatively if you have this skill and someone attempts to Track you, you may yell back "Resist Tracking" in which case the Tracker and their party if they have one may not advance in your direction and should proceed away from you, this is to represent that you have blazed a false trail. However further uses of Tracking will pick the trail back up.

Ward

This effect represents a magical barrier protecting a building. When cast, anyone within the building is considered to be affected by the ward and may pass in and out of the building at will, bringing any other person they wish with them by touching them. The Ward protects all openings to the building and is impassable by all normal means. The ward must be represented by a large glowing 'W' on the main door to the building. 5 minutes of concentration is required to set up or remove a ward after the incant is said. The ward may be removed with a destroy magic effect or by the caster restating the incant and spending 5 minutes in concentration. A Ward blocks all uses of Shift Step.

Duration: 1 event unless otherwise noted

Imbue Cards

Below you will find list of the most common Imbue and Infect cards used in the game. These don't encompass all possible effects, but rather the most commonly used ones that need significant explanation. You may print them out for use with skills you have in the game. The user of the Imbue effect must sign the back of the card with their player number and name.

<p>Imbue Lesser Corruption HP 5 Claws Damage: 1 Damage Undead: Zombie Double Damage From Fire and Holy, Slow</p>	<p>Imbue Minor Corruption HP 7 Hardened Claws Damage: 1 Damage Undead: Ghoul, Pale, Sunken Eyes Double Damage From Fire and Holy, Slow</p>
<p>Imbue Corruption HP 12 Any One Handed Damage: 1 Damage Undead: Wight, Pale, Sunken Eyes, Blood Mouth Double Damage From Fire and Holy</p>	<p>Imbue Moderate Corruption HP 15 Any One Handed Damage: 2 Damage Undead: Death Knight, Glowing Eyes, Pale Double Damage From Fire and Holy</p>
<p>Imbue Master Corruption HP 30, No Effect To Physical Claws Damage: 2 Body Undead: Ghost, Pale, White Veil/Shroud Double Damage From Fire and Holy</p>	<p>Imbue Minor Curse See Plot ASAP</p>
<p>Imbue Moderate Curse See Plot ASAP</p>	<p>Imbue Major Curse See Plot Asap</p>
<p>Imbue Suppress Magic All magical effects on your character such as Shields, Magical Imbue Effects, Etc. are rendered unable to be used for 1 hour. New instances of those effects may be granted to you and you can use them, however they replace the previously cast effects. All suppressed effects are effectively paused for the one hour duration.</p>	<p>Imbue Disease See Plot ASAP</p>

<p>Imbue Summon Lesser Elemental HP 5 Claws Damage: 1 <element based on skill used to summon> Double Damage From Opposing Element</p>	<p>Imbue Summon Greater Elemental HP 15 Hardened Claws Damage: 1 <element based on skill used to summon> Double Damage From Opposing Element 2x Reset Resist Physical</p>
<p>Imbue Summon Master Elemental HP 30 Claws Damage: 2 <element based on skill used to summon> Double Damage From Opposing Element 3x Reset Major Resist Any</p>	<p>Imbue Immune Physical/Magic/Mental/Elemental/Poison <circle one> Lasts 1 hour</p>
<p>Imbue Positive Karma To Spirit <Present to Death></p>	<p>Imbue Negative Karma To Spirit <Present to Death></p>
<p>Imbue Immune to Fear Lasts 5 Minutes</p>	<p>Imbue Delayed Stabilize To Self Lasts Until Used Or 1 Event</p>
<p>Imbue + < > Spell Slots Lasts 1 Event</p>	<p>Imbue Weapon Carrier < > Lasts Until Next Reset</p>

Donations & Assistance Points

Donations are always welcome at any chapter or for the game as a whole. Donations come in many different forms and will be rewarded. See the table below for a list of Donations that will always be accepted and their reward. Also on an as needed basis individual chapters or the game owner may post additional donations needed online. What you can purchase with AP is listed on the next page.

Assisting the Game

Assistance Provided	Assistance Point Reward
NPiring an entire event	60 points
Kitchen Help 1 hour	10 points
Extra NPC Shift, 2 hours	15 points
Game Staffing	100 points per event

General Donations

Donation	Assistance Point Reward
Spell Packets "Rubber Band"	1 point per 3 packets
Spell Packets "Sewn"	1 point per 1 packet
Orange Alchemy Packets "Rubber Band"	1 point per 2 packets
Orange Alchemy Packets "Sewn"	1 point per 1 packet
Food/Drinks/Make Up Wipes for Monster Camp	1 point per dollar value minimum 1 (receipt required)
Costuming Piece	Based on quality
Skeleton or Zombie Tabard	10 points per 1 tabard
General Costume Jewelry (Necklaces, Rings, Bracelets)	Based on quality
Latex Masks (see website for current needs before purchasing)	1 point per dollar value minimum 1 (receipt required)
Refer a friend who PCs an event	25 points
Quality Makeup/Spirit Gum	1 point per dollar value minimum 1 (receipt required)
Boffer Weapons (See website for current needs before purchasing or crafting)	based on need larger more elaborate weapons will get more points
Latex Weapons	1 point per dollar value minimum 1
Puzzle	1 point per dollar value minimum 1
Wooden Treasure Chest	1 point per dollar value minimum 1
Monetary Donation	1 point per dollar
Trap Parts (See website for current needs before purchasing or crafting)	1 point per dollar value minimum 1

The AP Store

Heroic Feats

These are purchasable skills and effects that might otherwise break the game in some way. Each of the effects below last for one event (unless otherwise stated) and will be added to your character sheet for the event. You must email your local logistics person at least one week before the event in order to purchase anything with AP. The only exception to this rule is purchasing CP which may be done on site.

Name	Effect	AP Cost
Street Smarts	Gain 5 CP, Single Purchase Per Event	60
Windfall	You gain 1 gold at check in.	100
Free Trade	You receive up to one gold worth of items at check in.	100
Mysterious Benefactor	You get a low level magic item gifted to you from a mysterious donor. You can work with staff on the theme of the item, though you don't get to choose the specific abilities.	150
Gift from the Gods	You are granted a token from your god to utilize in game. The token will have varying effects depending on your deity. At the end of the event the item is destroyed.	500
Sanctify Soul	Remove one death from a single character. This cannot be used to regain your two free deaths. The cost is based per character, not per player.	100, +50 AP per purchase
Keeper's Boon	The next time your character must go to death you have no chance of permanent death, but the death is still added to your total.	200, +100 per purchase
Warriors Spirit	You are imbued with the powers of a skilled warrior, 1x Reset, Disarm, Maim, Stun, and +1 Damage, and 1x Reset, Resist Physical. You may also use any melee weapon for that event.	100
The Ancient Magi	You're imbued with the power of an ancient mage, you gain 20 Spell Slots and 1x Reset Resist Magic, plus you may use a Magic Wand for the event.	100
Iron Defender	The spirits of your ancestors grant you protection. You gain 1x Reset, Resist Physical, Magic, Mental, and Poison. You also gain 1x Event, Major Resist Physical, Magic, Mental, and Poison.	100
Sacred Summons	You gain the aid of a powerful summoned creature. The ritual that summons this creature ties it to this realm for an hour and cannot be extended. During that time it will aid you to the best of its ability. Single purchase per event, may not be available each event based on staff availability.	200
Shifting Magical Energies	You are effected by the residual magic left over from the Arcane Explosion in Dunwich. It's power lingers and has granted you a boon. 5X Reset (All of the following, they are all packet delivered) Magic Heal 5, Magic 5 Damage, Magic Quickened Confusion, 1x Reset, Shift Step (Living Being), 1x Event, Magic Life, 1x Ever, You May Change Your Race (You Must Meet Any Requirements For The Race)	500

The World of Orlon

Below you find information pertaining to the world of Orlon, its various kingdoms and empires, its religions and deities and major factions. All information listed below is in game and considered common knowledge to anyone in the world. However you may choose to have your character not know any or all parts of it.

A Treatise on the State of the Kingdoms

Scribed by High Mage of the Circle of Fate, Archibald DeMond, in the year 315.

I write this not to take sides in the conflict to come, but rather as a resource for future historians. I have broken the following document up in to many sections, each pertaining to a particular kingdom, as well as a brief overview below of each section. May we learn from the sins of our past, lest we damn the future.

The Calendar Dispute

The first sign of the division to come came not with a war, but with a simple disagreement over how to track the years. Each of the kingdoms felt that their method of tracking the years was the best. In the end all that was agreed upon were the months and days of the week. Now one may find themselves going from one year to another simply by asking different people at the market. Below you will find a brief overview of the 7 different year markers, in no particular order after the trade year.

The Trade Calendar

A common year form created by the trading guilds for unification in trade agreements and commonly used by common folk not living within a kingdom's home city, it was also adopted by The Kingdom of the Seven Coins. They marked the first year of the calendar as day the first unified trade guild was formed, over 300 years ago.

Year: 315

The Iron Calendar

The new calendar created by the Kingdom of Stonegard. The Dwarf Lords started their calendar based on creation of the great forge The Everlasting Fire.

Year: 862

The Calendar of the Deep

The new calendar created and accepted by the inhabitants of the Sirens Tear Islands. They were determined that the great maelstrom's appearance in the world was the only logical point at which to start a calendar from.

Year: 237

The Royal Calendar

The new calendar created and used by the vast human empire. They measure the year based on the creation of their own kingdom.

Year: 591

The Burning Calendar

The new calendar created and used by The Empire of Argeth and its vast armies. They count the years based on the cycles of the sun and moon, which for them is skewed due to their cycle of long nights and days depending on the time of year and from the formation of their empire.

Year: 170

The Natural Calendar

The new calendar created and used by The Kingdom of Crellmar and its Elven and Faerie masses. They determined that the year should be based off of the number of rulers they have had and how many years they have served as leader and thus their calendar is far more complicated, they measure first in lifetimes and then years of service.

Year: 3rd Lifetime 752

The Broken Calendar

The new calendar created and used by The Empire of the Fallen Sun. This calendar is the simplest of all as the Dark Elf and Deep Dwarves feel no need for a calendar as they spend little time on the surface, therefore it is solely used by the sentient undead masses. They measure based on the creation of the first sentient undead emperor, Adelric.

Year: 1572

The Months of the Year

Below you will find listed in order the months of the year. There was much heated debate as to the names of the months, as well as the days of the weeks, but in the end the kingdoms came to a unanimous decision. Find listed with each month any major holidays that fall within them.

The Month of Ice, 31 days
1st. Day of Dawnings

The Month of Frost, 28 days, 29 in leap years
14th. Day of Love
29th. Day of Luck

The Month of Warming, 31 days
20th. Spring Equinox

The Month of Rains, 30 days
1st. Day of Fools

The Month of Blooming, 31 days

The Month of Sun, 30 days

The Month of Flames, 31 days
4th. Night of the Living Sky

The Month of Storms, 31 days

The Month of Creation, 30 days
21st. Day of Peace

The Month of Darkness, 31 days
31st. Night of Horror

The Month of Harvest, 30 days
24th. Feast of Lillyandis

The Month of Celebration, 31 days
24th. Night of Celebrations
31st. Long Night

A Brief Synopsis on the Kingdoms and their People

The Empire of Argeth

A kingdom whose people are as rugged as the environment that they are born into. Unlike some kingdoms there is no true racial hierarchy within this society, instead merit and social standing is based on sheer strength of arms and renown. The kingdom is comprised mainly of, Orcs, Goblins, Ogres, Barbarian Tribes (Vulture, Scorpion, and Dragon), Humans, Medjai, Stone Constructs, and various desert dwelling Animal Kin. They are led by an Orc known as Warlord Grohmahk (rumored to be an emissary of Grok, The Lord of War and Conflict) and an Orc known as Croomah the Shaman. They lead constant raiding parties against the mainland and revel at any chance to kill the Fae or their Elven allies.

The Kingdom of Brunai

A young and wild kingdom as viewed by the longer lived races. The youngest of the kingdoms by far, but the quickest to grow at the whims of its short lived people. The Kingdom is primarily comprised of Humans, Islanders, Outlander Clans (Hoolihan, Murrdock, and Harte) Barbarian Clans (Boar, Falcon, Phoenix, Shark, and Rat) and various Animal Kin races. They are led by a human by the name of, King Alaron Brightsun and his second in command, a human named General Morand Banehammer. The humans seek, wealth, and pleasure or so it seems to those outside the kingdom. They are truly a simple folk.

The Kingdom of Stonegard

An old kingdom with roots that run as deep as a mountain (or so they will be happy to tell you). A kingdom of craftsman, smiths, and artisans, they revel in working with their hands and place high regard on superior craftsmanship. The empire is primarily comprised of Dwarves, Gnomes, Constructs (Metal), and various Animal Kin races. They are led by a Dwarf known as Dral the Troll Slayer (rumored to be an emissary of Mordin, the god of Crafting) and a Dwarf named Droman the Builder. The Dwarves and their kin seek to delve ever deeper into the mountains in search of precious stones and metals, all in order to craft new wondrous and beautiful items.

The Kingdom of Crellmar

The oldest kingdom by far, they can trace their history back to the beginning of recorded history (as they themselves started the recording). They consider themselves to be the most noble of all the kingdoms, however in recent years their borders have shrunken dramatically due to constant raids by the Empire of Argeth. The kingdom is primarily comprised of Wood Elves, Constructs (Wood), Satyrs, Pixies...



(Note to self, talk to that alchemist about Pixie repellent)

Dryads, Barbarian Clans (Bear, Bull, and Eagle), Outlander Clans (Rose, and Belmont) and various Animal Kin races (though primarily Wolven). They are led by two Wood Elves, High King Elamor Wood Strider and Lady Lian Wood Strider. They are a slow to anger as an empire, but will respond with force and overwhelming numbers when tested.

The Empire of the Fallen Sun

An empire as dark and dreary as any could imagine and by all accounts unique in every rite. Not much is truly known this northern empire, so I will write what I know. This empire has a structure unlike any other as while it is considered to be one, it is effectively broken up into three separate houses. The Duergar, the Dark Elf, and the Undead, however at the time of this writing the Dark Elf have taken control by sheer cunning, magic, and force. This empire is primarily comprised of, Dark Elves, Dhampir, Ghouls, Islanders, Barbarian Tribes (Bat, Spider, Snake, and Ice Wraith), Orcs, Goblins, and Animal Kin races. They are led by two Dark Elves, Queen Dil' Ae' Darkmoon and High Priestess Ryl' Launim'. So far they have mainly kept to themselves; however rumors have begun to spread of a growing number of travelers missing or killed in the northern lands. What will come of this no one knows.

The Kingdom of the Seven Coins

The youngest of all the kingdoms. Founded a mere 100 years ago, this kingdom is unlike any other. Formed by the Fates Crusaders adventuring party on the Ebonheart Isle, it's the newest frontier awaiting ambitious adventurers. Not much is known about the island upon which the kingdom was formed, only that it is said to be a cursed place. However this hasn't dampened the appetite of adventurers and settlers, but rather it has increased the intrigue. The kingdom itself is unlike any other. They don't partake in petty wars and welcome any and all races, so long as you follow the laws. The Kingdom is currently led by the last surviving grandchild of one of the party members, Luca Belmont. However most of the day to day affairs of the kingdom are handled by a quasi-democratic council of citizens.

Honorable Mention

The Sirens Tear Islands

While not truly a Kingdom or Empire, they are held in high regard by most civilized kingdoms. They take no sides in conflicts unless well paid and even then brother may be found fighting brother if the price is right. They have no real leadership to speak of as the island is mostly comprised of merchants, pirates and mercenaries. However a rough peace is kept by a council of the longest standing ship captains and their first mates. Any and all races can be found here from time to time, however the areas primarily consists of Islanders, Medjai, Outlanders, and Humans.

A Treatise on the Gods and Demons

Scribed by High Mage of the Circle of Fate, Archibald DeMond in the year 315

There has been much confusion and conflict in recent history as to who the "true" deities of this world are and what they stand for. Therefore I have taken the task unto myself to document all that I can about each higher being. I shall attempt to reserve any judgment; however for full disclosure it should be known that I myself am a follower of Laveda the Lady of Lore. I seek to continue her good works by spreading that knowledge to any who would listen.

I feel that I should start at the beginning, however here at the beginning of this work I shall keep it brief. I will expand on this later on in the work in greater detail. This may be as comprehensive and hopefully as unbiased a guide as one might find, as until now one could only gain knowledge of a particular higher being by visiting with their devotees, or with countless hours of research in dusty old stacks of tomes in ancient libraries.

(Please note the beginning of this is the best that I could find to be able to put to paper and should be taken with a grain of salt so to speak, as no documents still exist pertaining to this time and literally only the gods know if this is true.)

The First Age of Creation

In the beginning there was naught but darkness and death. A single spark of energy floated through the nothingness of existence and slowly over eons became self-aware. Whether by some force of nature, the will of existence itself, or something else is not known. However this little spark quickly became lonely once it achieved awareness and determined that it needed something, anything else to spend its existence with.

Many eons would pass while this little spark found itself and began to understand what it could do and how. However in the end it managed to harness some of its own life energy to create a large ball of dirt. (I shall not bore you with the details and rumors of the creation of the world here.) After the little spark finished crafting the planets and stars it seemingly decided that it needed other beings to exist with and spend eternity with. Thus the first Gods were created.

(The following is rumor and superstition at best; however it is the best that could be found from all sources referenced over the lifetimes of several scholars such as myself.)

First the spark created for itself a daughter of pure radiance and beauty; it named her Kiera and instructed her to care for nature and the pure places within the world. Second it created itself a son, it named him The Life Warden and instructed him to create living mortal beings to inhabit the world and watch over them. However this is when for the first time in the existence of the spark something unexpected happened. As the life warden formed, a second being came forth from the energy of creation. A dark, calm and ominous figure, a twin brother to The Life Warden. The Keeper of Souls was born. He did not speak, but all knew his purpose was to be the antithesis of life, however he did so without malice and cared for the fledgling beings life energy when their time on the planet was done.

As the spark watched his creations live upon the world an idea formed within its mind, a concept if you will. It began to notice the passage of time and saw the beauty in what he had created. With the formation of a mere concept The Keeper of Secrets was brought into being. A stoic guardian for all time, and the creator of magic. The spark instructed his newest son to bring forth magic to the world so that his creations could revel in the same wonder that it did.

After a time the new mortal beings of the planet began to complain of not being able to see one another and they began to pray. The little spark heard their pleas and deigned to bring forth another son. This time it created a being of purity and light and thus created The Radiant One. He commanded his new son to bring forth light to the world so that the sparks creations might enjoy all that it had created. However the whole of creation is balance and as light was brought forth to the world so was the concept of darkness for the little spark, and from the edges of the world darkness began to creep in. Forever would half the world be consumed in darkness, ever shifting as time passed and the world turned. Lingering just within the shadows a new being came into existence. The spark named her

The Lady of Lies and she would be ever consumed with a hunger for forbidden knowledge as she could never step into the light.

One day as the spark watched, some of the beings of the fledgling world began to die suddenly. Distraught the little spark sought out the cause of this mysterious die off. It found its source lingering within a dark underground cavern. One of the little mortal beings had

come across The Lady of Lies. The Lady of Lies had asked the being to bring her other beings so that she might inspect them and understand how they work and had thus begun killing. The spark now furious and distraught lashed out at the small mortal and twisted its form, pouring all of its dismay, anger, and grief into the creature. The spark cursed it to never again see the light of day, or to enjoy the comforts of life. The Defiler was born and cursed at the same time. The little spark depressed and overwhelmed turned over the care of the fledgling world to his sons and daughters and retreated from the world.

The Second Age of Creation

The new higher beings felt lost and confused, for they had always looked to their parent for guidance in what to do until now. So they began to wander the world lost and confused. They took to listening to the mortal beings of the world and simply heeded their prayers for things that they felt that they needed.

First the higher beings thought that they must give these mortals the ability to think and reason for themselves. They pooled their energy and created for themselves a new sister, Laveda the Lady of Lore. They instructed her to help the mortals to understand the world and grow as separate species and help them in knowing what they needed to live.

Once the mortals understood better the world they were living upon they began to question things and explore. The first thing they realized was that the constantly shifting storms of the world were a hazard to them and that they had to be put under control. Thus they prayed to Kiera, the Lady of Nature for something to control the storms. Kiera mustered all of the power that she could and spawned a new being, her son Borash, the Lord of Storms. She instructed him to keep the weather under control and to keep it in balance. Next the little mortals began to notice that with the rains of Borash came the growth of new life and vegetation. They prayed once more to Kiera for a way to use this to their advantage and to feed themselves. Kiera was still rather exhausted of power from the creation of her son so she requested the aid of The Life Warden to assist her. Together they created Lillyandis, the Lady of Bounty. The mortals could now cultivate their own food.

Seeing the creation of new life and still furious for being cursed, The Defiler crept back in to the world that night to whisper secrets to one of the mortals. He found one that lived by the sea and instructed it on how to catch and eat the creatures of the land and sea. The little mortal tried and failed for a long time to capture the other creatures, but never could. It prayed to Laveda for assistance in coming up with a way of making his task easier, but without mentioning what the task was. Laveda thought on this for a time and eventually decided that the mortals needed tools to make their lives easier and clothing to protect them. Thus she created Mordin, the Lord of Crafting.

Mordin granted the mortals the knowledge of how to make hand tools to harvest food from the land and how to innovate new tools for themselves. The little mortal by the sea took this knowledge and crafted itself a spear of wood and stone and caught the first fish. Kiera soon found out and was horrified at the brutality of it; however she also knew that what was done, could not be undone. She went to her son Borash and requested that he create a being with the help of Mordin to protect the water ways and to control this new concept of fishing so that the mortals could not do permanent harm to the oceans. Together Borash and Mordin began weaving together many fish into a monstrous form. They created Leviathan, the Lord of the Depths.

Everything seemed right with the world now. The higher beings and the little mortals felt content and led their lives separately, but never alone. For a time all was right with the world. However it was not to remain so.

The Third Age of Creation

The world, while happy, was now out of balance once again. There was no struggle for the little mortals or the higher beings and The Defiler knew this. For eons The Defiler began to muster his strength in secret. He slaughtered mortals by the thousands all to gain the creation energy within them. When he felt that he had gathered enough he poured all of his anger, hatred and malice forth along with the gathered energy and created a new being. Not truly a son as the energy had not come from him, but a kindred spirit, or so he thought. He molded the energy in to a new form of higher being, one not influenced by the works of the original creator. He named this new being The Corruptor of Souls and sent it forth into the world to spread fear and discord. The Corruptor of Souls did so happily and skillfully. His first order of business was to instill fear within the mortals, and what better way than with greed.

The Corruptor found his first disciple in an unhappy youth living with his family on a small farm near the edge of a settlement. He began to speak to the youth in his dreams; he twisted the youths mind and planted the seeds of doubt for the future of his family, envy for how well a neighboring farm was thriving, and the concept of weaponry.

The next night while the village slept peacefully the youth crept from his hut and made his way to the neighboring farm. He took up a mighty stone hammer from the family's tool shed and crept into their sleeping quarters and one by one slaughtered the family. The boy then stole everything he could carry and crept home to show his family his spoils in the morning. When day broke the next day and the village discovered what had happened the boy was quickly hunted down. The village prayed for the intervention of the higher beings, for never before had they experienced something so horrendous.

The higher beings shocked and horrified by the actions of the boy were beside themselves. They shackled the boy in magic and prayed for their parent to return. The little spark reluctantly returned to the world and was nearly crushed at the horror that had been wrought. The little spark warned the Higher Beings and the mortals that they would never see it again after this, for they had betrayed his trust and love. As a last act of love and caring for the world and beings it had created the little spark mustered all of his power to create separate planes of existence. One for each of the Higher Beings, as well as a separate realm to be used as a prison to punish the most wicked among them, starting with the boy. The little spark warned the Higher Beings before it left to not meddle and dwell too closely on mortal affairs as it will only bring suffering. With that the little spark was gone, never to be seen again.

The Higher Beings turned their attention and wrath to the young man who had taken their parent away from them. They lashed out with their fury and fear. They twisted his form with a curse. No mortal would ever be able to set eyes upon the boy again without knowing his sins. They then banished him to the new prison realm created by their parent. Elsewhere The Corruptor of Souls watched with glee as the Higher Beings retreated to their separate realms. He began to plot and scheme as none had yet caught on to his existence. What other fun could he have with this fledgling world? He held it in the palm of his hand like a piece of raw clay, ready to be shaped by his desires.

The Fifth Age of Creation

The Higher Beings retreated from the world for a time and all was at peace once more. However, it wasn't to last. Soon The Corruptor of Souls saw an opportunity to wreak a new kind of havoc, this time among the Higher Beings themselves. He began to whisper sweet nothings to the fairest maid in the entire world, telling her how beautiful she was, and how she was truly worthy to serve the Higher Beings. Not as a servant, but as one of their wives.

The woman spent night and day praying to the Higher Beings to come to her and listen to her plea. Finally The Radiant One came back to the world to hear what the little mortal had to say. As soon as he laid eyes upon her he was struck by her beauty. The Radiant One took on the guise of a mortal and spent some time on the planet courting the young woman. However on the night that he planned to profess his love to her, she seemed different somehow, distracted if you will. The Higher Being compelled her to speak the truth and was shocked by what he heard.

The Young woman realizing how much her beauty could sway the opinions of others had begun to seduce mortal men and even tried to tempt the other Higher Beings. The exhilaration of a Higher Being falling in love with her had gone to her head. The Radiant One was furious and saw the error in his ways. These little mortals could not handle this kind of emotion and power without being corrupted. So with a heavy heart he struck down the young woman and cursed her. May no one ever lay eyes upon you again and think that you are beautiful. Her skin became streaked with green and red veins, small horns sprouted from her head, and everything she touched turned to mold and pestilence. The Radiant One cast her from the world and into the prison realm to live for eternity beside the murderer. The Radiant One retreated from the world once more and it is said so began a month of darkness.

The Sixth Age of Creation

The young lady found herself in an alien realm where all was suffering and death. For eons she languished, until finally a twisted young man came upon her. At first they could not stand the sight of each other, however in time they grew to accept it and got to talking. They agreed that they had to cast off the shackles of their previous lives and don new personas. If the Higher Beings would not love and accept them, then they would find their own disciples on the world and wreak havoc upon the world that had shunned them. The young

lady took the name Poxmaria, the *Lady of Pestilence and Plague* and the twisted young man took the name Grok, the *Lord of War and Conflict*.

The two spent a long time together conferring on how to best sow their seed of misery upon the world. However they finally settled upon raining down Fire and Ice from the skies. The pair had many children together in this barren plain of existence; however it wasn't until they had twins that they found what they were looking for: a boy and a girl, as twisted as their parents and as powerful as The Higher Beings. The pair named them Rin, the *Lord of Ice and Suffering*, and Azar, the *Lady of Fire and Destruction*. The Corruptor of Souls sensed the birth of the two evil beings and was pleased. As a present to the new family he opened a gateway back to the mortal world.

The family rode forth on the backs of great steeds wreathed in smoke. Together they spread misery and death among the mortals. However The Corruptor of Souls found that he was not satisfied with what he had wrought upon the world. So he went to his creator The Defiler and requested his aid in creating a new being. The two worked tirelessly weaving together the corpses of the fallen into a monstrosity and created Glutomark, the *Lord of Hunger and Famine*.

These Seven Higher Beings of evil wrought havoc, destruction, and suffering upon the world. Their reign would have lasted an eternity were it not for the loving sacrifice of an entire village. A village of elderly mortals on the outskirts of the world heard of what was coming and could not stand the suffering any longer. They prayed for months on end as the evil Higher Beings drew ever closer to their home.

Finally when all seemed lost the eldest among them had had enough. He knew what must be done. He went before his people and spoke honestly saying, the elderly should never be left to bury the young. This world is for the young and we must keep it that way. Let us sacrifice ourselves as an offering to the Higher Beings and hopefully they will see our act of love and come to aid the world.

With heavy hearts the villagers agreed. They gathered at the edge of town on a great cliff and one by one jumped to their deaths in the sea below. Their sacrifice was not in vain; The Higher Beings heard them and began to stir. They came riding forth from their home planes and met the evil in a great war.

The Seventh Age of Creation

There was not that the evil beings could do to stop the onslaught of the elder Higher Beings as they had greater numbers and power than they. They were one by one banished to the prison realm. However as each fell they granted the last of their power to The Corruptor of Souls that he might press on in the fight.

When, at last, even The Defiler had been defeated, the Higher Beings turned to The Corruptor of Souls. They looked upon him with fury and confusion. They had never seen this being before, with his large horns and swirling black and red markings upon his skin. He was not one of their siblings or children, yet he wielded their powers all the same. They subdued him and prepared to banish him to the prison realm as well.

However The Corruptor of Souls would not go quietly into this realm. He had had far too much fun upon this mortal world and did not wish for it to stop. He poured forth all of his power and malice into the world and its mortal inhabitants. He cursed the world as a last act of defiance against The Higher Beings. Shall you ever know our evils and corruption, may you never know true respite, may you forever be at war, and may you forever mistrust your own neighbors.

His words and power twisted the very fabric of reality itself and reshaped the mortals into the various races as we know them today. The Higher Beings more furious than ever at this corruption of their parents great work stripped him of his power and cursed him to never again be able to produce his own power. They cast the being from the world confident that they would never have to deal with the evil beings or the stranger ever again.

However they knew now that their work would be ever ongoing. The world had been twisted and misshapen in their war against evil, its people warped, confused, scared, and angry. The higher beings dispersed the beings to various parts of the world to live out their lives mostly separately so that there might be some semblance of peace. The Higher Beings then set themselves to the task of overseeing the world, but interfering as little as possible. They had seen the error in their ways and learned.

The Symbols of the Gods

Below you will find a list of the holy/unholy symbols of the gods and demons as well as a brief overview of each being. They are in no particular order other than separation of the good and evil beings.

Good

Amund: The Life Warden

Alignment: Lawful Good

Domains: Life, Healing, And Creation

Followers: Medics, Mothers, Simple Townsfolk, and the Sick

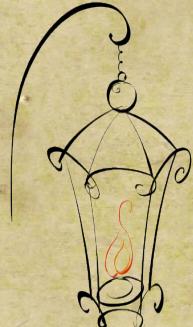


Lux: The Radiant One

Alignment: Lawful Good

Domains: Light, Truth, and Justice

Followers: Rulers, Judges, Paladins, and the Meek



Mordin: The Lord of Crafting

Alignment: Neutral Good

Domains: Crafting, Mining, and Art

Followers: Craftsmen, Miners, and Dwarves



Laveda: The Lady of Lore

Alignment: Neutral Good

Domains: Knowledge, Learning, and Language

Followers: Scholars, Teachers, and Historians



Lillyandis: The Lady of Bounty

Alignment: Neutral Good

Domains: Farming, the Harvest, and Food

Followers: Peasants, Farmers, and the Hungry



Leviathan: The Lord of the Depths

Alignment: Chaotic Good

Domains: Waterways, Fishing, and Storms

Followers: Sailors, Fisherman, and Pirates



Neutral

Kiera: The Lady of the Wild

Alignment: Lawful Neutral

Domains: Nature, Animals, and Seasons

Followers: Druids, Rangers, and Explorers



Zaman: The Keeper of Secrets

Alignment: Lawful Neutral

Domains: Magic, Time, and Mysteries

Followers: Mages, Scholars, and Rogues



Borash: The Lord of Storms

Alignment: Neutral

Domains: Nature, Weather, Life

Followers: Druids, Barbarians, and Sailors

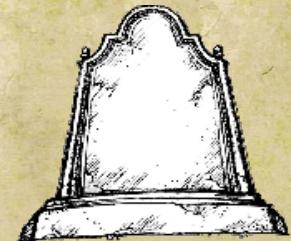


Halloran: The Keeper of Souls

Alignment: Neutral

Domains: Death, Afterlife, and Endings

Followers: Undertakers, the Bereaved, and Soldiers



Tajana: The Lady of Lies

Alignment: Chaotic Neutral

Domains: Darkness, Illusion, and Luck

Followers: Rogues, Assassins, and Dark Elves



Evil

Athanasius: The Defiler

Alignment: Lawful Evil

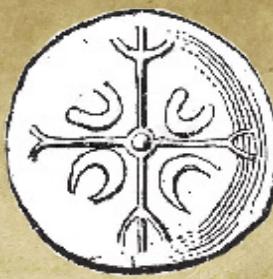
Domains: Undead, Corruption, Fear

Followers: Necromancers, Sentient Undead, and Liches



???: The Corrupter of Souls

Alignment: Lawful Evil
Domains: Power, Creation, Evil
Followers: Tyrants, Usurpers, and Traitors



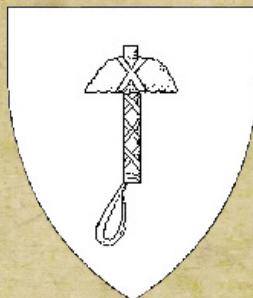
Glutomark: The Lord of Hunger and Famine

Alignment: Neutral Evil
Domains: Famine, Suffering, and Fear
Followers: Monsters, Vampires, and some Sentient Undead



Grok: The Lord of War and Conflict

Alignment: Chaotic Evil
Domains: War, Pain, and Conflict
Followers: Mercenaries, Death Knights, and Tyrants



Poxmaria: The Lady of Pestilence and Plague

Alignment: Chaotic Evil
Domains: Plague, Suffering, and Hatred
Followers: Spurned Lovers, Evil Mages, and the Insane



Rin: The Lord of Ice and Suffering

Alignment: Chaotic Evil

Domains: Ice, Suffering and Fear

Followers: Cannibals, Ice Giants, and Wraiths



Azar: The Lady of Fire and Destruction

Alignment: Chaotic Evil

Domains: Fire, Chaos, Destruction

Followers: Warlords, Pyromaniacs, and Arsonists

