This book is written for everyone who ever wished to step inside a fantasy novel, grab the weapon of fate, and become a character that shapes the story.

Thank you to all Plot Teams, without you there would be no story.
Thank you to all NPCs, without you there would be no supporting cast.
Thank you to all PCs. Without you there would be no game!

A special thank you to all those who assisted with rules creation, testing and editing this book.

Created by Andrew McKay.
All artwork by Ardith McNeil.

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Chapter 1: About Shadow Realms L.A.R.P.

1.1 Introduction

Thank you for taking an interest in Shadow Realms! We are really excited to have you as a part of our friendly community.

LARP stands for Live Action Role Playing. It is a type of interactive role playing game where all participants portray their characters through physical action, costuming, and props rather than dice, computers, or a gaming controller! You get to create your own character to interact with the world and the stories it holds.

Shadow Realms is a high fantasy and high powered setting where you get to be a hero, villain, spectator, or whatever you choose! We look forward to seeing you play out your unique role in our story.

Disclaimer

This game is fantasy; it is a work of fiction. Names, characters, places and incidents either are the product of the author’s imagination or are used fictitiously, and any resemblance to any actual persons, living or dead, events or locales is entirely coincidental. Events or actions described herein refer to fantasy characters interacting with fantasy characters.

Also, it’s a game. Although we encourage all manner of characters, players are expected to act in a mature and responsible manner. Remember: winning doesn’t mean being powerful or killing lots of monsters. It’s about making an interesting mystery or tale. Always keep in mind our focus is the compelling story, and the fun of all players as a whole. Even in a characters death can an interesting mystery or tale unfold!

Players failing to meet these expectations will be removed from the game at the discretion of the Head of Plot (the individual who runs Shadow Realms).

Contact Information

We have a really friendly community excited to welcome you to our game! Here is some important contact information to get you started.

Plot/Management: Plot@shadowrealms.info
Logistics: log@shadowrealms.info
Website: www.shadowrealms.info

Make sure to check our forums! We have some that are specifically geared for New Players.

Sponsorship

We have a program that is dedicated to helping out new players get acquainted and ready to play Shadow Realms that is called Sponsorship. What this is, is an experienced player of at least 3 events takes you under their wing and helps you make a character, prepare for camping, prepare your needed props and costuming, and make sure you know everything you need to! This usually takes a lot of time on behalf of the Sponsor, so they are awarded 1 extra bonus Experience Point for each of your first 3 events for their efforts: provided that they prepared you sufficiently.

Feel free to go on our forums through our website and post that you are looking for a sponsor!

1.2 Important Rules

While there are rules for all the skills in later chapters, the following are rules we expect every player to know upon coming to a Shadow Realms event for the safety and balance of the
The Safety Rule

The most important rule in the game is the "Safety" rule. If you hear someone yell "SAFETY!" everyone should immediately stop what they are doing and drop to one knee or sit. If there is ever a situation where someone may be injured, or is about to be injured, you must call out "SAFETY!"

During a SAFETY call the game is paused and you are not allowed to speak or move from position, as quiet will be needed for those trained in First Aid to focus on the safety issue at hand.

Once the SAFETY call has been resolved, the game will continue by means of a "Lay On". A Lay On is called by the person who called the Safety in the first place, the person whose safety was in question, or a Plot Member. This is accomplished by calling in a loud, clear voice "3, 2, 1, LAY ON!"

Never hesitate to call "Safety" if you see someone injured or in a dangerous situation. However, please try to take a moment to gage if the injured party is able to call the Safety themselves. Someone may take a tumble but are fine and would rather the scene continue than have Safety called. If they seem to be actually injured, then call the Safety.

The Descriptive Pause

Someone may call "Pause" during game. When you hear someone yell "PAUSE!" you must immediately stop what you are doing.

A Pause can be used when a trap has been triggered and the result needs to be Out-of-Game investigated by analyzing the trap rep to find out the instant In-Game effect.

It also can be used by a Plot Member to explain what is going on around your character. During this time players may ask the Plot Member for details concerning their environment.

During a Pause, the game is stopped and you are not allowed to speak to one another unless you require clarification on the descriptions, nor are you allowed to move from position. As a character you may not use this time to gather any In-Game information, speak to other characters or prepare In-Game actions – you are literally paused.

Once the Pause has been resolved, the game will continue by means of a "Lay On".

The Hang On

Someone may say "Hang On" and put both of their hands up on their head. This means that they either have been pummeled with more attacks than they were able to keep track of and cannot reasonably call defenses for in a timely manner while continuing to attack, or someone wants to clarify whether certain attacks were received by their target. This does not need to be yelled and only communicated to those in your immediate battle.

You must keep your hands upon your head for the entire "Hang On" so others know that one is occurring. During a Hang On, those involved are immune to attack for a few moments but also cannot use the time to strategize their next move or attack others. People who come upon a Hang On are asked to delay for a few seconds until the Hang On has been clarified.

The Hang On is ended with a quieter Lay On so only those involved are privy to the break that occurred.

The Hang On rule was created so minor pauses in the game can happen without stopping everyone within their battle from having to stop the Role Play. If it is found that the spirit of this rule is being abused, note that this will be considered a form of cheating.
**Speaking In Tongues**

As with any LARP, Shadow Realms wishes to create an incredibly immersive environment so that you can truly live and feel like a character in a high fantasy story! However, this requires everyone: Plot, Non-Player Characters, and Players to remain in character as much as possible, and when not In-Game to avoid disrupting the scene.

This means we do not allow players to chat Out-of-Game unless it is for rules clarifications or the like. There are times and places to discuss the best computer game, or this awesome joke you heard on the internet: LARP is not one of them. Whenever Out-of-Game talk happens, what we call **Speaking In Tongues**, it pulls people out of the immersion of being their character.

It’s tough, and people are fairly forgiving in your early games, but please be considerate and try to keep Out-of-Game chatter to a minimum! If it becomes a constant problem, there will be consequences to such behaviour.

**Reset and Day/Night**

Reset is at 6am for all characters. Once Reset occurs their skills from the previous day can no longer be used, and the next time a player spends 10 minutes resting (not in a combat situation) they regain all used once per day skills as well as all Magic and Faith Points. If the spirit of Reset is found to be abused, you will lose all skills for that day.

Players do not regain any used items or heal any damage taken. It is simply a new day.

6pm to 6am is deemed night time at Shadow Realms. This is relevant for certain skills such as Shadow Walk, or for particular races that have weaknesses during the day.

**Field Call**

Sometimes during an event, folks will forget how a particular rule or skill works. We have Rules Marshals and Plot Members that are there to help clarify these moments which are called **Field Calls**. The Marshal will answer to the best of their ability (which is often accurate, but hey! We’re human) and it is expected to be followed.

However, a **Field Call is not a final ruling**. It is up to the players to look it up in the rule book later, ask on the website, or ask between games to Plot@shadowrealms.info what the official and final call is.

**Leaving Site during Game**

The world where Shadow Realms takes place is a dangerous one. Leaving site for an extensive amount of time may result in you not only missing interesting story, but also avoid dangers for your character.

Each game grants a certain amount of Experience Points which is reflective of learning experiences your character has gone through: in particular, surviving the dangers that lurk in the shadows. For this reason, you must inform the Plot Team that you are leaving site before you go, and let them know you are back upon your return. If you are gone for too long, particularly through the night, you are at risk of being awarded less Experience Points for the event. Usually just grabbing a coffee is fine, but sleeping at home will certainly have you not be awarded as much Experience Points as the other players who stayed on site.

**1.3 The Honour Based System, Cheating, and Making Friends**

**The Honour Based System**

Shadow Realms has an Honour Based System. Each player will have a Shadow Realms Character Sheet that they must have on their
person through play. This sheet will list all the skills available to the player. Players should be especially familiar with all the skills that pertain to their character.

An Honour based system means each Player is responsible for fairly ruling the impact their skills and actions have upon the game world and their fellow Players. If you are struck by an attack, be sure to consciously count the damage taken. If you have fallen in battle or have been struck by a spell, count the effects fairly.

There is a term called "the spirit of the game" which has very deep implications. When you follow the rules and spirit of the game, the playing field is level. Your successes and victories are yours to savour. You have earned your rewards. The Spirit of the Game for Shadow Realms is that your skills and abilities should be fun for not only you, but those around you, but also acted out in their intention. The game is intended for power to be earned through In-Game struggle and victory, not by finding loopholes in the Out-of-Game rules.

Trust

Trust at any LARP is integral. Trust between your fellow Players, Plot Team Members, and Non-Player Characters needs to be paramount. As a Player, you need to be able to trust that Non-Player Characters are following the stats given to them, and you need to trust that Plot is creating a story in hopes that the whole game will find it fun and entertaining.

There will be times, just like with any group of friends, that there will be differences and even arguments. It is on all of us as adults to respond maturely.

Trust is taken very seriously at Shadow Realms, and if we find there are individuals who are regularly undermining that trust with bullying, rumour mongering, cattiness, or any other toxic behaviour, it can result in being expelled from the game.

Everyone is Human and can make mistakes, but realize that harmful words spoken can ruin the game for a lot of people. Please assume the best of others, and they shall do the same for you.

Cheating

Cheating inherently ignores the spirit of the game and fairness, tainting it not only for the cheater but also for every other Player. Any form of cheating risks experience reduction, and repeat offenses can result in being banned from Shadow Realms.

There are official Rules Marshals at game; their role is to make calls when others cannot, and to help resolve disputes. They are not there to make sure each and every Player follows the rules. The only person who can do that is you.

All players are expected to follow the rules to the best of their abilities. Any form of intentional cheating is unacceptable and can result in Experience Point Reduction or Expulsion from the game.

Here are examples and descriptions of cheating that must be avoided.

Rogueing

If you use any skills, defenses, or stats that differ from your character sheet or what Plot has given to you as a Non-Player Character, this is a form of cheating. You must know your stats and follow them to the best of your ability whether detrimental to you or not.

Twisting Rules

If you purposefully are looking for ways to tweak or read a rule to find loopholes, you are cheating. Remember the spirit of which the rule was written: ask yourself how the writers
of the game intended the skill/ability to be used. If you are abusing the fact that not every situation a skill can be used in is unaccounted for, this is considered breaking the spirit of the game and cheating. If you are ever unclear about a rule, please ask a Rules Marshal or a Plot Team Member – do not make assumptions in your benefit.

**Metagaming**

The act of taking information you only know Out-of-Game, and using it to your In-Game advantage. This also includes giving people false Out-of-Game information in hopes they take those lies In-Game. This is an incredibly insidious form of cheating which has a zero-tolerance policy.

You are not allowed to ask other players questions about their character that you In-Game or Out-of-Game are not aware of. If asked such a question about your own character, reply “FOIG,” which stands for Find Out In-Game.

If someone is discussing something with you that they are mistaken about Out-of-Game (i.e. believing your character is not a priest, believing your character is more or less powerful than they are, etc.), you are allowed to confirm their misled beliefs Out-of-Game only if they bring it up, but not add to them or elaborate. You are allowed to fib, but not intentionally mislead them Out-of-Game.

**Spilling the Beans**

When you go and tell other players information that should be strictly Find Out In-Game, you are Spilling The Beans. We at Shadow Realms feel that the secrets of other players and their characters are their own to reveal. You are not allowed to reveal secrets of other characters while Out-of-Game. Similarly, if your character has a lot of secrets, you also should not be telling others about them liberally Out-of-Game. We understand that you want to tell your friends about your cool schemes, plans, and abilities. However, if you are giving this information to players whose characters may act upon such information In-Game, you are robbing them of not only the reveal In Character, but put them in a position of Reverse Metagaming: when someone tries so hard not to metagame they end up putting themselves at an In-Game disadvantage.

Note, if you Spill the Beans about your own character, you risk losing your protection from metagaming the Plot Team is able to provide. If you feel you have been subjected to someone Spilling the Beans and need to result to Reverse Metagaming, please ask the Plot Team about situations where you are unsure whether your character would be suspicious or not of discovering the In-Game truth.

**Mommy! Daddy!**

If you ask a Rules Marshal or Plot Team Member about a rule, then that is the call and you must follow it. If you proceed to go ask someone else in hopes of getting a better call, this is cheating. If you disagree with a call and want a second opinion, you MUST inform the second Rules Marshal or Plot Team Member who it was that you first asked and what their ruling was. Withholding this information is cheating.

If this is happening at an event, you must go with the Rules Marshal or Plot Team Member’s ruling that is present. The game will not be put on hold while you find someone else.
Chapter 2: The Setting

Your character lives in the continent of Dremlin, where various nations vie for power and allies, protecting themselves from the dangers that happen globally. It is a dangerous world rife with struggles no matter where you turn. Adventuring is a commonplace vocation around the continent – and your character happens to have chosen such a career!

The game takes place specifically in Kalona in a small hamlet called North Colebrook. Why and how your character has ended up here is largely up to you! Please refer to the section relating to Backstory for more information.

Overall, the game takes place in a pseudo-medieval high fantasy culture. Politics is roughly structured and inspired from British Medieval history’s monarchy and feudalism. Certain social issues however are liberal across the globe.

Issues concerning gender and sexuality are usually a non-issue barring some specific exceptions (see: The Labyrinth). However, the world is rife with other forms of bigotry between the nations and races. Even in Kalona, arguably one of the most open minded and liberal nations on the continent still separates the various species of people and designates different rights between them.

The dates and year within Dremlin are the same as real life, except one thousand years less (so, the date January 1, 2000 CE would be In-Game January 1, 1000 AR).

2.1 North Colebrook

North Colebrook is the hamlet that the game takes place. It is named after a Human Kaylethian Priest named Allan of Colebrook who sacrificed his life to save the world from a terrible God-Eating plague called The Carnifex. North Colebrook resides in the heart of a thick wood bordering The Wastelands. These forests used to be encompassed within the Enchanted Forest; however in 1012 AR after Allan’s sacrifice, the magical woods receded behind a mystical arch that is hidden away within the forests now called North Colebrook.

North Colebrook resides within the lands of Lord Steven: a just man and warrior, he has grown up with the title of Lord and has been raised from his youth for the task. He gives fealty to Baron Gregorin, the ruler of all Kalona, the country that North Colebrook is within. Lord Steven’s guard can occasionally be found patrolling through the wood, however Lord Steven’s lands are large and his guards spread thin as he focuses to protect the peasantry.

As decreed by Baron Gregorin, North Colebrook is a place where individuals are allowed to reside without paying taxes with the understanding that it is a dangerous area and requires protection. The danger, lack of taxes, and the promise of adventure attract mercenaries, priests, mages, and explorers from the continent all over.

2.2 Laws of the Land

The following laws are also an In-Game document that is readily available to be told to or a copy provided to your character. Out-of-Game, make sure to read them before you make your character so you are aware what concepts are legal In-Game. You are allowed to make a character that breaks the laws! But we do want you to be aware that such a character concept comes with struggles and challenges, albeit very interesting ones!
The Laws of Baron Gregorin

The following crimes are punishable by fines, incarceration and other measures, including exile, loss of citizenship and/or Final Death. The sentence decided upon and delivered shall be that which is judged appropriate to the severity of the crime.

**Treason**
Any act or lack thereof which attempts to undermine the Lawful Authority or subvert the Laws of the Land. No organization may be created, administered, or otherwise exist whose aim is to undermine the Lawful Authority or subvert the Laws of the Land.

**Murder**
Acts of violence, or aid in committing acts of violence that result in the death of a Human, Elf, Dwarf, Halfling or other citizen. Any act committed during a time of war which would normally be an infraction under this law must adhere to the laws surrounding warfare and must cease and desist immediately upon the re-establishment of peace.

**Assault**
Acts of violence, or aid in committing acts of violence that result in the harm (but not death) of a Human, Elf, Dwarf, Halfling or other citizen. Any act committed during a time of war which would normally be an infraction under this law must adhere to the laws surrounding warfare and must cease and desist immediately upon the re-establishment of peace.

**Destruction of Property**
Any act which destroys, damages, defaces, or otherwise mars or compromises the appearance or structural integrity of property owned by a Lawful Citizen or Authorized Guild. Any destruction of property committed during a time of war which would normally be an infraction under this law must adhere to the laws surrounding warfare and must cease and desist immediately upon the re-establishment of peace.

**Banditry**
The Assault of a Human, Elf, Dwarf, Halfling or other citizen, or an Authorized Guild, with intent to gain unlawful possession of property. This also includes the unauthorized collection of payment for use of public services, such as roads and wells.

**Slavery**
The possession of Human, Elf, Dwarf or Halfling slaves, or other full citizens; or the abduction of a Human, Elf, Dwarf, Halfling, or other full citizen with the intention of enslavement.

**Theft**
The unlawful possession of property, or the unlawful acquisition of property without causing bodily harm to its rightful owner, or the act of breaking and entering. Theft includes breaches of verbal or written contracts as well as evasion of tax payments.

**Necromantic Magic**
Casting, being capable of casting, or instruction of Necromantic Magics, or else willingly being subjected to such magics, or the use or possession of objects enchanted with such magic, regardless of their application.
**Chaos Magic**
Casting, being capable of casting, or instruction of Chaos Magics, or else willingly being subjected to such magics, or the use or possession of objects enchanted with such magic, regardless of their application.

**Profane Worship**
The worship of dark deities whose tenets require foul, illegal or treasonous acts, including but not limited to Kagent, Necros and Sirethe. No marriage, funeral, or other religious sanction may be performed in the name of a profane being, nor may any person or being devoted to such worship recruit, abduct, or otherwise seek to convert new members to their faith. No building, shrine, monument, or other place be constructed or used for the purposes of the worship of profane gods or beings, nor may any person or being make contributions, monetary or otherwise, to in any way support or endorse the worship of profane gods or beings.

**Hedgewizardry**
Casting, being capable of casting, or instruction of secular ritual magic without authorization by an Authorized Guild that has the capacity to supervise such casting or instruction. Further to this, all residents with the capability to cast secular magic must register such knowledge with an Authorized Guild that holds the authority to take such registrations, and must give regular updates on their magical capabilities with said Authorized Guild.

**Mind-Controlling Magics and Chemicals**
The use of spells and alchemies which produce the effects of Charm, Domination, Euphoria or Forget, or else willingly being subjected to such magics or alchemies, or the use or possession of objects enchanted with such magics, regardless of their application.

**Deadly Substances**
The possession of any toxic chemical which is capable of directly causing death, including Poison.

**Explosives**
The possession or use of a device or alchemical globe that can produce an explosion of flame, acid or other dangerous substance.

**Assassins Tools**
The possession or use of items primarily designed for use in murder or silent, quick attacks by surprise, including Garrotes and Stilettos.

**Obstructing Authority**
Any action or lack thereof which causes an interference in the actions of a Lawful Authority as deemed by the Lawful Authority.

Other actions deemed endangering to public safety or property, including but not limited to the offering of unlawful bounties, are forbidden.

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**TERMS AND INFORMATION**

[SHADOW REALMS L.A.R.P.]
**Lawful Citizen**

Due to a long ancestry of defending Kalona, the following races are citizens and are granted full protection under the law: Dwaves, Elves, Halflings, and Humans. Others may be granted citizenship on a case-by-case basis, and will have Citizenship Papers to prove as such.

**Lawful Authority**

A Lawful Authority is any individual acting upon duties, authority or responsibility given by Baron Gregorin or his representatives. Such Lawful Authorities may include but are not limited to members of the Barony Guard, members of the Outpost Guard, Magistrates and Mayors. A Lawful Citizen is within their rights to demand that a person acting on behalf of a Lawful Authority present their papers to them at any time.

**Authorized Guild**

An Authorized Guild is an organization that is sanctioned by Baron Gregorin or his representatives to carry out a noble purpose for the betterment of the Barony, such as a trade guild or regulatory body. Such organizations have limited special consideration under the law to enable them to function within their purpose. Examples of Authorized Guilds include the Crimson Justice Bounty Hunters' Guild and the Mages' Guild.

An Authorized Guild has no legal authority to enforce laws, but can impose limitations and requirements related directly to the purpose for which they were created. A member of an Authorized Guild must carry valid papers on their person identifying them as such. Any Lawful Authority or higher ranking member of the Authorized Guild is within their rights to demand that a person acting on behalf of an Authorized Guild present their papers to them at any time.

**Property**

Any object, land, structure, livestock, lawful slave, or otherwise which can be said to be the lawful possession of a Lawful Citizen or Authorized Guild. All property is considered to be owned by the Baron, and held in trust by the local Lord or Lady, unless otherwise stated by a legal deed.

**Sentient Being**

A sentient being is a living being that has the ability to perceive the world and feel emotion with logic and reason.

**Slave**

A slave is defined as any sentient being that is in the possession, lawful or otherwise, of another sentient being and is considered to have no right to leave such service or to demand compensation for services rendered.

**Non-Citizens and Sponsorship**

Immigrant or non-citizen races, including but not limited to Barbarians, Dulinn, Rottu, etc., do not enjoy the full protection of the Laws of Kalona; however they may be sponsored by a Lawful Citizen. This Lawful Citizen may extend his or her rights and privileges to his or her charge, but will in turn be responsible for the actions of their charge.

To extend sponsorship, a Citizen must approach a member of the Barony Guard and inform them of their intention to sponsor an individual immigrant. Both sponsor and immigrant must sign a document.
while witnessed by a Lawful Authority to confirm that both understand the terms of sponsorship.

It is NOT illegal for a member of a non-citizen race to be without a sponsor, however he or she will be expected to abide by Baron Gregorin's laws. Monstrous beings, such as any kind of undead, demon or other destructive creature, are unwelcome in the Barony of Kalona and may not be sponsored.

**Writ**
A Writ is a written document which create specific allowances to perform actions which would usually be considered illegal under the Laws of the Barony of Kalona. Such writs can be issued to specific individuals or Authorized Guilds by a Lawful Authority who carries the right to issue writs, such as a Magistrate or Lord.

Writs are awarded on a case-by-case basis. Such an honour is most often bestowed upon individuals or Authorized Guilds who are performing the otherwise illegal act in special service to the Barony. For example, a writ for the casting of the Domination spell may be awarded to an individual who, in the course of their duties, has the legal right to question prisoners. Writs often carry restrictions which must be strictly adhered to at all times. Writs must be carried on the individual's person at the time they perform the act the writ sanctions.

A writ is a privilege, not a right. Writs can be suspended, amended or terminated at any time by a Lawful Authority of appropriate rank.
2.3 World History

Before the Dawn of Time

Gather round, my friends!

Hear the tale, of how this world, made of void and the stuff of gods, shaped by mortals and the divine, came to be as it is! How powers mysterious and arcane have sculpted our history, and continue to do so. How the strife of deities and the deeds of women and men have changed the lands and ushered us to this age of wonders and mysteries. Gather round, and hear the true history of our world, from the beginning to now!

Once, long before history began...

Two divine beings, all that there were, did war and fight, as opposites oft do. She was Mellina, and she was the personification of being – all that was, is, and ever could be, and he, Kagent, her antithesis. For every beginning that she wrought, he brought an end, for where she was existence, being, goodliness, and potential, he brought destruction, void, evil, and nothingness. Kagent took a great and sinister pleasure from ruining all that she sought to create, but Mellina was not one to back down so easily.

Mellina made the earth, plain and simple – not like we know it today. It was devoid of life, but Mellina was still pleased. She could not hide it from Kagent however, and upon his discovery he scorned at it, and sought to destroy it as any of her other creations. He raked his horrid claws upon its surface, creating mountains and valleys in their wake. However, Mellina defended fiercely the world she had made, and grabbed at Kagent to hold him back. His determination allowed him to rip free, but not without a price: as he tore from her hands, he left behind a piece of himself which Mellina held tightly in her clutches.

While there was not much there, with this small piece of the raw power from Kagent, Mellina was able to twist it, manipulate it, and change it into a wonderful act of creation. She made 7 beings, children of her own and Kagent’s flesh, which would be designed to take great care into this earth she had created.

Kayleth, Gyellina, Mishra, Bacchus, Rathelle, Sirethe, and Nocturnus – the seven children each set about to find some part of existence by which they would define themselves, for the nothingness of their father offered little that his children could hold to themselves. With Mellina’s aid, and following their own inclinations, the children wrought the universe. Mellina’s plan to protect that which she created seemed to have worked: the children became fierce protectors of existence, prepared to fight against their father.

The first born was Kayleth who embodied the justice of the world. Kayleth was born as a paladin in shining armour, wielding a sword of pure light and a brilliant mirrored shield, a bulwark against those that would threaten the universe and its inhabitants.

Mishra, Mellina’s second child, poured himself throughout her world, learning each crevice and every secret, recording every truth in the Tome of Knowledge. No subject was taboo to the lore seeker, and many of the secrets he gleaned were great and terrible.

Rathelle, the third born, carried her Mother’s spark of life to the world. The spark exploded upon the earth sending life to every corner. From this came the trees and the animals to fill the world, and to allow it to grow and change.

Nocturnus made Night and dwelt within it, a quiet protector of the evening. His sister Sirethe created the Moon to watch over Nocturnus’ evening, to learn of the secrets that may be hidden in the night.

Last born were the twins, Gyellina and Bacchus. They were struck with wonder and immediately
set out to marvel and revel in the wonder of their siblings’ creations. Gyellina in her innocence saw the purity and goodliness in the creations. Bacchus in his own way saw how the world had such potential to provide happiness and pleasure.

But all was far from well. Kagent envied the allies Mellina gained from their children, and also resented that they so boldly ignored his realm in spite being made from part of him. Kagent looked out over all of Existence and sneered. The wondrous world Mellina and their children created went against Kagent’s true nature. Being a deity of nothingness, this new world inherently grated against him, and he sought to bring about an end to it.

Mellina, Kagent, and their 7 children had a powerful fight, but the Void was not to be swayed, for the gods may not deny their nature. Much as a fire must by its very nature burn, Mellina must create, and Kagent destroy. Kagent, fuelled by envy, anger and hatred towards Mellina and her children: his only motivation was to unmake Mellina, to spread the Void of his being to every corner of her universe. This was no friendly opposition, but a wrath born of bitterness and true evil. The war of the gods had begun.

In light of the war, Kayleth made an oath to be The Redeemer of his father’s cruelty and evil, for he had sworn to keep safe the world Kagent now sought to unmake. It is said with his sword struck out his father’s right eye and lit it aflame, which he set in the sky as the sun burning brightly as beacon of hope against the darkness of Kagent.

After Kagent was driven back by his son, the other deities emerged. They declared loyalty to their Mother, and began to assist her in protecting their world. Filled with hatred towards Mellina and the children, Kagent crafted with a mighty blade of chaos and destruction to undo the order that had been imposed. Pleased with his instrument of annihilation, he sought forth to use it with impunity.

Kagent resolved that as Mellina created life, he would create death by way of one of her children. He saw Sirethe’s Moon suspended above the world undefended. However, before he struck to protect herself Sirethe changed phases, shifting herself away from destruction but leaving her brother Nocturnus exposed to Kagent’s merciless blow.

As Kagent’s blade clove through the Heart of Night, Nocturnus died creating the Realm of the Dead. From this land Nocturnus arose remade anew as Necros, Lord of Bones and forever seeks to turn the entire world into the Realm of the Dead so that he may have his vengeance. Sirethe looked on at the fate of her brother, as it appeared not only did she change in shape, but heart. Relief poured over her as she was able to keep living.

A titanic battle of the deities continued as Kayleth and his siblings arrived. Mellina watched in horror as her children battled their father. The blood of the deities washed over the world, mountains were leveled and oceans shifted. The world crumbled under the feet of the dueling deities, and the cost wrought upon creation was dear indeed.

It appeared that Kagent would succeed; that all hope would be lost. Sirethe in a selfish act of self-preservation changed her loyalties, driving a dagger of poison into the back of Kayleth. Enraged at the betrayal, the other children directed their fury at Sirethe, who fled through the darkness, her siblings close behind.

Seeing his opportunity, Kagent approached the wounded Lord of Light, and lifted his sword of destruction high for a final blow. As he attacked, Mellina reached out to save her son, and was struck by the blade. Blood flowed from her hand, and began to make its trek towards the world. Her blood fell to the earth and in so doing created the goodly races and creatures.
After seeing his mother so gravely wounded, Kayleth struck with a mighty blow deep into Kagent’s chest. The dark deity’s blood fell like acid, creating bubbling craters upon the earth. From these craters arose hideous evil creatures who opposed the goodly beings.

Kayleth lifted his wounded Father and hurled him into the Void from which he came. The other siblings returned to the tragic sight of the battle. Sirethe had escaped the other sibling’s wrath and was nowhere to be seen – it is unknown if she at all influenced the final moments of battle or merely hid, for who can ever truly trust any tale told of the Deceiver?

Together, the deities bound a lock of magic, woven from thousands of fibers of pure energy that bound Kagent to the Void. And there he remained, trapped, for the artifice of the gods was truly mighty. But perhaps it is the nature of this world that no peace shall ever last eternally...

The Rise of the Golden Age

It is said that the golden age was one of wonders – but that its cost was great indeed. Well over a thousand years ago, the Mages Council uncovered a series of magical ‘portal stones’. These portals exuded immense magical energy, and those investigating the strange phenomenon soon discovered that each portal stone gave off a different sort of energy. The powers granted varied from stone to stone, and in their hubris, the mages thought to take advantage of these powers.

It developed that there were a series of Ley Lines connecting the portal stones to one another – beams of immense magical energy tempting to any user of magic. The Mages Council recognized the potential power of the Stones and the Ley Lines, and they mapped out them out across the globe. The Council began to research the stones and discovered a way of accessing nearly unlimited magic energy from the Portals.

The ritual that the Council developed was flawed – perhaps it could never have worked, or perhaps some malfeasance or mishance fouled the ritual. Whichever was the case, the resulting backlash nearly brought about the destruction of the world. The Portals indeed allowed direct access to the Ley Lines, but the energy was too much for the mages to control and the untamed waves of magic flooded Dremlin.

Even worse still, amongst the myriad of disaster this unleashed, it allowed Kagent to send a mighty sword of War through one of the portals to the great tribe of Orcs who lived in the Northlands. This sword granted the Orc war general, Kraagg, such power that the Orcs conquered all of the northlands. With the North under their control, they began their assault upon all other races. The Orc war general was driven by the guidance of Kagent, whose influence had been allowed back into the world.

All of the other peoples of the world were forced to make a quick and vital decision. The races of Dremlin were forced to either unite for one last stand against the Champion of Destruction, or be destroyed forever. The Humans, Elves, Dwarves, and Halflings quickly formed alliances to stand against the swath of destruction being cut through the world. The Dwarves were driven, battle after battle, deeper and deeper into their mountain homes. The Halflings found solace where they could, and helped where they were able. The Elves sent what they could while also protecting their homeland. The other peoples of Dremlin did what they could to survive on their own, to varying degrees of success. And so, the War of Redemption had begun.

As Kagent and the Orc hordes rose to power, Kayleth rose to meet them. The sword of Kayleth chose its own Human champion to battle Kraagg. Kayleth chose a young knight...
The champions of the deities, their avatars, waged war in mortal bodies for divine wills. The avatars fought over a breaking world, and everything was changed forever. Archives from ages gone were destroyed; records of history and politics were lost. The known near lands vanished beneath the waves. Knowledge of other continents, should they still even exist, has been lost, and it is only in tales such as these that we know that they might ever have been to begin with.

In the aftermath of the War of Redemption, the Mages Council sealed the portals in the hopes that they could avert any future wars among the deities. This act may have drained much of the raw magical energy from the world, or perhaps the powers of magic weakened because of the horrible backlash from the War of Redemption. The Mages Council fell into disrepute, blamed for starting the war, blamed for the weakening of magic, blamed for all of the plagues and brutality that followed in the years after the War ended. A golden age had ended, as swiftly as it had begun.

The Sword of Kagent was broken into numerous pieces, and the deity of War was again sealed in his own dimension. Kayleth won the war after great losses, and the other deities sought to restore some kind of balance to the ravaged world. The people lost trust in magic and in their faith. They began to depend upon steel instead. Banditry reigned; minor wars were fought everywhere across the land. The races withdrew into their native homes, and all written record of the times before the War of Redemption was lost.

The end of the war marked the beginning of a new era of Self-preservation and interests. The dramatic shift in magic use and knowledge brought about the After Redemption otherwise called year 0 AR. It is a lessened world in which we live, but perhaps that is for the best, else we tempt fate and bring about our own destruction anew.

And Finally, Today...

Magic has returned to our world, becoming less abhorred in the times since the end of the War of Redemption. The Council of Mages has grown in power again, and we may only hope that they have learned the lessons of the past. The peoples of Dremlin have made and broken alliances in the intervening years, settling new lands in a broken world, and wars and empires have risen and fallen. Faith in the gods has remained strong, and magic has grown in power again.

The scars of the past still haunt us, however. The Waste, as the Northlands have come to be called, has begun to stir again, with Orcs and all foul things that hide from the righteous. The world has remained a dangerous place, and if anything, seems to be becoming more dangerous by the year. Will it be your hand that shapes the age to come?
2.4 Territories of Dremlin

Deorn

Population: Dwarf 95%, Other 5%
Trade: Laythwren, Baronies
Major Faiths: Kayleth, Mellina, Mishra.
Minor Faiths: Bacchus, Gyellina
Military: Strong, Legendary Defense
Technology: Advanced
Magic: Powerful clergy, little to no Secular Casters.

The Dwarves remain in their mountain home of Deorn, where they made their last stand during the War of Redemption. In the last thousand years however, they have spread into the hills through the Human lands. Deorn trades heavily with Laythwren through Athanos. Besides Laythwren, trade tends to come more from individual Dwarves, and less as a nation.

They are rather stand-offish, and some still resent the other races for not allying sooner against the Orcs. Dwarves often clash with Orcs along the footsteps of Deorn, and these two races have a long and bloody history. The Dwarven tunnels once reached those of the Rottu and there have been battles and even wars. 500 years ago The War of the Deep bled both sides, Rottu and Dwarf, for generations until both sides withdrew. Now they tunnel far from each other, and seldom meet underground.

Laythwren

Population: Human 80%, Other 20%
Trade: Deorn, Harrowgate, Epertoch, Maitlyn
Major Faiths: Kayleth, Mishra.
Minor Faiths: Melina, Gyellina, Bacchus
Military: Overwhelming
Technology: Average
Magic: Average, powerful clergy

This country is populated mostly by Humans, although there are a wide variety of other races that live there. Laythwren City, the capital, is the city that the champion of Kayleth was born in a thousand years ago. Within the walls of the capital lies the Grand Library of Mishra. In recent times, these faiths have taken a dramatic hold on the land; the temples whose members remembered the history of the War have become great powers in the land. The combined might of the Templars of Kayleth and the Academics of Mishra, along with the sheer volume of Laythwren’s population, solidify the nation as a dominant power in the land.

Before the War of Redemption, Laythwren was ruled by a King. Since that time, no king has sat the Throne of the Sun. The history is rife with tales of attempted succession, for the King of Laythwren would rule all the Human nations. Laythwren trades with Epertoch and Maitlyn, as well as with all the Baronies. Laythwren holds ambassadors from Arborthost and Deorn as guests, and has ambassadors of its own in those nations. There are all sorts of trades taking place within Laythwren, as well as many libraries and centers of learning. As far as military goes, Laythwren is the most powerful of all the Human Nations.

Epertoch

Races: Human 40%, Halfling 35%, Elf 20%, Other 5%
Trade Partners: Laythwren, Maitlyn, Harrowgate
Minor Faiths: Gyellina, Bacchus
Minor Faiths: Mellina, Kayleth
Military: Militia only
Navy: Large Merchant Fleet, Strong Navy
Technology: Low
Magic: Legendary Mages, Average clergy

Epertoch is populated primarily by Humans and Halflings, although there are a fair number of elves. There are quite a few Dwarves, Elves and also a high number of Fae. Halflings are originally from Epertoch, namely the capitol Suns Dale. The largest structure and center of
learning in Epertoch is the headquarters for the Guild Arcana across all of Dremlin.

Recently, the High Council of Mages has been under fire from neighbouring nations due to scandals related to corruption and new research into portal stones. However, Epertoch is still firmly behind the Guild Arcana, and supports the idea of a global organization. It’s most knowledgeable mages still advise many of the nobles in Epertoch on a variety of issues.

There are several temples to Gyellina and Bacchus, including the Grand Hall of Bacchus. Epertoch mainly trades with Laythwren and Maitlyn, although they do trade occasionally with Harrowgate. They are fairly sheltered by Laythwren, and so have a very small army. They do, however, have a fairly large merchant fleet and their elven made ships are said to be some of the fastest in the world.

*Maitlyn*

Races: Human 45%, Halfling 20%, Elf 15%, Other 20%
Trade: Laythwren, Epertoch, Arborthost, Harrowgate, Mistwald
Major Faiths: Bacchus, Rathelle
Minor Faiths: Gyellina, Other
Military: Average Army, Strong Merchant Fleet, Strong Pirate presence.
Technology: Average
Magic: Average

Maitlyn is the shipping nation. Their capital is the massive port city Maylassa. Massive shipping networks shuttle goods to Laythwren, Epertoch, Arborthost as well as with Harrowgate and Mistwald. They deal in exotic foods, spices, clothing and tapestries. Many rare and unusual items enter the rest of the lands through Maitlyn. This nation is populated mostly by Humans, elves and Halflings. Other races live there as well, but find it difficult unless they have great skills in navigation, shipping or pirating. Maitlyn has a great fleet of merchant ships as well as military ships. Despite their vast navy, Maitlyn is known as the Pirate Nation and many unprepared merchant ship fall prey to vicious rogues. Despite it unsavoury reputation, or perhaps because of it, Maitlyn is known for its tolerance and variety of inhabitants. Rumours of dark faiths being practiced in Maitlyn abound, but the nation appears unable or unwilling to put them to an end.

*Mistwald*

Races: Human 50%, Elf 25%, Other 25%
Trade: Maitlyn, Harrowgate, Kalona, Arborthost
Major Faiths: Kayleth, Rathelle
Minor Faiths: Mellina, Mishra
Military: Average
Technology: Average
Magic: Average

The current ruler is Baron Luceas, a half-Elf of around 350 years of age. He has been baron for 80 years, and his father was baron before him. Very near the borders of Kalona and Harrowgate lies a mithril mine which provides much of the wealth and influence for Mistwald. The main inhabitants of Mistwald are Human. There are also Halflings, Elves and the occasional Orc. Mistwald trades primarily with Maitlyn, Harrowgate and Kalona. Mistwald frequently sends emissaries and trade goods to Arborthost, though rarely do Elves call upon him.

*Harrowgate*

Races: Human 70%, Elf 15%, Other 15%
Trade: Baronies, Arborthost, Maitlyn
Major Faiths: Kayleth, Mellina, Mishra
Minor Faiths: Gyellina, Bacchus, Rathelle.
Military: Strong
Technology: Advanced
Magic: Advanced

The current ruler, Baroness Johanna inherited
the title after the mysterious death of her husband, Jonas. He had inherited the title from his father and reigned for 20 years. Although by all accounts Jonas and Gregorin were staunch allies. Johanna has since marshaled her armies against Kalona, seeking retribution for her husband’s murder. Baroness Johanna is perhaps the most prosperous of the Barons, for her lands trade with Maitlyn, Epertoch, Laythwren and all of the other barons. However, her militaries struggle after the War against Zardon, as she has borders sharing with the Labyrinth and The Wastelands. Most of the inhabitants of her lands are farmers or merchants dealing in imported wares. Humans, Elves and Halflings comprise the majority of the population, and due to recent battles have little patience for races beyond the citizens.

Kalona

Races: Human 50%, Other 50%
Trade: All Barons, Laythwren
Major Faiths: Kayleth, Mishra, Mellina.
Minor Faiths: Gyellina, Rathelle, Bacchus.
Military: Overwhelming
Technology: Average
Magic: Advanced

Ruled by Baron Gregorin; an elderly man in his 60’s whose family has owned these lands for many generations. He is the most well-established of all the barons for his ancestral claim to the land of Laythwren is informally recognized by the ruling body of Laythwren. Despite this, Gregorin has never claimed any right to the throne of Laythwren.

He trades with Athanos and the other baronies, as well as Laythwren. Gregorin has strong ties with Athanos, but has terse relations with the other Barons who refuse to acknowledge his ancestry, many going as far to deny him even his title of Baron.

Gregorin’s strongest claim to the land lies in his massive military and own tactical knowledge. Decades ago he, and the late Baron Jonas, carved the swathes of the northern lands and many of the foul creatures which inhabited it. Gregorin’s people are mostly seasoned farmers, the sons of which make up the majority of the military, feasting on tales of valour from times past. The population is mainly Human. There are also Dwarves, Elves, half-breeds and Halflings as well as small populations of many other races.

Gregorin holds the greatest amount of diversity of race and racial acceptance in his lands, if only second to Maitlyn.

Athanos

Races: Human 45%, Dwarf 45%, Other 10%
Trade: Kalona, Deorn
Major Faiths: Kayleth, Mellina
Minor Faiths: Rathelle
Military: Strong
Technology: Advanced
Magic: Low

This barony is heavily populated by dwarves who descended from their ancient homeland in Deorn. The previous ruler of these lands, an aged 300 year old Dwarf Baron Thorid, was assassinated during the global war with the Undead in 1011. He left two children behind both with claims to the throne, causing some turmoil in the country (especially as Baron Thorid ruled for 200 years). Rumour has it that several families have ancestral ties to the throne of Deorn, but the barony has its’ own challenges to face in the wake of their leader’s death.

Athanos trades with Kalona and occasionally Deorn. Most of its people are dwarves or Humans, although there are several groups of Halflings and Elves. Athanos is fairly Self-sufficient, and deals mostly in metals and minerals.

Arborthost
Race: Elf 96%, Halfling 2%, Other 2%
Trade: Maitlyn, Epertoch, Mistwald
Major Faiths: Mellina, Kayleth, Gyellina.
Minor Faiths: Rathelle, Mishra.
Military: Advanced
Technology: Advanced
Magic: Legendary

The Elven nation is a forested island. Despite being visible on a clear day from the mainland, it is very rare for any trade or diplomatic vessel to enter or leave the land. It is widely regarded that the finest bows and arrows are crafted in Arborthost. The cities themselves, as described by those fortunate enough to have viewed them, are said to be jewels of the forest. Arborthost has no established trade with any nation, though many of the mithril weapons and armour found in the mainland originated there. Arborthost has a deep respect for Deorn, and regard the Halfling and Fae as cousins. They view their Wild brothers in the Laythwren woods as savages, and despise their cursed cousins the Rottu.

The Wastelands

Races: Orcs 50%, Other 50%
Trade: Unknown
Major Faiths: Kagent
Minor Faiths: Necros
Military: Overwhelming
Technology: Low
Magic: Low

The lands north of the Baronies are the homeland of the Orcs and also referred to as the Dying Grounds. The land itself is a barren waste, crawling with giant scorpions and even deadlier creatures. Little is known about these lands and the denizens who dwell there. Travelers who venture into the Wastes are almost certain to be attacked by Orc raiders in search of slaves and plunder.

Orcs commonly raid the Baronies; war is the only major export from the Wastelands. The Orcs themselves produce no goods, however there are as many slave races living in the Waste. These slave races do everything from herd feed animals to forging weapons and armour to outfit the vast Orc populace.

It is said that the Wastelands contain Orcs beyond counting, and if they were ever to unite under a single leader, their numbers would blacken all the lands. Fortunately, Orc tribes war amongst themselves at a fevered pace, and are in a constant struggle for dominance.

The Ice Seas

Races: Barbarians 95%
Trade: Unknown
Major Faiths: Kayleth, Rathelle, Bacchus
Minor Faiths: Gyellina, Kagent, Necros
Military: Advanced
Technology: Average
Magic: Low

The Barbarian homeland lays deep to the south, in the land of permanent cold. The Barbarians dwell mainly in villages along the coast of the Sea, while the Wolven tribes reside within the valleys of the mountains beyond the Ice.
The navy of Maitlyn has been known to encounter the warrior race of Barbarians, who navigate large war ships they call Drahkurs. Many pirates tell horror stories of assaulting such ships, only to have their own vessel torn asunder by the ferocity of the Barbarian retaliation.

The Razor’s Valleys

Races: Wolven 80%
Trade: Ice Seas, Unknown
Major Faiths: Rathelle, Gyellina, Bacchus
Minor Faiths: Kayleth, Mishra, Kagent
Military: Advanced
Technology: Low
Almost nothing is known regarding the nation of Wolven. Travelers have reported tribes living in verdant valleys surrounded by razor backed mountains of ice. Wolven defend the secrecy of their lands to the death. Only those who have proven themselves friends have been permitted to leave the valleys alive.

The Labyrinth

Races: Rottu 50%, Other 50%
Trade: Unknown
Major Faiths: Sirethe
Other Faiths: Kagent, Necros
Military: Advanced
Technology: Advanced
Magic: Advanced

Little is known about the dark and mysteries homeland of the Cursed Elves. Miles below the surface, it is a land of winding black passages, and soaring caverns.

It is generally accepted that the Rottu rule the twisting tunnels and caves which comprise the Labyrinth. Few if any surface dwellers are able to find their way to a Rottu city, fewer still find their way back to tell the tale. The tales that do reach the surface however, are invariably terrifying. Most frightening of all, is that perhaps the Rottu are not the vilest evil that dwell beneath this land.

Little if any trade occurs from these lands. The Wastelands and perhaps Deorn are the nations most likely to be dealing with the Labyrinth. It is known that five hundred years prior, Dwarves and Rottu fought the War of the Deep, and that bloody time is vividly remembered by both races.

The Fae Isles

Races: Dulinn, Unknown
Trade: Unknown
Major Faiths: Unknown
Other Faiths: Unknown
Military: Unknown
Technology: Unknown
Magic: Unknown

Next to nothing is known about the Fae Isles. Indeed, the nation is oft believed to be nothing but a mariner’s wild tale. It is certain that far from the continent lays a mountain island of black volcanic rock. Giant clouds of black ash are suspended over the land, and the seas themselves are treacherous and violent.

Arxvar'arrasla Vymlezaus

Races: All Fae, Unknown
Trade: Unknown
Major Faiths: Unknown
Other Faiths: Unknown
Military: Unknown
Technology: Unknown
Magic: Legendary

Also called the Enchanted Forest, primarily because few are even aware it has another name. This seemingly idyllic wood used to border the lands of Kalona, Harrowgate and the Waste. However, it has since receded back into a gate, and the forests were enveloped into Kalona’s territory. Somehow beyond this gate there is a large and mystical world in which Faë reside. Few, if any, even dare enter this forest.

The Fae protect their own kind, and the ruler of the Woods can seemingly rally the forces of nature herself to repel intruders. The Enchanted Forest is said to be the one land the Orcs fear to tread. For to make war upon the Forest, is to fight the land itself.

Many Fae creatures have been known to emerge from the Forest and journey to nearby villages and towns. Most common among these travelers are Wood Fae, Dulinn, and Gnomes. No land has ever officially contacted the ruler.
of the Forest, if such a being even exists.

Ambassadors from other lands journeying to the Forest have had varied responses. Some have encountered beings of Fire and Water which mercilessly devour their party whereas others have had the Forest itself grow to bar their way.

*Jungle of Laythwren*

**Races:** Wild Elves, Rekesh  
**Trade:** Laythwren  
**Major Faiths:** Rathelle  
**Other Faiths:** Unknown  
**Military:** Unknown  
**Technology:** Unknown  
**Magic:** Unknown

The lands of east Laythwren abound with rivers and ancient forest. Amongst this teeming mass of vegetation lay some of the most ancient and mysterious cultures in Dremlin. Rekesh and Wild Elves have occupied these lands since before Human history.

Throughout the ages there have been times of peace and times of war. The result of which has been a strong alliance between the Rekesh and Wild Elves. Although they have considerable disagreements, they both wish to keep their homeland strong against any who would ruin it.

The jungle itself is perhaps the strongest deterrent for any invading force. Packed with swamps, poisonous serpents and deadly plants, any attackers must battle the jungle as well as its defenders. No real trade emerges from the jungle, although occasionally adventurous Rekesh or Wild Elves emerge to travel the lands, bringing with them exotic weapons and armour. Rekesh villages along the jungles edge are frequently the target of raiders, who value the Rekesh for their pelts and as exotic slaves.
Chapter 3: The Deities of Dremlin

3.1 Religion in Dremlin

Deities are the primal powers which forged the world, and the entire universe. To most, their power appears alien and otherworldly, but a chosen few channel their will and magic into the mortal world.

Each race has their own interpretation of each Deity and may have different titles, histories and symbols. Despite this, the name, message and character of each Deity are apparent regardless of race or culture of their followers.

In most civilized nations, Necros, Sirethe, and Kagent are illegal to worship in any fashion. Their magics are considered heinous and barbaric, and represent a terrible corruption in an otherwise goodly world. However, there are still cults and lone priests of these deities at all corners of the continent spreading their ideas either with subterfuge, death, or utter destruction of justice, life, and happiness.

Most people in Dremlin not only acknowledge the existence of the Gods, but also have a respect for their power to some degree. It is not uncommon for people to call to Mellina when there is a new addition to a family, to Kayleth in times of struggle, to Bacchus at a time of great celebration, all the way to whispering the name of Sirethe for the common thief. It is up to you whether your character acknowledges the power and realms of any of the gods, and how they enact their faith.

3.2 The Gods

Gyellina

Titles: The Idealist, Deity of Luck, Travel and Wonder, Hopes and Dreams
Description: Gyellina’s followers place a large emphasis on individual freedoms. They are natural explorers and inventors. Although they are not known to be warlike, they will not hesitate to defend those they perceive as innocent. They are captivated by the wonder of the world, and delight in traveling to far off places to enjoy the beauty and entertainment that the world contains. They spend much of their time exploring, traveling and planning for future expeditions.

Holy Symbol Suggestions: Compass, a four leaf clover, a horse shoe.

Kayleth

Description: Kayleth’s clerics are noble, just, honest and loyal. They stand up for what is right and are willing to fight for truth when necessary. They do not seek combat, but realize that in order to establish Good as the predominant world power, there will have to be bloodshed. They believe in forgiveness and mercy, but will not hesitate to do away with those who will not abandon their evil ways. They will give their lives for their cause, and will stand up to overwhelming odds if deemed necessary.

Holy Symbol Suggestions: A sun, a shield, justice scales.

Mellina

Title: The Creator of All, The Earth. Deity of Healing, Life and Creation.
Description: Mellina and her clerics are vivacious and open minded people who are interested in curing the wounds of the world. They want to spread life and growth, and they do so by healing and helping those who need it. They loath sickness and disease, and as such many of them work in churches healing those who are brought to them. They tend to be very
expressive, creative people with great respect for the gift that is life.
Holy Symbol Suggestions: A babe, a pregnant woman, a hand print.

Bacchus

Description: Bacchus and his clerics are happy, carefree people, dedicated to the pursuit of pleasure and Self-gratification. They care less about responsibilities than about having a good time. Hedonists are full of passion, and wish to experience all of the pleasures that life can offer. Moderation is not a term often spoken as these priests tend to invariably have addictions of one sort or another. They seek out “The Good Life”, some through fame and fortune, others through thrills or games of chance.
Bacchus is a favoured deity of artists, musicians and merchants.
Holy Symbol Suggestions: A musical instrument, a goblet of wine, the Comedy Tragedy masks.

Mishra

Description: Mishra's clerics are very intelligent, enlightened people. They are among the great learners of the world. Many of them run libraries or hold themselves as caretakers of otherwise forgotten truths. They seek to gain and chronicle knowledge and are more interested in this than in any other worldly affairs.
Suggested Holy Symbols: A book, a quill, a star.

Rathelle

Description: Rathelle and her clerics are among the few who are truly open to any experience, be it pleasant or painful. They are at one with nature, and as such understand that death, sickness and decay are a part of life. They aren’t afraid to cut away the weak so the core becomes stronger, for they see life as a great struggle to test one’s strength against the strength of others. Conflict shows who the strong are, and evolution demands that the weak fall by the wayside as the strong advance.
Suggested Holy Symbols: A flame, a tree, a paw print.

Kagent

Description: Kagent and his clerics are wild and angry beings that thrive on pillaging, razing, and annihilating all things. They seek never-ending battle and are extremely war like. They want nothing but to smash all things to dust; to bring down anything which represents order, peace or well-being. Although stereotyped as mindless berserkers, followers of the Destroyer use an endless array of tactics to fulfill their deity's will.
Suggested Holy Symbols: Wheel of chaos, a vicious weapon, a bleeding eye.

Necros

Description: Necros and his clerics live in a reality permeated by darkness, death and the underworld. Communication with the dead, and indeed the living dead are commonplace for them. They separate themselves from the living world, relying upon their undead servants to carry out their bidding. They live more in the world of the dead than in the world of the living, and many of them yearn to become undead themselves.
Suggested Holy Symbols: A skull, a tombstone, a coffin.

Sirethe

Description: Sirethe's followers are devious, subtle and conniving. They prefer trickery and subterfuge to open violence or confrontations. They often befriend their enemies to keep them close at hand, under surveillance and within easy reach. They excel at lying and politics, as they are often very charismatic. If violence is required, they strike from the shadows or from a poisoned goblet. Clerics of Sirethe come from all walks of life, which is their strength: nearly anyone could be a follower of the Deity of Treachery. Suggested Holy Symbols: A dagger, a lock and key, the moon.
Chapter 4: Races of Dremlin

There are many different races available to play in Shadow Realms. Each race has its own characteristics, abilities and history. Make sure to read the following terms first before continuing on as it will make your character creation process easier.

**Starting Body:** Different races are heartier than others. This designates how much body your character has before adding in their body per level.

**Racial Characteristics:** These are physical characteristics that help to distinguish one race from another. They must be represented through make-up or prosthetics. If a player fails to represent their Racial Characteristics, they are denied their Racial Abilities but continue to suffer their Racial Disadvantages.

**Racial Abilities:** These are skills that are available only to members of that specific race, or are skills that members of that race are especially adept at learning. Racial Abilities in *italics* are optional purchases. All other Racial Abilities must be purchased at character creation. A racial Strength Bonus which costs 16 Experience Points also requires the character to have 3 Tiers in the Weapon Skill category.

**Racial Disadvantages:** These are restrictions or disadvantages that members of that race suffer from. All racial disadvantages are effective at character creation and may not be circumvented by natural means.

**Required Skills Tiers:** Some races have skill groups that they must place one or more of their skill Tiers in during character creation.

**Life Expectancy:** This range represents the average maximum life expectancy for members of that race.

**Age, Growth, and Learning**

Child characters are not allowed to be played. This is because most people wouldn’t reasonably let a child run around amongst the danger happening, and would ship you off elsewhere. The starting age for all races is 16 years old, but you can be older than that by how much you please (provided you are not above Life Expectancy). If playing one who is older or younger looking than yourself, it will be expected that you use makeup to accommodate this.

All races grow and reach puberty at a very similar rate. It is once they reach adulthood that either they progress to grow up just as fast for the shorter lived races, or their bodies slow down to a near halt as it is for older races. After 16 is when the differences in life expectancy from race to race begin to show.

Finally, while all Players start with 30 Skill Points to spend, and gain experience at a relatively consistent rate depending on how often they play, this is strictly an Out-of-Game system. Someone who is really dedicated to learning new skills will learn as fast as the rule book allows them. However, in reality people learn at different rates, or learn skills not in the rule book (for instance, perhaps they decide to learn how to sing, or dance; skills that are actually done by the player without need of Skill Points to purchase). It is totally reasonable to have a character that has lived for 2000 years and only have 30 Skill Points.

This also means that you cannot calculate how long it takes for people to learn things In-Game based on this Out-of-Game system. This will be considered metagaming.
Language

During the Golden Age of Magic when the portal stones were used extensively amongst all the races, a single spoken and written language of Common was developed. This was largely due to the fast expanding influence of the Human nations. Today, all cultures still speak and read Common, but some have varieties of dialect and accents that add flavor. This is particularly the case with longer lived races, some of whom may have members that lived when there was more than 1 language across the world.

4.1 Citizen Races

Citizen Races are those who are protected by the full extent of the law in Kalona. While other nations may have different definitions of citizen, these are whom the barony will protect in the lands that your character will reside in.

Dwarves

Many dwarves remain in their mountain home of Deorn where they made their last stand during the War of Redemption. In the last 1000 years however, they have spread into the hills and now trade with the other races. They are rather stand-offish, and some still resent the other races for not allying sooner to help them battle the Orcs. They deal mostly in metals, especially interested in steel and gold. They have made a name for themselves as metal smiths and jewelers. They trade primarily with the Humans, although they are rather indifferent to elves and Halflings. They hate Orcs and despise the Rottu. Dwarves have an inherent distrust of secular magic and lack the talents to pursue such studies. The dwarves are most strongly allied with Laythwren. Despite this alliance, the dwarves rarely give any sort of aid to the Humans. They simply trade more with them than any other nation.

The ancient Dwarven tunnels sometimes reach those of the Rottu, and there have been battles and even wars. 500 years ago The War of the Deep bled both sides for generations, until they withdrew. Now they tunnel far from each other, and seldom meet underground.

Dwarves are usually shorter than the average Human. Most of them have broad shoulders and flowing beards. Considered to be hard workers and strong fighters, Dwarves generally shun play in favour of labour. Dwarves are generally as dependable as the rock they carve and loyal as the steel they forge. Dwarves live in mountain fortresses or in hill forts near mountain ranges. They are not a subterranean race, although they are at home around caves, rocks and soaring mountain ranges. Dwarves are sturdy folk who have natural resistance to poisons. Dwarves love to build things, to work with their hands, and as such will spend a portion of their time learning to make things.

Starting Body: 6
Racial Characteristics: Full, abnormally bushy beards. A natural beard is not enough.
Racial Advantages: Body Bonus (3), Smithing (3), Resist Toxin (3), Strength Bonus +1 (16)
Racial Disadvantages: Dwarves may not begin with Magic Tiers. The skills Dodge, Dexterity Armour, Shadow Walk and Forest Walk each cost Dwarves +2 Experience Points to purchase.
Required Skills Tiers: 1 General
Life Expectancy: 240-440
Elves

Elves are a mystical folk who claim to be the first race created. They have retained their ancestral home in the forested cities of Arborthost, where they lived even during the War of Redemption. Some say the elves have lived there for millennia, and that Arborthost is the only remaining relic of the past ages. As elves live for thousands of years, this is quite possible. They are a slightly arrogant race, believing that they are the firstborn children, and that as such they remain somehow divine.

Elves are a wholly independent race. They make their own goods, and have no need to trade with other races. They do, however, send emissaries to all of the other nations. They are aware of the worldly affairs that go on around their cities, although they do not involve themselves with the affairs of others. They sometimes trade in bows and mithril weapons, but hardly rely on this trade for wellbeing. They have remnants of the great library from the mages council of a thousand years ago, but have since separated from the Mages Council of Man and have their own national Guild as a means of regulating magic.

They feel that they are separate from the troubles of the world and that they can take care of themselves as they have always done. Most elves today feel that men are too out of touch with nature and the magic of the world. They dislike, or even hate, Rottu and respect the dwarves in their desire to withdraw from the world. They see Halflings as stalwart young cousins who always wear smiles despite the troubles of the world.

Elves have a mystical appearance about them, accompanied with pointed ears. They are excellent hunters, as they usually learn archery at a young age, and seem to have an almost magical ability to disappear into any wooded area. They form cities in woodland areas, though they are comfortable anywhere. Many elves are quite adept at magic and are some of the best sorcerers in the realms. Elves also have a natural resistance to mind affecting spells and all types of charm. However, their bodies are frailer than most other races, making them less adept at using tactics with brute force.

**Starting Body:** 3  
**Racial Characteristics:** Pointed Ears  
**Racial Abilities:** Archery (1), Resist Charm (2), Forest-walk (4), Any Magic Skill with 1 XP invested may be used normally. A partially purchased skill must be fully purchased prior to purchasing a new skill.  
**Racial Disadvantages:** -1 Body each level, minimum of 1 Body each level. May not purchase Strength Bonus +1.

**Required Skills Tiers:** 1 General, 1 Magic  
**Life Expectancy:** 1500-2500

Halflings

Halfling colonies have become scattered and disorganized. They exist in small villages throughout the Human countries and baronies. They enjoy the warmer climates of Epertoch and the majority of the Halfling population lives there. They are used by several Human settlements as scouts and spies due to their natural ability to be overlooked. They have no particular home of their own, and as such they are very adaptable. Some live in cities, some are political figures in Human towns, others are travelers and tinkers. Few of them are mages or merchants. They are relatively unaware of their involvement in the War of Redemption, and they have no central military or political organization.
They are an amiable folk, who try to make friends with any who will let them. They range from Maitlyn to the Dwarven mountains, though they are not really at home anywhere.

Halflings, despite their name, are generally only slightly shorter than a short Human. What they lack in stature however, they make up for in impressive sideburns. The vast majority of Halflings are civilized and cultured. Because of their nimble fingers and agile feet, they are usually pictured as consummate thieves. Halflings are adept at all walks of life, though they shy away from being warriors.

Most Halflings are unassuming folk whose quick feet and powerful immune systems keep them out of the trouble that their wits get them into. They usually have a very positive outlook on life and have trouble realizing that trouble can actually reach them.

**Starting Body:** 3  
**Racial Characteristics:** Full, large and bushy sideburns.  
**Racial Abilities:** Resist Fear (1), Resist Toxins (3), Dodge (4).  
**Racial Disadvantages:** -1 Melee Weapon Damage (minimum of 1). Halflings may not begin with Magic Tiers. May not purchase Heavy Weapon Skills. May not Purchase Strength Bonus +1.  
**Required Skills Tiers:** 1 Stealth, 1 General  
**Life Expectancy:** 120-180

*Humans*

Humans settle throughout the mainland, residing in many cities and countries. They are the most widespread of all the races. Since the War of Redemption, they have forgotten much of their history, but still hold on to the belief that they saved the world once, and as such see themselves as the greatest of all of the races. Many Humans hold that the world relies upon them, and that the other less populous races don’t hold as much influence or sway.

They trade among themselves, on land as well as by way of the sea. Much of the Mages Council are Humans, for Humans are adept at all walks of life. Humans, with the possible exception of Halflings, are perhaps the least xenophobic of any race. Humans are found in nearly every land, and many different races dwell within Human settlements and cities. They frequently embrace trade and alliances and have a seemingly insatiable desire to expand.

Despite these generalities as a race, Humans are known for the range of personalities that the race exhibits. Other races frequently are suspicious of Humans for they are known to be everything from murderous rogues to noble knights. The majority of Humans fall somewhere in between and are often farmers, hunters or craftsmen.

**Starting Body:** 5  
**Racial Characteristics:** None  
**Racial Abilities:** Strength Bonus +1 (16)  
**Racial Disadvantages:** None  
**Required Skills Tiers:** 1 General.  
**Life Expectancy:** 50-90
4.2 Wild Races

Wild Races are those whom are not Fae or Citizen Races. They are often viewed as uncivilized, unrefined, exotic, or even downright evil. While some are able to rise above the bigotry offered to them, and are stalwart examples of their people, by and large the civilized nations are skeptical of these folk, believing them to have either loyalties elsewhere, or to only themselves.

Barbarians

Barbarians refer to themselves as the Drakkar, but their appearance and ferocity has labeled them Barbarians throughout Dremlin. Barbarian tribes hail from the frigid southlands. Although they can be mistaken for large Humans, Barbarians are a race unto themselves. Bred in the harsh extremes of the frozen tundra, Barbarians learn at an early age that to survive, they must fight. A Barbarian who refuses a challenge deemed to be honourable and fair is often disowned by their tribe.

It is also considered extremely rude for a Barbarian to refuse an intoxicating drink from an ally. Such a refusal indicates that the one offering the drink has no honour and may immediately end an alliance. Barbarians have an unnatural fear of fog. They immediately distrust any who emerge from a fog, until the Barbarian can determine whether or not the person is truly real. Actually being within a fog causes a Barbarian extreme paranoia and they will begin to hallucinate. The thicker the fog, the worse the Barbarian's symptoms become.

Barbarians have an intricate culture based on individual honour; their greatest reward is to die in glorious battle. Despite the stereotype of an unthinking bloodthirsty brute, Barbarians are masters of survival and can be as intelligent as any Human. They will not hesitate to retreat or employ battle tactics to best serve their cause.

Although few Barbarians practice magic, those who do are feared and respected. While Barbarians predominantly speak common, their writing is usually focused around pictures, or those who are educated, a runic shorthand version of common. As such, the written word tends to be difficult for them to learn and magical scribing is beyond them.

Although they can appear as savages, Barbarians are extremely accomplished sailors and one of the few peoples capable of navigating the treacherous Ice Seas.

Starting Body: 5
Racial Abilities: Strength Bonus +1 (12 with 3 Tiers in Weapon), Body Bonus (3), Cold Tolerance (5), Enrage (3)
Racial Disadvantages: Challenge Acceptance, Drink Acceptance, Fear of Fog, Read and Write (4), Scribe (8).
Required Skills Tiers: 1 General, 2 Weapon
Life Expectancy: 50-80
Orcs

Other “civilized” nations shun this savage race as they generally act in a chaotic and unpredictable manner. Orcs are rarely trusted and are generally regarded as a threat.

Orcs generally stand well over the average Human and are exceptionally strong. Orcs seen in Human lands are usually forced to work as pit fighters, mercenaries or even slaves. They suffer many of the same prejudices as Rottu, because they tend towards chaotic, Selfish behaviour. Orcs can live anywhere, although wherever they go discrimination seems to follow. They also have a natural inclination towards chaotic faiths.

Although stereotyped as brutes and Barbarians, Orcs are cunning and resourceful creatures especially in the arts of war. Orc lands produce no goods and trade only in plunder and slaves.

Orcs divide themselves into tribes where the strongest warrior leads. Although rare, Orc Shamans are held in high regard and deep fear. The tribes frequently war with each other, increasing the prowess and ferocity of their warriors.

It is very common for roving Orc bands to include Kobolds as cannon fodder and Goblin alchemists and rogues.

Starting Body: 6
Racial Characteristics: Green skin, large incisors or fangs
Racial Abilities: Strength Bonus +1 (8), Strength Bonus +2 (16 with 3 Tiers in Weapons), Body Bonus (3), Basic Weapons (2), Enrage (3)
Racial Disadvantages: All General Skills Cost x2
Required Skills Tiers: 1 General, 2 Weapon.
Life Expectancy: 40-50

Rekesh

Rekesh is the blanket name given to the various races of cat people that inhabit Dremlin. There are several races of Rekesh, each with varying clans and cultures. It is not unheard of to see a Rekesh walking in the Baronies, although the majority reside in jungles and savannahs. There are several areas in Laythwren where they are said to have colonies within Human cities.

There are all forms of Rekesh, and while they can resemble actual feline species, they are often a blend of many. Rekesh tend to be somewhat primal in their culture, though some prefer to think of them as exotic.

Rekesh are often hunted for their pelts, which can fetch high prices. Most civilized races would frown on this practice, but given the rarity of Rekesh, the actual laws tend to be lax. The exotic and graceful Rekesh are also valued slaves, especially the young.

Rekesh tend to rely on their natural grace and speed and as such they shy away from weapons that rely on brute force, or heavy and restrictive armour. This aversion results in a delayed proficiency to utilize armour effectively. Rekesh may not apply more Armour Points than they have in Maximum Body

SHADOW REALMS L.A.R.P.
**Starting Body:** 5
**Racial Characteristics:** Feline features. Require feline mask or make-up. A cat-like tail.
**Racial Abilities:** Scent (2), Body Weaponry (4), Dexterity Armour (4), Forest Walk (4), Strength Bonus +1 (16)
**Racial Disadvantages:** May only use edged weapons. May not purchase Shield. All Enchantment/Mind Affecting Alchemy and Magic lasts double the duration. Restricted Armour Proficiency.
**Required Skills Tiers:** 1 General, 1 Stealth.
**Life Expectancy:** 50 - 70

Rottu

Rottu or Cursed Elves, live under the earth’s surface in a warren of twisting tunnels known as the Labyrinth. However they call themselves Verrine which loosely translates into “trialed”. They shun the light and rarely venture from their realm of darkness. When they do, they are usually treated as an enemy by all of the other races, or, at best they are warily tolerated. They thrive on family politics, and there are many inter-family wars in Rottu society.

They were at war with the dwarves 500 years ago in the War of the Deep. Both sides withdrew, but the Rottu still harbour racial hatreds. The Rottu trade with none of the other races; they are independent just as the elves are. They are experts at magic, and have a Mages Council of their own.

Although little is known about the Rottu by the other races, the Rottu have been spying on the surface world for centuries. Rottu society is run by the females, who seem to be the stronger of the sexes in Rottu culture. Males are regarded as weaker beings or even slaves.

Rottu are a race long ago outcast from normal Elven society. It is said that a band of Elves during the battles of the gods betrayed the goodly deities, and in his divine justice Kayleth banished them to the underground. This act marred their skin with a burn from the sun that now is passed on from generation to generation. Now they survive beneath the earth’s surface through magic and treachery. Years underground have made them intolerant of bright lights, especially sunlight. Rottu have a natural resistance to magic, and as such have developed an arrogance that spans virtually the entire race. They, like all elves, are expert archers. They make excellent thieves for they have, after centuries of subterranean life, learned to hide themselves in virtually any shadows they find.

Starting Body: 3
**Racial Characteristics:** Pointed Ears, Blackened and Sunken in eyes, a burn mark on their face.
**Racial Abilities:** Archery (1), Shadow walk (3), Resist Magic (4), Globe of Darkness (1), Florentine (1)
**Racial Disadvantages:** -1 Body each level, minimum of 1 Body each level. Blinded for 60 seconds by a Light Spell. Reduced to Half Maximum Body Points during the day. May not purchase Strength Bonus +1.
**Required Skills Tiers:** 1 Magic, 1 General
**Life Expectancy:** 1000-2000

**SHADOW REALMS L.A.R.P.**
Scions

Scions, sometimes also called The Fates, are a people bound in destiny and blood. However they can be just as varied and different from one another as Humans. They believe that a magic runs through their veins foretelling a future destiny where the Scions will band together for a critical moment that not even the Gods can stop. While this does not guarantee loyalty amongst Scions, it does create mistrust to those who are not. Although rare, disputes within the Scion clans are not unknown. Such feuds can span generations, quite literally passing the dispute from parent to child.

Due to their at least perceived fate, Scions are not naturally inclined to be priests. Particularly as of late, the wrongs done by the Gods to their progenitor, The Once God, makes it a struggle for them to develop that necessary bond to become a priest. This isn’t to say that Scions necessarily disrespect their fellows who take up the cloth, for they believe that if they have chosen to do so it is because it was fated to be.

While not known outside of their people, Scions have habits or behaviours that in spite of themselves they are obliged to follow. It varies from Scion to Scion, but under certain situations a Scion is compelled to act a certain way. One might try to spill blood on a full moon, or would die to save a fellow Scion no matter the odds, will not accept a drink (including potions) willingly from non-Scions, must seek violent revenge against those who betray them, will steal something no matter how small from every building they enter, etc. All Scions must have what has them Fated approved by Plot before playing.

Woe is to those who scorn The Fates. Their blood is imbued with purpose, and if turned to vengeance can cause a horrid curse marking the face of their victim. Misfortune and often death seems to follow those who are cursed. See the skill Blood Curse for more details.

Scions look very much like Humans, leading many to believe that their ancestry is related. To distinguish themselves, the Scions choose at least a single colour to streak in their hair, and have flamboyant dress to match. The flamboyant attire ranges from many colours, to layers upon layers of strange mismatched clothing.

However, due to their magic all Scions have a mark of fate on their foreheads of the infinity loop. It is said this symbolizes that no matter what the Scion chooses to do in life, it will ultimately direct them to their fated path. They say it is from this symbol that a Scion is able to divine past, present or future events: a gift from their deceased progenitor.

Starting Body: 5
Racial Characteristics: Colourful streaks in their hair, flamboyant dress, infinity sign upon forehead.
Racial Abilities: Strength Bonus +1 (16), Divination (2), Blood Curse (3)
Racial Disadvantages: Cannot start with Faith Dots, Racial Mistrust, and Fated
Required Skills Tiers: 1 General
Life Expectancy: 55-95

Wild Elves

Wild elves live off the land, and feel that they are one with nature. Calling themselves Erynon, they
Hate the idea of plundering the earth in order to profit from natural resources, and as such they have problems with the lifestyle of most Humans and other races. They prefer a wild, nomadic existence, living under the stars rather than in polluted cities or confining buildings.

Wild elves are so bothered by buildings and being confined that when they are completely immobile, such as a Web, Paralyse or being tied up with rope, they often go nearly mad with fear. Even being in a building makes wild elves very uneasy. While Wild Elves are allowed to use confinement techniques themselves, it may come at the price of unease from their brethren.

These elves despise any sort of industry, instead choosing to live off the land. So at home are they in the wilderness, that each purchase of the skill Tracking grants double uses for Wild elves. Wild elves hate the idea of plundering the earth so greatly that they cannot make or use any item that is primarily made of metal, except for mithril items. Wild elves may not use coins, armour with any metal in it, metal shields or metal weapons. If a Wild Elf decides to even just hold on to an object comprised of metal will lose access to their Forest Walks and Tracking. They cannot even use items made of metal without losing access to their race’s abilities as it will bother them so.

Wild elves can purchase Herbalism without first purchasing Read and Write (4). However should they ever wish to purchase Alchemy, they will first need to purchase Read and Write in order to meet the requirements for Alchemy.

Starting Body: 4
Racial Characteristics: Pointed ears, facial and body tattoos.
Racial Abilities: Resist charm (2), Forest Walk (3), Tracking (double uses), Herbalism (6), Archery (1), Strength Bonus +1 (16)
Racial Disadvantages: Read & Write (4), Scribe (5), Read Magic (6). Fear of Confinement. Cannot use any items which are primarily metal, except mithril items.
Required Skills Tiers: 1 General, 1 Stealth.
Life Expectancy: 1000 – 2000

Wolven

Wolven are the lupine children of the wild. They resemble a cross between a man and a wolf. Wolven are rare, having very few actual known settlements. These wolf-like Humanoids are very nomadic, and hence have little to no trade. They tend to make a living from the land or by working as mercenaries or strong arms.

Wolven stand taller and more powerfully built than most Humans, and they tend to have a great amount of fortitude. Their animalistic nature allows them to be more in tune with other animals and living things than Humans are. Wolven travel Dremlin in pack-like groups with clearly identified leaders and followers, which gives them a natural disposition to faith.

Wolven have an irrational fear of fire. Although, as a race, they have tamed and mastered natural fires, alchemical and magical fires still insight a blind fear within them. If successfully attacked (take Damage to Armour or Body), by any sort of Magical Fire or Alchemical Fire effect, the Wolven must flee as per the “Fear” spell. This effect is not enchantment magic and cannot be dispelled or avoided.
They may not purchase any Fire Magic Skill or craft any Alchemical Gas Globe dealing Alchemical Fire damage. Finally, they may not willingly activate or otherwise use any item capable of Alchemical or Magic Fire Damage.

Starting Body: 6
Racial Characteristics: Wolfish features require a wolf mask or make-up. A wolf-like tail.
Racial Abilities: Strength Bonus +1 (8), Strength Bonus +2 (16 with 3 Tiers in Weapons), Body Bonus (3), Scent (2), Body Weaponry (4)
Racial Disadvantages: Fear of Magical and Alchemical Fire. Read & Write (4)
Required Skills Tiers: 1 General, 1 Weapon, 1 Faith
Life Expectancy: 40-60

4.3 Fae Races

The Fae Races are those who are themselves Fae, but mortal. While they are believed to have ties to True Fae who are immortal, time, a change, or something else brought about these mortal Fae who belong neither in the realms of Man or the realms of Fae. Often due to their odd behaviours connected to their alien heritage, Fae are regarded either with otherworldly respect or mistrust by the other races. While not citizens in Kalona, people are wary to cross these individuals due to their connections to the Fae Realms.

Gnomes

Gnomes are a race of Fae which live in the Enchanted Forest, as well as small settlements in and around the mountain regions in the East and Northern realms of Dremlin. They are often shorter than Humans, with shocking heads of multi-coloured hair.

Gnome colonies are usually more technologically advanced than other races. Gnomes only have a small population in Dremlin. They are very involved in their crafts; excel at making all things. As well, they constantly try to “improve” current technologies, though they tend to be disorganized and absent minded. Gnomes are famed as Alchemists, and for their desire to create, which sometimes runs beyond common sense.

They may purchase Advanced Production multiple times for different production skills.

All Fae are discomforted by even the slightest touch of iron. If a Fae touches iron they will experience anything from a mild allergic reaction to an intense burning sensation. There is no damage taken and the effect of merely touching iron varies between Fae. However if the character takes Damage to Body or Armour from an iron weapon, they will always take double damage from it. This extra damage is always in effect.

Starting Body: 3
Racial Characteristics: Multicoloured hair (including facial hair).
**Racial Abilities:** Resist Toxin (3), Advanced Production (2), Innate Invisibility (Self Only) (3)

**Racial Disadvantages:** No heavy weapon skills. Must purchase a Production Skill at character creation.
Take double damage from Iron. May not purchase Strength Bonus +1.

**Required Skills Tiers:** 2 General

**Life Expectancy:** 1500-1800

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**Dulinn**

The Dulinn are a mistrusted race often referred to as Boggarts. They however hate that name and much prefer calling themselves the Dulinn, which is in reference to a songbird from the Fae Realms that comes out only at night. A sure-fire way to earn the ire of a Dulinn is to call them a Boggart.

Rarely seen during the night and even more rarely during the day, a Dulinn is most comfortable in a place where the sun never touches. Their appearance is otherworldly; they are creatures formed from the darkness of night and magic.

Dulinn are inherently magical creatures, and as such have a large resistance to magic.

Dulinn are at ease during the evening, but during the day they are at their weakest. For the 12 hours of daytime (6 am to 6 pm), a Dulinn's connection to the mortal plane is dampened to the extent that they are unable to be Magically Healed. Alchemical curatives will have a normal effect.

Dulinn believe they are the most elegant and refined of the Mortal Fae and strive for sophisticated lifestyles. They feel they deserve no less. Often sly and mischievous, Dulinn can be extremely unpredictable except in their arrogance and envy. They strive to have the best of things compared to those around them: particularly other Mortal Fae. A Dulinn will be most uncomfortable in settings that are filthy, impoverished, and perceived to be unruly. In addition, if the Dulinn is slighted in a way that implies they are anything less than refined, they must either strive to prove themselves the better, or somehow take the insulter down a peg. It is often this trait that leads a Dulinn to a life of thievery so that they can take away possessions from those they feel are not deserving and into their own worthy hands.

Their homeland is rumoured to be located amongst a group of volcanic formations known as the Fae Isles. No known trade goes to or from the Fae Isles, and the mere existence of such a location is a matter of debate, though many a Dulinn claim to be from there, and their descriptions of it are grand and mysterious.

All Fae are discomforted by even the slightest touch of iron. If a Fae touches iron they will experience anything from a mild allergic reaction to an intense burning sensation. There is no damage taken and the effect of merely touching iron varies between Fae. However if the character takes Damage to Body or Armour from an iron weapon, they will always take double damage from it. This extra damage is always in effect.

**Starting Body:** 4

**Racial Characteristics:** Dark Blue to Black skin like the night sky, with gold, silver, yellow or white veins.

**Racial Abilities:** Globe of Darkness (1), Resist Magic (3), Shadow Walk (3)

**Racial Disadvantages:** Blinded for 60 seconds by a Light Spell. Racial Superiority. Receive double
damage from Iron based attacks. They cannot be Magically Healed during the day unless an hour is spent away from any daylight. May not purchase Strength Bonus +1.

Required Skills Tiers: 1 General, 1 Magic
Starting Age: 100
Life Expectancy: 2000-4000

Wood Fae

The most commonly seen mortal Fae outside of the Fae Realms are Wood Fae. They very closely resemble Elves with one noticeable exception: Wood Fae all have horns growing out of their foreheads. These horns vary in shape and size with each Wood Fae, but all have them.

Like most Fae, they enjoy frolicking in the woods and other natural places. They especially enjoy games, though the games are not always fun for the non-Fae. Wood Fae are similar to their pure Fae brethren, but have left the normal Fae realm to live amidst the other races. They do still have their uncanny connection with Nature.

Wood Fae live a free spirited and carefree existence and can never stand anything that would take away that life from them or others. As such, they have developed an incredible tolerance to charms and an innate ability to remove mind effects from those around them. All Wood Fae detest any form of enchantment to an arguably irrational extent. Many theorize it is due to their Fae lineage, others say it is due to their free spirit. Wood Fae will never willingly use or learn to use any sort of mind altering effect, such as Enchantment Magic or Mind Affecting alchemies: these folk would rather die.

All Fae are discomforted by even the slightest touch of iron. If a Fae touches iron they will experience anything from a mild allergic reaction to an intense burning sensation. There is no damage taken and the effect of merely touching iron varies between Fae. However if the character takes Damage to Body or Armour from an iron weapon, they will always take double damage from it. This extra damage is always in effect.

Starting Body: 4
Racial Characteristics: Pointed ears and horns
Racial Abilities: Resist Charm (2), Charm Break (2), One with Nature (1), Forest Walk (4)
Racial Disadvantages: May not use or tolerate the use of any mind affecting magic or alchemies. Double damage from Iron based attacks. May not purchase Strength Bonus +1.
Required Skills: 1 Magic, 1 General

Life Expectancy: 2000-4000 years
Chapter 5: Character Creation

Creating a character is really what this game is all about. You create a persona, an individual with unique ideas, skills, beliefs and flaws. It is up to you to create the personality of this character. What are your goals, motivations and beliefs? What has shaped your character and brought them to the place they are now? Consider your character as a real being, and not a series of statistics on a sheet.

After creating your first Shadow Realms character, you are allowed to completely change your character once after your first game of play but before your second. This is called a “Remort”. A remort has no limitations except that you can only do so once, and before your second event at Shadow Realms.

This chapter will help you to create a character to play at Shadow Realms! Note the Shadow Realms Character Sheet can be downloaded online or copied freely from the last page of this book.

Please be aware that you are only allowed to have 2 active characters at Shadow Realms at any time!

5.1 Choosing Your Role

The most important question you can ever ask in making a character is this: What do you want to play?

Do you want to be sneaky and hide in the shadows? Do you wish to fight your enemies toe to toe with weapon in hand? Would you like to use your knowledge of the arcane? Do you wish to call upon the gods to conduct miracles through you? Do you wish to craft items and alchemies?

Depending on your answers to this, you shall choose your Skill Array.

Your Skill Array represents areas in which your character is naturally inclined to learn, and where their potential lies. Later, you will purchase Skills within your Skill Array using Experience Points. It also will affect how many Body Points your character will have.

When you make a character, you are given six Skill Tier Points for free to place in any of the skill tiers that create your Skill Array, up to a maximum of 3 points in any single one. It is possible to purchase more Tiers with Experience Points later in the game, however you must spend all 6 that are given to you at character creation.

These skill tier categories are:

**Faith:** Gives you access to calling upon the mystical powers of the gods to conjure miracles at your fingertips. Priests have specific Role Play requirements based on the faith they choose, but this can be an enriching experience.

**General:** Gives you access to becoming a Jack of All Trades, as well as a Craftsperson or alchemist. These skills tend to be less immediate pay off and take a sharp and clever mind to use well!

**Magic:** Gives you access to calling upon your knowledge of the arcane to create magical incantations and spells. While not as Role Play specific as Priests, you are also granted a lot of freedom in your concept.

**Stealth:** Gives you access to the typical skills of a rogue or thief, allowing you to hide in the shadows, or
slay your enemies without a sound.

**Weapons**: Gives you access to skills of brute strength and fortitude. Weapons skills are what make true warriors.

Every character must have one point in **General**. The rest of the points are determined by your race and what you decide to focus in! Some races have Skill Tier requirements, some do not. But you should keep in mind the sorts of skills you wish your character to learn as you look through the races.

So take a look at our Skills Tables, and it will show you what is available at each tier. Get rough ideas of you want to be capable of doing now and in the future and continue on to the next section: Choosing your Race!

### 5.2 Choosing Your Race

The next most important question is: what do I want to be? What do I want to look like?

Shadow Realms offers a wide array of playable races to choose from! All of them have different requirements, benefits, detriments, role play and costuming instructions. Here are some important questions to ask yourself to help you choose a race:

a) Are you willing to put on extensive makeup for a whole weekend? If not, many of our more exotic races will not be for you.

b) Are you willing to uphold strict role play that may be detrimental to your character? Or do you want as much freedom as possible? Depending on your answer here, certain races will or will not work with your play style.

c) What Skill Tiers are you interested in? Certain races are required to purchase a certain level of Skill Tier, and some are barred from starting with certain skills. Keep this in mind when you look through the Race chapter.

Once you have chosen a race, you have the foundations of the character made! Choosing your Skills is the final step to fleshing out your character.

### 5.3 Choosing Your Skills

Every new Player starts with 30 Skill Points that they can use to purchase their adventuring skills! You gain experience when attending events, which then allow you to gain Skill Points, allowing you to purchase skills! From levels 3 – 19, Experience and Skill Points are at a ratio of 1:1.

Provided you have the correct Tiers and the proper pre-requisites, your character is capable of achieving nearly anything through the course of the game.

When thinking of what skills to choose, base it on what you feel you will have fun doing during the game as well as what fits best into your character concept. Make sure that you have all proper reps needed in order to utilize the skills you purchase! Pretty hard to use your weapon skills without a boffer weapon, or spells without packets.
5.4 Fill Out Your Character Sheet

Now that you know who, what, and how you are going to play, it’s time to fill out your character sheet!
This section will go through all the fields on the character sheet and explain what is to be filled in.

**Player Name**
This one should be easy! Simply fill in your full real life name. It allows the Plot Team to know who you are Out-of-Game. Also, if you ever make a second character, they will know the two characters belong to the same person.

**Players Age**
Fill in your real life age. If you are under 16 then unfortunately you are too young to play Shadow realms for legal reasons. If you are 16 or 17 you will need to get your legal guardian's permission before you will be allowed to play, which involves them signing your waiver (see Get Ready For Game section for more information about waivers).

**Race**
Fill out the race you have chosen!

**Character’s Name**
You have a good idea of your abilities, heritage, and future: now you need a name that will go down in history. If you’re not sure what to call them, look online for some ideas or make one up. They don’t have to have a last name but can if you want them to. Be creative and appropriate to the character's heritage.

**Character’s Age**
You can choose any age for your race provided it is 16+, and below the race’s life expectancy. All races approach adulthood at about the same rate, but after hitting adulthood their aging either slows, or continues at the same rate. If you decide to play a character a different looking age than yourself, you are expected to properly represent this through makeup.

**Total SP**
This one’s easy! This field represents how many Skill Points you have to spend. Put 30 in this field.

**Leftover XP**
This field won’t be important until you reach level 20. If you don’t have enough experience points to put towards skill points, it is recorded here. For you, put a 0 in this field!

**Spent SP**
You might not have spent all your Skill Points right away! One you have purchased all your skills, put the amount of Skill Points you have used in this field!

**Level**
For every 10 Skill Points a character has earned, they have gained a level. All starting characters, since they have 30 Skill Points, start at level 3.

**Deity**
This field is required to be filled out if your character worships a particular god. It is especially
necessary for Priest characters. Look in the Deities of Dremlin section to see if your character would worship any of them!

*Weapons/Stealth/Magic/Faith/General:*
This is where you fill out your Skill Array! Please see the Choose Your Role section for more details about your Skill Array.

*Body:*
This is where you will put in your Body Points. Your Body Points are based on your level, your Skill Array, your race, and whether you have purchased the skill Extra Body.

*Body Per Level:*
To determine your Body per Level, find your two highest Skill Categories on table below. If a character has a tie for his two highest categories (i.e. has 2 Tiers in General, Magic & Weapons) then he uses the two that are most to his advantage. Certain Races may add 1 additional point per level from the Racial Skill Body Bonus or lose 1 Body per level as a Racial Disadvantage.

If your tiers change priority for body per level, your [body] per level will change accordingly. This is not retroactive; you will not lose or gain body per level for previous levels. However, it will need to be noted on your character sheet at what level you purchased a new tier.

<table>
<thead>
<tr>
<th>Skill Category</th>
<th>Body Points per Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon</td>
<td>2</td>
</tr>
<tr>
<td>Stealth</td>
<td>1</td>
</tr>
<tr>
<td>General</td>
<td>1</td>
</tr>
<tr>
<td>Magic</td>
<td>0</td>
</tr>
<tr>
<td>Faith</td>
<td>0</td>
</tr>
</tbody>
</table>

Example: Your Human character has a Skill Array of Stealth (2) General (2) and Magic (2). You have a three way tie for your two highest, but Stealth and General are the most beneficial. Therefore Stealth (1) + General (1) = 2 Body Per Level.

**5.5 Get Ready For Game!**

Much of this section will require you to contact the Plot Team and Logistics. Please refer to the Contact section of the rule book to see all of our contact information.

*Waiver/Identification*

Shadow Realms has a waiver every player needs to fill out every year. If you haven’t already, go on to the Shadow realms website and download a copy of the waiver. You should read, understand and accept all the terms of it prior to play. You must also provide an emergency contact and any relevant medical information.

If you are under 16 or 17 years old you will need a parent or guardian to sign your waiver for you. If you
are 16 or 17 and do not have a legal guardian, we require proof that you do in fact live on your own and are separated from your parents through the same documentation that you used to enroll in school.

We do not allow players under the age of 16 to play Shadow Realms LARP. This is not just a moral obligation we have as a game, but also a legal issue. You may be asked to provide a proof of age, particularly if you are less than 18 years old. This due diligence is required. We highly recommend that this identification be your Health Card, as if there is an injury at game we can make sure you get the best treatment available without you being given expensive charges as a result.

*Backstory*

The next thing to do when creating a character is to form a general idea of the character’s personality. What is it you want to act like? Will you be smart or naïve? Are you curious or confident? What will motivate you? What do you despise? You decide how you interact with other players in the game. The goal is to know how your character will act.

Your character needs to have a past. You decide where they were born, what culture they grew up in, what resources they had available to them and in general what has occurred in their life up to the point that they enter the game. Refer to the World History chapter for more detail on the world of Dremlin. When you first make your character, you may submit a character history. This is essentially a letter to the Plot Team describing key aspects of your characters life up to the moment the game begins. You can explain who your character is, what has happened to them so far in their life, their personality, their goals, and any other information about them that you want the Plot Members to know.

Your character history should fit within the world, and should be reasonable based on your characters actual experience. Remember your character is just beginning his adventures; he has not slain any giants or carved out a nation with his sword just yet.

All character histories are subject to Plot approval. While it is not required for you to submit a backstory, but if you do not it should not amount to more than your character having a relatively normal life and deciding to eventually go adventuring in North Colebrook. Anything above this requires you to submit your backstory to Plot or you risk your character having been spouting off crazy stories that might not be true.

If your character will have any type of Faith Skills it is important for you to have an understanding of the deity you have chosen as this will greatly impact your character’s personality. Refer to "Deities of Dremlin" for more information. Even if you do not plan on taking Faith Skills it is very common for most people to follow a particular deity, and occasionally, several.

One of the great things about having a character is watching them grow and develop. As you grow, so does your character. The more games you play, the more scenarios your character encounters and the more challenges they will face. Just as in real life, it is overcoming problems that make you grow as a person. As your character settles into their environment, they will also start to settle in your mind as to what their stronger traits are. As they encounter more social situations, your character will develop their personality to a finer extent. These social situations are the cornerstone of role playing. When you are in character, your social interactions with other players are acted out. This means that the more you role play, the more comfortable you will become with your character. Before long it will be a snap to slip into the role you have created.
Experience, Skill Points, and Gaining Levels

Experience Points (XP) are a measure of your character's experiences. Skill Points (SP) is the measure for how your character is able to use those experiences to learn new things. The more Skill Points a character has, the more skills they will have learned. Experience Points give your character Skill Points, which can be spent on skills, which allow your character to perform feats In-Game. If you have not purchased a particular skill, your character is considered to be Non-Proficient in said skill.

Starting characters receive 30 SP to spend on skills. Returning characters earn 2 XP for each full event attended and an extra 1 XP for attending in an appropriate costume. Day mods, returning characters earn 1 XP for attending and an additional 1 XP for appropriate costuming. To find out what is required for your costuming, please see the Costuming Standards section.

From levels 1 – 19, 1 Experience Point equals 1 Skill Point.
From levels 20 – 29, 3 Experience Points equal 2 Skill Points.
From Levels 30 – 39, 3 Experience Points Equal 1 Skill Point.
From level 40+, your character can no longer gain Skill Points unless awarded by Plot for exceptional Role Play and good sportsmanship.

Every 10 Skill Points your character has represents one Level. This means that all players start at 3rd Level, because they start the game with 30 SP. Once a character has 40 SP, they have reached 4th Level, and when they attain 50 SP they have reached 5th Level, and so on.

Record your Level and total Skill Points on your character sheet and note the cost of each of your skills purchased in the appropriate fields.

Prelog and Logistics

Once you have figured out how you are building your character, you must submit your backstory, character sheet, and potential items needed. Before every event including your first, you must go through a process called Prelog.

Prelog is when you supply Plot and Logistics the details of your character prior to game through a form provided on our website. This includes how you are spending your experience all the way to item tags you will need created for you. It is due by at least by the Tuesday before the event. If you send your Prelog in after Tuesday, you will not only have to pay an additional fee to enter game, but you also will have to wait at the back of the Logistics line for everyone else who Prelogged first to go through once game has actually started.

Logistics occurs at the beginning of each game. Before entering game you must line up at Logistics (also called Log) so that you can pay your game fees, get your character sheet, receive any needed tags, adjudicate your costuming, and record your attendance. Also, if you are level 6 or lower, you will receive a boon of some free buffs before entering game! Make sure to ask the Logistics Officer about them if this applies to your character.

During this time a PC’s armour and weapons will be evaluated for safety and in-game statistics. New
Players must also pass a Combat Safety Test before being permitted to enter game. Players will be issued any tags that their characters will need to represent in-game items and money. New players may begin with any reasonable starting equipment usable by their character as well as a small amount of gold and silver.

If you do not plan to play but choose to volunteer as a Non-Player Character, head straight to NPC camp and make sure to pay your fee for NPCing as soon as you have the chance and Logistics is finished. Note! NPCing is significantly cheaper than PCing, so if you need to save some money but require your Shadow Realms fix, volunteer for the weekend!

Costume Standards

With your character made now is a good time to work on your costume, weapons, and other props you will need. See the Weapon Construction Section for how to make a safe boffer weapon that will pass the Safety check. Each event weapons need to go through a Safety check in order to be useable. You need a boffer rep if you intend to use a weapon.

Outside of being safe, you also need to look good! Your costume is meant to show to others that you are now a different person inside the fantasy world of Dremlin. If your costuming does not meet the games standards you will not receive your bonus 1 XP for good costuming.

Unacceptable Costuming: Pieces that no matter the circumstance will not be allowed without modification.
Shoes: Colourful sneakers with blatant logos on them.
Bottoms: Jeans, pants with logos on them.
Shirts: T-shirts with logos, blatant anachronisms
Accessories: Completely inappropriate accessories (i.e. vinyl backpacks with logos, etc.)
Phys-reps: You aren’t repping anything. You have no vials for any potions; you have no racials; and your armour is tin foil.

Poor Costuming: Innocuous, but on its own does not make a costume.
Shoes: Solid black/brown sneakers without obvious logos. An attempt to cover up your colourful or obviously logo’d sneakers with fabric or leather.
Bottoms: Cargo Pants, khakis, plain solid coloured pants that are obviously not medieval.
Shirts: Plain T-shirts with no logos. They don’t fit the game world, but also aren’t too blatantly out of place.
Accessories: You may have a single accessory, or one that isn’t the best rep but it’ll do (i.e. a modern style purse being used as a costume piece.)
Phys-Reps: You are repping the simple things. You may have a couple potion vials; a rep for your medical kit; some poor attempt at racials; and your armour still looks bad up close, but at a distance it’s passable.

Good Costuming: There should be at least a few of these fulfilled in order to pass the costuming requirements. This is where you start to look truly from another time and world.
Shoes: Shoes fit medieval-fantasy, except maybe made of fake materials, or include a zipper. Well-made spats to disguise otherwise inappropriate footwear.
Bottoms: Period/medieval-fantasy looking pants. They may be made of anachronistic materials, perhaps have a zipper here and there, but overall look good.
Shirts: Period/medieval-fantasy looking shirts. They’ve been modified to look more appropriate. They may have anachronistic materials, but look good. Hardly anyone can tell.

Accessories: Your costume is made unique by your accessories. It gives an overall improvement to your costume.

Phys-Reps: You are repping most of your stuff. You have vials for most potions; your racials are clear and solid; and your armour, while not necessarily medieval, looks good.

**Excellent Costuming:** Above and beyond, pieces at this level are realistic and phenomenal.

Shoes: 100% period/medieval-fantasy appropriate, perhaps except for a rubber sole. No zippers or modern hardware unless hidden. You deserve a high five.

Bottoms: They are a gorgeous and fit well into the game world. They do not have any modern styling about them (i.e. apparent zippers, Velcro, etc.)

Shirts: 100% Period or high fantasy styled shirts. All the right materials, design, and add to the game world. They do not have any modern styling about them (i.e. apparent zippers, Velcro, etc.)

Accessories: Your accessories make your character identifiable and unique. They make you appear to not only be your own person, but also a well-developed concept and style goes along with them.

Phys-Reps: You have a phys rep for everything your character is carrying. Every potion has a vial. You have a pick lock set. You not only have good racials, you have IMPRESSIVE racials. Your armour looks fabulous. Your boffers are unique and beautiful.

**Some things to note:**

Brand New players for their first 3 events are exempt from these rules UNLESS their garb is totally unacceptable. Note that if you are sponsoring a new player and they are not provided help with garb, you will not receive your sponsor XP.

A few good pieces go a really long way: we are easily forgiving if you have beautiful tops and accessories, but have only cargo pants. The overall goal here is that when looked upon, you are clearly in costume, in character, and adding to the game environment. You shouldn’t be able to get away with walking into a store without the occasional second glance.

All of Plot is more than happy to help you improve your garb. If you want to e-mail pictures, they will gladly tell you if you qualify for the extra point of experience and offer suggestions for improvement. If your costuming is only "Poor Costuming" or includes any "Unacceptable Costuming" pieces, you are at risk of being told that you cannot PC unless you rent garb, or find some pieces to improve your outfit. Each piece to rent is $5.

Most importantly: each costume granted or not granted the extra point is always PLOT DISCRETION. They will gladly explain to you why or why not your costume passes, but it is expected that you accept that as you would any other ruling.

**Things to Pack:**

Shadow Realms LARP is a game that requires all of its members to camp when participating. There are no buildings that people can sleep in, and amenities are limited. Beyond what you require to play your character, please make sure you have the following:

Warm clothing (in addition to costume)
Underwear, bring extras  
Plenty of Socks, for wet and cold weather  
Boots  
Shoes  
Gloves, bring extras  
Black pants, if NPC'ing  
Black top, if NPC'ing  
Belts  
Clear packing tape - To attach tags to reps  
Duct Tape  
Flashlight (for safety reasons)  
Bug-spray  
Sun block  
Food/Food Storage and necessary eating implements  
Fresh water, enough to stay well hydrated  
Toiletries Kit - toothbrush, tooth paste, toilet paper, hand sanitizer, hair brush, baby wipes, soap, cloth, razor, and wash bucket  
Camp gear- tent, tarps, sleeping bag, cook gear, dish soap, pillow, blankets, etc.
Chapter 6: Skills and Abilities

Skills are abilities that enable your character to interact with the world around them. While not everything that your character can do requires Experience Points (XP), typical adventuring skills have different Experience Point costs and pre-requisites.

### 6.1 Playing a Stealth or Weapons Character

Stealth characters (often referred to as Rogues) and Weapons characters (often referred to as Warriors) have skills available to them that revolve around increasing their weapon damage, and special fighting techniques called Skill Strikes.

Rogues and Warriors are a varied folk and come from all walks of life. The only thing consistent amongst all of them is that they practice use of their weapons

*Buying Skill Strikes*

Skill Strikes enable fighters and rogues to do extraordinary techniques. Those who have purchased a few “weapon damage” or “backstab” ranks are able to learn special maneuvers such as disarming their opponent, or deflecting their blow.

There are four tiers of skill strikes, Basic, Intermediate, Advanced, and Greater. All Skill Strikes must be purchased in a pyramid fashion. You must always have *at least* 1 more Skill Strike of a lower level before purchasing the level above it. Examples:

<table>
<thead>
<tr>
<th>Greater (1)</th>
<th>Greater (1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced (2)</td>
<td>OR</td>
</tr>
<tr>
<td>Intermediate (3)</td>
<td>Advanced (2)</td>
</tr>
<tr>
<td>Basic (4)</td>
<td>Intermediate (4)</td>
</tr>
</tbody>
</table>

*Types of Skill Strikes*

**Technique Skill Strikes:** Skill Strikes with the label “Technique” such as Disarm and Critical Strike are usable once per day, per purchase. If the Technique uses a multiplier then extra damage granted by an Active Stance or a persistent boost in strength is included in the multiplier. Only damage effects with their duration longer than “1 Hit” or “Instantaneous” are included in the multiplier (so this will not stack with contact alchemies, Ogre Strike, or destruction spell strikes.) These one hit or instantaneous damage effects are added after the multiplier.

Eg. Advanced Attack Skill Strike Technique for a fighter with a base damage of 10, using their Focus Stance with a +4 Vorpal.

\[
10 \text{ Normal} + 2 \text{ (Focus)} = 12 \\
12 \times 10 \text{ (Advanced Attack)} = 120 \\
120 + 4 \text{ (Vorpal)} = 124 \text{ Normal}
\]

These skills do not break stances unless otherwise stated.
**Stance Skill Strikes:** All stances are usable once per day per purchase. They represent a Warrior or Rogue’s ability to get in the right mindset in combat. Whether focusing on one target or thinking only about avoiding the next blow they give the fighter a distinctive advantage in combat.

Stances do not stack with any other stances or even stack the same stance upon itself. A Warrior cannot stack a duel with a focus or use two Masteries at the same time. In order to begin a Stance, the Warrior or Rogue must make the Out-of-Game call “I begin `<skill name>`”. The exception is the Stance Berserk (see the skill description for more detail).

**Playing a Magic or Faith Character**

**Spells**

Through either the Magic of Faith Skill Tiers, a character is able to purchase and learn how to cast spells. These spells can range from protective, beneficial to allies, or dangerous for your enemies. This applies to both priests and mages.

**Buying Spells**

There are 4 levels of spells that you can buy from, and a total of 15 Schools of Magic. All Spells must be purchased in a pyramid fashion. You must always have at least 1 more spell of a lower level before purchasing the level above it. In addition, when you purchase a higher level spell, you must have all spells below it of the same school purchased first.

I.e. the Caster wants to learn the spell Freeze, a third level spell from the Water school. To purchase a third level spell, the caster must have at least three spells at first, and two spells at second. In addition, they must have the first and second level spells from the Water School learned.

**Spell Points / Faith Points**

Upon buying spells you gain Points to cast your spells. These are called Spell Points for mages and Faith Points for priests. This represents how many spells you can cast per day. The Skill Point cost of a spell is how many Mana or Faith Points the caster gains. So a 4th level spell which costs 18 SP to buy, would grant the caster 18 Mana or Faith Points.

If you decide to start putting SP towards a spell before completing the full purchase, you gain the amount of Spell Points or Faith Points you have invested so far but are unable to cast the spell until it is fully learned (unless you are an Elf). For instance, if you decide you are purchasing the 3rd level spell Blast that costs 12 SP, but only put 3 SP towards it: that 3 SP is immediately included in your Spell or Faith Points, however you cannot cast Blast yet. You must finish purchasing the spell before you can cast it, and before you begin learning any other skills.

The point cost to cast a spell is half of the SP price. This means that you should be able to cast all of your spells per day twice before running out of Spell or Faith Points. However, you can cast any spells you know provided you have enough Spell or Faith Points left. For instance, if you have three 1st level, two 2nd level, and one 3rd level spell, you have 30 Spell or Faith Points. You decide to cast your 3rd level spell which costs 6 points. Your spell or faith point total is now 24 for the day. Once you have hit 0 spell or faith points, you are no longer able to cast. You cannot cast a spell if it would put you below 0 points.

**SHADOW REALMS L.A.R.P.**
Playing a Mage

Mages are not tied down by a God to gain their powers. Their only restriction is their own personal mental limits and the laws. They don’t even need a spell book to cast. Mages are often distrusted around the world because they are extremely powerful but unpredictable. Many feel that mages eventually suffer from hubris and pride.

All mages are required in Kalona to register with the local Mage’s Guild. This law is typical amongst all nations in Dremlin. Registering requires going to a local tower and letting them know you are in the area, that you are in fact an arcane mage, and what your spell tree is (the spells you know).

A mage does not have to be full-fledged members of the guild, but can join if they choose to. This has a monthly fee, but comes with some perks for the Mage. The only time one is forced as a mage to become a Guild member is if they wish to learn Ritual Magic. Ritual Magic enables the mage to create their own spell effects, which can have very dangerous implications for the community.

However, not all mages wish to be registered by the guild, and may hide their abilities and skills. These individuals are labelled as Hedgewizards and may suffer consequences from the local authority if caught.

Playing a Priest

Being a Priest is when you have devoted enough of your life to a deity that they grant you the capability to call upon them for miracles and spells. It is a large responsibility to be a priest both as a character but also as a player: you are to emulate the ideals of your god to the population, and guide them in the ways of your faith. Making sure your character’s lifestyle fits with the dogma of your chosen deity not only means you will better role play a priest of that deity, but it also means that when other players look to you they do not get misconceptions about what it means to be a priest for that faith.

This means that the spell lists are not to be your priority when choosing to play a priest, but rather your character concept along with the dogma that best fits them. If you wish to play a priest, you first need to email the Plot Team, and explain your concept in brief. If we feel it is a good fit, we will email you the list of spells and blessings. If we feel your concept is better fitted to a different deity, we will recommend them to you. Ultimately, the list provided is not to be given to other players under any circumstances. If we discover that this trust has been undermined, there will be OOG ramifications for those actions.

If you receive the list and truly do not enjoy the spells and blessings, you are not forced to play the character. However, you are not allowed to resubmit a new priest concept in hopes of getting the spell list you’d like. It will be a case by case basis whether the Plot Team will accept a new Priest concept from a player who has not played their previous submitted one.

You can only worship (and gain Faith Spells, Blessings and Holy Symbols from) one deity at a time. Your character is capable of conversion, but this should be a heavy Role Play choice, and could very well require great sacrifice and struggle as determined by the Plot Team. Make sure to contact Plot if your character intends to do this.
And remember! Any of the deities are allowed to be played. Feel free to be the goodly Kaylethian all the way to the murderous Necrosian. All deities have unique challenges to overcome as Priests and players alike.

**Holy Symbols**

A Holy Symbol is a physical symbol of the cleric’s faith, and represents his link with his Deity. In order to cast spells or use their Major Blessing, the priest must be in direct physical contact with their Holy Symbol. A priest may use their Minor blessing or Prayer ability without their holy symbol.

Holy Symbols are an important factor for any priest IG, but also as a costume piece. We expect thoughtfulness in the symbol you choose for your character, and it must be approved by the Plot Team before you can use it. It can be no larger than 4 inches in any direction, and cannot be a tattoo. You must have an actual prop that represents your Holy Symbol. Feel free to send a photo to the Plot Team before game to have it pre-approved before you play.

While anyone can have a holy symbol, it takes special effort to make it one that the priest feels attuned with. The skill Religion Lore allows an individual to make any Holy Symbol, and if the character has Faith Points, they can take 10 minutes of deep meditation and prayer to enable the Holy Symbol to be a conduit to their God so they may cast spells. This is something that can be done between games as your character; however they can only have one active Holy Symbol at a time.

All attuned Holy Symbols are considered Magic Items as they are literally housing the magical energy called Faith Points. They will sense as magic to a mage, and Identify will only reveal that it is an active holy symbol, but no further detail. Identify does not reveal the God the holy symbol is for: only the skill Religion Lore enables that.

If a priest loses their Holy Symbol, they lose all remaining Faith Points they have for that day until they find it again. The skill Religion Lore allows the priest to make a new Holy Symbol, but if the priest does not find their original holy symbol, their Faith Points will not return until the following day (Reset). Upon creation of a new Holy Symbol, the old one loses its magical properties and becomes a mere trinket once again.

**How to Cast:**

Rules on how to cast spells, their specific incants, and effects are in the Magic Rules Chapter.

6.2 **Skill Charts**

The following charts show how much SP each skill costs along with their specific pre-requisites. Please keep in mind when planning how to spend your SP that skill strikes and spells have a unique pyramid structure required in addition to the requirements listed in these charts, which is explained above under *Buying Skill Strikes* and *Buying Spells.*
**Weapon Skill Chart**

The skills of a seasoned warrior, for those of you who wish to focus on toe to toe combat this is the table for you.

<table>
<thead>
<tr>
<th>One Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Weapon</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Archery</td>
<td>3</td>
<td>Basic Weapon</td>
</tr>
<tr>
<td>Buckler</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Florentine</td>
<td>2</td>
<td>Basic Weapon</td>
</tr>
<tr>
<td>Light Hafted</td>
<td>2</td>
<td>Basic Weapon</td>
</tr>
<tr>
<td>Light Swords</td>
<td>3</td>
<td>Basic Weapon</td>
</tr>
<tr>
<td>Shield</td>
<td>5</td>
<td>Buckler</td>
</tr>
<tr>
<td>Two Weapons</td>
<td>3</td>
<td>Florentine</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Two Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon Damage +1</td>
<td>10</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Body Blow – Basic</td>
<td>2</td>
<td>Weapon Damage +1</td>
</tr>
<tr>
<td>Disarm – Basic</td>
<td>2</td>
<td>Weapon Damage +1</td>
</tr>
<tr>
<td>Duel – Basic</td>
<td>2</td>
<td>Weapon Damage +1</td>
</tr>
<tr>
<td>Precision Strike – Basic</td>
<td>2</td>
<td>Weapon Damage +1</td>
</tr>
<tr>
<td>Critical Strike – Intermediate</td>
<td>3</td>
<td>Weapon Damage +2</td>
</tr>
<tr>
<td>Focus – Intermediate</td>
<td>3</td>
<td>Weapon Damage +2</td>
</tr>
<tr>
<td>Parry – Intermediate</td>
<td>3</td>
<td>Weapon Damage +2</td>
</tr>
<tr>
<td>Shatter - Intermediate</td>
<td>3</td>
<td>Weapon Damage +2</td>
</tr>
<tr>
<td>Ambi-Dexterity</td>
<td>2</td>
<td>Two Weapons</td>
</tr>
<tr>
<td>Extra Body</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Heavy Hafted</td>
<td>4</td>
<td>Light Hafted</td>
</tr>
<tr>
<td>Heavy Swords</td>
<td>4</td>
<td>Light Swords</td>
</tr>
<tr>
<td>Style Master</td>
<td>15</td>
<td>Basic Weapon</td>
</tr>
<tr>
<td>Tower Shield</td>
<td>4</td>
<td>Shield</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Three Tier Skills</th>
<th>SP Cost</th>
<th>Pre-requisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon Master</td>
<td>16</td>
<td>None</td>
</tr>
<tr>
<td>Master Damage +1</td>
<td>14</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Advanced Attack – Advanced</td>
<td>4</td>
<td>Weapon Damage +4</td>
</tr>
<tr>
<td>Berserk – Advanced</td>
<td>4</td>
<td>Weapon Damage +4</td>
</tr>
<tr>
<td>Dismember - Advanced</td>
<td>4</td>
<td>Weapon Damage +4</td>
</tr>
<tr>
<td>Crushing Blow – Advanced</td>
<td>4</td>
<td>Weapon Damage +4, Heavy Hafted or Heavy Swords</td>
</tr>
<tr>
<td>Critical Slay - Greater</td>
<td>5</td>
<td>Weapon Damage +6</td>
</tr>
<tr>
<td>Mastery – Greater</td>
<td>5</td>
<td>Weapon Damage +6</td>
</tr>
<tr>
<td>Unstoppable – Greater</td>
<td>5</td>
<td>Weapon Damage +6</td>
</tr>
<tr>
<td>Wall of Steel – Greater</td>
<td>5</td>
<td>Weapon Damage +6</td>
</tr>
<tr>
<td>Dexterity Armour</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td>Strength Bonus +1</td>
<td>16(12)</td>
<td>Human, Dwarf, Rekesh, Wild Elf, (Barbarian)</td>
</tr>
<tr>
<td>Strength Bonus +2</td>
<td>16</td>
<td>Wolven, Orc</td>
</tr>
</tbody>
</table>
**Stealth Skill Chart**

The consummate scout all the way to the thief, the Stealth Tree are skills for the one who desires more skirmishing tactics rather than full frontal attacks... and possibly get into places where they don’t belong.

<table>
<thead>
<tr>
<th>One Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Weapons</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Archery</td>
<td>3</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Buckler</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Florentine</td>
<td>2</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Light Swords</td>
<td>3</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Light Hafted</td>
<td>3</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Appraise</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Disarm Traps</td>
<td>3</td>
<td>None</td>
</tr>
<tr>
<td>Open Locks</td>
<td>2</td>
<td>None</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Two Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backstab +2</td>
<td>10</td>
<td>Weapon Skill</td>
</tr>
<tr>
<td>Body Blow – Basic</td>
<td>2</td>
<td>Backstab +2</td>
</tr>
<tr>
<td>Disarm – Basic</td>
<td>2</td>
<td>Backstab +2</td>
</tr>
<tr>
<td>Precision Strike – Basic</td>
<td>2</td>
<td>Backstab +2</td>
</tr>
<tr>
<td>Waylay – Basic</td>
<td>2</td>
<td>Backstab +2</td>
</tr>
<tr>
<td>Maim - Intermediate</td>
<td>3</td>
<td>Backstab +4</td>
</tr>
<tr>
<td>Stun- Intermediate</td>
<td>3</td>
<td>Backstab +4</td>
</tr>
<tr>
<td>Shadow Walk - Intermediate</td>
<td>3</td>
<td>Backstab +4</td>
</tr>
<tr>
<td>Vital Blow – Intermediate</td>
<td>3</td>
<td>Backstab +4</td>
</tr>
<tr>
<td>Dexterity Armour</td>
<td>5</td>
<td>None</td>
</tr>
<tr>
<td>Two Weapons</td>
<td>3</td>
<td>Florentine</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Three Tier Skills</th>
<th>SP Cost</th>
<th>Pre-requisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master Backstab +2</td>
<td>14</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Disembowel – Advanced</td>
<td>4</td>
<td>Backstab +8</td>
</tr>
<tr>
<td>Dodge – Advanced</td>
<td>4</td>
<td>Backstab +8</td>
</tr>
<tr>
<td>Forest Walk – Advanced</td>
<td>4</td>
<td>Backstab +8</td>
</tr>
<tr>
<td>Knockout – Advanced</td>
<td>4</td>
<td>Backstab +8</td>
</tr>
<tr>
<td>Avoidance - Greater</td>
<td>5</td>
<td>Backstab +12</td>
</tr>
<tr>
<td>Dance with Death - Greater</td>
<td>5</td>
<td>Backstab +12</td>
</tr>
<tr>
<td>Death Blow – Greater</td>
<td>5</td>
<td>Backstab +12</td>
</tr>
<tr>
<td>Silent Strike – Greater</td>
<td>5</td>
<td>Backstab +12</td>
</tr>
<tr>
<td>Ambidexterity</td>
<td>3</td>
<td>Two Weapons</td>
</tr>
<tr>
<td>Dodge</td>
<td>5</td>
<td>Dexterity Armour x 2</td>
</tr>
<tr>
<td>Forest Walk</td>
<td>5</td>
<td>Dexterity Armour x 2</td>
</tr>
</tbody>
</table>
Magic Skill Chart

Arcane power at your fingertips! For those who wish to cast magic but not be at the behest of the gods, the Magic Skill Chart is for you. You may only learn from the following schools of magic: Alteration, Air, Augmentation, Confinement, Destruction, Earth, Enchantment, Fire, Protection, and Water.

<table>
<thead>
<tr>
<th>One Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Weapon</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Read Magic</td>
<td>5</td>
<td>Read &amp; Write</td>
</tr>
<tr>
<td>Detect Magic</td>
<td>4</td>
<td>Read Magic</td>
</tr>
<tr>
<td>Petty Magic Spell</td>
<td>2</td>
<td>Read Magic</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Two Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scribe</td>
<td>4</td>
<td>Petty Magic Spell</td>
</tr>
<tr>
<td>Basic Magic Spell</td>
<td>6</td>
<td>2 Petty magic Spells, Detect Magic</td>
</tr>
<tr>
<td>Advanced Magic Spell</td>
<td>12</td>
<td>2 Basic Magic Spells, Scribe</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Three Tier Skills</th>
<th>SP Cost</th>
<th>Pre-requisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identify</td>
<td>5</td>
<td>Advanced Magic Spell</td>
</tr>
<tr>
<td>Greater Magic Spell</td>
<td>18</td>
<td>2 Advanced Magic Spells, Identify</td>
</tr>
<tr>
<td>Ritual Magic</td>
<td>5</td>
<td>2 Greater Magic Spells</td>
</tr>
</tbody>
</table>

Faith Skill Chart

Those most faithful to their god receive many blessings and powers. This is the skill chart for one who wishes to play a priest. You must request from the Plot Team your available schools of magic you can learn.

<table>
<thead>
<tr>
<th>One Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Religion Lore</td>
<td>2</td>
<td>Medical Arts</td>
</tr>
<tr>
<td>Novice Faith Spell</td>
<td>2</td>
<td>Religious Lore</td>
</tr>
<tr>
<td>Minor Blessing</td>
<td>4</td>
<td>Novice Faith Spell</td>
</tr>
<tr>
<td>Basic Weapon</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Buckler</td>
<td>2</td>
<td>None</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Two Tier Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Devout Faith Spell</td>
<td>6</td>
<td>2 Novice Faith Spells, Minor Blessing</td>
</tr>
<tr>
<td>Major Blessing</td>
<td>6</td>
<td>Devout Faith Spell</td>
</tr>
<tr>
<td>Pious Faith Spell</td>
<td>12</td>
<td>2 Devout Faith Spells, Major Blessing</td>
</tr>
<tr>
<td>Brew Potion</td>
<td>4</td>
<td>Novice Faith Spell</td>
</tr>
<tr>
<td>Light Hafted</td>
<td>3</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Shield</td>
<td>5</td>
<td>Buckler</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Three Tier Skills</th>
<th>SP Cost</th>
<th>Pre-requisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prayer</td>
<td>5</td>
<td>Pious Faith Spell</td>
</tr>
<tr>
<td>Hallowed Faith Spell</td>
<td>18</td>
<td>2 Pious Faith Spells, Prayer</td>
</tr>
<tr>
<td>Sacramental Faith</td>
<td>5</td>
<td>2 Hallowed Faith Spells</td>
</tr>
</tbody>
</table>
General Skill Chart

Everyone has at least one rank in the General Skill Chart. Here is where you find your craftspeople of all stripes and colours, along with your generalists: those who dabble but never focus. If you wish to be a jack of all trades, this is the chart for you.

<table>
<thead>
<tr>
<th><strong>One Tier Skills</strong></th>
<th><strong>SP Cost</strong></th>
<th><strong>Required Skills</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Additional Skill Tier</td>
<td>10</td>
<td>None</td>
</tr>
<tr>
<td>Apprentice Craftsperson (Rank 1 – 5)</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Apprentice Engineer (Rank 1 – 5)</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Smith (Rank 1 – 9)</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Appraise</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Bandage</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Medical Arts</td>
<td>3</td>
<td>Bandage</td>
</tr>
<tr>
<td>Advanced Medical Arts</td>
<td>2</td>
<td>Medical Arts</td>
</tr>
<tr>
<td>Read &amp; Write</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Herbalism</td>
<td>8</td>
<td>Read &amp; Write</td>
</tr>
<tr>
<td>Disarm Traps</td>
<td>4</td>
<td>None</td>
</tr>
<tr>
<td>Necromantic Arts</td>
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<td>None</td>
</tr>
<tr>
<td>Open Locks</td>
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<td>None</td>
</tr>
<tr>
<td>Tracking</td>
<td>1</td>
<td>None</td>
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</table>

<table>
<thead>
<tr>
<th><strong>Two Tier Skills</strong></th>
<th><strong>SP Cost</strong></th>
<th><strong>Required Skills</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemy (Level 1 – 4)</td>
<td>5</td>
<td>Herbalism</td>
</tr>
<tr>
<td>Journeyman Craftsperson (Level 1-5)</td>
<td>4</td>
<td>Apprentice Craftsperson Rank 5</td>
</tr>
<tr>
<td>Journeyman Engineer (Level 1-5)</td>
<td>4</td>
<td>Apprentice Engineer 5</td>
</tr>
<tr>
<td>Smith (Rank 10-15)</td>
<td>4</td>
<td>Smith Rank 9</td>
</tr>
<tr>
<td>Archery</td>
<td>3</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Buckler</td>
<td>2</td>
<td>None</td>
</tr>
<tr>
<td>Florentine</td>
<td>2</td>
<td>Basic Weapons</td>
</tr>
<tr>
<td>Read Magic</td>
<td>6</td>
<td>Read and Write</td>
</tr>
<tr>
<td>Religion Lore</td>
<td>3</td>
<td>Medical Arts</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Three Tier Skills</strong></th>
<th><strong>SP Cost</strong></th>
<th><strong>Pre-requisite</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemy (Level 5+)</td>
<td>5</td>
<td>Alchemy Level 4</td>
</tr>
<tr>
<td>Chemistry</td>
<td>5</td>
<td>Alchemy x 20</td>
</tr>
<tr>
<td>Master Craftsperson (Level 1+)</td>
<td>4</td>
<td>Journeyman Craftsperson Rank 5</td>
</tr>
<tr>
<td>Master Engineer (Rank 1+)</td>
<td>4</td>
<td>Journeyman Engineer 5</td>
</tr>
<tr>
<td>Master Smith (16+)</td>
<td>4</td>
<td>Smith Rank 15</td>
</tr>
<tr>
<td>Doctor</td>
<td>5</td>
<td>Adv. Medical Arts, Herbalism</td>
</tr>
<tr>
<td>Dexterity Armour</td>
<td>6</td>
<td>None</td>
</tr>
<tr>
<td>Extra Body</td>
<td>3</td>
<td>None</td>
</tr>
</tbody>
</table>
Racial Skill Chart

Some races come with unique abilities! This is a handy chart if you need a quick reminder about what your racials cost.

<table>
<thead>
<tr>
<th>Skills</th>
<th>SP Cost</th>
<th>Required Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Production</td>
<td>2</td>
<td>Gnome</td>
</tr>
<tr>
<td>Blood Curse</td>
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<td>Scion</td>
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<tr>
<td>Body Bonus</td>
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<td>Barbarian, Dwarf, Orc, Wild Elf, Wolven</td>
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<tr>
<td>Body Weaponry</td>
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<td>Elf, Rekesh, Wood Fae (Wild Elf)</td>
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<td>Scion</td>
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<tr>
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<td>2</td>
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<td>1</td>
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<td>4 (3)</td>
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<td>Shadow Walk</td>
<td>3</td>
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<tr>
<td>Strength Bonus +1</td>
<td>8 (12)</td>
<td>Orc, Wolven, Human, Rekesh, Wild Elf, Dwarf with 3 Tiers in Weapons (Barbarian with 3 Tiers in Weapon)</td>
</tr>
<tr>
<td>Strength Bonus +2</td>
<td>16</td>
<td>Orc, Wolven, 3 Tiers in Weapon, Strength Bonus +1</td>
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6.3 Skill Descriptions

Advanced Magic Spell
SP Cost: 12, Pre-requisites: 2 Basic Magic Spells (6 each), Scribe (4), Lower Level Spells of the same School
Description: An Advanced Magic Spell is a 3rd level secular spell. Purchasing this skill grants the Mage access to one 3rd level spell of their choosing at purchase, and 12 additional mana to their pool. Advanced Magic Spells cost 6 mana to cast. For the list of spells available for Mages, please see the Magic Chapter.

Advanced Medical Arts
SP Cost: 2, Pre-requisites: Medical Arts (3), Bandage (2)
Description: This grants a medic further improvements to their abilities. It also enables them to harvest in 2 minutes. No medical skills can be used by the medic on themselves.
Bandaging: If the injured person is not in their Death Count but they are Wounded, then a character with this skill can raise them up to 0 body points after 30 seconds of bandaging regardless of how far they are into bleeding to death. This is done by saying “I Bandage 1, I bandage 2...” If they are in their Death Count, this skill does nothing. A player may take no other action while bandaging another character. Due to how swift this is IG, you may not seek the aid of anyone else in this procedure. This
requires a single use of a First Aid Kit.

**Delay Poison:** This will allow the medic to pause the damaging effects of a toxin for an hour. This takes 5 minutes to do and 1 use of the First Aid Kit. This skill cannot cure or cancel a toxin; it merely delays the poisoned character from suffering damage for one hour. The medic cannot seek aid from another to speed up this process.

**Mend:** A medic can use this skill to heal the target 1 body point per 3 minutes of attention. This requires a First Aid Kit, and only 1 use per session of mending. A session of mending ends when the medic stops healing their target. During this time, neither character may use any active skills or move, not even to walk around. The medic can have others aid them in Mend. Each additional medic lessens the time by 1 minute to a minimum of 1 minute.

**Medical Knowledge:** This allows the medic to glean more information about the injuries of their comrades at a glance. A character with this skill may call “Advanced Medical Arts: Are you Functional, Wounded, Semi-Conscious, or Dead?” to a target within arm’s reach. The Target must reply honestly the status their character is currently under.

**Advanced Production**
SP Cost: 2, Pre-requisites: Gnome
This skill grants the character 25% extra production points towards a specific production skill, or 50% more gold applied towards a single craftsperson skill. This skill can be bought multiple times for multiple types of skills. A Gnome with Advanced Production for Alchemy and Advanced Production for Craftsperson (Carpentry) purchased will receive a 25% bonus to their total Alchemy Skills production and a 50% bonus to their total Craftsperson: Carpenter gold earned. Advanced Production is always rounded up.

**Alchemy**
SP Cost: 5, Pre-requisites: Read and Write, Herbalism
This skill grants knowledge of alchemical mixtures. Each rank grants 4 production points each day of an event. This skill can be bought multiple times. However, to purchase more than 5 ranks you must have 3 Tiers in General. See the Crafting Rules section for more details.

**Advanced Attack (Technique)**
SP Cost: 4, Pre-requisites: Weapon Damage +4, 2x Intermediate Skill Strikes
Description: The warrior may swing for 10 times their normal damage. For example a warrior swinging for “10 normal” would swing for “100 normal”. Only damage effects with a duration longer than "1 Hit" or "Instantaneous" are included in the multiplier.

**Ambidexterity**
SP Cost: 2, Pre-requisites: Two Weapons (3), Florentine (2)
This skill allows the simultaneous use of any one handed weapon in each hand. Ambidexterity requires the skills Two Weapons, and Florentine. A character using a weapon in their offhand, without Ambidexterity, is considered to be Non-Proficient in this fighting style.

**Appraise**
SP Cost: 2, Pre-requisites: None
Description: Allows the player to examine any In-Game item and determine its value with a careful inspection. For any fully crafted item, they will have a production point amount. Market price for each of these points is 5 silver per. Someone with this skill is unable to determine the value in components (aka raw unfinished goods) or chemistry. If appraising a magic item, the appraiser will not know the
value of the magic upon it and is only able to appraise the item itself.

*Apprentice Craftsperson*
SP Cost: 4, Pre-requisites: None
Description: This skill allows the character to make and sell general goods. This earns them 2 gold per rank per day of an event. You are not allowed to buy more than 5 ranks of Apprentice Craftsperson in any single specific craft. Please see the Crafting Rules chapter for more details.

*Apprentice Engineer*
SP Cost: 4, Pre-requisites: None
Description: This skill allows the character to make basic mechanical goods. This earns them 4 pp to make said goods per day of an event. You are not allowed to buy more than 5 ranks of Apprentice Engineer. Please see the Crafting Rules chapter for more details.

*Archery*
SP Cost: 3, Pre-requisites: Basic Weapons (4)
Description: Archery allows the use of any bow or crossbow. Note: Crossbows and bows are not a legal target, but they also may not be used to block. An archer has as many basic arrows or bolts as they need, similar to rocks, provided they have the rep to use. Special arrows and bolts require individual tags.

*Avoidance (Stance)*
SP Cost: 5, Pre-requisites: Backstab +12, 2x Advanced Stealth Strike
Description: The rogue becomes remarkably agile for a short duration. When struck by any attack, the rogue may state “Dodge” and treat the attack as though it were just dodged. This skill grants the user 5 dodges, provided they are used on consecutive attacks. The fifth Dodge must be called “Avoidance”. Avoidance is usable so long as the rogue uses no other skills for the duration, and acts in a purely defensive manner. The Dodges must be used on consecutive attacks. If 60 seconds pass between attacks, any remaining dodges are lost. No skills may be used until all of the 5 dodges are used, or all of the remaining dodges become used up. The final “avoidance” call counts as one of the 5 dodges.

*Backstab +2*
SP Cost: 10, Pre-requisites: Basic Weapons
Description: Grants the user an additional 2 damage from behind and 0.5 from the front. This bonus is applied to one weapon group that the character is skilled in, specified at the time of purchase. Both shoulder blades and the small of the back of the target must be visible to gain the extra 2 damage. All damage from the front attack bonus is rounded down. The two bonuses are not cumulative. This skill may be purchased multiple times to attain +4 from behind, +6 and so forth.

*Bandage*
SP Cost: 2, Pre-requisites: None
Description: This allows the character to bandage wounded with the use of a First Aid Kit. Upon purchase of Bandage, harvesting takes 4 minutes for the medic. No medical skills can be used by the Medic on themselves.

**Bandaging:** If the injured person is not in their Death Count, but they are Wounded, then a character with this skill can raise them up to 0 body points after 1 minute of bandaging regardless of how far they are into bleeding to death. This is done by saying “I Bandage 1, I bandage 2...” If they are in their Death Count, this skill does nothing. A player may take no other action while bandaging another character.
This requires 1 use of the First Aid Kit.

**Basic Magic Spell**
SP Cost: 6, Pre-requisites: 2 Petty magic Spells (2 each), Detect Magic (4), Petty Spell of the same School
Description: A Basic Magic Spell is a 2nd level secular spell. Purchasing this skill grants the Mage access to one 2nd level spell of their choice at purchase, and 6 additional mana to their pool. Basic Magic Spells cost 3 mana to cast. For the list of spells available for Mages, please see the Magic Chapter.

**Basic Weapon**
SP Cost: 4, Pre-requisites: None
Description: This skill allows the use of the following weapons: thrown rocks, clubs, staves and hand to hand, as well as any small weapon (24” or less), or any weapon with a base damage of 1. Metal shod staffs are considered a Basic Weapon and have a base damage of 2. Hand to Hand phys-reps must be made of complete foam and may not be used to block. Basic Weapons does not include stiletto, thrown daggers/axes or hand crossbows. Also, any player using a weapon which has a Minimum Length of 50 inches or more must use two hands to legally wield the weapon. Any player not using two hands on a weapon with a minimum length of 50” cannot use that weapon to defend or to attack.

**Berserk Skill Strike (Stance)**
SP Cost: 4, Pre-requisites: Weapon Damage +4, 2x Intermediate Skill Strike
Description: The warrior gains the ability to go into a berserker rage. Berserk grants the warrior a an additional +3 Strength and Body Point Bonus equal to their Total Maximum Body Points for the duration of one fight. During this time the warrior indiscriminately attacks the nearest target. The berserker will attack his friends if they come too close. If the warrior exits combat for a 60 second count the skill is used up. Berserk may be exited at will. Upon the ending of the skill, the warrior loses any remaining bonus body points, and no longer has +3 Strength. It takes three seconds for a player to enter a berserk: “Berserk 1!...Berserk 2! ... Berserk 3!!!”

**Blood Curse**
SP Cost: 3, Pre-requisites: Scion
Description: A Blood Curse marks the target as one who has gravely offended or betrayed a Scion. Usable once per day per purchase, the Blood Curse is delivered through spoken word only. No packet or touch attack is required. The Scion must be able to see and identify the target to enact the Blood Curse. Using a Blood Curse deals 1 Body Damage to the Scion that cannot be avoided or healed until Reset. The Call is "With the power of my Blood, I Curse you." A Blood Curse may not be defended against in any way. Being unable to hear does not prevent a Blood Curse.
The Curse causes a large, contrasting slash mark to appear on the face of the target. The slash immediately identifies the target as one who has gravely offended a Scion. Furthermore, ill luck and misfortune seems to haunt those bearing the mark of the Blood Curse. For each Blood Curse, the victim’s Death Count is reduced by 1 minute, to a minimum of 1 minute.
A Blood Curse is permanent until removed, or the target has suffered a death. No matter how many curses are upon the target, their resurrection will remove them all. It is felt by the Scions that this is a symbol of their debt repaid. However, it is often said that for the unintelligent and immature Scion, repeatedly cursing someone who has already paid their debt, or for frivolous reasons tempts the ire of their ancestors and risks punishment and curses of their own.
Any Scion may spend a Blood Curse for the day to remove any one Blood Curse. This also inflicts 1 Body Damage that cannot be avoided or healed until Reset. This is done by stating "With the power of my Blood, I forgive you."
Body Blow (Technique)
SP Cost: 2, Pre-requisites: Weapon Damage +1 OR Backstab +2
Description: The warrior may swing for +4 Body for one weapon attack. If you swing for “5 Normal” your call would be “9 Body”. If you swing for “11 Magic” you may call for the sake of thresholds, “15 Magic Body”.

Body Bonus
SP Cost: 3, Pre-requisites: Barbarian, Dwarf, Wolven, Wild Elf, Orc
Description: Available to Barbarians, Dwarves, Wolven, and Orcs, this skill grants one extra body for every level of the character. They now gain +1 body per level. This skill can only be bought once.

Body Weaponry
SP Cost: 4, Pre-requisites: Rekesh, Wolven
Description: This skill represents the natural combat prowess of certain races born with sharp teeth and retractable claws. You do not grow 34” claws: claw phys-reps reflect your In-Game reach and ability to strike with your natural weaponry. Body Weaponry cannot be disarmed. A Shatter effect will inflict 5 Body Damage and render Body Weaponry useless until the damage is healed. The minimum length is a hand-to-hand boffer, maximum length of each claw is 34”, and the base damage is 1. Basic Weapons will increase this damage to 2. Alchemical and Magical properties may be added to Body Weaponry, including contact gels. In order to use 2 claws a character must purchase the Florentine skill.

Brew Potion
SP Cost: 4, Pre-requisites: Novice Faith Spell
Description: This allows the priest to create potions of certain spells they can cast. Each purchase gives them 4 production points. Please see the Crafting Rules chapter for more details.

Buckler
SP Cost: 2, Pre-requisites: None
Description: A buckler is a small shield which will stop any physical attack. It is strapped to the forearm or hand. You may use only one buckler per arm. A buckler may be worn on each arm with the Florentine skill. You may wield any weapon 24” or smaller in the same hand as a buckler. The buckler may be no larger than 18” in any one direction. Any damage greater than 20 damage causes a shatter effect upon the buckler.

Charm Break
SP Cost: 2, Pre-requisites: Wood Fae
Description: Charm Break allows the character to remove all mind-altering effects from another. This includes Fumble, Fear, Sleep, Dominate, and mind affecting alchemical attacks such as Forget and Charm, and other similar effects. It has no effect against the results of a Waylay, Knockout or similar physical attacks. Used by touch-attacking the target and stating “Innate Charm Break”.

Chemistry
SP Cost: 5, Pre-requisites: Alchemy x20
Description: This is an extremely advanced form of alchemy. Chemists are capable of making their own alchemical concoctions and recipes with Plot’s approval. subject to Plot approval. Due to the fact that this skill allows the player to make up new alchemical effects, it is constantly in play test mode and is subject to change at Plot’s discretion. If you do not want your alchemical effects to change at any given
time (as Plot may feel them imbalanced as the game changes), do not take this skill. If you have found an alchemy that isn’t listed in the rule book, it is assumed to be Chemistry. If you have Herbalism, you can use even Chemistry concoctions. Each level of Chemistry Purchased grants the character 5 Chemistry Points that can also be used as Production Points. Any other knowledge must be discovered In-Game.

**Cold Tolerance**  
SP Cost: 5, Pre-requisites: Barbarian  
Description: This skill allows the character to take half the normal effect from all cold based attacks. This includes half Elemental Ice damage and half damage and duration from all spells in the Elemental Water School.

**Critical Slay (Technique)**  
SP Cost: 5, Pre-requisites: Weapon Damage +6, 2x Advanced Skill Strike  
Description: The warrior focuses his energies on a single target, intent on its utter destruction. The damage of the initial swing is equal to the warrior’s normal damage multiplied by 15. Only damage effects with a duration longer than "1 Hit" or "Instantaneous" are included in the multiplier (Ogre Strike, Vorpals and other 1 time effects are applied after all multipliers.)

**Critical Strike (Technique)**  
SP Cost: 3, Pre-requisites: Weapon Damage +2, 2x Basic Skill Strike  
Description: A Critical Strike allows a warrior to swing for greater damage. The damage is equal to their normal damage multiplied by 5 plus 5. So a warrior swinging for “10 Normal” would swing for “55 Normal”. (10 x 5 = 50 + 5 = 55). Only damage effects with a duration longer than "1 Hit" or "Instantaneous" are included in the multiplier (Ogre Strike, Vorpals and other 1 time effects are applied after all multipliers.)

**Crushing Blow (Technique)**  
SP Cost: 4 Pre-requisites: Weapon Damage +4, Intermediate Skill Strike, proficient with Heavy Hafted or Heavy Swords  
Description: With one titanic blow the warrior is able to brutalize their target. Upon a successful strike with the call “Crushing Blow!” the target is knocked to the ground completely prone face down for 10 seconds and maim 1 limb of the target’s choice. The maimed limb can be used again once the target has been healed 5 body points. This skill can only be used with a weapon that requires 2 hands to use and is either Heavy Hafted or a Heavy Sword.

**Dance with Death (Stance)**  
SP Cost: 5, Pre-requisites: Backstab +12, x2 Advanced Skill Strikes  
Description: For the duration of the combat the rogue gains the ability to slip past any armour and strike true. During the fight in which this strike is active all attacks gain +1 damage and the body descriptor. Therefore, the call "15 normal" becomes "16 body" or "7 fire" becomes "8 fire body".

**Death Blow (Technique)**  
SP Cost: 5, Pre-requisites: Backstab +12, 2x Advanced Stealth Strike  
Description: The rogue may use Death Blow by stating "Physical Death Blow" and striking the target. The target is placed in his Death Count. This has full effect only on living foes, but only deals 25 Body to non-living targets.
Detect Magic
SP Cost: 4, Pre-requisites: Read Magic (5)
Description: This skill allows the character to determine if an item is magical after a 60 second examination. To properly examine an item, it must be within arm’s reach for the full 60 seconds. It does not tell the character anything about the item beyond whether or not it has any magical properties. Scrolls and clerical potions are magical whereas mithril weapons and alchemy are not.

Dexterity Armour
SP Cost: 5, 6 (4), Pre-requisites: None (Rekesh)
Description: These points represent the character’s natural agility and ability to defensively react to attacks. Each purchase grants the user 5 points of Dexterity Armour. These points are counted as body points or as armour points, whichever is most beneficial to the player. If enough Dexterity Armour points are spent to completely negate the Body Damage Attack, it will also negate any Carrier effects as well. This includes Maims, Dismembers, and Immolate but does not include Waylay, Stun or Knockout. These points recuperate completely after 20 minutes of rest, during which time the player may not use any active skills such as combat skills, casting, running, or performing any action other than walking around, reading or using only passive skills. Dexterity Armour cannot be healed or repaired by any other means. Dexterity Armour, Dodge and similar skills may not be used as a defense if the target character is unable to move or if the damage is otherwise unavoidable. A Plot Member may declare that some attacks, such as a giant boulder rolling down a narrow tunnel, are unavoidable.

Devout Faith Spell
SP Cost: 6, Pre-requisites: 2 Novice Faith Spells (2 each), Minor Blessing (4), Novice Level Spell of the same School
Description: A Devout Faith Spell is a 2nd level spell that a Priest can learn. Purchasing this skill grants the Priest access to casting a 2nd level spell of their choosing upon purchase and 6 additional Faith Points to their pool. Devout Faith Spells cost 3 Faith Points to cast. For the list of spells available for Priests, please see the Magic Chapter.

Disarm (Technique)
SP Cost: 2, Pre-requisites: Weapon Damage +1 OR Backstab +2
Description: This technique allows the warrior to, after striking the target’s body or hand-held item, state "Physical Disarm [Item of attacker’s choice]". The target must drop said hand held object. If striking a specific held item, that item must be dropped. A character holding an axe and a long sword, whose axe is struck by a Disarm, may not drop their long sword. There is no set duration, however a Disarmed character may not simply set down, and pick back up a Disarmed item. This attack may not be blocked but may be Parried or otherwise physically defended.

Disarm Traps
SP Cost: 3, Pre-Requisite: None
Description: This skill allows the player to disarm or arm any trap, except Alchemical Traps. If the player disarming the trap has the skill Herbalism, they are also able to disarm Alchemical Traps. A properly represented trap must be armed/disarmed In-Game. A mouse trap is considered Disarmed if it is no longer capable of making an audible “click”. A Trap without a proper Physrep requires 1 minute of Disarming or a Plot Members approval to be considered Disarmed. Only a Plot Member may arm a Trap that is not properly represented. A character with this skill can spend a minute and free themselves from a confinement trap such as a “Rabbit snare”. They still take the damage dealt from ripping free
but do not require the strength.

_Disembowel (Technique)_
SP Cost: 4, Pre-requisites: Backstab +8, 2x Intermediate Stealth Strikes  
Description: The rogue may swing for 6 times their normal damage in body. For example a rogue swinging for “10 normal” would swing for “60 Body”. Only damage effects with a duration longer than "1 Hit" or "Instantaneous" are included in the multiplier (Ogre Strike, Vorpals and other 1 time effects are applied after all multipliers.)

_Dismember (Technique)_
SP Cost: 4, Pre-requisites: Weapon Damage +4, 2x Intermediate Skill Strikes  
Description: The warrior may strike an opponent’s limb and call "Physical Dismember". Whichever limb on the opponent is struck is the limb which must be Dismembered. If the opponent is struck on the torso, the opponent chooses which limb is affected. The opponent loses the affected limb and suffers body damage equal to half of the targets Total Maximum Body Points. Target regains the targeted limb when they regain all of the body lost during the attack. Non Living Targets lose a limb (if applicable) and lose 50 body points.

_Divination_
SP Cost: 2, Pre-requisites: Scion  
Description: Divination must be used with a Plot Member present. The Scion is able to ask the Plot Member 1 question about the present, past or future. The answer often comes in symbolic imagery relying upon your choice of role play and question asked. It takes 10 minutes to use this skill.

_Doctor_
SP Cost: 5, Pre-requisites: Advanced Medical Arts, Herbalism  
Description: This skill allows the medic to perform surgery, remove infections and even bring the living back from the edge of death. Upon purchase of Doctor, it takes the medic only 1 minute to harvest. No medical skills can be used by the medic on themselves.  
**Bandaging:** If the injured person is not in their Death Count, but they are Wounded, then a character with this skill can raise them up to 0 body points after 15 seconds of bandaging regardless of how far they are into bleeding to death. This is done by saying “I Bandage 1, I bandage 2…” If they are in their Death Count, this skill does nothing. A player may take no other action while bandaging another character. Due to how swift this is IG, you may not seek the aid of anyone else in this procedure. This requires 1 use of a First Aid Kit.  
**Advanced Care:** The medic is far more skilled at healing the fallen. It now takes them 1 minute to heal one body point. This requires 1 use of a First Aid Kit per bought of advanced Care. Other medics are able to help, reducing the time 15 seconds per medic to a minimum of 30 seconds.  
**Surgery:** Requiring ten minutes of uninterrupted work, the medic may remove or re-attach limbs or perform delicate procedures that would normally kill or at least critically wound the patient. The patient takes 4 Body damage from any one procedure. Each operation requires one use of Surgeons Tools. The medic can have another medic aid them, reducing the time by 1 minute per medic to a minimum of 3 minutes.  
**Purify Blood:** Requiring five minutes of uninterrupted work, the medic may cleanse the blood of a patient. While accomplished by non-magical means, this skill duplicated the effect of the Purify Blood spell. Each operation requires one use of Surgeons Tools. The medic is able to have another medic aid them, reducing the time by 1 minute per person to a minimum of 3 minutes.  
**Resuscitate:** The most skilled of medics are capable of reviving life into the dead. The medic must first
start by stabilizing the patient enough to halt their Death Count. This takes one minute to complete and upon completion the patient’s Death Count is paused. Once stabilized, the medic may spend nine minutes of uninterrupted work to restore the patient to 0 Body (Semi Conscious). If the medic does not immediately begin to resuscitate after stabilizing their patient, the stabilization ends and the patient continues their Death Count from where they left off. The entire procedure requires five uses of Surgeons Tools, whether the procedure is completed or not. The doctor is capable of having another medic aid them. For the stabilizing portion of the count, each additional medic shortens the time by 15 seconds to a minimum of 30. For the actual resuscitation, each additional medic reduces the time 2 minutes to a minimum of 5 minutes.

*Dodge (Technique)*

**SP Cost:** 5(4), **Pre-requisites:** Dexterity Armour x2 OR Backstab +8, 2x Intermediate Stealth Strikes OR (Halfling)

**Description:** By stating "Dodge" the character can use their reflexes to avoid any single attack, be it physical, magical or alchemical. Exceptions include some ritual magic effects which are delivered via Command or Power Words. Dodge will not defend against a triggered trap in the character’s possession. This defense can only be used if the character is able to move or the damage is otherwise avoidable. Furthermore, a Plot Member may declare that some attacks, such as a giant boulder rolling down a narrow tunnel, are unavoidable.

If this skill is purchased after buying 10 points of dexterity armour for the first dodge purchase, it can be purchased again after every single purchase of dexterity armour after that. Note that forest walk can be bought in place of a dodge, but not as well as a dodge. Halflings can purchase Dodge without any prerequisites other than the XP cost.

*Duell (Stance)*

**SP Cost:** 2, **Pre-requisites:** Weapon Damage +1

**Description:** A Stance where a warrior may swing for +2 damage against a chosen foe. This lasts for an entire combat. If combat is exited for 60 seconds the skill is used up. The warrior cannot change the target mid duel. To begin the duel, the player must state “By skill at arms I enter a Duell.”

*Enrage*

**SP Cost:** 3, **Pre-requisites:** Orc, Barbarian

**Description:** This skill allows the character to enter a battle frenzy. It is used by stating "Enrage 1, Enrage 2, Enrage 3!" For the duration of the skill, the character gains +1 Weapon Damage and +10 Body.

This skill lasts for one combat or ten minutes. If combat is exited for 60 seconds, the skill ends. The character may end the skill at will. This skill stacks with all stances.

*Extra Body*

**SP Cost:** 2, 3 **Pre-requisites:** None

**Description:** Each time this skill is purchased the warrior gains an additional three body points, permanently.

*Florentine*

**SP Cost:** 2 (1), **Pre-requisites:** Basic Weapons, (Rottu)

**Description:** Florentine allows the use of a small weapon (24” or less) in the combatant’s off-hand. If a character without Florentine holds a second weapon in their off hand, they are considered non-proficient with their offhand weapon.
**Focus (Stance)**

SP Cost: 3, Pre-requisites: Weapon Damage +2, 2x Basic Skill Strikes  
Description: A Stance where by stating "By skill at arms I attain Focus," a warrior can swing for +2 damage against all foes. If combat is exited for 60 seconds skill is used up.

**Forest Walk (Technique)**

SP Cost: 4(3), Pre-requisites: Dexterity Armour x2 OR Backstab +8, 2x Intermediate Stealth Strikes OR Elf, Rekesh, Wood Fae OR (Wild Elf)  
Description: Forest Walk allows the rogue to effectively hide in cover to become "invisible" to most targets. The rogue must actively attempt to hide while using this skill. If not actively attempting to hide, the skill ends. Each purchase grants a 1/day use of the skill.  
This skill lasts as long as the rogue is within arm’s reach of any cover (tree, building, extremely dense brush, statue etc.) that is at least as large as the rogue. Rogues cannot use people, light brush or transparent objects as their “Hiding Object”. This skill ends if the rogue is successfully attacked (struck by an attack), or if the rogue speaks, uses any active skill such as casting or attacking, or if the rogue makes any noise which can be clearly and easily heard over other nearby sounds, or if the rogue leaves the range of the skills usability.  
This skill can be started with a three count of "Forest Walk 1, Forest Walk 2, Forest Walk 3." Characters in a “forest walk” are not visible to other players and indicate that they are invisible to other players by placing their hand or weapon on the top of their head. If asked if they can be heard, the player must honestly reply that they can.  
The skill may be interrupted during the count by anyone observing the character that wants to disturb it by calling “Interrupt” before the 3 count is completed. If interrupted the skill is not used up. The player still replies to all relevant Sense Calls.

**Globe of Darkness**

SP Cost: 1, Pre-requisites: Rottu, Dulinn  
Description: This is a racial skill can be used one per day in two different ways. The first use of this skill is when the character is struck by a light spell or effect, they can use a “Globe of Darkness” to resist the light attack by saying “resist”.  
The second use is a magical means of blinding a target for 10 seconds. To use the skill in this manner, which may be touch or packet-delivered, the call is “Innate Globe of Darkness!” This can be used while silenced.

**Greater Magic Spell**

SP Cost: 18, Pre-requisites: 2 Advanced Magic Spells (12 each), Identify (5), Lower Level Spells of the same School  
Description: A Greater Magic Spell is a 4th level secular spell. Purchasing this skill grants the Mage access to one 4th level spell of their choice at purchase, and 18 additional mana to their pool. Greater Magic Spells cost 9 mana to cast. This is the most powerful spell within a school that a mage can learn. For the list of spells available for Mages, please see the Magic Chapter.

**Hallowed Faith Spell**

SP Cost: 18, Pre-requisites: 2 Pious Faith Spells (12 each), Prayer (5)  
Description: A Hallowed Faith Spell is a 4th level spell that a Priest can learn. Purchasing this skill grants the Priest access to 1 spell of their choosing at 4th level and 18 additional faith points to their pool.  
Hallowed Faith Spells cost 9 faith points to cast. This is the most powerful spell a Priest can cast within a
school. For the list of spells available for Priests, please see the Magic Chapter

*Heavy Swords*

SP Cost: 4, Pre-requisites: Light Swords (3), Basic Weapons (4)
Description: Heavy Swords allows the use of two-handed swords or 1-handed heavy swords. Any player using a weapon which has a Minimum Length of 50 inches or more must use two hands to legally wield the weapon. Any player not using two hands on a weapon with a minimum length of 50” cannot use that weapon to defend or to attack.

*Heavy Hafted*

SP Cost: 4, Pre-requisites: Light Hafted (3 OR 2 in Weapons), Basic Weapons (4)
Description: Heavy Hafted allows the use of two-handed hafted weapons and 1-handed heavy hafted weapons (such as large axes, clubs, maces, pole arms, etc.). Any player using a weapon which has a Minimum Length of 50 inches or more must use two hands to legally wield the weapon. Any player not using two hands on a weapon with a minimum length of 50” cannot use that weapon to defend or to attack.

*Herbalism*

SP Cost: 8 (6 for Wild Elf), Pre-requisites: Read and Write unless Wild Elf
Description: This skill allows a character to identify with a careful inspection the nature of any pure alchemical substance. You cannot use this skill to detect alchemy hidden in food or drink. This gives the character the knowledge of plants and herbs they need in order to be able to locate the specific ingredients for alchemical elixirs. This skill also demonstrates the character’s familiarity with all forms of alchemy, including chemistry. This means that characters with this skill can throw gas globes, apply contact gels and so forth. Note that to throw gas globes the skill Basic Weapons is also needed. An herbalist can spend a few seconds to look at an alchemy (smelling it, shaking it, and other role play suitable) and identify it. To find out more on how to use alchemy, please refer to the Crafting Rules section on Alchemy.

*Identify*

SP Cost: 5, Pre-requisites: Advanced Magic Spell
Description: This skill allows the character to determine the exact nature of a magical item. It will allow a character to determine what spells or magic enchant an item. It will reveal the exact Schools of Magic involved in enchanting the item, the effect of the magic involved, the Damage and Duration of the Ritual, and other powers invested in the item. It will determine any Activate Words, and the frequency of their use. It will not determine exact Ritual Spells used in the casting, only the effects of such. There are some magical items that have hidden powers that cannot be detected using this skill, but such items are very rare and quite powerful. To Identify an item, the character must have personally determined that the item Detects as Magic, and then must spend an additional minute carefully inspecting the item. Each additional minute spent will determine an additional Ritual or Divine spell effect (if any).

*Innate Invisibility*

SP Cost: 3, Pre-requisites: Gnome
Description: Innate Invisibility is a racial ability of Gnomes. Usable once per day per purchase, a Gnome may state Out-of-Game “Innate Invisibility” and take the effect of the Invisibility Spell. The skill only affects the Gnome casting it. The Gnome using the skill does not need to be able to speak or move to activate this ability. See the Invisibility spell in the Magic section for more information.
**Journeyman Craftsperson**  
SP Cost: 4, Pre-requisites: Apprentice Craftsperson rank 5  
Description: This skill is identical to Apprentice Craftsperson besides having the reputation of a Journeyman in your craft.

**Journeyman Engineer**  
SP Cost: 4, Pre-requisites: Apprentice Engineer rank 5  
Description: This grants the Engineer 4 more pp, and allows them to make more complex creations. You cannot buy more than 5 ranks of Journeyman Engineer. Please see the Crafting chapter for more information.

**Knockout (Technique)**  
SP Cost: 4, Pre-requisites: Backstab +8, 2x Intermediate Skill Strikes  
Description: The rogue may swing for "Knockout". The target is knocked unconscious for 10 minutes. Has no effect on non-living targets. A character can spend a minute shaking a knocked out character awake, if two characters work on the same target it only takes 30 seconds.

**Light Swords**  
SP Cost: 3, Pre-requisites: Basic Weapons (4)  
Description: Light Swords allows the use of any one handed sword except heavy swords.

**Light Hafted**  
SP Cost: 3(2), Pre-requisites: Basic Weapons (4)  
Description: Light Hafted allows the use of any one handed hafted weapon except heavy hafted weapons. This includes such weapons like axes, clubs, and maces.

**Maim (Technique)**  
SP Cost: 3, Pre-requisites: Backstab +4, 2x Basic Stealth Strikes  
Description: By stating "Physical Maim" and with a successful attack the player can render the target unable to use the struck limb, as well as inflicting 5 Body Points of damage. The limb may be used once the body damage has been healed. A target immune to the 5 Body Points of damage ignores the effect of the Maim.

**Master Backstab +2**  
SP Cost: 14, Pre-requisites: Basic Weapons (4)  
Description: Identical to "Backstab +2", except that this bonus applies to all weapons the character is proficient in. A character with the skill Backstab +2 may upgrade that skill to Master Backstab +2 at a cost of 6 Experience Points.

**Master Craftsperson**  
SP Cost: 4, Pre-requisites: Journeyman Craftsperson rank 5  
Description: This not only grants the Craftsperson an additional 2 gold per day of the event, but also increases the overall gain of money by 50%. i.e. Upon a character’s first purchase of Master Craftsman, they make 22 gold per day + 50%, totaling 33 gold. You may purchase Master Craftsman as many times as you wish for a specific craft. The 50% does not stack with each purchase. Please see the Crafting Chapter for more information.

**Master Engineer**
SP Cost: 4, Pre-requisites: Journeyman Engineer rank 5
Description: This grants the Engineer an additional 4 pp per day of an event to make their crafts. In addition, it grants them access to the most complicated of items available to an Engineer. This skill can be purchased as many times as you wish. Please see the Crafting Chapter for more information.

Mastery (Stance)
SP Cost: 5, Pre-requisites: Weapon Damage +6, 2x Advanced Skill Strikes
Description: The warrior may add +6 damage for one fight and gains additional Bonus Dexterity Armour equal to their total body points. For example, a warrior normally swinging for 8 would swing for 14. If the warrior exits combat for one minute the skill is used up. When this skill ends, the player loses any dexterity armour they earned from it.

Medical Arts
SP Cost: 3, Pre-requisites: Bandage (2)
Description: This skill demonstrates a character’s familiarity with all forms of sickness and injury. Upon purchase of Medical Arts, harvesting takes 3 minutes for the medic to accomplish. No medical skills can be used by the Medic on themselves.

Bandaging: If the injured person is not in their Death Count, but they are Wounded, then a character with this skill can raise them up to 0 body points after 45 seconds of bandaging regardless of how far they are into bleeding to death. This is done by saying “I Bandage 1, I bandage 2…” If they are in their Death Count, this skill does nothing. A player may take no other action while bandaging another character. This requires 1 use of a First Aid Kit.

Examination: After one minute of examination, the character can identify how many body points the target has lost, whether they are poisoned, paralyzed, under the influence of a sleep elixir and so forth. A one minute examination will let the character know all health facts about the target. Targets must be willing or unable to resist.

Medical Knowledge: This skill also allows the character to, at a glance, identify if a being is living or dead with the call “Medical Arts: Are you Alive or Dead”. The target must be within arm’s reach.

Triage: If the medic has a patient with 0 body, they are able to bring them up to 1 body with a minute count. This requires 1 use of a First Aid Kit. The Medic can have additional medics aid, reducing the time 15 seconds per medic to a minimum of 30 seconds.

Necromantic Arts
SP Cost: 3, Pre-requisites: None
Description: This skill allows the player to, at a glance, identify the exact type of undead that they are observing. The Call is “Necromantic Arts, what do I see?” The player can tell if it is a zombie, a ghoul, a death knight and so forth. You will be able to identify the type of undead, but not their exact skills or health. A careful inspection (Necromantic Arts 3 Count) will determine the overall health of the undead creature.

Uninjured: The undead has taken no damage.
Slightly Injured: The undead has taken less than 1/3 of their overall damage.
Moderately Injured: The undead has taken more than 1 third, but less than 2/3rd.
Very Injured: The undead has less than 1/3 of their body remaining.

Novice Faith Spell
SP Cost: 2, Pre-requisites: Religion Lore (2)
Description: A Novice Faith Spell is a 1st level spell that a Priest can learn. Purchasing this skill grants the Priest access to 1 spell of their choosing at 1st level and 2 additional faith points to their pool. Novice
Faith Spells cost 1 faith points to cast. For the list of spells available for Priests, please see the Magic Chapter.

*One with Nature*
SP Cost: 1, Pre-requisites: Wood Fae
Description: This skill may be packet-delivered or touch attack. Used by stating “Innate One with Nature,” this skill makes the targeted natural creature view the character with this skill as an ally and will not attack them for 10 minutes. It will only work on natural animals. It will not affect magical animals. If the Wood Fae attacks the animal it ends the effect.

*Open Locks*
SP Cost: 2, 3 Pre-Requisites: None
Description: Open Locks grants the ability to attempt to open any non-magical lock. A basic lock takes 1 minute to pick, a journeyman lock takes 3, and a mastercrafted lock takes 5 minutes. If the lock is properly repped, the key must be tied to the lock but is considered Out-of-Game. However, having a real and period lock rep adds 1 minute to the count. The count is done by stating “I pick the lock 1; I pick the lock 2...” The player must have a set of lock picks in order to do this.

*Parry (Technique)*
SP Cost: 3, Pre-requisites: Weapon Damage +2, 2x Basic Skill Strikes
Description: Parry will deflect any one “Physical” attack, including touch casting, but excluding any packet delivered magical attacks. It will completely stop any weapon attack or any attack beginning with the pre-fix “physical”. You can Parry alchemy gas globes if thrown at you. You can Parry any attack upon any target within your weapon’s reach, including spells. If a touch cast spell is Parried the spell fizzles out as the touch is deflected. If the spell was packet thrown you take the effect of the spell. The spell may then be defended using Spell Defenses as normal. Used by stating “Parry”.

*Petty Magic Spell*
SP Cost: 2, Pre-requisites: Read Magic (5)
Description: A Petty Magic Spell is a 1st level secular spell. Purchasing this skill grants the Mage access to one 1st level spell of their choosing at purchase, and 2 additional mana to their pool. Petty Magic Spells cost 1 mana to cast. For the list of spells available for Mages, please see the Magic Chapter.

*Pious Faith Spell*
SP Cost: 12, Pre-requisites: 2 Devout Faith Spells (6 each), Major Blessing (6), Lower Level Spells of the same School
Description: A Pious Faith Spell is a 3rd level spell that a Priest can learn. Purchasing this skill grants the Priest access to one 3rd level spell of their choosing to cast and 12 additional Faith Points to their pool. Pious Faith Spells cost 6 Faith Points to cast. For the list of spells available for Priests, please see the Magic Chapter.

*Prayer*
SP Cost: 5, Pre-requisites: High Faith Spell
Description: This skill allows the cleric to enter into a deep communication with their Deity. The Prayer skill takes a minimum of 10 minutes of appropriate role play. The cleric may ask their deity one appropriate question, which the deity will (possibly) answer. A Plot Member must be present when this skill is used, and you must give the question before you begin the prayer. This skill is usable once per day of the event, and can only be purchased once.
**Precision Strike (Technique)**  
SP Cost: 2, Pre-requisites: Weapon Damage +1 or Backstab +2  
Description: Once per day, per purchase, may add 12 points of damage to any one weapon attack. Precision Strike may not be used in conjunction with any other Skill Strike, except “Duel”, “Focus” “Berserk” and “Mastery”. Damage from a Precision Strike is never multiplied.

**Read & Write**  
SP Cost: 2, Pre-requisites: None  
Description: This skill allows the character to Read and Write Common, the only language of the world. This will not teach you the slang and colloquialisms of individual races.

**Read Magic**  
SP Cost: 5, 6 Pre-requisites: Read & Write  
Description: This skill allows the user to read magic scrolls and spell books. The mage can read any magic scroll, but can only cast scrolls that are up to one level above what they can normally cast within the schools they know. Thus a mage with just the Read Magic skill and no spells can cast any Petty Magic spell off of a scroll. I.e. To cast a Bind scroll the mage must know the spell Pin.

**Religion Lore**  
SP Cost: 2, 3 Pre-requisites: Medical Arts (3)  
Description: This skill grants the character knowledge of religious culture, history and symbols. Allows the cleric to recognize any religious symbol or holy symbol and identify what Deity it relates to. The skill is also used in the creation of a new holy symbol. It also allows the character to identify potions. Refer to the Magic Rules section for more information.

**Resist Charm**  
SP Cost: 3, Pre-requisites: Wood Fae, Elf  
Description: Available to Elves and Wood Fae, once per day per purchase they may resist any spell from the Enchantment spell list, which includes Fumble, Fear, Sleep and Dominate. Also allows them to resist any mind affecting alchemical attacks, as well as any other mind affecting assaults of any kind.

**Resist Fear**  
SP Cost: 1, Pre-requisites: Halfling  
Description: Available to Halflings, once per day per purchase they may resist any attack which has the effect of Fear.

**Resist Magic**  
SP Cost: 3, 4, Pre-requisites: Dulinn (3), Rottu (4)  
Description: Available to Rottu and Dulinn, once per day, per purchase, the character may resist any one magic spell or magical ability. This includes weapon strikes which deal Order or Chaos damage.

**Resist Toxin**  
SP Cost: 3, Pre-requisites: Dwarf, Halfling, And Gnome  
Description: Resist Toxin allows the character to resist any sort of toxic attack once per day. It will not defend against Alchemical Acid, Fire, Shatter, Web or similar physical effects. In addition, once per day per purchase, the player can resist an Ingested Intoxicant. This counts as a free use of the Resist Toxin Skill. This free use does not apply to Resist Toxins granted by Alchemy or Magic.
Ritual Magic
SP Cost: 5, Pre-requisites: 2 Greater Magic Spells
Description: Ritual Magic may be purchased once two levels of Greater Magic spells are known. Ritual Magic allows the caster to create unique spell effects subject to Plot approval. Due to the fact that this skill allows the player to make up new magical effects, it is constantly in play test mode and is subject to change at Plot’s discretion. If you do not want your magical effects to change at any given time (as Plot may feel them imbalanced as the game changes), do not take this skill. The ability to cast certain Ritual Magics is dependent upon the Greater Spells (and below) the character knows. Each level of Ritual Magic Purchased grants the character 5 Ritual Points which can also be used as Spell Points. Any other knowledge must be discovered In-Game.

Sacramental Faith
SP Cost: 5, Pre-requisites: 2x Hallowed Faith Spells
Description: Sacramental Faith may be purchased once two Hallowed Faith spells have been bought. Sacramental Faith allows the character to create unique magical effects subject to Plot approval. Due to the fact that this skill allows the player to make up new magical effects, it is constantly in play test mode and is subject to change at Plot’s discretion. If you do not want your magical effects to change at any given time (as Plot may feel them imbalanced as the game changes), do not take this skill. The ability to cast certain Sacramental Faith Magic is dependent upon the Hallowed Faith Spells (and below) the character knows. Each level of Sacramental Faith Magic Purchased grants the character 5 Ritual Points which can also be used as Faith Points. Any other knowledge must be discovered In-Game.

Scent
SP Cost: 2, Pre-requisites: Rekesh, Wolven
Description: This skill is the Rekesh or Wolven’s ability to keenly smell their surroundings once per day per purchase. There are several uses for scent.

Tracking: Exactly as per the Tracking skill.

Sense Toxin: allows the player to know if any toxic alchemy is present. This includes within poisoned food or drink. Used by saying “Sense Toxin.”

Sense Life: Allows the player to determine if there are any significant forms of life within earshot. Used by stating “Sense Life.”

Sense Undead: Allows the character to become aware of any and all undead within earshot. Used by stating “Sense undead.”

Shadow Walk (Technique)
SP Cost: 3, Pre-requisites: Backstab +2, x2 Basic skill strikes, or Dulinn, Rottu
Description: Allows the rogue to effectively hide in cover when dark (between 6pm and 6 am) and become "invisible" to most targets. The rogue must actively attempt to hide while using this skill. If not actively attempting to hide, the skill ends. Each purchase grants a 1/day use of the skill.

This skill lasts as long as the rogue is within arm’s reach of any object (tree, building, extremely dense brush, statue etc.) that is at least as large as the character. Rogues cannot use people, light brush or transparent objects as their “Hiding Object”. This skill is only usable at night, usually between 6pm and 6am, or in extreme darkness. This skill ends if the area the rogue is in becomes well lit, or if the rogue is successfully attacked (struck by an attack), or if the rogue speaks, uses any active skill such as casting or attacking, or if the rogue makes any large noise or leaves the range of the skills usability.

Takes a three count of "I enter the shadows 1; I enter the shadows 2..." to use. This 3 count represents the character hiding themselves in the darkness. Characters in a Shadow Walk are not visible to other
players and indicate that they are invisible to other players by placing their hand or weapon on the top of their head, and by stating that they are “shadow walking”.
The skill may be interrupted during the count by anyone observing the character that wants to disturb it needs to call “Interrupt” before the 3 count is completed. If interrupted the skill is not used up. Some creatures, such as undead will be able to spot the life force of the rogue.

_Shatter (Technique)_
SP Cost: 3, Pre-requisites: Weapon Damage +2
Description: A warrior may break any item, weapon or shield and inflict 5 points of damage with a successful attack. Note that the target’s body can also be hit in order to shatter a hand held item or an item on their person (Like a sheathed stiletto). The declaration is “Physical Shatter [Specific Item]”. The shattered item could be a weapon, scroll, potion, necklace etc., and is permanently destroyed. If you shatter a pouch or other container, the container itself is shattered, not the contents of the container. If a prepared alchemical gas globe is shattered, either in a foe’s hand or on their person, both the foe and the warrior take full effect of the gas globe. If a being made of stone, glass, metal, crystal etc. are struck by a shatter, they suffer 20 damage. If targeting Body Weaponry, a Shatter will inflict 5 Body Damage and render one hand of the Body Weaponry unusable until the damage is healed.

_Shield_
SP Cost: 5, Pre-requisites: Buckler (2)
Description: Allows a character to use a shield. Shields will stop physical strikes from weapons as well as any non-magical or alchemical packet delivered attacks. If struck in the shield by alchemy or spells, then the wearer takes the effect of the spell or alchemy. Maximum size is 3 feet in any dimension. If the shield suffers 40 damage or more in one single hit causes a Shatter effect upon the Shield.

_Silent Strike (Technique)_
SP Cost: 5, Pre-requisites: Backstab +12
Description: Once per day, per purchase, while using a Shadow Walk or Forest Walk skill the rogue may use the Silent Strike in conjunction with any other attack without disrupting the Shadow Walk/Forest Walk. Silent Strike may be combined with any attack with a duration of 1 Hit/Instantaneous. A Silent Strike may be effectively used from invisibility, but this will break the spell. A Silent Strike may not be Parried, Dodged or otherwise defended by using any defense which requires a conscious decision to use. Viable defenses include Magic Armour, Luck and Threshold. Silent Strike may only be used on attacks that do not require activation or incants as those would break the Hiding technique. Racial abilities such as “Innate Globe of Darkness” are valid. Must be used while using a stealth skill either “Forestwalk”, “Shadow walk”, or abilities that render you Invisible (though will often break your magical invisibility).

_Strength_
Strength Bonus +1
SP Cost: 8 Pre-requisites: Wolven (8), Orc (8)
SP Cost: 12 Pre-requisites: Barbarian (12), Weapon tier 3
SP Cost: 16 Pre-requisites: Weapon tier 3, Human, Dwarf, Wild Elf, Rekesh, and Scion
Strength Bonus +2
SP Cost: 16 Pre-requisites: Strength +1, Weapon tier 3, Wolven, Orc

Description: A Strength Bonus represents the character being substantially stronger than the average Human. A Human with a Strength Bonus +1 is the equivalent of a master bodybuilder. Strength Bonus
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increases base damage calls to all melee or thrown weapons. A character may use their Strength to manhandle weaker foes. This is done by touching the target with one or both hands only. If you wish to actually act out grappling a person, you need to ask the target first Out-of-Game. This skill is always active and may be used in several ways. If this is resisted, you must let go of the target and wait one second before attempting again. You cannot grab at the player.

**Hold Back:** A player with a strength bonus may state, “With +1 (or +2, etc.) Strength, I hold you.” This only requires one empty hand and stops target from moving away so long as the strong character maintains contact. A Character with Strength Bonus +1 requires two characters with no strength bonus to hold them back.

**Restrain:** A player with a strength bonus may state, “With +1 (or +2, etc.) Strength, I restrain you.” Restraining a character requires you to use both hands and have them empty, and renders the target incapable of fighting but can defend themselves. A Character with Strength Bonus +1 requires two characters with no strength bonus to restrain one limb. Otherwise, so long as the accumulative strong characters have more strength than the target, they are restrained.

**Rip Free:** A character with enough Strength Bonus may rip free from Confining effects such as Pin and Web. A character with a Strength Bonus higher than what is required to rip free from the Confining effect, may remove 1 second from the “rip-free” count for each point of Strength higher than the minimum required to rip free. Ripping free always requires a 3 Count minimum.

**Lift and Drag:** A character with Strength Bonus may move at their normal speed while carrying less than their unencumbered weight. A character may attempts to lift their maximum weight may not move at all. A character may drag along the ground twice their Maximum Lift. Refer to the chart below for more information.

**Throw:** Characters with Strength Bonus may touch-attack a foe and declare: “With +1 Strength I push you.” The target must move back a minimum of the distance noted on the chart below. Note that if both characters have a Strength Bonus, the targeted character need only move back the difference in their Strength Bonuses. For instance, a character with a Strength Bonus +2 can only push a character with a +1 Strength Bonus 5 feet.

**Resist Strength:** A character with a Strength Bonus, being targeted by a character with equal or less of a Strength Bonus, may state “With +1 (or higher) Strength, I resist.”

<table>
<thead>
<tr>
<th>Strength Bonus</th>
<th>Unencumbered Weight</th>
<th>Throw Distance</th>
<th>Maximum Lift</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>Per Player</td>
<td>N/A</td>
<td>Per Player</td>
<td>Human</td>
</tr>
<tr>
<td>+1</td>
<td>250 lbs.</td>
<td>5 feet</td>
<td>500 lbs.</td>
<td>Average Orc</td>
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<tr>
<td>+2</td>
<td>500 lbs.</td>
<td>10 feet</td>
<td>1000 lbs.</td>
<td>Average Troll</td>
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<tr>
<td>+3</td>
<td>750 lbs.</td>
<td>15 feet</td>
<td>1500 lbs.</td>
<td>Average Ogre</td>
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<tr>
<td>+4</td>
<td>1000 lbs.</td>
<td>20 feet</td>
<td>2000 lbs.</td>
<td>Death Knight</td>
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<tr>
<td>+5</td>
<td>1250 lbs.</td>
<td>25 feet</td>
<td>2500 lbs.</td>
<td>Iron Golem</td>
</tr>
<tr>
<td>+6</td>
<td>1500 lbs.</td>
<td>30 feet</td>
<td>3000 lbs.</td>
<td>Mithril Might Enchanted Berserking Orc</td>
</tr>
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<td>+7</td>
<td>1750 lbs.</td>
<td>35 feet</td>
<td>3500 lbs.</td>
<td>Undead Shambling Mound</td>
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<tr>
<td>+8</td>
<td>2000 lbs.</td>
<td>40 feet</td>
<td>4000 lbs.</td>
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<td>+9</td>
<td>2250 lbs.</td>
<td>45 feet</td>
<td>4500 lbs.</td>
<td>Mithril Might Enchanted Undead Shambling Mound</td>
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<tr>
<td>+10</td>
<td>2500 lbs.</td>
<td>50 feet</td>
<td>5000 lbs.</td>
<td>Strong Wolven, Enchanted Blade, Major Strength, Berserking</td>
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</table>
**Stun (Technique)**
SP Cost: 3 Pre-requisites: Backstab +4, x2 Basic skill strikes
Description: The rogue may strike a target to stun them by stating “Physical Stun”. The target must drop all hand held items, as though they were “disarmed”, and is rendered unable to use any offensive skills or attack in any way for 10 seconds, though they may defend themselves. For the duration of the skill, the target cannot move faster than a stagger. Stun has no effect on some targets such as undead or golems.

**Style Master**
SP Cost: 15 Pre-requisites: Basic Weapon (4)
Description: This skill grants the player the following skills: Buckler, Shield, Tower Shield, Florentine, Two Weapons, and Ambi-Dexterity.

**Tower Shield**
SP Cost: 4 Pre-requisites: Shield (5)
Description: Allows a character to use a larger shield, maximum size is 5 feet in any dimension. Any magical attack striking the shield affects the wearer with full effect. If the shield suffers 60 or more points of damage in one single attack causes a Shatter effect upon the shield.

**Tracking**
SP Cost: 1 Pre-requisite: None
Description: This skill allows the character to Track. This skill often requires a Plot Member present if your target isn’t Out-of-Game immediately visible. Tracking becomes more difficult depending on weather, the age of the tracks, and the total number of tracks in the area. Once per day per purchase Tracking allows a character one of the following usages:

- **Look for Tracks:** This allows the tracker to discover tracks near to them. Once you start looking for tracks, this skill will find all tracks in a 25’ radius of you where you start looking. If the set of tracks you are looking for are not in the 25’ radius, the skill is used up. You can tell the age, race and direction of all tracks within the 25’ radius.

- **Identify Tracks:** This allows the tracker to determine the race that made the tracks, the number of creatures making the tracks, the direction of the tracks, and the age of the tracks.

- **Follow Tracks:** A character may use their purchase of Tracking to follow tracks for 100 yards. Each additional 100 yards requires another usage of the Tracking skill. A character may only follow a character using the skills Shadow Walk or Forest Walk 10 yards per usage of the Tracking skill. An Invisible character may be tracked normally. If your target isn’t immediately visible out-of-game, a Plot Member should be present to marshal your skill.

- **Hide Tracks:** You can also use this skill to hide up to 100 yards of tracks from other trackers. To hiding tracks must be done at no faster than a walking pace.

**Two Weapons**
SP Cost: 4 Pre-requisites: Florentine (2)
Description: Two Weapons allows the dual use of two weapons, provided that one of them is of short sword length (34") or less. Character dual-wielding without this skill are considered to be Non-Proficient.

**Unstoppable**
SP Cost: 5, Pre-Requisites: Weapon Damage +6
Description: The most focused and determined of warriors are trained to ensure their most trained hits will land. Unstoppable can be used in conjunction with another attack, allowing the warrior 5 swings of that attack until it lands successfully. The swings must be consecutive, and if there is a pause between strikes greater than 10 seconds, the skill is used up. Any Carrier Attack (such as a Spell or Alchemy Effect) combined with Unstoppable can be defended against normally. Only the weapon damage and/or Skill Strike are considered Unstoppable. Cannot be combined with Silent Strike – the Silent Strike will only apply to your first swing. The call for this is “Unstoppable <attack name or damage>” for each swing.

Vital Blow (Technique)
SP Cost: 3 Pre-requisites: Backstab +4, x2 Basic skill strikes
Description: A rogue may swing for body damage equal to their normal damage multiplied by 3. So a rogue normally attacking for “10 normal” would swing for “30 body.” The damage inflicted is body damage. Only damage effects with a duration longer than "1 Hit" or "Instantaneous" are included in the multiplier (Ogre Strike, Vorpals and other 1 time effects are applied after all multipliers.)

Wall of Steel (Stance)
SP Cost: 5 Pre-requisites: Weapon Damage +6, 2 Advanced Skill Strikes
Description: The warrior may state “I become a Wall of Steel”. While in this defensive stance, the warrior may not run. So long as the warrior has his weapon drawn, he gains an additional 5 uses of the Parry skill. This skill may only be used with a melee weapon. The maximum duration is 10 minutes.

Waylay (Technique)
SP Cost: 2 Pre-requisites: Backstab +2
Description: If behind their target, the rogue can render a target unconscious for 10 minutes by calling “Waylay!” If you have a specific damage type that is not Normal or Iron the call is “<damage type> Waylay.” A Plate or Hardened Leather Helm covering the entire back of the head/neck will defend against this effect regardless of damage type. Non-living targets are immune. This must be a rear torso attack hitting the target between the shoulder blades. The rogue must also be able to see both shoulder blades and the small of the back of their victim for the Waylay to work. Another character can shake wake the unconscious victim with a minute count. With help from another person, they may awaken the victim in 30 seconds.

Weapon Damage +1
SP Cost: 10 Pre-requisites: Weapon Skill
Description: Increases damage called for by one, in chosen weapon category. (Light hafted, Basic Weapons etc.). Note that this skill can be bought multiple times to achieve +2 damage, +3 damage etc.

Weapons Master
SP Cost: 16 Pre-requisites: None
Description: Weapon Master grants proficiency in all weapons.

Weapons Master +1
SP Cost: 14 Pre-requisites: Weapon Skill
Description: Weapon Master +1 grants a plus one damage in all weapons that the character is proficient in. A character with Weapon Damage +1 may upgrade to Weapons Master +1 for 6 Experience Points.
Chapter 7: Crafting Rules

7.1 Smithing

The Smithing skill grants 4 Production Points per day per purchase. These points can be used to work with metal and leather to create weapons and armour. Refer to the chart below for the Production point cost to make certain items. Armour costs 1 production point per point of armour produced.

Repairing Armour

The Smithing skill also allows the character to repair damaged armour. Armour is repaired at a rate of 5 Armour Points per minute. Higher levels of Smithing improve the rate of repairing armour. Increased Repair adds 5 to the rate that the armour is improved per minute, up to a maximum of 50 points of armour in one minute if the character has 20 levels of Smithing. Armour Repair can only be done if the smith has Smithing Tools. It is permitted to spend a fraction of a minute to repair an equal fraction of your total Repair Armour Points. A maximum of two Smiths may repair the same suit of armour at the same time.

Furthermore smiths can Re-craft Breached armour. A suit of armour which falls below zero points is considered Breached and loses five points from the suits maximum armour total. This damage cannot be Repaired, but it may be Re-crafted. This essentially involves remaking the damaged potions of the armour. The cost to do so is equal to the Production cost required to make a new suit equivalent to the amount of Breach Damage done to the armour.

Crafting Weapons and Armour

When making any weapons or armour there is a monetary cost involved. Any non-mithril items made cost 1 silver piece per 1 Production Point to cover the cost of the materials. Also refer to Crafting Special Weapons and Armour. Refer to Weapon and Armour Creation for information on constructing proper representational weapons and shields.

<table>
<thead>
<tr>
<th>Item</th>
<th>Pre-Requisite (To Use)</th>
<th>Production Cost</th>
<th>Damage / Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand to hand</td>
<td>Basic Weapon</td>
<td>N/A</td>
<td>1</td>
</tr>
<tr>
<td>Thrown Rock</td>
<td>Basic Weapons</td>
<td>N/A</td>
<td>1</td>
</tr>
<tr>
<td>Staff</td>
<td>Basic Weapon</td>
<td>4</td>
<td>1 (unshod) or 2 (metal shod)</td>
</tr>
<tr>
<td>Dagger</td>
<td>Basic Weapons / Light Sword</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Club</td>
<td>Basic Weapons / Light Hafted</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Thrown Dagger</td>
<td>Light Swords</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Throwing Axe</td>
<td>Light Hafted</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Stiletto</td>
<td>Light Swords</td>
<td>10</td>
<td>1 Body*</td>
</tr>
<tr>
<td>Short Sword</td>
<td>Light Swords</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Long Sword</td>
<td>Light Swords</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Bastard Sword</td>
<td>Heavy Swords</td>
<td>7</td>
<td>2 or 3**</td>
</tr>
<tr>
<td>Broad Sword</td>
<td>Heavy Swords</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>Two Handed Sword</td>
<td>Heavy Swords</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>Weapon</td>
<td>Haft Type</td>
<td>Level 1</td>
<td>Level 2</td>
</tr>
<tr>
<td>-------------------------</td>
<td>---------------</td>
<td>---------</td>
<td>---------</td>
</tr>
<tr>
<td>One Handed Mace</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Heavy One Handed Mace</td>
<td>Heavy Hafted</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>Two Handed Mace</td>
<td>Heavy Hafted</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>One Handed Hammer</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Heavy One Handed Hammer</td>
<td>Heavy Hafted</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>Two Handed Hammer</td>
<td>Heavy Hafted</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>One Handed Axe</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Heavy One Handed Axe</td>
<td>Heavy Hafted</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>Two Handed Axe</td>
<td>Heavy Hafted</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>One Handed Spear</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Two Handed Spear</td>
<td>Heavy Hafted</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>Pole arm</td>
<td>Heavy Hafted</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>Bow</td>
<td>Archery</td>
<td>12</td>
<td>3 Body*</td>
</tr>
<tr>
<td>Crossbow</td>
<td>Archery</td>
<td>15</td>
<td>4 Body*</td>
</tr>
<tr>
<td>Hand Crossbow</td>
<td>Archery</td>
<td>8</td>
<td>1 Body*</td>
</tr>
<tr>
<td>Arrow/Bolt</td>
<td>Archery</td>
<td>N/A</td>
<td>By Bow/Crossbow*</td>
</tr>
</tbody>
</table>

| Armour                  | None          | 1 pp per point | N/A |
| Buckler                 | Buckler       | 4       | N/A |
| Shield                  | Shield        | 8       | N/A |
| Tower Shield            | Tower Shield  | 10      | N/A |

*Note that only metal or fibreglass arrows are allowed at Shadow Realms. All weapons marked with a single asterisk (*) may not be used to block weapon attacks. **Bastard Swords can be used one or two handed. The damage depends on how you wield the weapon. One Handed Damage is 2, Two Handed Damage is 3.

While using any weapon which has a base damage of 4, the player must use two hands to defend or to attack with the sword. If they do not, they cannot use the weapon to defend or to attack. Any player using a weapon which has a Minimum Length of 50” or more must use two hands to legally wield the weapon. Any player not using two hands on a weapon with a minimum length of 50” cannot use that weapon to defend or to attack.

**Advanced Smithing**

If Smithing is purchased multiple times, the smith gains insights into his craft and eventually is able to forge masterful weapons and armour that will outlast its wearer.

<table>
<thead>
<tr>
<th>Level</th>
<th>Ability Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Craft/Repair Steel &amp; Iron Weapons &amp; Armour</td>
</tr>
<tr>
<td>2</td>
<td>Increased Repair</td>
</tr>
<tr>
<td>3</td>
<td>May craft Shatter Resistant Weapons and Shields (x1)</td>
</tr>
<tr>
<td>4</td>
<td>May craft Re-Enforced Shields</td>
</tr>
<tr>
<td>5</td>
<td>Increased Repair</td>
</tr>
<tr>
<td>6</td>
<td>May Craft Re-Enforced Armour, May craft Shatter Resistant Weapons and Shields</td>
</tr>
<tr>
<td>7</td>
<td>Increased Repair</td>
</tr>
<tr>
<td>---</td>
<td>------------------</td>
</tr>
<tr>
<td>8</td>
<td>May craft Weapons with Perfect Balance</td>
</tr>
<tr>
<td>9</td>
<td>May craft Shatter Resistant Weapons and Shields (x3) May craft Master Crafted Shields</td>
</tr>
<tr>
<td>10</td>
<td>May work Bestial Hide</td>
</tr>
<tr>
<td>11</td>
<td>May craft Mithril Shields</td>
</tr>
<tr>
<td>12</td>
<td>Increased Repair</td>
</tr>
<tr>
<td>13</td>
<td>May craft Master Crafted Weapons</td>
</tr>
<tr>
<td>14</td>
<td>May craft Mithril Weapons</td>
</tr>
<tr>
<td>15</td>
<td>Increased Repair</td>
</tr>
<tr>
<td>16</td>
<td>Increased Repair May craft Adamantine Shields</td>
</tr>
<tr>
<td>17</td>
<td>Increased Repair May craft Master Crafted Armour</td>
</tr>
<tr>
<td>18</td>
<td>May craft Mithril Armour</td>
</tr>
<tr>
<td>19</td>
<td>Increased Repair May craft Adamantine Weapons</td>
</tr>
<tr>
<td>20</td>
<td>Increased Repair May craft Adamantine Armour</td>
</tr>
</tbody>
</table>

**Special Weapons & Armour**

**Bone Weapons and Armour**
Bone Weapons, arrows and bolts have the same base cost as steel to work with. However, the character must have the raw harvest components in order to create bone weaponry. Bone armour is treated the same as hardened leather.

**Iron Weapons**
Iron weapons have a base price of +2 pp to create. This is calculated before any multiplies. I.e. A steel Dagger costs 2pp to create. An Iron dagger costs 4 pp to make. Weapons made of iron swing for the “Iron” damage type. The exception is bolts and arrows which if made of iron only cost 1 pp each.

**Shatter Resistant Weapons**
These come in three varieties; Resist Shatter x1, x2, or x3. To add a Shatter Resist to a weapon a smith must add production equal to x2, x3, or x4 the base Production of the item. A spent Resist Shatter may be restored to a weapon. This requires twice the base Production value of the item and 1 Silver per Production Point. It is twice as difficult to forge or repair a Shatter Resistant Iron Weapon.

**Shatter Resistant Bolts and Arrows**
Bolts and Arrows can also be made shatter resistant. This will protect a specific arrow or bolt from being shattered. For the purposes of creating shatter resistant bolts or arrows, the base pp cost is +1. I.e. An iron arrow has a base of 3.

These come in three varieties; Resist Shatter x1, x2, or x3. To add a Shatter Resist to a weapon an Engineer must add production equal to x2, x3, or x4 the base production. A spent Resist Shatter may be restored to a bolt or arrow. This requires twice the base production 1 silver per Production Point.

**Perfect Balance**
These weapons are created with such skill that they inflict one extra point of damage. The weapons base damage increases by 1. A Perfect Balance weapon requires x10 the base items Production to

**SHADOW REALMS L.A.R.P.**
Perfect Balance Bolts and Arrows
These arrows and bolts are created with such skill that they inflict one extra point of damage. The arrow and bolt’s base damage increases by 1. This stacks with any additional damage offered by the bow or crossbow. A Perfect Balance bolt or arrow requires x10 the base items Production to create. For the purposes of creating perfect balance bolts or arrows, the base pp cost is +1. I.e. An iron arrow has a base of 3.

Master Crafted Weapons
Characters can make weapons that have Shatter Resistance (x5) and have Perfect Balance. The Production Cost for a Master Crafted Shatter Resistant weapon is x16 of the base item. A Perfect Balance x5 Resist Shatter Long Sword (base 5 Production) would cost x16 which is 80 Production and 80 silver pieces (8 gold), and sell for approximately 40 gold. The same weapon in Mithril would require 160 Production, cost 270 silver (27 gold) total to make, and could sell for approximately 160 gold!

Mithril Weapons
Mithril Weapons are forged of a liquid metal and are rumoured to be able to harm creatures normally immune to steel. These weapons cost x4 the total production points to make the same item in steel. Additionally, the character must have access to enough production points of raw mithril to make the weapon. A Mithril Bolt or Arrow costs 3 pp each and still requires the raw materials to make.

Re-enforced Armour
Such armour has provides additional protection without sacrificing mobility. Re-enforced armour increases the Armour Points granted by 50%. Re-enforced armour requires 2 times the base Production Points.

Master Crafted Armour
Armour crafted by master smiths can take more punishment in battle than mere stock armour. Such armour, when reduced below 0 Armour Points, will only lose 1 permanent armour point, instead of the usual 5. Master Crafting requires 10 times the base production points. Master Crafted, Re-Enforced Armour requires x12 the base Production Points.

Mithril Armour
Such armour is legendary for its ability to receive blows and protect its wearer. Mithril Armour will convert Body damage into Normal damage. This applies to physical attacks only. When breached, Mithril Armour will only lose 1 permanent Armour Point, instead of the usual 5. Mithril Armour also increases the Armour Points granted by 50%. Mithril Armour requires x20 the base Production Points and 1sp per total Production Points. Additionally, the character must have access to enough Production Points of raw mithril to make the armour. Raw mithril typically cost 2 Gold Pieces per Production Point of the base item.

Shatter Resistant Shields
These are made with such skill that the shield is able to withstand such mighty blow that would shatter an ordinary shield. Up to three Resist Shatters may be added to a shield. The Production cost to add is x2, x3 or x4 of the base item’s cost, for 1, 2 or 3 Resist Shatters, respectively. A spent Resist Shatter may be restored to a shield. This requires twice the base Production value of the item and 1 silver piece per
Re-enforced Shields
Reinforced Shields can withstand a twice as many points of damage from a single attack, without being taking a Shatter effect. This requires 3 times the base production cost. A Re-Enforced Buckler can absorb 40 points of damage, a Re-Enforced Shield can absorb 80 damage, and a Re-Enforced Tower Shield can absorb 120 damage. Any shield which is struck for more than this damage, in a single attack, takes the effect of a Shatter.

Master Crafted Shields
A Master Crafted Shield has 5 Resist Shatters and is considered Re-Enforced. The Production Cost for a Master Crafted Shield is x8 the base production cost.

Mithril Shields
Such a shield almost seems to float through the air to protect its wielder. It weighs a fraction of a steel shield. Mithril Shield will grant the wielder an additional Parry skill. Only one Parry skill, granted by a Mithril Shield, may be used each day. If the shield changes hands, the new wielder may also, once, use the Parry skill. Although it is incredibly light, a Mithril Shield can withstand as much damage as a master crafted steel shield of the same type. Mithril Shields require 10 times the base production points.

Adamantine
Any item made of adamantine is forged of a liquid metal and able to harm creatures normally immune to steel. Legend has it that a weapon forged from adamantine may not be scratched even by the sharpest magical blade. In addition to being indestructible, items made from adamantine have the same properties as their mithril counterparts. These weapons cost x8 production to create compared to steel. Additionally, the character must have access to enough production points of raw adamantine to make the weapon. While Adamantine is valued still at 5 silver per pp, armour and weapons made of this rare material are considered priceless by many. Adamantine arrows and bolts have a base cost of 7 pp each.

Bestial Hide
Some creatures have natural armour that can be crafted by master smiths into exotic and effective protection. These hides are treated as Natural Armour, and may be repaired through healing magic, the spell repair armour, or smithing. These rare hides can only come from inherently powerful magical creatures or monsters. Their Harvest Tag level must be at least 5 or higher (please see Harvest for more details). Creating a bestial hide requires the raw components to create, and requires x2 the production points to create. (i.e. A suit of steal worth 10 armour points costs 10 production. A suit of bestial hide of 10 Natural Armour costs 20 production points, and 20 points of the raw components).

7.2 Scribe
Scribe is a Production Point Skill, which grants 4 Production Points each day per purchase. This skill allows the character to create scrolls. To scribe into scroll form a spell the mage must be able to cast that scroll. The Production Point cost to make a scroll is equal to the Experience Point cost for the spell. So to create a Pin Scroll, you need 2 Production Points and the ability to cast the Pin Spell. The monetary cost for the scroll in production materials is 1 silver piece per production point, and the normal sale price is 5 silver per production point. To create Scrolls, a Scribe must have access to a Scroll.
The use of a scroll requires the tag in hand, or the tagged prop in hand, and you MUST be able to read the tag. If you cannot, you also cannot read the scroll.

### 7.3 Brew Potion

This is a production point skill, which grants the character 4 production points per purchase per day. It allows the character to create potions that perform certain spell functions. The cleric can only create potions of spells they can cast. Potions can only be made from the following schools:
- Alteration*
- Augmentation
- Necromancy
- Healing
- Protection

*note: A light potion upon drinking will immediately make a handheld item glow. If there is none, nor an appropriate rep to create the light Out-of-Game, the spell fizzles. Dispel Magic potions must designate a school that would be dispelled. *i.e. A Dispel Air Potion.*

Potions sense as Magic and their nature can be determined by use of the Religion Lore skill. The production cost for all potions is double the casting cost of the spell. The monetary costs for the priest in materials to make a potion are 1 silver piece per production point, and the normal sale price is 5sp per pp. To create potions requires a Potion Brewing Kit.

The use of a potion requires the tag in hand, or the tagged prop in hand.

### 7.4 Alchemy

Each time a character buys the skill Alchemy they attain 4 production points per day. These points are then used to produce alchemy with the use of ‘Alchemical Tools’. In order to produce alchemy, the character must have these tools.

Alchemy describes as a Toxin, may be defended using Resist Toxin. Alchemy described as Mind Affecting may be defended using Resist Enchantment.

The use of any alchemy requires the tag in hand, or tagged prop in hand.
**Contact Gel**

This form of alchemy is produced as a clear, sticky gel. This gel must be smeared onto objects or weapons in order to be effective. To smear a gel onto an object or weapon takes a 10 Count of "I apply Contact <Recipe Name> 1, I apply Contact <Recipe Name> 2... “ This count is Out-of-Game, and those outside of the alchemist do not know what they are coating the item with unless they are able to give a close inspection of the item being coated and have the skill Herbalism.

An object or weapon can have only one dose of gel smeared on it at any one time. Only players with the skill Herbalism can apply gel.

Once an item has been coated, the item gains a special function for one swing, after which time the contact gel wears off and is used up. The gel could make a weapon swing for poison for one attack, or it might make the weapon inflict extra damage for one attack. The effect depends upon the alchemical recipe used, and the gel is used on the next attack with that weapon. These types of attacks are known as “Carrier Attacks”.

An attack made using a weapon coated with an Alchemical Gel will be defeated if the attack is defended against using the skill Parry or the Spell Protections Magic Armour and Advanced Magic Armour. If the attack is defended using Dodge or Phase, the Alchemical Gel will remain on the weapon. It will not remain if the character uses their Dexterity to avoid it.

**Ingested Elixir**

This form of alchemy is produced as a liquid, which must be drunk in order to take effect. Some elixirs, or potions, have curative effects, others have opposite effects. As with all alchemy, the effect of the potion or elixir depends upon the recipe used. If the alchemist produces several doses of the same brand of elixir, they can be stored together. For example, if I make three doses of Cure Wounds Elixir, I can store all three in the same bottle, and drink it in one, two or three doses.

These effects are often Toxic and thus can only be stopped by the ability Resist Toxin – Protection Spells will not stop the toxin from still being inside yourself. Toxic attacks do not affect creatures without a metabolism such as the undead and golems. No skills are required to ingest an elixir or to mix one into a drink; however the action must be fully acted out.

If you are hoping to mix an elixir into someone’s food or drink, you have must first act out doing so with a three count: “I pour alchemy 1, I pour alchemy 2, I pour alchemy 3.” You may spike food with more than 1 Ingested Alchemy, but it is assumed that after 3 doses you have spoiled the food or drink to the point where it would be easily noticeable at a glance: their food is in a puddle, and their drink smells rancid.

Upon completion, you must attach the tags by a clip such as a clothespin to the food or drink you have poisoned where it can be easily found by the victim Out-of-Game. They are expected not to metagame the presence of the tag. This is so that they can appropriately act out the effect when the time comes.

It is assumed that all food in a plate or all drink in a cup has been dosed. Upon first bite of food or sip of drink, whatever toxins that are within take effect with a delay of 10 seconds. If there are multiple toxins
in the food and drink, each are treated as a separate attack but all occur simultaneously. However, the first bit of consumption will render the rest of the food no longer toxic enough to poison.

It is impossible to dilute poisons into a large vat of drink or food and have everyone poisoned. This is because Out-of-Game it is impossible to know how many servings are intended to be given out. However, this may not be beyond the skills of certain Chemists.

**Gas Globes**

This form of alchemy is produced as a gas, which is stored in a small glass vial. When the gas escapes from the vial, it affects the nearest target. This form of alchemy is delivered through a thrown spell-packet. This spell-packet is thrown at the target, and whoever the spell packet hits is affected by the alchemy. To throw Gas Globes a character must have the skills Herbalism and Basic Weapons. In-game, the packet represents the glass vial, and whoever it hits after it is thrown is affected by the alchemy. If the thrown gas globe misses the target after it is thrown, it strikes the ground, affects no one, and is used up.

Before throwing the gas globe, the alchemist must prepare the gas globe with a single count of “I prepare Alchemical <name of Recipe>...” after which time the gas globe may be thrown with the appropriate call as listed in the recipe section. If it is not thrown 30 seconds after this count, it will revert to its dormant state. The alchemist can only have one active gas globe at a time.

Alchemy used in the form of a Gas Globe can be avoided using the Parry or Dodge skill, or a Magic Armour, Advanced Magic Armour or Phase spell protection. Resist Toxin will stop any Toxic Gas Globe. Any gas globe striking a player’s weapon, shield or costume affects the player as though they were struck by the gas globe.

The call for any thrown gas globe is “Alchemical (Name of Recipe).”

**Creating Alchemy**

From Alchemy Levels 1 – 4, you are capable of only making Basic Alchemical Recipes. Your skills will progress and your ideas advance once you have 5 ranks (Please see Advanced Alchemical Recipes below).

You can only make alchemies that you have in your recipe book. Please make sure to have your recipe book ready at Logistics so that they can verify you are able to make what you mentioned in your Prelog.

Cost to make: 1 silver piece (sp) per 1 production points (pp). Normal sale price: 5sp per 1 pp

When characters make alchemy, they must spend a certain amount of money to attain the necessary ingredients for the recipe. This is done prior to play during Logistics. Please submit which tags you will need to your Prelog. Unused production may also be spent during game, but may not be saved between games. In order to create Alchemy at game, you must have the enough production in your component/harvest tags to cover the recipe, as well as the left over production available, your alchemy kit, and your recipe book out. Each pp requires 5 minutes of time for the alchemist. Upon completion,
go to NPC camp to retrieve your tag. The time it takes you to get the tag is how long the alchemy needs to “settle” In-Game (meaning, you cannot use the alchemy without a tag).

Basic Alchemy Recipes

<table>
<thead>
<tr>
<th>Recipe</th>
<th>Type</th>
<th>Production Cost</th>
<th>Duration</th>
<th>Mind Affecting</th>
<th>Toxin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cure Wounds</td>
<td>Ingested</td>
<td>1</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Hallucinogen</td>
<td>Ingested</td>
<td>2</td>
<td>5 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Ice Burst</td>
<td>Gas Globe</td>
<td>4</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Icy Strike</td>
<td>Contact</td>
<td>4</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Intoxicant</td>
<td>Ingested</td>
<td>1</td>
<td>5 Minutes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Liquid Light</td>
<td>Contact</td>
<td>1</td>
<td>12 Hours</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Nausea</td>
<td>Gas Globe</td>
<td>2</td>
<td>5 Minutes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Pin</td>
<td>Gas Globe</td>
<td>2</td>
<td>10 minutes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Poison</td>
<td>Ingested</td>
<td>6</td>
<td>24 Hours</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Oil of Flame</td>
<td>Contact</td>
<td>4</td>
<td>1 Min./Instant.</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Oil of Impact</td>
<td>Gas Globe</td>
<td>4</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Strength</td>
<td>Ingested</td>
<td>4</td>
<td>5 Minutes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Vorpal 4</td>
<td>Contact</td>
<td>1</td>
<td>Until Used</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Vorpal 12</td>
<td>Contact</td>
<td>3</td>
<td>Until Used</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Weakness</td>
<td>Gas Globe</td>
<td>3</td>
<td>5 Minutes</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

*Cure Wounds:* Heals 4 body points to living targets, has no effect on undead.

*Hallucinogen:* Once struck, the character feels very out of place, everything seems incredibly surreal and fantastic. Details which were previously minor and irrelevant suddenly cause extreme fascination and disbelief. The character also sees things that aren’t there, and sees things that are there in different ways. This makes combat extremely difficult, as the character will attack the air, trees, or even his allies. The effect will last 5 minutes per use. Resist Enchantment may be used to resist a Hallucinogen.

*Ice Burst:* This is a gas globe which causes 10 points of alchemical ice damage on the targeted character. The call for this is “10 Alchemical Ice!”

*Icy Strike:* This alchemical gel, when applied to an item will coat the weapon in frost for a minute or until the weapon strikes a target. Only the gel is consumed, the item will be unaffected. The wielder adds 5 Alchemical Ice to their damage.

*Intoxicant:* This is essentially one very strong alcoholic drink. Drinking one will make the character drunk for 5 minutes. The character slurs their speech, loses co-ordination and takes on all the symptoms of intoxication that occur in real life. A character with Racial Resist Toxin may Resist (at no use of the Resist Toxin skill) 1 Ingested Intoxicant per day, per purchase of Resist Toxin. This includes the Bacchus Minor Blessing Resist Toxin, but no magic or alchemy of the same name.

*Liquid Light:* This creates a glowing paste which can be smeared on any object to illuminate the area. It will not blind targets. Phys-rep can be a glow stick or a flashlight with tissue paper over the end. A Liquid Light will last 12 hours.

*Pin:* Pins the limb of the target’s choice to the ground. Requires +1 strength to rip free, dealing 1 Body as it does so. Ripping free takes at least 5 seconds, and for each point of strength above +1 a second is removed. The minimum amount of time it takes to rip from an Alchemical Pin regardless of Strength is 3 seconds. The target is able to cut themselves out with a sharp implement (dagger, sword, etc.) with a
60-second count and undivided attention. Lasts 10 minutes.

**Poison:** Poisons the imbiber. They suffer 1 body upon consumption, as well as an additional 1 body per minute until cured or have reached their Fatal Count. While poisoned, the target may not run, although they may use all of their skills. This alchemy is identical in effects to the spell “Poison”, the duration is 24 hours.

**Nausea:** The target is overcome with fits of retching and coughing. The target may not run. Combat may otherwise be continued normally. Lasts 5 minutes.

**Oil of Impact:** This is a gas globe which causes 10 points of alchemical fire damage on the targeted character. The call for this is “10 Alchemical Fire!”

**Oil of Flame:** This alchemical gel, when applied to an item will burn for a minute or until the weapon strikes a target. Only the Oil is consumed, the item will be unaffected. The wielder adds 5 Alchemical Fire to their damage.

**Strength:** Temporarily increases the character’s strength by +1 for a duration of 5 minutes.

**Vorpal 4:** This is a paste that can be smeared upon any weapon’s striking surface. The next attack with that weapon inflicts +4 damage.

**Vorpal 12:** This creates a paste that can be smeared upon a weapons striking surface, causing the weapons next attack to inflict +12 damage.

**Weakness:** This gas globe inflicts the target with a -2 to their strength score, causing them to inflict 2 points of damage less than normal on all physical attacks. This alchemy is not cumulative with itself. Duration is 2 minutes. The call for this is “Alchemical weakness!”

---

### Advanced Alchemical Recipes

<table>
<thead>
<tr>
<th>Recipe</th>
<th>Type</th>
<th>Production Cost</th>
<th>Duration</th>
<th>Mind Affecting</th>
<th>Toxin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid Bomb</td>
<td>Gas Globe</td>
<td>1 – 10</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Charm</td>
<td>Ingested</td>
<td>18</td>
<td>10 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Delay</td>
<td>Ingested</td>
<td>5 + added alchemy</td>
<td>10 Minutes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Euphoria</td>
<td>Ingested</td>
<td>12</td>
<td>10 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Forget I</td>
<td>Ingested</td>
<td>20</td>
<td>1 Minute +</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Ice Bomb</td>
<td>Gas Globe</td>
<td>5</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Major Strength</td>
<td>Ingested</td>
<td>12</td>
<td>10 Minutes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Oil of Destruction</td>
<td>Gas Globe</td>
<td>5</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Paralyse</td>
<td>Gas Globe</td>
<td>12</td>
<td>10 Minutes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Poison</td>
<td>Contact</td>
<td>12</td>
<td>24 Hours</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Poison Bomb</td>
<td>Gas Globe</td>
<td>12</td>
<td>24 Hours</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Purify Toxin</td>
<td>Ingested</td>
<td>6</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Resist Toxin</td>
<td>Ingested</td>
<td>6</td>
<td>Until Used</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Shatter</td>
<td>Gas Globe</td>
<td>6</td>
<td>Instantaneous</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Sleep – Contact</td>
<td>Contact</td>
<td>12</td>
<td>10 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Sleep – Gas Globe</td>
<td>Gas Globe</td>
<td>12</td>
<td>10 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Sleep – Ingested</td>
<td>Ingested</td>
<td>12</td>
<td>10 Minutes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Vorpal 20</td>
<td>Contact</td>
<td>8</td>
<td>Until Used</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Web</td>
<td>Gas Globe</td>
<td>12</td>
<td>10 Minutes</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

**Acid Bomb:** This gas globe inflicts 2 points of body damage to the target per production point spent on the gas globe. So if the alchemist spends 10 production points on it, he creates a gas globe that inflicts...
20 points of body damage. The maximum damage this can cause is 20 body. The call for this is “Alchemical 20 body!”

**Charm:** The target will realize he is the best of friends with the first living target spotted. Charm does not prevent the target from recognizing other current friendships. Has no effect on undead, golems, elementals and creatures without minds. Resist Enchantment may be used to resist a Charm Alchemy. A Charm has a duration of 10 Minutes.

**Delay:** Delay is a recipe that can make an ingested toxin take effect 10 minutes after it has been consumed. The delay effect cannot be added later: if an alchemist wishes to make a delayed effect with an ingested toxin, they must do so at the time of creation.

**Euphoria:** The target is overcome with feelings of pleasure. The target is incapacitated to the point where he may not attack or defend himself or move faster than a crawl. Even if the target is attacked to the point of death, the only feeling is euphoria. Euphoria has no statistical addictive effect, and the euphoric effect may be removed via a Purify Toxin or Purify Blood. Resist Enchantment may be used to resist Euphoria.

**Forget 1:** This potion causes the target to forget everything that happened within the last half hour. For 1 minute, they are completely motionless as their memories are wiped. All events, dealings, and other occurrences are forgotten. The alchemist can replace this memory with a ten word description of the last half hour. For example “While dealing with a merchant, we were ambushed by Orcs.” This description is usually fairly vague, and this may lead to people realizing something is not quite right. If the Forget is not cured within 10 minutes, the effect is permanent. Resist Enchantment may be used to resist a Forget 1.

**Ice Bomb:** This gas globe is identical to “ice burst”, except that it inflicts 20 points of damage to the target. The call for this is “20 Alchemical Ice!”

**Major Strength:** This elixir grants the user Strength Bonus +2 for duration of 10 minutes. Effects are cumulative with magical strength enhancer, but not alchemical ones.

**Oil of Destruction:** This gas globe is identical to “oil of impact”, except that it inflicts 20 points of damage to the target. The call for this is “20 Alchemical Fire!”

**Paralyse:** This alchemical recipe causes the target to be unable to move or to speak, though they remain aware of their surroundings. The target remains fully conscious, though they are unable to interact with their surroundings in any way. 10 Minute Duration.

**Purify Toxin:** This alchemy will remove all toxins from the targets immune system. It will not heal any damage, but will cancel the effects of any alchemy such as weakness, poison and so forth. A Purify Toxin added to an Ingested Alchemy will remove any Toxic effects.

**Resist Toxin:** Grants the ability to "resist" the next poison effect, including alchemical sleep, paralyse, euphoria, poison and other toxic effects. It will also "resist" magical poison and nausea effects. It will not defend against Alchemical Acid or Fire.

**Shatter:** This gas globe will destroy any hand held item that the target is using, which is up to the size of a shield (3 feet diameter) or any held weapon, as well as causing 5 points of Alchemical Fire damage. The call for this is “Alchemical Shatter!”

**Sleep (Contact, Gas Globe, Ingested):** Puts the target to sleep for 10 minutes. They cannot be shaken awake, although a purify blood will awaken them. Resist Enchantment may be used to resist Sleep. The call for this is “Alchemical Sleep!”

**Web:** The target is bound in sticky stands, similar to a Web Spell. A +5 Strength is require to rip free of the Web. The target will suffer 5 Body from ripping out. The target may be cut free in 60 seconds. Lasts 10 minutes.

---

7.5 **Engineer**
Engineers are who you call upon to build structures and buildings. They make those finicky traps or those complicated locks. They are the foundation to the creation and upkeep of any community, though their skills are not always lent so well to adventuring. Each rank grants 4 productions points to spend on their creations. A Engineer needs Engineers Tools for all creations except in making Engineer’s Tools.

An Apprentice Engineer has learned the basics of their trade, and is able to create from the following list.

<table>
<thead>
<tr>
<th>Item</th>
<th>Pre-Requisite (To Use)</th>
<th>Production Cost</th>
<th>Damage / Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>Archery</td>
<td>12</td>
<td>3 Body*</td>
</tr>
<tr>
<td>Crossbow</td>
<td>Archery</td>
<td>15</td>
<td>4 Body*</td>
</tr>
<tr>
<td>Hand Crossbow</td>
<td>Archery</td>
<td>8</td>
<td>1 Body*</td>
</tr>
<tr>
<td>Arrow/Bolt</td>
<td>Archery</td>
<td>N/A</td>
<td>By Bow/Crossbow*</td>
</tr>
<tr>
<td>Iron Arrow/Bolt</td>
<td>Archery</td>
<td>1</td>
<td>May shoot for Iron damage*</td>
</tr>
<tr>
<td>Rabbit Snare</td>
<td>Disarm Traps</td>
<td>4</td>
<td>Physical Pin</td>
</tr>
<tr>
<td>Wolf Trap</td>
<td>Disarm Traps</td>
<td>12</td>
<td>Physical Pin and Maim</td>
</tr>
<tr>
<td>Apprentice Building</td>
<td>None, or Appropriate Craft</td>
<td>Varied**</td>
<td>Varied **</td>
</tr>
<tr>
<td>Apprentice Lock</td>
<td>None</td>
<td>3</td>
<td>Takes 1 minute to pick.</td>
</tr>
<tr>
<td>Apprentice Manacles</td>
<td>None</td>
<td>3</td>
<td>Require +1 Str to break.</td>
</tr>
<tr>
<td>Apprentice Locked Manacles/ Ball and Chain</td>
<td>None</td>
<td>6</td>
<td>See Locks and Manacles rules.</td>
</tr>
<tr>
<td>Alchemy Kit</td>
<td>Alchemy x1</td>
<td>10</td>
<td>Used to make Alchemy</td>
</tr>
<tr>
<td>Books</td>
<td>None</td>
<td>1</td>
<td>Can be used for Recipe Books.</td>
</tr>
<tr>
<td>First Aid Kit</td>
<td>Bandage</td>
<td>1</td>
<td>10 uses of a First Aid Kit.</td>
</tr>
<tr>
<td>Smithing Tools</td>
<td>Smith</td>
<td>4</td>
<td>Used for Smithing</td>
</tr>
<tr>
<td>Engineers Tools</td>
<td>Engineer</td>
<td>4</td>
<td>Used for Engineer</td>
</tr>
<tr>
<td>Lock Picks</td>
<td>Open Locks</td>
<td>4</td>
<td>Used to Pick Locks</td>
</tr>
<tr>
<td>Scribing Tools</td>
<td>Read Magic, Petty Spell</td>
<td>4</td>
<td>Used for Scribing</td>
</tr>
<tr>
<td>Potion Brewing Kit</td>
<td>Religion Lore, Novice Spell</td>
<td>4</td>
<td>Used for Potion Making</td>
</tr>
</tbody>
</table>

*Please refer to the Crafting Archery rules below.

** Please see the section on Buildings for more information.

A Journeyman Engineer has become more advanced in their constructions and is able to make more intricate designs.

<table>
<thead>
<tr>
<th>Item</th>
<th>Pre-Requisite (To Use)</th>
<th>Production Cost</th>
<th>Damage / Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear Trap</td>
<td>Disarm Traps</td>
<td>24</td>
<td>Dismember</td>
</tr>
<tr>
<td>Weapon Trap</td>
<td>Disarm Traps</td>
<td>4-16</td>
<td>1 to 4 damage</td>
</tr>
<tr>
<td>Explosive Trap</td>
<td>Disarm Traps, Herbalism</td>
<td>5</td>
<td>5 – 40</td>
</tr>
<tr>
<td>Shatter Resistant Bows, Crossbows, Hand Crossbows, Arrows and Bolts</td>
<td>Archery</td>
<td>Varied*</td>
<td>Varied*</td>
</tr>
<tr>
<td>Perfect Balanced Bows,</td>
<td>Archery</td>
<td>Varied*</td>
<td>Varied*</td>
</tr>
</tbody>
</table>
### Crossbows, Hand Crossbows, Arrows and Bolts

<table>
<thead>
<tr>
<th>Item</th>
<th>Pre-Requisite (To Use)</th>
<th>Production Cost</th>
<th>Damage / Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create Mithril Bolts and Arrows</td>
<td>Archery</td>
<td>3</td>
<td>May shoot for Mithril Damage*</td>
</tr>
<tr>
<td>Journeyman Building</td>
<td>None, or Appropriate Craft</td>
<td>Varied**</td>
<td>Varied **</td>
</tr>
<tr>
<td>Journeyman Lock</td>
<td>None</td>
<td>12</td>
<td>Takes 3 minutes to pick</td>
</tr>
<tr>
<td>Journeyman Manacles</td>
<td>None</td>
<td>12</td>
<td>Takes +3 Str to break.</td>
</tr>
<tr>
<td>Journeyman Locked Manacles/Ball and Chain</td>
<td>None</td>
<td>24</td>
<td>See Locks and Manacles rules.</td>
</tr>
<tr>
<td>Surgeon’s Tools</td>
<td>Doctor</td>
<td>2 – 20 (2 pp per use)</td>
<td>Provides 1 – 10 uses of Surgeon’s Tools</td>
</tr>
</tbody>
</table>

*Please refer to the Crafting Archery rules below.** Please see the section on Buildings for more information.

A Master Engineer is a marvel with creation, able to make the most intricate and well-made of goods.

### Item

<table>
<thead>
<tr>
<th>Item</th>
<th>Pre-Requisite (To Use)</th>
<th>Production Cost</th>
<th>Damage / Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemical Trap</td>
<td>Disarm Traps, Herbalism</td>
<td>10</td>
<td>Varied*</td>
</tr>
<tr>
<td>Massive Physical Trap</td>
<td>None</td>
<td>1 pp per damage</td>
<td>15 - 50</td>
</tr>
<tr>
<td>Mastercrafted Bows, Crossbows, Hand Crossbows, Arrows and Bolts</td>
<td>Archery</td>
<td>Varied**</td>
<td>Varied**</td>
</tr>
<tr>
<td>Adamantine Bolt/Arrow</td>
<td>Archery</td>
<td>7</td>
<td>May shoot for Adamantine damage**</td>
</tr>
<tr>
<td>Mastercraft Building</td>
<td>None, or Appropriate Craft</td>
<td>Varied***</td>
<td>Varied ***</td>
</tr>
<tr>
<td>Mastercrafted Lock</td>
<td>None</td>
<td>48</td>
<td>Requires 5 minutes to pick</td>
</tr>
<tr>
<td>Mastercrafted Manacles</td>
<td>None</td>
<td>48</td>
<td>Requires +5 Str to break</td>
</tr>
<tr>
<td>Mastercrafted Locked Manacles/Ball and Chain</td>
<td>None</td>
<td>96</td>
<td>See Locks and Manacles rules.</td>
</tr>
</tbody>
</table>

*Depends on the alchemy used. Please see Alchemical Traps for more details.** Please refer to the Crafting Archery rules below.*** Please see the section on Buildings for more information.

### Traps

A major part of an Engineer’s forte revolves around traps. Please see the following rules on how each trap works.

**Massive Physical Traps:** These traps are deep pits full of spikes. To construct these traps takes 2 minutes per point of damage if built during an event. They may be built before an event, in which case the placement and decision to do so must be made at the end of the prior event. These traps take up an area of 1 square foot per 5 points of damage, and require a string outline (which may be concealed)
as well as a tag stating the type and effect of the trap. These traps last for the whole event, so anyone stepping inside the outline at any point over the course of the event takes full effect of the trap.

**Explosive Traps:** These traps are built from jars of Oil of Impact liquid rigged to break open and explode when triggered. These traps need a phys-rep, which must be a vial or bottle that is 1 cubic inch per 5 points of damage. These traps explode in a 10 foot radius when triggered, dealing full damage to all characters within that distance. After that, the trap is used up and is no longer of any use. The Oil of Impact must be obtained separately. Each Oil of Impact adds 5 Alchemical Fire damage to the Explosive Trap.

**Alchemical Traps:** These traps are clever devices that spray an alchemical gas globe in a 10 foot radius, affecting all characters within that range with the alchemical effect. These traps require a 1 cubic inch vial (film canister) as well as three gas globe of the desired type, and a trigger. Triggers are often repped with a mouse trap. The production point cost for these traps is 10 production points. This type of attack is treated as though it were a gas globe attack, except that it affects everyone within a certain area of effect. The skill “Resist Toxin” will stop this form of attack, as will a “Dodge”, and the spell protections “Magic Armour”, “Advanced Magic Armour” and “Phase”. You cannot “Parry” alchemy delivered through a trap. You may not Dodge a trap you are carrying.

**Explosive Traps:** These traps are built from jars of oil of impact or oil of destruction alchemy rigged to break open and explode when triggered. These traps need a phys-rep, which must be a vial or a bottle that is 1 cubic inch per three gas globes attached. These traps explode in a 10ft radius when triggered; deal full damage to all characters within that distance. After that, the trap is used up and is no longer of any use. Oil of Impacts adds 5 Alchemical fire damage to the explosive trap, Oil of Destruction adds 10.

**Rabbit Snare:** This is a snare trap, which will affect only 1 target. The effect is a “Physical Pin.” The target can rip free with Strength Bonus +1, though doing so causes 1 Body damage.

**Bear Trap:** This is a metal trap which tears off the limb of the target. The effect is a “Physical Dismember”, oriented at whichever limb set off the trap. Affects only 1 target.

**Wolf Trap:** Vise-like metal jaws slam around the target limb. The trap deals 2 points of body damage and the targeted limb is unusable until the damage is healed. The trap also “Pins” the targeted limb, which may be ripped out of with Strength Bonus +1, dealing an additional Body Point in damage.

**Weapon Trap:** A weapon trap is an Engineering device which is designed to trigger a weapon swing towards the target. The trap damage may be augmented by the strength of the weapon trap (+1→+4), the base damage of the weapon, alchemical gels applied to the weapons and ritual magic effects specifically targeting a weapon. Augmentation spells may not be applied to the weapon. If the phys-rep is able to automatically reset, the trap smith may spend 16 production points to allow the Weapon Trap to automatically reset.

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**Crafting Archery**

**Arrows and Bolts not made of Steel**

It is possible to have an arrow or bolt be made of a material other than steel. Bone arrows are free to use as per regular arrows. Iron Arrows cost 1 pp to make each. Mithril Arrows are at a base of 3 pp. Adamantine arrows are at a base of 7 pp.

**Shatter Resistant Bows, Crossbows, and Hand Crossbows**

These come in three varieties; Resist Shatter x1, x2, or x3. To add a Shatter Resist to a weapon the Engineer must add production equal to x2, x3, or x4 respectively the base Production of the item. A spent Resist Shatter may be restored to a weapon. This requires twice the base Production value of the
item and 1 Silver per Production Point.

**Shatter Resistant Bolts and Arrows**
Bolts and Arrows can also be made shatter resistant. This will protect a specific arrow or bolt from being shattered. For the purposes of creating shatter resistant bolts or arrows, the base pp cost is +1. I.e. An iron arrow has a base of 3.

These come in three varieties; Resist Shatter x1, x2, or x3. To add a Shatter Resist to a weapon an Engineer must add production equal to x2, x3, or x4 the base production. A spent Resist Shatter may be restored to a bolt or arrow. This requires twice the base production 1 silver per Production Point.

**Perfect Balance Bows, Crossbows, and Hand Crossbows**
These weapons are created with such skill that they inflict one extra point of damage. The weapons base damage increases by 1. A Perfect Balance weapon requires x10 the base items Production to create.

**Perfect Balance Bolts and Arrows**
These arrows and bolts are created with such skill that they inflict one extra point of damage. The arrow and bolt’s base damage increases by 1. This stacks with any additional damage offered by the bow or crossbow. A Perfect Balance bolt or arrow requires x10 the base items Production to create. For the purposes of creating perfect balance bolts or arrows, the base pp cost is +1. I.e. An iron arrow has a base of 3.

**Master Crafted Bows, Crossbows, and Hand Crossbows**
Characters can make weapons that have Shatter Resistance (x5) and have Perfect Balance. The Production Cost for a Master Crafted Shatter Resistant weapon is x16 of the base item. These sorts of weapons are able to be enchanted with magic.

**Master Crafted Bolts and Arrows**
Characters can make arrows and bolts that have Shatter Resistance (x5) and have Perfect Balance. The Production Cost for a Master Crafted Shatter Resistant bolt or arrow is x16 of the base item. For the purposes of creating Master Crafted bolts or arrows, the base pp cost is +1. I.e. An iron arrow has a base of 3. These sorts of arrows or bolts are able to be enchanted with magic. The additional damage and enchantments on an arrow or bolt stacks with the bow or crossbow in use.

**Locks, Manacles, Ball and Chains**
Locks, manacles, and ball and chains are common tools to keep prisoners in check. **Note: any properly represented lock, manacle, or Ball and Chain must have the key left with the rep that is attached by a string.** The tied key is considered Out-of-Game and only to be used if the lock is picked. Make sure to keep the other key on yourself if you hope to unlock it In-Game: the physical key is the tag to the lock.

**Locks:** Locks are a staple to any adventurer who wants to protect their gear, or a homeowner who wants to avoid petty thievery. Locks are immune to strength checks or shatter effects to break them. They are considered indestructible unless actually taken apart by an Engineer, which requires Engineers tools, the level of Engineer matching the quality of lock, and an hour to do.

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Apprentice Locks take 1 minute for a thief to pick. Journeyman Locks take 3 minutes. Master Crafted locks can not only be enchanted, but also take 5 minutes to pick.

A properly represented lock that is medieval looking adds 1 minute to the count.

**Manacles:** Manacles have a basic locking mechanism that prevents the wearer from removing them. However, outside help can with a 5 count remove manacles from someone (provided both the manacled individual and the liberator are staying still). The way for someone to break out of manacles is pure strength or shattering them.

Apprentice Manacles can be broken with +1 Strength and has 1 shatter resist. Journeyman can be broken with +3 and has 3 shatter resists. Mastercrafted can not only be enchanted, but require +5 strength to break and has 5 shatter resists. To break out of manacles requires a 5 count, -1 count for each point of strength above the required amount to break out to a minimum of a 3 count.

A properly represented set of manacles that is medieval looking adds an additional shatter resist as well as requires an additional point of strength to break free from.

**Ball and Chain:** A ball and chain is an implement that is not only locked on a prisoner with a proper lock and key, but hinders them from moving by sheer weight.

To pick the lock on a ball and chain requires 1 minute for an apprentice ball and chain, 3 for a Journeyman, and 5 for a masterfully crafted one.

In order to move, an apprentice ball and chain requires +1 strength, Journeyman requires +2, and master crafted requires +3. No matter your strength, you can only move at a slowed pace, as wearing a ball and chain even beyond weight is near impossible to run in without tripping or hurting yourself.

It requires +3 strength, +5 strength, or +10 strength to break the chain of the ball and chain; however you still have a cuff strapped to you. This takes 5 seconds to accomplish, which is reduced 1 second for each point of strength you have above the required amount to a minimum of 3 seconds.

The chain of a ball and chain has 3, 5, or 10 shatter resists depending on the quality.

Finally, a master crafted ball and chain can also be enchanted.

A properly represented ball and chain adds +1 minute, strength required, and shatter resist to the implement.

**Combining Locks and Manacles:** If you want to have manacles that have a specific key to unlock them, this can be done. These are called “Locked Manacles”. The level of lock and manacle must match (a journeyman set of manacles must have a journeyman lock upon it). These manacles can be broken as per the manacles rules, but require 1, 3, or 5 minutes to pick if you do not have the key.

A properly represented set of manacles with a lock that is medieval looking adds an additional resist shatter, needs an additional +1 strength to break free from, and adds 1 minute to pick.
**Buildings/Workshop**

An Engineer is capable of creating buildings that people can use as shelter, or even as workshops to improve their various crafts. These are always large undertakings for the Engineer. Multiple Engineers can work towards the creation of a single building, provided they are all of the appropriate rank for the quality and size of building. They cost 1 silver per production to make, and market price is 5 silver per production.

If the Engineer is building a workshop for a specific craft, it costs an additional 100 production points to set up the appropriate tools required. The building can only be used as a workshop and has no space for anything else. Workshops also have a monthly upkeep in order to maintain the tools the Engineer has created. The table below shows how much is required to pay for each day used. Upkeep must be paid for in order to reap the benefits.

The Multiplier below lists how much the Craftsperson’s production points are multiplied upon the creation of a Workshop. So if an Engineer has made a Smithing Workshop 10 x 10 in size, a Smith who uses it multiplies their total production be 1.25. That being said, there is a cap on how much a workshop can produce per month before the tools are worn out and need replenishing through upkeep. The Maximum Daily Production reflects this cap.

Daily does not refer to every day of the month, rather each day of the event. For a 10x10 building, a single day event would cost 2 gold in upkeep, but have a cap of 100 production. A full weekend would be 6 gold upkeep, and 300 production.

The tag for a building comes in the form of a Deed that is signed out to an owner. The owner is responsible for any upkeep costs. If a Workshop or Building is to be sold, the players must notify Plot so the deed can transfer in name. This is so Logistics knows who to ask money from for monthly upkeep.

Mastercraft Buildings can also be the target of ritual effects, unlike their predecessors. A Journeyman Engineer or a Master Engineer is capable of building a structure the size of their maximum capability or less, but all buildings made by them are assumed to be of the quality they are capable of. (I.e. a Master Engineer can make a 10x10 mastercraft building. It costs the same amount in production as an Apprentice 10x10 building, but is still of mastercraft quality).

<table>
<thead>
<tr>
<th>Building Type</th>
<th>Building Size (in feet)</th>
<th>Daily Upkeep</th>
<th>Multiplier</th>
<th>Maximum Daily Production</th>
<th>Production Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apprentice</td>
<td>10 x 10</td>
<td>2 Gold</td>
<td>X 1.25</td>
<td>100 Production</td>
<td>400 + 100</td>
</tr>
<tr>
<td>Apprentice</td>
<td>15 x 15</td>
<td>3 Gold</td>
<td>X 1.50</td>
<td>200 Production</td>
<td>600 + 100</td>
</tr>
<tr>
<td>Journeyman</td>
<td>15 x 20</td>
<td>5 Gold</td>
<td>X 1.75</td>
<td>300 Production</td>
<td>800 + 100</td>
</tr>
<tr>
<td>Journeyman</td>
<td>20 x 20</td>
<td>8 Gold</td>
<td>X 2.00</td>
<td>400 Production</td>
<td>1000 + 100</td>
</tr>
<tr>
<td>Mastercraft</td>
<td>25 x 25</td>
<td>10 Gold</td>
<td>X 2.50</td>
<td>600 Production</td>
<td>1400 + 100</td>
</tr>
<tr>
<td>Mastercraft</td>
<td>30 x 30</td>
<td>15 Gold</td>
<td>X 3.00</td>
<td>700 Production</td>
<td>1600 + 100</td>
</tr>
<tr>
<td>Mastercraft</td>
<td>35 x 35</td>
<td>20 Gold</td>
<td>X 3.50</td>
<td>800 Production</td>
<td>1800 + 100</td>
</tr>
<tr>
<td>Mastercraft</td>
<td>40 x 40</td>
<td>25 Gold</td>
<td>X 4.00</td>
<td>1000 Production</td>
<td>2200 + 100</td>
</tr>
</tbody>
</table>

**7.6 General Craftsperson**
Dremlin has many other trades and craft skills. These can range from farming, basket weaving, pottery, or even jewel crafting. They allow the creation of many different items from small trinkets to clothing. Each purchase of the skill represents the character not only gaining the knowledge to create these items, but also establishing trade connections to sell their wares. Each rank of Craftsperson gives 2 gold per day of an event (so for a rank 1 Craftsperson on a day mod, it is 2 gold. On a weekend it is 6 gold).

The ranks of Apprentice and Journeyman Craftsperson are for role play only. You have the reputation of an Apprentice or Journeyman Craftsperson amongst your clients.

A rank of Master Craftsperson also grants 2 gold, but upon becoming a Master Craftsperson, they gain 50% more gold. So if a master craftsperson would usually gain 22 gold per day of an event, they now instead gain 33 gold.

A Craftsperson is capable of asking for tags for their wares instead of gold. They submit to Prelog what they hope to create with their craft, and Plot determines how much gold it is valued which is taken directly out from your monthly earnings. A Master Craftsperson is able to make Masterfully Crafted items, which will also be considered when determining its value.

A General Craftsperson does not require extensive Workshops for their crafts, and garner no benefit from such buildings.

Craftsperson does not give you the knowledge of how much items are worth. This knowledge requires the appraise skill.
Chapter 8: Magic Rules

8.1 How Magic Works

Incants

Incants are the specific phrase that allows the Mage or Priest to channel their energy and cast a spell. These must be spoken clearly and without hesitation, but can be done at a whisper or a yell. This vocal component to spell casting is required, and if your character is rendered silent or muffled in any way, this also makes them unable to cast.

Each Deity has a specific incant for their god that allows them to evoke their faith and power. Please ask Plot for your deity’s handbook to know what the incant for your god is.

Mages all have the same incant and what differs is the spell name. To cast a spell requires the following incant:

“Through focus and understanding of the weave I cast <spell name>”

If a priest or mage makes a mistake in their incant, this is called a Miscant. This can be as small as a pregnant pause in the incant, all the way to mixing up one’s words. In the case of a miscant, the mage or priest must pay the full point cost, but the spell fizzles and renders no effect.

Line of Sight

Two or more characters are considered to be within line of sight so long as a straight, uninterrupted line may be drawn from one character to another. Being blind does not break line of sight. The line of sight must be broken by a wall, trees, a horizon line, hills or the like. The spell will not end if the caster simply turns his back on the target, or loses him among a group of people, in the dark or among light foliage. Spells with a duration of Line of Sight end once the target is out of the caster’s line of sight for a full 10 seconds.

Channeling

Whenever a mage or a cleric is holding one or multiple spell packets, they are said to be channeling. This means that they have harnessed their mystical powers and are in such a state that they are able to cast at a moment’s notice. Channeling In-Game looks like a soft emanating glow coming from the caster’s hand (which can be of any colour they choose). While the mage or cleric is holding this mystical energy (the spell packet), any player seeing the spell packet can see them actively channeling. Characters who cannot cast spells do not glow, or channel, when they are holding spell packets. To this end, players who are asked if they are channeling must answer truthfully.

8.2 Spell Lists

Secular Spell Schools:
Mages can learn from any school of magic within the list of Secular Spells.

Air
1st: Repair Armour
2nd: Silence
3rd: Lightning Aura
4th: Lightning Storm

Alteration
1st: Light
2nd: Invisibility
3rd: Dispel Magic
4th: Gaseous Form

Augmentation
1st: Ogre Strike
2nd: Giant Strength
3rd: Mithril Might
4th: Enchanted Blade

Confinement
1st: Pin
2nd: Bind
3rd: Web
4th: Confine

Destruction
1st: Shard
2nd: Bolt
3rd: Blast
4th: Nova

Earth
1st: Earth Armour
2nd: Tremor
3rd: Flesh to Stone
4th: Earthen Walk

Enchantment
1st: Fumble
2nd: Fear
3rd: Sleep
4th: Dominate

Fire
1st: Fire Aura
2nd: Shatter
3rd: Immolate
4th: Circle of Flame

*Protection*
1st: Magic Armour
2nd: Shield Magic
3rd: Advanced Magic Armour
4th: Phase

*Water*
1st: Slow
2nd: Chill
3rd: Freeze
4th: Frostbite

**Divine Schools**

Mages do not have access to the following. All gods offer at least Healing to their priests, but the player must find out from Plot what schools the God offers otherwise. All gods have a specific combination of Divine and Secular schools

*Chaos*
1st: Weakness
2nd: Rend
3rd: Wither Limb
4th: Rampage

*Healing*
1st: Cure Wounds
2nd: Purify Blood
3rd: Restore
4th: Life

*Order*
1st: Repel
2nd: Smite
3rd: Imprison
4th: Sanctuary

*Nature*
1st: Speak with Animals
2nd: Good Berry
3rd: Bark Skin
4th: Insect Plague

*Necromancy*
1st: Cause Wounds
2nd: Raise Zombie

**SHADOW REALMS L.A.R.P.**
3rd: Desecrate
4th: Death

8.3 Spell Descriptions

All spells can be cast on any target (person) unless specified otherwise.

Alteration

Light
Duration: 12 hours
Description: Light causes an inanimate object to shine for 12 hours. The spell requires an actual Out-of-Game light to use. If a flashlight is used it must be pointed toward the ground at all times. The light may be turned on and off throughout the duration of the spell by the caster. If this spell is cast on a target that uses its eyes to see then it blinds them for 10 seconds. Rottu or Dulinn are blinded for 60 seconds instead of 10 seconds. The blinded character should not close their eyes for safety reasons, but should act being blind as best they can.

Invisibility
Duration: 10 minutes or less, at target’s will.
Description: The target (including any possessions they are wearing) is rendered invisible for 10 minutes. This does not include other people. An Invisible character may be tracked and must answer all Sense Calls.
The target will become visible if they speak, or otherwise disturbs anything outside the effect of the Invisibility. For instance if they open or close a door, attack or pick up an item. An Invisible character struck by a spell or other attack will become visible. Note that a Dodge or Phase avoids an entire attack, and therefore will protect the Invisible character from having their spell effect ended.
The target may walk or run, draw a weapon, search their belongings, prepare alchemy, drink a potion or perform any passive action that interacts only with the subject of the spell or that necessary for walking or running.

Dispel Magic
Spell Name for Incant: “Dispel <Targeted School>”
Duration: Instantaneous
Description: This spell will negate all spells of one school of magic that exist on the target. This can be used as an attack spell, if the caster Dispel all protection spells on a target or all Augmentation spells active on a target, for example. This spell can also be used to help an ally, by Dispelling all Confining spells active on a friendly target. The caster is also able to dispel upon themselves provided they are able to incant. It will not prevent a mage or cleric from casting, or prevent scrolls from being read, potions being drunk or items from being activated.
Dispel Magic’s effects on Ritual Magic vary and need to be found out In-Game: see Plot if you are not certain of the effect. If you obtain some Ritual Magic speak to Plot about how Dispel Magic affects it. A Shield Magic will not prevent a Dispel Magic Protection; however a phase will avoid the Dispel completely.

Gaseous Form
Duration: 10 minutes or less, by target’s will
Description: The target is transformed into a cloud of gas. They appear intangible and wispy although are still clearly visible and appear recognizable as themselves. This in no way grants the ability to fly. The Gaseous character may move no faster than a walk. The caster may speak, but may not attack, cast, use items, or physically interact with their surroundings while the spell is in effect. The Gaseous character is able to move through smaller openings than when they are in their normal physical form. To pass through any space that is smaller than the gaseous character requires a 3 count. The space cannot be any smaller than their hand.

Any effects cast before Gaseous Form will continue to work normally. Effects such as poison and insect swarm that slowly deal their effect over time continue to function however the caster would be immune to the damage from these effects. A Gaseous character can escape from Pin, Bind, or Web effects with a 10 count. They are unable to escape a Confine spell. The Gaseous character is invulnerable to everything except Dispel Alteration. If struck with Dispel Alteration, the Gaseous Form will end unless the target can defend themselves from it. Protection Magic against Dispel Alteration is usable assuming the Protections were cast prior to Gaseous Form. The gaseous character otherwise decides when to end the spell, and may do so by stating “I materialize 1, I materialize 2, I materialize 3.”

Augmentation

Note: While a character can have more than one augmentation spell on them at once, their effects do not stack. The character chooses which spell they wish to be under the effect of.

Ogre Strike
Duration: At will, 3 seconds
Description: Target receives Strength Bonus +4 for one action or strike, for a maximum of a 3 Count action. This cannot be used in conjunction with anything to raise the target’s strength above +4. This spell can be initiated by the target’s will. (This does not require any action just a decision from the character; can even be done while silenced or unable to move) It does not come into effect immediately upon casting.

Giant Strength
Duration: Delayed, 10 minutes or 1 combat.
Description: Target receives Strength Bonus +1 and +10 body for 1 fight. The extra body can be healed. This skill can be activated at the target’s will; it does not come into effect immediately upon casting. This is activated by making the Out-of-Game call “Initiate Giant Strength.”

Enchanted Blade
Duration: Delayed, 10 minutes or 1 combat.
Description: Target gains Strength Bonus +2 and +20 body for the duration of the fight. The extra body can be healed. In addition to this, any weapon (including body weaponry) they use during that time gains the ability to swing for Magic. The target may choose to suppress the damage type, reverting to what their weapon would normally swing for. This skill can be activated at the target’s will; it does not come into effect immediately upon casting. This is activated by making the Out-of-Game call “Initiate Enchanted Blade.”

Mithril Might
Duration: Delayed, 10 minutes or 1 combat.
Description: Target gains Strength Bonus +3 and +30 body for the duration of the fight. The extra body
can be healed. For the duration of the spell all items on their person is immune to all “Shatter” effects. In addition to this, any weapon (including body weaponry) they use during that time gains the ability to swing for Mithril. The target may choose to suppress the damage type, reverting to what their weapon would normally swing for. This skill can be activated at the target’s will; it does not come into effect immediately upon casting. This is activated by making the Out-of-Game call “Initiate Mithril Might.”

**Confining**

Note: The Caster can end any confining spell at will. Some Confining Magic may be broken by a character with a high enough Strength Bonus. This requires at least a 3 Count.

**Pin**
Duration: Line of Sight; 10 seconds (after line of sight is broken), Caster’s Will
Description: Target’s right leg is fasted to the ground. If the target’s leg is already pinned, the target’s other leg becomes pinned. The pinned player can rip out with Strength Bonus +1 and a five count, and suffers 1 Magic Body Damage. Another player who has Strength Bonus +1 can also rip out the pinned player, although the pinned player still suffers 1 point of Magic Body Damage.

**Bind**
Duration: Line of Sight; 10 seconds (after line of sight is broken), Caster’s Will
Description: Target’s arms are immobile. Elbow must touch sides and fists remain closed. The bound player can rip out with Strength Bonus +3 and a five count, and suffers 3 Magic Body Damage. Another player who has Strength Bonus +3 can also rip out the bound player, although the bound player still suffers 3 points of Magic Body Damage.

**Web**
Duration: Line of Sight; 10 seconds (after line of sight is broken), Caster’s Will
Description: Target is immobilized in webbing from the neck down. Speech is permitted. The webbed player can rip out with Strength Bonus +5 and a five count, and suffers 5 Magic Body Damage. Another player who has Strength Bonus +5 can also rip out the webbed player, although the webbed player still suffers 5 points of Magic Body Damage. The character in the Web can be moved, they are not stuck to anything but themselves.

**Confine**
Duration: Line of Sight; 10 seconds (after line of sight is broken), Caster’s Will
Description: Target is rendered completely immobile. No movement at all is permitted, though others may move the target. Nothing can rip free of a Confine. The target is also unable to speak.

**Elemental Air**

**Repair Armour**
Duration: Instantaneous.
Description: Instantly repairs 10 points of armour to a damaged suit. Will not add armour beyond that suit of armour’s total value.

**Silence**
Duration: 10 minutes.
Description: The target becomes unable to make any vocal sounds. This means that the target cannot
cast any spells, activate any items, speak, whisper, moan, etc. This spell will not silence such noises as clinking of armour, snapping of branches etc. The player may still call damage with a weapon, prepare alchemy or make any other Out-of-Game calls.

Lightning Aura
Duration: 1 hour
Description: Grants the target an additional +4 damage to their weapon attacks, and they can now swing for Lightning damage. One with this aura is able to cast Air or Air-Destruction spells through their weapons 4 times provided the target knows how to cast them. This ability is called a Spell Strike (refer to the Combat chapter for more details on spell strikes). Each of these Spell Strikes requires Spell Points as if the spell was cast normally, and lowers the damage aura by 1. Once the Lightning Aura reaches a base damage of zero, the spell ends.

Lightning Storm
Duration: 2 hours.
Target: Caster
Description: Lightning Storm allows the caster to cast a storm of lightning bolts each inflicting 10 points of Elemental Lightning Damage. As long as the caster feet remain planted, they may throw as many lightning bolts as they wish, which is done by stating Out-of-Game “Innate 10 Lightning, Innate 10 Lightning”. If the caster is silenced during a lightning storm, they are still able to throw lightning bolts.

Destruction

Destruction spells normally deal magic damage, however a caster who learns an elemental spell of equal or greater level as their destruction spells is able to change the damage type to that element. The caster can choose which element to use as long as they have the equivalent level spells in an Elemental school. The elements are Fire, Ice, Lightning, and Earth.

Shard
Spell Name for Incant: “Magic Shard” or “<elemental school> Shard”
Duration: instant
Description: Inflicts 5 points of Magic or Elemental damage.

Bolt
Spell Name for Incant: “Magic Bolt” or “<elemental school> Bolt”
Duration: instant
Description: Inflicts 25 points of Magic or Elemental damage.

Blast
Spell Name for Incant: “Magic Blast” or “<elemental school> Blast”
Duration: Instant
Description: Inflicts 60 points of Magic or Elemental damage.

Nova
Spell Name for Incant: “Magic Nova” or “<elemental school> Nova”
Duration: Instant
Description: Inflicts 100 points of Magic or Elemental damage.
Elemental Earth

Earth Armour
Duration: Until destroyed.
Description: Grants the target 10 points of armour. These points are destroyed before the target’s real armour, and they last until they are destroyed. The target cannot wear multiple suits of Earth Armour. If the target has a partial amount of Earth Armour left, a recasting of this spell will only bring them back up to the 10 points of armour, rather than an additional 10.

Tremor
Duration: 10 seconds
Description: This spell causes the target to feel the earth to move and roll under them, disarming all hand held items and “Stunning” them 10 seconds. While stunned, the target cannot use any of their offensive skills, nor can they attack in any way. The target cannot move faster than a stagger for the duration. The target can defend if they obtain a weapon.

Flesh to Stone
Duration: Casters will up to 10 min.
Description: Flesh to Stone transforms any living target into a statue. It works on anything that is living flesh or organic matter, such as moulds, animals, but not on undead, golems or elementals. A dispel magic or a restore spell will counter the effects of a Flesh to Stone. This spell is reversible by casting Flesh to Stone upon them again, but only in that it will counter another Flesh to Stone already active on a target. While in stone form, the target is immobile and unconscious.

Earthen Walk
Duration: 10 Minutes
Description: For 10 minutes, the target is able to at will with a 3 second count sink into the earth for up to 10 seconds and move as they see fit beneath the ground, and return with another 3 second count. Earthen Walk does not alter your perceptions of the events occurring on the surface. While underground, the target cannot perform any other action than move, however they may act normally on the surface without interrupting the spell. This must be used on unaltered ground, and you cannot come back up from underground through altered ground (i.e. you cannot go through a cobble stone road or wood paneled floor). This is done with a 3 count each time of “I walk in the earth 1, I walk in the earth 2, I walk in the earth 3” and “I rise from the earth 1, I rise from the earth 2, I rise from the earth 3”.

Elemental Fire

Fire Weapon
Duration: 10 minutes
Target: A held weapon.
Description: Allows the caster to make a single weapon held swing for an additional +1 damage and swing this weapon for “Fire” damage. The caster does not need to be the one holding the weapon. The wielder of the weapon is unable to suppress the fire damage the weapon swings for. The moment the weapon is let go of, shattered, disarmed, or passed to someone else, the effect ends.
**Shatter**

Spell Name for Incant: “Shatter” or “Shatter on <your item>”

Duration: Instantaneous

Description: Totally destroys any non-living target up to and including the size of a regular shield (3 foot circle) or any weapon. Also inflicts 5 points of Magic fire damage to the user of the item that is shattered, regardless of what the item is that was shattered. The caster may specify the item to be shattered, if not it is the target’s choice provided it is an item being actively held. This spell also inflicts 20 magic fire damage to beings made primarily of a solid mineral, such as stone, metal, earth, crystal, glass, ice, clay or mithril, but not wood.

**Immolate**

Duration: Instant.

Description: Immolate causes the target to be engulfed in flames. This will blind the target for 10 seconds, inflict 20 points of body damage, and maim 1 limb of the target’s choice. The maimed limb can be used again once the target has been healed 5 body points.

**Circle of Flame**

Duration: 2 hours.
Target: Caster and appropriate Rep.

Description: This cannot be cast until a rope or physical rep has been laid down in the shape of a circle 10 feet in diameter (though can be smaller). Upon casting, this spell creates a circular wall of flame, taking the exact shape of the circle of rope. The wall can be seen through and spoken through, can be cast through and moved through. Anyone touching the circle with their weapon, costume or person suffers “60 magic fire.” Anyone who touches the flame suffers “60 Magic Fire” once every second. The flames will not harm the caster. The flame circle is covered by an overhead dome, and the flames continue underground to prevent burrowing creatures from bypassing the flame damage. The caster can suppress or activate the circle at will by stating “Circle down” Or “Circle up.” When a circle is down, people may pass through safely, though the caster must be actively in the circle for it to remain down. One they leave the circle, the flames go up again. A Circle of Flame may act as a rudimentary Ritual Circle.

**Elemental Water**

**Slow**

Duration: 5 minutes.

Description: This spell effectively engulfs the target up to their waist in water, slowing the target to the point that they cannot run and are slowed to a walk. They may still perform any other action at full speed.

**Chill**

Duration: 5 minutes

Description: This spell blasts the target with an icy chill, causing 5 points of body damage to the target, as well as inflicting them with “weakness”. This inflicts -2 strength to the target, which causes them to inflict 2 points of damage less than normal. This is not cumulative with itself, but it is cumulative with alchemical weakness and physical weakness, and with the spell weakness. With this spell and the other weakness effects it is possible to reduce the target’s damage call to 0 but not any lower since it is not
possible to swing a negative amount.

**Freeze**
Duration: 5 minutes (frozen, then another 5 minutes (weakness and slow).
Description: This spell freezes and immobilizes the target causing their muscles to become rigid and stiff. The target immediately suffers 10 points of body damage and is frozen solid making them completely immobile for 5 minutes. They are still conscious and able to see and hear. During this time they can be interacted with normally, killed, searched, moved, but they cannot move themselves. After these 5 minutes, the target thaws out. However, they still suffer the effects of the cold, and they suffer from “weakness” and “Slow” effects. This means they have -2 strength, and inflict 2 points less damage on all attacks for 5 minutes. In addition, they are too cold to move properly, and cannot move faster than a walk for the same 5 minutes, although they can perform any other action at full speed.

**Frostbite**
Duration: 10 minutes, one combat
Target: Caster
Description: The caster hands become shrouded in ice, and they are now able to touch cast “Innate 5 Body Ice” at will for 10 minutes. This does not transfer to weapon or damage strikes, it is considered a spell effect.

**Enchantment**

Be aware that the spell Dominate is illegal in North Colebrook, and may land you in prison if used.

**Fumble**
Specific Spell Name for Incant: “Fumble” or “Fumble <item>”
Duration: 10 count
Description: Forces the living target to drop 1 hand held item and ignore it for 10 seconds. For example, Fumble can be used to make a fighter drop a weapon, a mage drop a scroll, or a rogue drop an alchemical gas globe. The item being disarmed may be identified during the incant. If the item is not specified, the target chooses one hand-held item to Fumble. Has no effect on undead, golems, elementals and creatures without minds.

**Fear**
Duration: 10 minutes.
Description: The living target must flee the caster until the caster is out of the target’s line of sight. After this time the target cannot attack the caster, and must remain at least 10 feet from the caster for 10 minutes and react in a fear filled manner towards him. If the target is physically incapable of fleeing the caster, the target may attack the caster. Has no effect on undead, golems, elementals and creatures without minds.

**Sleep**
Duration: 10 minutes
Description: Any living target is rendered unconscious. The target cannot be physically shaken awake. A Purify Blood will not awaken the target, however a Dispel Enchantment or Charm Break will. Has no effect on undead, golems, elementals and creatures without minds.
**Dominate**  
**Duration:** 10 minutes  
**Description:** When struck by Dominate, the target loses all free will and will submit to all orders the caster gives them at any point during the spell’s duration. The target must then wait for instructions from the caster before acting. The target will obey the caster to the best of their ability and to not just the letter but the spirit of the command, even to the death. This spell is so potent that it can overcome cultural limitations such as a Wild Elf’s aversion to metal. During this time, all commands given to the target by the caster will be followed to the best of the targets ability, using any and all skills, knowledge and resources the target may bring to bear. This includes critical thinking about the strengths and weaknesses of those the target is aware of, to defending themselves from having the Dominate dispelled. Has no effect on undead, golems, elementals and creatures without minds.

**Protection**

Note that a player may only wear one of each protection spell at a time. All defenses must be called within 3 seconds of the action or are deemed to have fizzled (in the case of Magic Armour and Shield Magic) or unused.

**Magic Armour**  
**Duration:** Until used.  
**Description:** A Magic Armour stops the next offensive physical attack which would otherwise successfully strike the target, including alchemy, traps, weapons, and any attack beginning with the prefix "physical". It must be the next physical attack unless another defense such as dodge, luck, or phase is used to prevent the attack from hitting at all. If something is a physical interaction but not offensive, if considered offensive by the target can go off (i.e. if you really don’t want that man to shake your hand, touch your shoulder, etc.).

**Shield Magic**  
**Duration:** Until used.  
**Description:** Shield Magic will stop the next offensive magical attack, including spells, spell-strikes, or any attack with the prefix "Innate" that would otherwise successfully strike the target. This does not affect beneficial spells unless deemed offensive by the target of such attack (i.e. you do not want to have yourself purified with Purify Blood, you can call Shield Magic on its first attempt). Beneficial Spells are: spells that heal you, protect you, or augment you in some fashion. It must be the first offensive magical spell or ability unless another defense such as dodge, luck, or phase is used to prevent the magic from hitting at all.

**Advanced Magic Armour**  
**Duration:** Delayed, one use.  
**Description:** Operates the same as magic armour, but is activated on an attack of the wearer's choice rather than the next physical attack. The call for this is "advanced magic armour - shatter." This spell will also shatter the attacking weapon, and if the attacking weapon is a melee weapon, the wielder of the weapon suffers 5 damage. The Shatter effect is considered a Magical Touch Attack. An Advanced Magic Armour may be called before a Magic Armour.

**Phase**  
**Duration:** Delayed, one use.
Description: This spell allows the target to phase out of reality for an instant, just long enough to avoid any one attack of any kind. Phase acts similar to the skill “Dodge”. Allows the character to completely avoid any one attack of their choice, the attack can be magical, physical or alchemical. Phase will not stop certain ritual magic effects. You may Phase a Dispel Magic Protections. This spell cannot be used to move through solid objects.

Divine Schools
These schools can only be learned by clerics, provided their deity grants the school.

Chaos

Weakening
Duration: 5 minutes.
Description: Inflicts -2 Strength to the target, causing them to inflict 2 points of damage less than normal. This is not cumulative with itself, but it is cumulative with alchemical weakness and physical weakness.

Rend
Duration: Instantaneous
Description: Rend inflicts 15 points of Chaos Damage to the target. All chaos damage circumvents armour and goes straight to body.

Wither Limb
Specific Spell Name for Incant: “Wither Limb” or “Wither <choose limb>”
Duration: Permanent
Description: Target’s specified limb is withered and unusable, and the target suffers body damage equal to half their maximum body. If unspecified, the target chooses which limb is withered. This damage can be healed normally, but only a “restore” spell or a “Life” spell will heal the withered limb. Undead, golems or other creatures without a metabolism are still affected by Wither Limb however they suffer 50 damage instead. Undead require a Death spell to repair the lost limbs.

Rampage
Duration: Until target is unconscious or 10 minutes.
Target receives additional body totaling to their Maximum Body and an additional +3 strength. They will attack the closest target until the spell expires, or until that target dies; at which time the rampager will move on to the next target. The rampager cannot distinguish between friend or foe as a lust to destroy and kill those nearby consumes them. After the spell ends, any extra body points that the target still has vanish. Affects even mindless creatures such as golems, undead etc. The Rampaging creature will not attack the caster. A Rampaging creature may not use any Spells, Skill-Strikes, Stealth Skills or use any other defenses requiring a conscious decision. For the purposes of Life or Restore, Rampage is considered an ill effect.

Healing

Cure Wounds
Duration: Instantaneous
Description: Cure Wounds heals 4 Body to living targets. It will inflict 4 Magic Body Damage to undead
creatures.

*Purify Blood*
Duration: Instantaneous
Description: Purify Blood cleanses target of all poisons and toxins. This spell will cure a poison spell, but not a sleep spell. Has no effect on undead.

*Restore*
Duration: Instantaneous
Description: Restore heals a living creature 50 Body and removes all ill effects afflicting the target, except for death. Restore inflicts 50 points of body damage to Greater Undead and will immediately destroy a Lesser Undead.

*Life*
Duration: Instantaneous
Description: Life heals a living creature of all damage and ill effects afflicting the target, up to and including death. Life reduces an undead to 0 Body, generally destroying the creature, certain powerful undead only take 100 healing damage instead of being destroyed.

*Nature*

*Speak With Animals*
Duration: 10 Minutes
Description: The caster is able to communicate through a common language with any natural animal. This spell must be cast on the natural animal and only allows communication with that animal.

*Good Berry*
Duration: 1 Minute or Until Used
Description: This spell creates a magical berry which stays potent for 1 minute. If consumed the Berry acts as a Cure Wounds + Resist Toxin

*Bark Skin*
Duration: 1 hour
Description: Bark Skin toughens the target’s skin, granting an additional 20 Natural Armour Points. These Armour Points may be healed as if they were Body Points. These Armour points cannot be repaired, they must be healed. All fire based attacks will deal double damage to the target.

*Insect Plague*
Duration: 10 Minutes
Description: The target is immediately covered with small biting insects. The insects deal 1 Magic Body Damage per second, effectively blinding the target and preventing spell casting, speaking properly, and activating magical items. You can still yell, scream, and gurgle as best you can with insects crawling inside your throat. These insects crawl directly upon you, circumventing Dexterity Armour. As the spell conjures insects to attack the victim, Restore and Life will not remove the spell but will heal the lost body. Insect Plague can only be removed with a Dispel Nature spell or until the spell ends.
**Necromancy**

**Cause Wounds**
Duration: Instant
Description: Cause Wounds inflicts 4 Magic Body Damage to living targets. It will heal undead 4 body. This has no effect on elementals, and golems.

**Raise Zombie**
Duration: 10 minutes or until slain.
Description: When cast only upon a felled foe (i.e. a body is Wounded or in their Death Count), the corpse rises as a mindless zombie and obeys simple and direct commands from the caster. All zombies have 20 body, are proficient with any weapon or shield, swing for base weapon damage plus a Strength bonus of +1, and can “Sense Life” at will unless otherwise specified by the caster. Zombies can only follow commands that are 5 words or less, and to the letter. Zombies are immune to the water school and ice destruction, toxins, Waylay, Knockout, Death Blow, and mind affecting magic. Magical Effects on the target remain and new spells may be cast on the Zombie. The Zombie needs to be commanded to initiate these effects. Zombies remember nothing of their past life, and if lucky enough to return to the land of the living will not remember their time as a zombie. Slain zombies restart their Death Count or their Wounded from -1 Body, whichever they were raised from. Zombies cannot think independently and will not hesitate to obey their creator’s commands, however if not given any command by the creator within 1 minute of casting the Zombie will instinctively begin to hunt the living. Zombies will not attack the caster unless ordered to. Zombies may not move faster than a shambling walk with unstable lunging motions. Zombies cannot speak but frequently emit a moan.

**Desecrate**
Target: Caster only
Duration: Concentration
Description: Desecrate creates an aura of necromantic energy around the caster which stops any living being from coming within 10 feet of the caster. Undead, golems, elementals and so forth can approach the caster, but not any living being. At the time of casting all undead within the radius heal half their total body points. Desecrate is ended if the caster casts, attacks, runs, or performs an active skill. The caster can walk, speak, or read, or do any action that requires sight only without breaking the spell. To complete and maintain the spell, the caster must place each hand on his opposite shoulder (left hand to right shoulder, right hand to left shoulder.) A Desecrate may not force a character through a wall, into spikes, off a cliff or otherwise inflict damage. A character unable to retreat from a Desecrate may act normally but may not approach the caster, which includes attack.

**Death**
Duration: Instantaneous
Description: Death drops any living target into their Death Count. Has no effect on non-living targets such as golems and elementals. Brings an undead up to full and perfect health, as a “Life” spell would to a living target.

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**Order**
Repel
Duration: Concentration
Description: Target must remain 10 feet from caster’s raised hand. This spell forces the target back until they are 10ft away. The target may not be forced through a wall, into spikes, off a cliff or otherwise be harmed by Repel. If the target cannot move back they can remain where they are but may not move any closer to the caster. Casting or using any active skill ends the spell. Lowering the original raised hand ends the spell. A caster may only have one repel active at once.

Smite
Duration: Instantaneous
Description: Smite inflicts 15 points of Order Damage to the target. All Order damage circumvents Armour and goes straight to Body.

Imprison
Duration: Caster’s will or 10 minutes.
Description: Imprison creates an impenetrable energy field which surrounds the target and all of his held/worn items. This energy field deflects all forms of attack, all spells, and all effects of any kind, except for the spell Dispel Magic Order or specific ritual effects. The force field holds the target immobile for the spell's duration, and they are powerless to affect anything or to be affected by anything. An imprisoned character can be easily moved, but may not leave the ground. The caster may end the spell as he desires.

Sanctuary
Duration: 2 hours.
Target: Caster, appropriate rep
Description: The caster must lay a rope or some other physical object in an unbroken circle on the ground, prior to casting, which is 10 feet in diameter or less. At the time of casting an energy field is erected, with the rope indicated where the walls of the field are. This force field may not be moved. Nothing may pass through the force field except for beings that are permitted by the caster. To do this the caster must say “I grant Sanctuary to (the person’s name/you)”. A character requires permission each time he enters the Sanctuary. No spell, attack, or individual can pass through the force field, even astral, gaseous or other dimensional beings. The only thing or person that can pass is one who is granted sanctuary by the caster. Note that a Dispel Order will immediately end the spell. Sanctuary’s force field takes the shape of a cylinder, with a flat roof and a flat floor. A Sanctuary may act as a rudimentary Ritual Circle. Two Sanctuaries’ or other circles cannot overlap each other.
Chapter 9: Combat and Adventuring

9.1 How Combat Works

Safe Weapon Use

Weapons used in Shadow Realms must meet or exceed our Safety Test. For more information, refer to Weapon and Armour Construction at the end of this chapter. The Player also must make certain they do not put themselves, or their fellow players, in danger. Therefore, any blow that strikes a hand, head, throat or groin has no In-Game effect. Any player that receives a strike here should be given a moment to collect themselves and declare themselves uninjured. If this will take longer than a moment, a SAFETY should be called and if necessary the player escorted towards medical attention. Anyone caught intentionally striking illegal targets will be immediately dealt with by a Plot Member which can include ejection from the gaming property.

Body Contact

The body contact rule at Shadow Realms is very simple: THERE IS NO AGGRESSIVE BODY CONTACT!! This means you cannot grab someone you are fighting, you cannot tackle someone, body-check, push, shove, or in any way have physical contact with someone in a combative manner.

You are allowed to try to take someone’s weapon from them IF you have Strength Bonus. To do this, you must gently grab the weapon. Then you would state “With +<# bonus> Strength I take your weapon.” DO NOT actually yank on the weapon, or try to rip it from their grasp. They can resist the attempt if they have an equal or greater Strength Bonus, in which case they would state “Resist” and you would either let go of their weapon or they are allowed to call their regular attacks against you. If they do not have an equal or greater Strength Bonus, then they will let go of the weapon.

"Touch casting" is allowed for spells and for certain uses of Strength. Obviously, you can still shake hands and have non-aggressive body contact with other players. However, always be gentle and mindful of other people’s personal space.

The Fight

During the course of the game all players will find themselves in a combat situation. Because of this, everyone should do their best to learn and understand the rules of combat. This means that it is a good idea for a player to learn as many of the spells, skill strikes and alchemy effects that they can before they begin to play the game.

The Call

In order for each player to understand the attack striking them, it is necessary to call the name of the spell or skill you are using clearly, or the amount and type of damage you are attacking for.

If you are struck by an effect you are able to avoid through the use of a purchased skill (or spell), you must also Call your Defense, so that your attacker is aware that you are unaffected by their Damage Call (or Incant). The defender must do this within 3 seconds or are assumed to have taken the effect. Be
patient if it seems your target has not heard you, or they are being pummeled from many attacks at once.

Your Damage Call is based on several factors, mainly, the type of weapon you are using, your skill with that weapon, your strength, and any magical or alchemical effects on you or your weapon. For instance, the base damage of a steel dagger is “1 Normal”. If the wielder has a strength bonus +1, the damage they swing for is “2 Normal”. If they also have bought skills that increase the damage, the number goes up accordingly.

Forms of Attack

The first aspect of combat is the forms of attack. There are three forms of attack those being: Magic Attacks, Alchemical Attacks and Physical Attacks.

Magical Attacks

A magical attack is any attack that is mystical in nature, including any spells cast at the player, or any attack starting with the pre-fix “Innate-”. A Magical Attack may be delivered in a variety of ways, but is typically done by packet or touch casting.

Physical Attacks

Physical attacks include weapon attacks, most Traps and Alchemy, and any attack starting with the prefix “physical-”. ALL physical attacks are stopped by “Magic Armour”, “Advanced Magic Armour”, “Dodge”, “Phase” and “Parry”. Weapons and shields can also be used to effectively block an opponent’s physical attacks except Alchemical Gas Globes.

Alchemical Attacks

Alchemical attacks include any effect created with the skill Alchemy, Chemistry or effects which naturally (not magically) duplicate such effects. Alchemical attacks begin with the prefix “Alchemical”. Alchemical attacks function similar to Physical attacks with a few differences. Shields and weapons cannot block Alchemical Attacks; however the Parry skill is a viable defense. Alchemical attacks are often Toxin or Mind Affecting in nature and may be Resisted by the appropriate racial ability.

Packet Delivered

A Packet Delivered attack is a ranged attack commonly used to represent spell casting, throwing alchemical gas globes, throwing rocks and using ranged special abilities. In all cases, if a character is able to avoid the Packet, they avoid the attack. The attacking character first states the incantation for the Magical Attack, or declares the sort of Physical or Alchemical Attack. Any Magical or Alchemical Packet Delivered attack striking a player’s weapon, shield or costume affects the player as though they themselves were struck by the Packet. Any Physical Packet Delivered Attack has no effect if it strikes a player’s weapon, shield or costume.

Since the player throwing the Packet has the best view, he has the final call on whether or not the packet made contact.
**Touch Cast**

A Touch Cast attack involves a character physically touching their target with their hand. As the name implies a casting character may touch any part of the target and incant their spell or spell-like ability. No alchemy or weapon attacks may be Touch Cast. Unless otherwise stated, all spells may be Touch Cast. A Body Weaponry phys-rep may not be used to deliver a Touch Cast attack. Any Touch Cast attack striking a player’s weapon, shield or costume affects the player as though they were struck by the spell. A Touch Cast attack may be defended as a Physical attack (which will defend against the Touch), or a Magical Defense (which will defend against the actual spell). Since the player using the Touch Cast attack must physically touch their target, the caster has the final call on whether or not the Touch Cast attack is successful.

**Weapon Attacks**

The most common type of Physical Attack is used with a boffer weapon. Anyone can charge forward and whip their sword wildly around. However, this is Boffer Combat, for safety and aesthetics; a certain amount of skill is required. LARPing is about acting and character. This doesn't stop when the action starts. If you are preparing to deliver a mighty blow, don’t poke your opponent. If you're opponent strikes you, react!

**Out-of-Game Illegal Forms of Attack**

For safety of the game, you must avoid the following tactics when boffer fighting. Keep your head up and know where your weapon is at all times. It is very important to keep your weapon under control. This is especially important if a single opponent is surrounded by foes or when striking at a player who cannot see you.

**Charging:** When you run full speed at an opponent to the point where they must dodge you Out-of-Game or be physically checked or bowled over, this is called **charging**. It is unsafe for obvious reasons, so please don’t create a situation where you might bodily check another player.

**Machine Gunning:** The minimum arc of an arm swing is 45 degrees, and each successive strike should be directed at a different location. Anything less than this can be considered "**machine gunning**" and successive strikes will be ignored. The strike must hit the target’s body; if you only strike their cloak then they do not take the hit.

**Base-ball:** The maximum arc of a legal swing is 90 degrees. Anything more than this is considered "**base-ball**" No "Baseball" swings will be counted.

**Crab Attack/Turtling:** A fighting style where a player bends low and hunches over, like a crab. This combat style is illegal is it leaves the head wide open as they swing at their targets knees. This can also be applied to when one crouches behind their shield with only their head visible. If you are using a shield remember: if you want to protect your whole body, realistically you would need your head behind your shield too! If you are taking advantage of the Out-of-Game fact that the head is not a legal target so that you can see your opponent as you attack otherwise fully behind a shield, this is cheating.

**The Swing**
As you swing you will **Call Damage**. The target of a Weapon attack has the final call on if the attack was successful. You are able to call less than your maximum damage (you can even swing for less than your weapons base damage). However if you are using contact alchemy the lowest you can swing for is the amount of the contact alchemy. See the Crafting Rules chapter for more details on Alchemy.

**Types of Damage**

How your weapon harms your foes may come in a variety of types, including the sort of damage inflicted. The following list describes the various materials or effects your weapon may have which will affect your Damage Call. These descriptors are to take place after the number of damage being dealt is called. (I.e. 5 Normal! Or 7 Magic! Or 10 Body Alchemical Fire!"

**Steel:** The most common type of material a weapon is made from. The call for a steel weapon is "Normal".

**Bone:** An uncommon type of material, but is used by some. The call for a bone weapon is “Normal”.

**Wood:** Typical for clubs and staves, the call for wood is “Normal”.

**Iron:** Sometimes used, iron weapons call for “Iron”. If you are Fae, being struck by iron deal double the amount of damage called, though is not considered magical.

**Mithril:** A rare metal typically from the Elven homeland, the call for mithril weapons is “Mithril”. This is a Magic form of damage.

**Magic:** If given the proper augmentation, or have an enchanted item that is specifically imbued with the ability to swing for magical damage, the call is “Magic”.

**Fire/Lightning/Ice/Earth:** Some magical abilities and items are capable of attacking with magic elemental damage. The call for magical fire weapon swings is “Fire”. The call for magical air weapon swings is “Lightning”. The call for magical water weapons is “Ice”. The call for magical earth weapons is “Earth”.

**Adamantine:** The rarest material to make a weapon with, the call for adamantine is “Magic” for this metal is inherently magical in property.

**Order:** A type of damage occasionally called upon by priests, the damage call for order weapons is “Order”. This damage type is considered magical and goes directly to body.

**Chaos:** A type of damage occasionally called upon by priests, the damage call for chaos weapons is “Chaos”. This damage type is considered magical and goes directly to body.

**Acid:** A type of corrosive alchemy that goes straight to body, when swinging for something that is acidic the call is “Acid”. This damage type is considered magical, though goes straight to body.

**Alchemy:** You will occasionally have your weapon coated with an alchemy to render a type of damage (i.e. oil of flame adds 5 alchemical fire damage to your swing). The call for this is “Alchemical <type>". This type of damage is not magical.

**Body:** Some weapons and skills allow the character to circumvent armour. For such weapons or attacks, the call is “Body”. Body can be included with another damage type. If this is the case, the call “Body” is added to the rest of the damage call. I.e. “10 Magic Body!”

All of these weapon attacks have the same effect and unless specified otherwise, are treated as normal physical attacks in that they can all be stopped by “Parry”, “Magic Armour”, “Advanced Magic Armour”, “Dodge” and “Phase” or blocked by weapons and shields. A character with more than one damage type not including “body” can only choose one to call. For example if a mage is using a flame blade they can swing for “1 Fire” - however if they cast a "Mithril Might" on themselves, they now can swing for either “Fire” or “Mithril” but not both at the same time.
Body

This suffix indicates that the damage dealt by the weapon attack does not affect armour, so the
damage passes straight to body. This damage must be taken from Body points or Dexterity Armour
points. This is a physical attack and may be defended as such.

Carrier Attacks

A carrier attack is any physical attack which, in addition to the physical damage involved in the attack,
inflicts a magical or an alchemical effect. An ordinary physical attack would be “5 Normal.” A Carrier
Attack could be “5 Alchemical Poison.”, or “5 Magic Poison.” These carrier attacks inflict 5 Damage, but
will also inflict the target with Alchemical Poison or Magical Poison. In either case, the entire attack can
be stopped as a physical attack.

An alchemical carrier will only affect the target if at least 1 of the damage inflicted damages their Body
Points. If the target is successfully struck with a carrier, they may then resist this effect specifically, with
skills such as resist toxin.

Forms of Defense

Body Points

Body Points are a numerical representation of your character’s physical health, how much damage they
can take as well as how close they are to dying. The more body points you have, the more physically
hale and hearty you are. If your character reaches zero body, you are badly injured. Refer to the ‘Death
and Dying’ section for more details.

Armour points

Armour Points are a numerical representation of the amount of protection that your armour grants
you. Your armour will generally be damaged before your body points, unless the damage circumvents
it. For more information on armour, see the ‘Armour’ section for details.

Spell Protections

Throughout the course of the game, most players will receive some types of spell protections. Some
spells grant more body points, others grant the wearer the ability to stop certain types of attacks.
When entering the game, and specifically combat, the player must be aware of which spell protections
they have active on them, and what the exact effect of these spell protections are.

Dexterity Armour

Dexterity Armour (Dex. Armour) represents a character's innate ability to evade attacks. Dex Armour
may be used to avoid attacks that target Body or Armour. If Dexterity Armour is used to avoid a carrier
attack, "Dex Armour" must be called. Refer to the Skill Description for more detail.

Thresholds
Thresholds are an innate toughness or damage immunity: in order to harm individuals with a threshold, the attacker must overcome this resistance. There are two aspects to a threshold – the amount of damage that must be dealt in order to harm the subject, and the type of damage that must be used. A character could have a 10/normal threshold, and thus eleven or more points of normal damage would be required to deal damage. One could also have a 0/magic threshold – any amount of damage would harm the subject, but it would have to be magical damage, with normal damage causing no injury.

Death and Dying

Sooner or later, everyone enters combat. When you do so, you will need to know how to react if you are defeated in a battle. Body points represent your character’s physical health, and when you run out of body points, your character suffers. This list shows what state your character will be in when you are at low levels of body points.

1+ Body: Fully functional.
You may be hurt, or fully healed. Either way, you are still capable of acting at your full capacity. It is recommended for drama and to the benefit of your character that you role play your wounds appropriately.

0 Body: Wounded or Semi-Conscious
If you are subjected to an attack that deals more damage than you have remaining body points, you are rendered only to 0 body points, and are now Wounded. Proceed to the Wounded section for details.

If your character was Wounded but has been healed or stabilized to 0 Body, they are Semi-Conscious. You are unable to use any skills. You can limp, crawl, scream, etc. but you are in too much pain to wield a weapon, run or walk properly, much less focus on the details of incanting magic or preparing alchemy - this includes activates and potions. You require someone else's aid to save you. If you are left for 1 hour unattended, return to 1 body.

Wounded
Your character has now begun to bleed to death. All damage from a single source is reduced to 1 <damage type> while bleeding. Every 30 seconds or every additional source of damage reduces your body -1. Each time your body is lowered, start a 30 second count.

I.e. John has been dropped to 0 Body, and begins his 30 second count. Upon reaching 30 seconds, he is at -1 body and starts a new 30 second count. Mid count, he is attacked while down: he is now at -2 Body, and starts a new 30 second count. If not attacked, at the end of his 30 second count he drops to -3, and starts a new 30 second count. If someone comes along and provides him a Cure Wounds spell, he heals 4 body, and so returns to 1 Body total, and functional again.

The time it takes for the Player to drop to the ground is not included in the first 30 second count, nor do they take damage until their character is on the ground. Players are reminded to drop as quickly as possible, and if found they are taking a long time purposefully will be dealt with accordingly.

Spells are still under effect while Wounded. If you are healed before the end of a spell's duration please role play accordingly.

-10 Body: Grievously Wounded. You are in your last breaths. Damage taken from a single source is
reduced to 0. Once 30 seconds has transpired, you have died and begin your death count.

**Death Count:** Characters in this state are dead. They have 5 minutes before their spirit leaves their body and they take a death. All spell effects active upon them vanish. However, a dead character can still be healed. The only healing that affects a dead character is the spell “Life” or use of the Doctoring Skill. If the 5 minute Death Count passes without the character being healed, then the character has “taken a death”.

**Taking a Death:** If a character remains in their Death Count for 5 minutes they die. Once this happens, the character must leave all of their in-game possessions (i.e. money, scrolls, weapons etc.) at the place of their death. At this point the player loses all inactive spells on them, be they protective spells, augmentation spells, and so forth. They must then go “Out-of-Game” and find a Plot Member who shall guide them through the resurrection process. Each character can take 3 deaths and still be resurrected. After taking 3 deaths, the character flips a coin for each time they have taken a death over 3. If the player wins all flips, their character resurrects. If the Player loses a single flip, the character has suffered Final Death, and the Player must create a new character.

When building a new character, the new character will have 50% of the Experience Points that the old character has earned in the course of play above their beginning build, and will progress as any other character does. The exact formula to determine a new characters starting Experience Points is to take the old characters XP total (for example: 90) and subtract 30 (60). Now divide that total by 2 (30). Now add 30 back to your total (60). Note that once this happens, the old character is lost forever.

### 9.2 Unique Abilities

**Adventuring Skills**

As an adventurer, you have a few skills handy that you do not need special training for! In particular:

**Basic Search:** A Basic Search takes 1 minute to complete. This represents going through any external pockets and pouches, and taking any visible items from a person.

**Thorough Search:** A thorough search takes 5 minutes to complete. This represents going over every inch of a person in extreme detail. You find everything on their person, even things purposefully hidden. However, you may choose to leave something behind on the target of the search, which is done by giving the tag back to them (this is useful in the case of faked searches).

**Room Search:** Sometimes, not all rooms are reped, or all the items in them. Plot tries their best but is often limited by Out-of-Game time and supplies. If you begin searching a room, notify a Plot Member and they will tell you how long it takes (on average, approximately 10 minutes). This does not apply to tent raiding.

**Careful Inspection:** While not a unique skill in itself, it is often referred to with a great many of the knowledge based abilities you can purchase. If you are within arm’s reach you are capable of performing a careful inspection, which will only glean information if your character has special knowledge as purchased by skills such as Necromantic Arts, Doctoring, etc.
**Counted Actions:** Many actions your character will wish to take require time to complete. However, since you are not doing these in real life an Out-of-Game amount of time is required. These designated amounts of times are called Counted Actions, and require the Player to not only count allowed by a means that describes that they are doing, but also role play the physical actions as best they can. For instance, if I am told there is a ladder in front of me, but we are not Out-of-Game actually climbing the ladder, and the Plot Member informs me it will take 10 seconds to climb, I must count “I climb the ladder 1, I climb the ladder 2…” and actually mime the action. Each number of a count should be at least a second long.

**Declared Actions:** A Declared Action is similar to a Counted Action except these are for brief actions that cannot be actually acted out due to a lack of physical reps. To use a declared action simply describe and pantomiming the action with a three-count. I.e. If you wish to drink a stein of ale, but you don’t actually have liquid within the cup (particularly since Shadow Realms does not allow any alcohol on site), you could pantomime it and say “I chug the ale 1, I chug the ale 2, I chug the ale 3!”.

**Killing Blow:** This requires a 5 count with a weapon you are proficient with, or a 10 count with your bare hands. This represents you taking the time to kill the target. “Killing Blow 1, Killing Blow 2…” you should state this in a loud clear voice, or can say quieter provided you are role playing the murder appropriately. Your target should be able to hear your killing blow count.

**Theft:** You can steal other people’s in-game items! This is done by taking the actual rep and bringing it to NPC camp. Notify a Plot Member where you hid the item so they can mark it down. At this point, The Plot Member will give you the tag that was attached to the rep. You are then expected to place the tag where you told Plot out-of-game you were hiding the item. The Out-of-Game rep will then be returned to the Out-of-Game owner by the Plot Team.

If you have an item stolen and would like to have your rep stay with the tag, we will give the thief the rep and notify them that they can only use that item if they also use the rep that goes with it. Obviously, we will give the thief the rep subtly.

If there is no rep for the tag it is fair game and you do not need to bring it to Plot. Obviously, you cannot actually steal anyone’s Out-of-Game possessions.

**Tent Raiding:** An adventurer is never safe even in their own tent. A character at any time can choose to enter someone else’s tent. However, going into someone else’s tent requires a Plot Member to be present. The exception to this is if your character and player has permission from the owner of the tent to enter (for instance, if you are sharing the tent together) and have no intention of searching into bags that might be Out-of-Game. Tent Raiding is entirely repped: there is no count, you must actually physically enter and search and see what you find. The Plot Member is there to protect the personal property of those staying in that tent, and also to marshal the scene as a whole.

As a note: it is absolutely not allowed to hide tags in bags or purses that are otherwise Out-of-Game. Taking advantage of the fact that these will not be searched and will therefore protect your items from being stolen is metagaming.

**Harvesting:** Anyone can harvest a fallen foe for trophies! If you just want a crummy trophy that will be gotten rid of due to rot soon enough, it requires a sharp implement and 10 seconds to hack off a part.
No tag is issued: just role play and use your imagination! However, if your character is hoping to use the trophy for a certain skill or craft, to salvage and harvest takes 5 minutes. For each medical skill the character has, it reduces the harvesting time by 1 minute. The count is ‘I harvest 1, I harvest 2…’

**Unique Combat Skills**

You will through the course of play encounter or receive skills that are not normally accessible to Players. These are phrases that come along with magical abilities, or monster abilities you may encounter at any given event. Please take the time to become acquainted with them so you know how to role play or defend yourself accordingly when these occur.

**Activate Phrase:** Activate is an In-Game term which represents a magical phrase spoken to utilize a magical ability that has been enchanted either onto the person or an item they possess. These are often unique to each enchantment, but the most popular phrase is “Activate”. For instance, you may have a sword that allows you to cast the spell Cure Wounds one per day. If the phrase for the spell was enchanted to be “Activate Cure Wounds” you must utter that phrase to cast the effect. This replaces the incant of the spell, and is spoken In-Game. If you are rendered incapable of casting, you are unable to use an Activate ability.

**Age:** Age is a type of magic carrier attack that ages the target struck 1 year. The aging is permanent and cannot be cured by normal means. If subject to such an attack, make sure to alter your character sheet accordingly to represent your characters’ new age.

**Command Word:** A unique way to cast a spell, a Command Word allows the caster or monster to render a magical effect upon the target without the use of touch casting or packets. A Command Word Targets 1 character, delivered by either declaring the target name or pointing whilst saying “Command Word <spell effect>”. Command words cannot be defended by a Dodge, Phase, Dexterity Armour, or other Avoidance skills. Effects that block magic will defend against the ability.

**Heal From:** There are certain abilities that people heal from that are not usual. For instance, a Fire Elemental may heal from fire damage. If you hear a character call “heal from” it implies the last attack dealt to them in fact healed their character versus hurt them like it would a normal being. Healing may never be gained from boffer weapon strikes.

**Power Word:** Similar to a Command Word, except a Power Word affects all people who hear the voice of the caster. This is done by saying “Power Word <magic effect>”

**Reflect:** This is when the target of an attack reflects back the exact spell to the attacker. Along with harming the original attacker, it also protects the target. Reflect cannot be defended by a Dodge, Phase, Dexterity Armour, or other Avoidance skills. Effects that block magic will defend against the ability.

**Spell Strike:** When a spell is delivered through a weapon it is considered to be a spell strike. A spell delivered via a Spell-Strike may not be Packet Delivered but only through a Physical Attack. However, it must be treated as if the location struck by the weapon was in fact hit by a packet. The incant is “Spell Strike <spell>”.

SHADOW REALMS L.A.R.P.
Chapter 10: Gear and Loot

10.1 Item Tags and Reps

Most items In-Game, particularly ones that have a statistical benefit require a tag. A tag must be dated and signed by a Plot Member to be a legal tag.

If there is a rep for the item, the tag must be affixed to it. The exception to this is armour or clothing. Similarly, if you have a rep you wish to use it must have a tag attached to it. For instance, if you have a shield that you'd like your character to use, the shield tag must be attached directly to the rep. You cannot leave the tag in your bag or pocket: this is because if you set the rep down, you are also leaving the item IG down where anyone can take it.

We understand that players can’t have a prop for every piece of gear they have. If your character owns 9 long swords, you are not forced to have 9 Long Sword reps. However; you must be realistic about what your character is carrying on them, and what people are readily able to see. 10 vials in your pockets that don’t have reps are fine as it does not break game immersion: people wouldn’t be able to see them anyway. But, having only one sword rep then saying you have a second sword on you is not allowed. If you want to have your character carry multiple large items at once that would be reasonably noticed by others, you must have the appropriate reps to do so.

If your character was meant to receive a tag, but the NPC did not have it on them, you must get the tag before the end of the event. After the event, it will be assumed that the creature didn’t have it, or your character lost it. This is because Plot cannot moderate what you searched for/looted/harvested after a weekend.

Tag in Hand

If you are using an item such as a weapon, potion, scroll, alchemy, etc. you must have the tag in hand or attached to the item. If you do not, the item renders as “no effect” as your character is not holding anything at all. Please be honest if you do not see someone holding a tag, or using a tagged item.

Tags from Harvesting

Most Monsters will have a Component Tag, which is what is received upon a successful harvest count. What this tag represents is the adventurer going through and getting the best and most useful parts of the specimen. Each NPC will only have 1 harvest tag, as after they have been harvested their remains are worthless. You as the Player can role play the harvest tag as whatever you’d like it to be. This flexibility is offered so that if you have a neat rep (for instance, a fake heart! Or a set of horns) you can use the rep to go with the tag easily. People are unable to split harvest effectively and it usually lowers the quality of the components found.

Harvest Tags will have two numbers “# / #”. The first number is the level of component, which shows how powerful or unique the creature/person was that you harvested from. This number is strictly Out-of-Game unless you are a ritual caster or chemist. The second level is the Quantity, which shows how much production can be wrought from this harvest. Harvest Tags are able to be used for bone
weapons, leather, bestial hide, alchemical recipes, ritual components, and chemistry components.

Magic Item Tags

A Magic Item Tag is issued when you have an item that is enchanted with an effect that will persist past the event. These tags explain the effect of the magic upon them, what phrase is required to activate it (if applicable), and when the magic will expire. The details on a magic item tag are not known to a character unless they properly identify it as per the mage skill. Please do not metagame the effects on a tag.

Money!

The market system in Shadow Realms is by trade and gold. Often, some items are such a standard and easy to carry that they become a form of currency, like gems. Gems can vary greatly in appearance and value depending on the market. Common values are listed in the chart below, though are subject to market fluctuation.

<table>
<thead>
<tr>
<th>Gem/Metal</th>
<th>Value</th>
<th>Colour</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bismuth</td>
<td>1 copper</td>
<td>Pink</td>
</tr>
<tr>
<td>Onyx</td>
<td>1 silver</td>
<td>Black</td>
</tr>
<tr>
<td>Silver Piece</td>
<td>1 silver</td>
<td>Gray/Silver</td>
</tr>
<tr>
<td>Amethyst</td>
<td>5 silver</td>
<td>Purple</td>
</tr>
<tr>
<td>Topaz</td>
<td>1 gold</td>
<td>Yellow</td>
</tr>
<tr>
<td>Gold Piece</td>
<td>1 gold</td>
<td>Golden</td>
</tr>
<tr>
<td>Sapphire</td>
<td>2 gold</td>
<td>Blue</td>
</tr>
<tr>
<td>Emerald</td>
<td>5 gold</td>
<td>Green</td>
</tr>
<tr>
<td>Ruby</td>
<td>10 gold</td>
<td>Red</td>
</tr>
<tr>
<td>Clouded Diamond</td>
<td>15 gold</td>
<td>Pale, cloudy, matte.</td>
</tr>
<tr>
<td>Pearl</td>
<td>20 gold</td>
<td>White</td>
</tr>
<tr>
<td>Diamond</td>
<td>25 gold</td>
<td>Clear</td>
</tr>
</tbody>
</table>

Silver and Gold pieces are a form of metal that will bother Wild Elves from keeping.

10.2 Armour Rules

Armour Rules

Armour is a great costume aid, and it adds a military feel to the game that is essential for a medieval fantasy atmosphere. When a player enters the game, their costume and armour will be judged and appointed a number. This number will represent the number of points of damage that the suit of armour can sustain before it stops protecting the wearer. At the start of the game, the player will be given a logistics tag stating the number of armour points that their character has. The number of armour points the character is granted is based on the effectiveness of the real suit of armour that they are wearing.

If you remove pieces of armour later, you must lower the overall Armour Points your character is using. If you are unsure of how much that should be, please ask Plot.

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**Armour Tags**

Once the protection value of your armour is decided by Plot, you will be issued a tag that will say how many Armour Points the suit is worth. The number on this tag is how many AP your character is granted provided they are wearing the whole suit. You must be wearing your armour to gain the benefit of these points, and have the tag with you.

**Breached Armour**

Armour is not permanent, it becomes bent, punctured and eventually destroyed beyond the ability of a smith to field repair. When a suit of armour has taken enough damage to reduce it to 0 armour points, it is said to have been “breached”. The breached suit loses 5 points permanently from its original total; these points can never be repaired or regained. So if I have a chain mail vest, worth 15 armour points, which becomes breached, then the suit is now worth only 10 armour points even if fully repaired. A Player with multiple armour tags chooses which tag takes the breach once they reach 0 armour on all of their tags that are repped properly. Only that one tag takes the breach and based on the type of armour it is determines how much of its armour value is lost.

When a suit of armour gets breached, the player wearing the armour must call out “Breach!” to show that the armour has taken serious damage. A Breached suit may be re-crafted for 1 Smithing Production Point per Breached Armour Point.

**Repairing Armour**

Suits of armour can be repaired, so that they regain their point value (except for the 5 that are permanently lost if the suit is breached). To repair armour one must have the skill Smithing. So when my 15 point suit of armour gets breached, I decide to leave combat and repair it. Before I repair my armour, the suit is worth 0 armour points, because it has been reduced to 0 points of armour during combat. Currently, this suit offers me no protection. However, if I have one of the Craftsperson skills that can repair armour, I can repair it. When I do this, the suit regains its value. Originally the suit was worth 15 points of armour, but since it was breached, it is now only worth 10 armour points after it has been repaired.

**Armour Areas**

Each location listed below is called an “Armour Location”. If you are wearing armour covering at least 75% of a designated location, and have the appropriate tag, you can use those Armour Points as your character.

Different materials may be cumulatively applied to the same Armour Location. For example you may wear a Breast Plate over a Chain Shirt over a Leather Vest.

When you have counted up the number of areas on your person that are covered with armour, multiply that number by the value corresponding to the type of armour covering that area.

<table>
<thead>
<tr>
<th>Armour Type</th>
<th>Points per Location</th>
</tr>
</thead>
</table>

**SHADOW REALMS L.A.R.P.**
<table>
<thead>
<tr>
<th>Armour Type</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soft Leather Armour</td>
<td>0.5</td>
</tr>
<tr>
<td>Hardened Leather Armour</td>
<td>1</td>
</tr>
<tr>
<td>Studded Leather (Studs &gt; than 1&quot; apart)</td>
<td>1</td>
</tr>
<tr>
<td>Studded Leather (Studs &lt; 1&quot; apart)</td>
<td>1.5</td>
</tr>
<tr>
<td>Chain Mail / Splint Mail</td>
<td>2</td>
</tr>
<tr>
<td>Scale Mail</td>
<td>2.5</td>
</tr>
<tr>
<td>Plate Mail</td>
<td>3</td>
</tr>
</tbody>
</table>

A bonus of 1 point per location will be applied if the armour is in-period and the character costume is complete. The bonus point is to the discretion of the Plot Member. Certain anachronisms to avoid include: brand logos, running shoes, blue jeans, wristwatches and other modern day inventions.

**Armour Locations**

1. Left Foot
2. Right Foot
3. Left Shin
4. Right Shin
5. Left Calf
6. Right Calf
7. Left Knee
8. Right Knee
9. Front Left Thigh
10. Front Right Thigh
11. Back Left Thigh
12. Back Right Thigh
13. Groin
14. Buttocks
15. Front Torso, Lower Left
16. Front Torso, Lower Right
17. Front Torso, Upper Left
18. Front Torso, Upper Right
19. Back Torso, Lower Left
20. Back Torso, Lower Right
21. Back Torso, Upper Left
22. Back Torso, Upper Right
23. Left Shoulder
24. Right Shoulder
25. Back Neck
26. Front Neck
27. Lower Face*
28. Upper Face*
29. Top of Head*
30. Back of Head**
31. Left Bicep
32. Right Bicep
33. Left Elbow

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34. Right Elbow  
35. Left Forearm  
36. Right Forearm  
37. Left Hand  
38. Right Hand  

* all protections on the head are valued x3 the protection.  
** If the back of the head/neck is sufficiently protected then the player will have a threshold against waylays, this is at the discretion of the Armour Marshal.

10.3 Weapon and Armour Construction

Safety Check

All weapons must be able to pass a safety check to determine if the weapon will be allowed in combat. The requirements are:

1) No pipe or hard object may be felt on any of the striking surface, cross-guard or pommel.  
2) The pommel and piercing tip must have an attachment of open cell foam cushioning.  
3) No closed cell foam or latex edge of a boffer weapon may be small enough to easily strike an eye.  
4) The blade is firmly attached and will not slide off or twist.

Individual weapons will be tested independently. There are many types of construction methods and materials. Included here are the methods for weapon creation using PVC pipe and PVC closed cell foam. Weapons made from latex or other materials may pass provided they meet the above requirements. Weapons which do not meet the above requirements will not pass. A Shadow Realms Judge reserves the right to allow or reject any weapon or armour deemed to be unsafe.

The Basics: Swords and Daggers

Materials Required:

1) PVC Piping  
2) Closed Cell Foam  
3) Duct Tape  
4) Hockey Tape  
5) Double Sided Tape  
6) Plastic Grocery Bag  
7) Open Cell Foam - 2 x 4 inch cube pieces

Construction

1) Begin with a length of piping cut 3-4 inches shorter than the overall desired length. The pipe should be of a thickness appropriate to the length and weight of the weapon. The pipe diameter must be 1/2" for daggers/short swords, 3/4" for long/bastard swords, 1" for broad/heavy/two handed weapons.  
2) Cut the following lengths of closed cell foam.  
   a. 3" - pommel, "waylay tip"  
   b. 6-12" - cross guard
c. 8" + - blade. For longer blades two layers of foam should be used.

3) Wrap double sided tape along the pipe where the blade will go.
4) Open the foam blade so it can wrap around the double sided tape. The foam should extend an inch past the pipe, leaving a gap.
5) If necessary, wrap an extra layer of foam along the blade. You can temporarily secure it with a strip of duct tape.
6) Insert closed cell foam into the 1 inch gap. You can temporarily secure it with a strip of duct tape.
7) Force the cross guard piece through the bottom edge of the pipe until it's snug against the blade.
8) Wrap double sided tape around the pommel of the pipe.
9) Attach the foam pommel, leaving a 1 inch gap at the end.
10) Insert closed cell foam into the gap. You can temporarily secure it with a strip of duct tape.
11) Wrap the 4 inch cube open cell foam pieces into separate plastic bag sections. The whole bag is not required, just enough to cover the foam.
12) Place double sided tape on each tip of the weapon.
13) Place the bagged foam on the tips.
14) Securely fasten the tips with duct tape.
15) Secure the cross guard to the blade and the pipe. Extra layers of duct tape here can go a long way towards making your cross guard last.
16) Using strips of duct tape, coat the blade. The tape should be even and flat. Don't spiral the tape up the blade. Tape lengthwise.
17) Wrap hockey tape around the hilt. To make a textured grip wrap string or cord around the hilt before covering with hockey tape.
18) Check the tips for pipe and make sure the blade is secure.
19) Give it to your friend.
20) Have your friend hit you with it.

Arrows

Materials
1) Fiberglass Arrow. Without the arrowhead.
2) Closed cell foam
3) Open cell foam
4) Double Sided Tape
5) Duct Tape
6) Plastic Bag
7) A Penny

Construction
1) MAKE SURE YOU REMOVE THE ARROW HEAD. Double and triple check before you continue that there are no actual arrow heads attached to the shaft. The arrow head can go through foam and seriously hurt a person, and if found on any of your arrows you will not be allowed to construct boffer arrows any longer. Period.
2) Firmly attach the penny with duct tape to the tip of the arrow. This is to ensure that the shaft cannot punch through foam.
3) Wrap double-sided tape around the arrow shaft, just below the penny.
4) Attach a 3 inch strip of closed cell foam around the double sided tape so that half the foam is
overlapped past the penny. This is a base to attach the piecing tip.

5) Create a piercing tip.
6) Attach it to the arrow.
7) Check for any hard object along the tip.
8) Shoot it at a wall.
9) Get shot by it!

**Hafted Weapons**

If you can construct a sword, axes, maces, staves and hammers are straightforward.

Any two handed weapon must be constructed with 1" minimum PVC piping.

Hammers and axes, as well as any other weapon with a large striking section should have the blade/hammer head made of open cell foam, constructed in the same manner as piercing/waylay tips. Take care when attaching this piece, it will absorb the brunt of attacks and can off rip off easily.

Any weapon with a large haft (spears, staves) must have the haft covered in closed cell foam, regardless if it is to be used as a striking edge. If it is to be used as a striking edge, a double layer is to be used. A section of the haft, to be used as a grip, may be left uncovered, or covered in hockey tape. This section should be positioned so that as little uncovered pipe as possible remains.

**Spell Packets**

**Materials**

1) Cloth, cut into 4"x4" pieces. If your fabric does not stretch, you will want it to be a bit bigger than this.
2) Birdseed. (No other material should be used. Sand is to heavy, sawdust too light)
3) Elastic Bands (String may be substituted. Use elastic bands, it's way easier)

**Construction**

1) Take the 4inch x 4inch square of cloth and lay it flat.
2) Put approximately a 1-inch cube of birdseed in the center of the square.
3) Bunch the sides together so that no birdseed will leak.
4) Twist an elastic band around the fabric to keep it closed.
5) The packet should be a bit larger than an eye socket, and with a bit of squeezing will not leak out any bird seed.
6) Repeat as necessary.
Out-of-Game Weapon Construction Requirements

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Min. PVC Dia.</th>
<th>Min. Length</th>
<th>Max. Length</th>
<th>Skill Pre-Requisite</th>
<th>Production Cost</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand to Hand</td>
<td>½”</td>
<td>6”</td>
<td>12”</td>
<td>Basic Weapons</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Thrown Rock</td>
<td>Packet Delivered</td>
<td>Basic Weapons</td>
<td>-</td>
<td></td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Staff</td>
<td>1”</td>
<td>54”</td>
<td>78”</td>
<td>Basic Weapons</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Dagger</td>
<td>½”</td>
<td>12”</td>
<td>24”</td>
<td>Basic/Bladed Weapon</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Club</td>
<td>½”</td>
<td>24”</td>
<td>44”</td>
<td>Basic/Hafted Weapons</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Thrown Dagger</td>
<td>None</td>
<td>4”/6”**</td>
<td>12”</td>
<td>Light Swords</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Stiletto</td>
<td>None</td>
<td>6”</td>
<td>12”</td>
<td>Light Swords</td>
<td>10</td>
<td>1</td>
</tr>
<tr>
<td>Short Sword</td>
<td>½”</td>
<td>24”</td>
<td>36”</td>
<td>Light Swords</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Long Sword</td>
<td>¾”</td>
<td>34”</td>
<td>44”</td>
<td>Light Swords</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Bastard Sword</td>
<td>¾”</td>
<td>44”</td>
<td>52”</td>
<td>Heavy Swords</td>
<td>7</td>
<td>2/3**</td>
</tr>
<tr>
<td>Broad Sword</td>
<td>1”</td>
<td>34”</td>
<td>44”</td>
<td>Heavy Swords</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>2-Handed Sword</td>
<td>1”</td>
<td>52”</td>
<td>66”</td>
<td>Heavy Swords</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>Mace</td>
<td>½”</td>
<td>24”</td>
<td>44”</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Hammer</td>
<td>½”</td>
<td>24”</td>
<td>44”</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>2-Handed Hammer</td>
<td>1”</td>
<td>50”</td>
<td>78”</td>
<td>Heavy Hafted</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>Small Polearm</td>
<td>1”</td>
<td>50”</td>
<td>78”</td>
<td>Heavy Hafted</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Large Polearm</td>
<td>1”</td>
<td>50”</td>
<td>78”</td>
<td>Heavy Hafted</td>
<td>8</td>
<td>3***</td>
</tr>
<tr>
<td>Bow</td>
<td>Max 30 lbs Pull</td>
<td>Archery</td>
<td>8</td>
<td>4***</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crossbow</td>
<td>Max 30 lbs Pull</td>
<td>Archery</td>
<td>8</td>
<td>2***</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand Crossbow</td>
<td>Max 30 lbs Pull</td>
<td>Archery</td>
<td>8</td>
<td>3****</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Axe</td>
<td>½”</td>
<td>24”</td>
<td>44”</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Axe</td>
<td>¾”</td>
<td>40”</td>
<td>54”</td>
<td>Heavy Hafted</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>Heavy Hammer</td>
<td>¾”</td>
<td>40”</td>
<td>54”</td>
<td>Heavy Hafted</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>1-Handed Spear</td>
<td>¾”</td>
<td>48”</td>
<td>52”</td>
<td>Light Hafted</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>2-Handed Spear</td>
<td>1”</td>
<td>52”</td>
<td>78”</td>
<td>Heavy Hafted</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Arrow/Bolt****</td>
<td>N/A</td>
<td>4”</td>
<td>36”</td>
<td>Archery</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

- Buckler
- Shield
- Tower Shield

* 4” if you intend to only throw with it, 6” if you wish to also stab with it.
** If using with 1 hand, it deals 2 damage. If using 2 hands it deals 3.
*** Damage goes to Body
**** Note that wooden arrows/bolts are not allowed at Shadow Realms.
Chapter 11: Glossary

Boffer Weapons: A boffer weapon is a foam covered weapon used to act out combat safely. These foam weapons represent real In-Game weapons. If you are using a long sword In-Game, then in real life you have a foam weapon that is about the size of a real long sword. Refer to Weapon Creation for a list of the size restrictions on various boffer weapons. A Boffer is a specific type of Physical Representation.

Head of Plot: The individual with the task of managing and running the game along with the entire Plot Team. Head of Plot is the leader of the Plot Team.

IG: Stands for In-Game. When used, it means the topic being referred to exists in the world of Dremlin, or is taking place from within the world of Dremlin.

Medic: Someone with any skill that gives them non-magical skill of healing someone: Bandage, Medical Arts, Advanced Medical Arts, and Doctor. This is an OOG qualifier, and the character can call themselves whatever they’d like IG.

Non-Player Character (NPC): This is a participant of Shadow Realms who is attending an event as an assistant to the Plot Team. They may be any assortment of characters or monsters through an event, all the way to helping behind the scenes with makeup and costuming.

OOG: Stands for Out-of-Game. When used, it means the topic being referred to is not to be taken, used, or acknowledged In-Game.

Physical Description: All players and items have a Physical Description which may or may not be exactly represented through costuming or props. This can also be applied to the environment around the characters. Players may ask each other or a Plot Member for a Physical Description on what is happening around them if not being actually reped. If the answer is “you see what you see,” then the Plot Member or NPC is in full enough costume, or the scene is in full enough detail that further Out-of-Game descriptions are not required for your character and yourself as the player to get the whole picture.

Physical Representation (aka Phys Rep, or Rep): 1. Term used for the prop Out-of-Game that represents an In-Game item. For instance, if your character has alchemy and you put those tags into vials, the vials are reps; 2. Term used for acting out an action you desire your character to take. For instance, if you wish to attack a monster, you don’t tell people, you act it out – you rep it!

Player Character (PC): This is a participant of Shadow Realms who is attending an event as their own unique character!

Prestige Class: Also known as an Advanced Class. A Prestige Class is a character specialization which often grants access to unique abilities. Any character is able to work towards a Prestige Class, however it requires a lot of In-Game effort and time, and usually also requires specific skills and situations to be accomplished before beginning.

Sponsor: An existing Shadow Realms player who has played at least 3 events may Sponsor a new player. The existing player is partly responsible for assisting the new player in preparation for up to three Events. This may include explaining rules, costuming, world history, and assisting with other issues related to the new player. For these events, the Sponsor receives 1 XP each.

Tags: A tag is a small piece of paper which provides the IG description of the item. All phys-reps must have a tag attached to be considered a legal In-Game object.