

Lost Coast LARP

Player's Guide

CREDITS

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CONCEPT AND RULES BY

The Lost Coast LARP Council

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ABOUT THE WORLD

The history of the Lost Coast is all but forgotten. There are few natives of the land, and fewer of them remember anything but the most recent past. But your character's story does not start on the Lost Coast. Dozens of people, plucked from their native worlds by an unseen magical force, find themselves stranded on the near-desolate Lost Coast. Whatever the history of the characters, the Lost Coast is now their home.

GAME RULES

THE COUNCIL

The Council is a group of dedicated players who perform the tasks required to keep Lost Coast LARP running: creating and editing rules, facilitating the election of Marshals, and managing the treasury and item stores.

HOLD

This is considered one of the most important rules of the game. If *anyone*, at any time, calls "Hold," all players must stop whatever they are doing, and drop to one knee, if possible. Calling a Hold is discouraged for all but the most pressing matters. Appropriate times to call a Hold are if a player is injured, someone drops their glasses, there is a dispute about the rules that must be settled by a Marshal, or fighting has moved into dangerous terrain. It is not allowed to call a Hold just to give your character an advantage, or for other frivolous reasons.

ALCOHOL, DRUGS AND TOBACCO

At all combat events, alcohol and drugs are strictly forbidden. Medical marijuana is classified as a drug and is, therefore, not permitted. Alcohol may be allowed at certain social events, but proof of age is required. Tobacco use is permitted, but respectful use will be enforced. This means that tobacco smokers should be aware of whether those around them mind the smoke or not. Proper disposal of butts is enforced. Period smoking (pipes, hand-rolled cigarettes, etc.) is encouraged, but commercial cigarettes are not restricted.

OUT-OF-CHARACTER

From the start to the end of an event, all players should be in-character nearly all of the time. It is permissible to go out-of-character (OOC) at any time, but the player should have a good reason, such as going to use the restroom. Going OOC in the middle of battle to avoid having your character be injured is not allowed. Players signify they are OOC by placing a fist or a weapon on top of their head.

MARSHALS

At every event, there will be at least one designated out-of-character Marshal at all times. This Marshal will facilitate various in-game actions, as well as settling rules debates throughout the game. Anyone may ask an in-character Marshal (players that happen to be Marshals at other times, but are not designated Marshals for the event) for help, but preferably players should go to the designated Marshal. A designated Marshal receives double XP for the event.

CHARACTER SHEETS

At a character's creation, the player will be given a character sheet for that character. The character sheet details the character's stats, such as abilities, skills, and spells possessed by the character. Players will always carry their character sheets during events, in order to more easily settle out-of-character disputes. The character sheets will be checked for accuracy at the beginning of the event by a Marshal.

PHYS-REPS

Short for "physical representations." Certain abilities or skills require that the character possess an appropriate phys-rep, such as the Surgeon skill, which requires a phys-rep medical kit. The player should make an attempt at creating a reasonable facsimile of the item being represented.

NON-COMBATANTS

A player may register as a non-combatant with a Marshal at the start of an event. The Marshal will then inform all of the other members of the event. The non-combatant must wear a white band somewhere visible on their person (tied on the upper arm, around head, etc.) The player must remain a non-combatant for the rest of the event. Non-combatants may not, at any time during the event, handle a weapon, or use any Offensive or Offensive Sorcery spell. They are allowed to use Sorcery spells. To kill a non-combatant, a player must touch him with a weapon and declare "Kill", and the non-combatant will enter the Dying state. Non-combatants may flee for their lives, if they wish.

WEAPON INSPECTION

The first time a player brings any given weapon to an event, it must be checked for safety by a Marshal. If the weapon passes, it will be tagged as such. Forging such tags is strictly against the rules. Weapons that do not pass a safety inspection are not allowed on the playing field at any time. Weapons will be periodically re-checked by a Marshal to check for deterioration, but a player should always be aware of whether or not his weapon is safe to fight with.

GRAPPLING

Grappling (attempting to physically restrain another player) of any kind is strictly disallowed.

PUNISHMENT GUIDELINES

There are no specific punishments for certain infractions of the rules; rather, the decision is left to the Marshal's judgment. Any player that feels he or she has received unfair punishment may make an appeal to the Council. Possible punishments for breaking the rules of the game or cheating include:

- Not gaining XP for the event
- Dismissal from the event
- Fine of in-game currency or items
- Forced Non-Combatant status
- Suspension/Severance of a character
- Banning from Lost Coast LARP

For all but the most serious offenses, warnings will always be given out before punishment is enacted.

CHARACTER CREATION

- Character sheets should be submitted to **Azazel** or **bobnova** on the Lost Coast LARP forum. (Located at <http://www.lostcoastlarp.com/forum>)
- Every character starts with 10 CXP (Creation eXperience Points) to spend at creation.
- There is a character trial period of 3 events. Up to the start of a character's 4th event, the player may completely re-spend the character's points, including the points gained from the events the character attended. The character's race may be changed, but the player should consider a different name and background in this case. After the trial period, any unspent CXP is lost, but may be exchanged for coin at a rate of 1ø/5p per CXP point (see the Money section for more information on coinage).
- A player may have a maximum of 4 characters at any time.

CREATION PROCESS

1. CHOOSE A RACE

If the character is human, you may skip this step. If not, refer to the Racial Abilities and Flaws section for a list of available racial abilities. A character may spend up to 3 CXP on Racial Abilities. A character may not buy any Racial Ability after creation.

2. CHOOSE ABILITIES AND SKILLS

This system does not use character classes, so any character may choose freely from the Abilities and Skills list.

MAGIC

Note that a character may only buy the 1st circle of any college of magic at creation. The character may, if they wish, buy the 1st circle of more than one college.

3. CHOOSE STARTING EQUIPMENT

A character may start with any weapons and/or armor that he could reasonably carry. This is determined by the Equipment Marshal. The player should exercise his own judgment when determining starting equipment (a suit of full plate and a long sword would be acceptable, three suits of plate and a tent would not). A character may not start with any in-game item except for weapons and armor (he may not, for instance, start with potions). For a list of available equipment, see the Equipment section.

STARTING MONEY

A character receives 1ø as starting money. If the player possesses plastic crowns from the previous system, he may opt to trade those in at a rate of 1p per plastic crown (if the player receives payment for plastic crowns, he does not gain the starting 1ø).

4. CREATE A NAME AND BACKSTORY

No character will be approved that has a well-known historical or legendary name. Please note that all characters are non-native to the current setting: your character will have been brought to the Lost Coast by some unseen magical force. Your character may be a native of a world of your own creation, or simply from a generic fantasy setting. However, your character's world may not be based on any piece of published fiction, and must be in a generally sword-and-sorcery time period (no characters with lasers from the future).

- A character may receive from 1 to 3 XP for submitting a written backstory to the Council along with his character sheet.

ADVANCEMENT

Each day of an event attended by a player earns him or her 1 experience point. Hosting an event or being the designated out-of-character Marshal is worth 2 experience points per day, and attending four trainings is worth 1 experience point. These points can then be spent on new abilities, skills, or magic.

RACIAL ABILITIES AND FLAWS

- A character may spend no more than 3 CXP on Racial Abilities. If a character has any Racial Ability, the character must have some distinguishing racial feature garb, such as pointed ears, colored skin, horns, etc. The racial feature is up to the player, but all racial features are subject to Council approval.
- Some Racial Abilities require that "Flaw Points" must be spent. These points must be spent on a Racial Flaw. Different Flaws are worth different numbers of Flaw Points, and the character may mix and match with Flaw Points. For instance, if the character has 3 Flaw Points, the character may chose to take one Level 3 Flaw, one Level 2 and one Level 1 Flaw, or three level 1 Flaws. However, all Flaw Points must be spent.

RACIAL ABILITIES

Accelerated Metabolism

Cost: 1 point

Flaw Points: 0

Effect: The count for the effect of any ingested substance is halved. Poisons will only affect the character for half as long, but Deadly Poisons work twice as fast. Additionally, all Potions work twice as fast, regardless of whether or not their effects are beneficial (meaning that a Potion which normally has a duration of 1 hour now only has a duration of 30 minutes).

Acute Sight

Cost: 2 points

Flaw Points: 0

Effect: Allows the character to see any Vanished person, as well as to see items that have been Cloaked.

Acute Smell

Cost: 1 point

Flaw Points: 0

Effect: Can detect if a person is Plagued, at a range of about 1 foot. Can detect Vanished people, but not their specific location. They are able to follow the Vanished person at a range of about 10 feet.

Acute Taste

Cost: 1 point

Flaw Points: 1

Effect: The character may taste a small amount of food or drink, and be able to tell if it is Poisoned or not (by checking the bottom of the vessel for Poison tags). The character is unaffected by the Poison, as long as no large amount of the Poisoned comestible is consumed. The character may identify the type of Poison only if he has the Alchemist skill.

Innate Spell 1

Cost: 1-3 points

Flaw Points: 1-3

Effect: The character may innately know any spell up to 3rd circle. The cost and Flaw Points depend on the spell's circle. For any Missile spells, the player must use a unique spell packet, and may only use that spell packet for the Innate Spell (and may not use any other packets for the Innate Spell). The spell packet should be the color of the school the spell belongs to, and be markedly unique in some fashion (colored streamers are suggested).

Innate Spell 2

Cost: 2-3 points

Flaw Points: 2-3

Effect: The character innately knows any spell up to 2nd circle, and the spell functions as if under the effects of Arcane Voice, Concentration, and Still Cast. 1st circle spells cost 2 points and 2 Flaw Points, 2nd circle spells cost 3 points and 3 Flaw Points. For any Missile spells, the player must use a unique spell packet, and may only use that spell pack for the Innate Ability (and may not use any other packets for the Innate Ability). The spell packet should be the color of the school the spell belongs to, and be markedly unique in some fashion (colored streamers are suggested).

Iron Stamina

Cost: 2 points

Flaw Points: 2

Effect: While Dying, the character can crawl very slowly. This allows the character to move around in-game, as well as allowing the character to escape if Dying at the end of an event. At the next event, the character may appear, Alive and cured of any Status Effects. This ability does not affect the character if in the Dead state.

Latent Magic

Cost: 1 point

Flaw Points: 0

Effect: The 1st circle of any one college of magic only costs 1 XP. This ability may only be taken once.

Magic Immunity

Cost: 3 points

Flaw Points: 3

Effect: The character is completely immune to one school of magic of the player's choice. This ability only protects up to 4th circle spells. 5th circle spells will still effect the character.

Natural Affinity

Cost: 1 point

Flaw Points: 0

Effect: Reduces the cost of any ability or skill by 2 points. The ability or skill being reduced must cost at least 2 points (one cannot gain points with this ability). This ability may only be taken once.

Natural Armour 1

Cost: 2 points

Flaw Points: 2

Effect: Provides 1 point of armor, similar to Toughness (it is renewed with healing, not Mend Item). However, unlike Toughness, Natural Armor defends against magical attacks, as well as physical. Natural Armor may also be healed with the Surgeon 2 skill.

Natural Armour 2

Cost: 3 points

Flaw Points: 3

Effect: Provides 2 points of armor, similar to Toughness (it is renewed with healing, not Mend Item). However, unlike Toughness, Natural Armor defends against magical attacks, as well as physical. Natural Armor may also be healed with the Surgeon 2 skill.

Natural Weapon

Cost: 1 point

Flaw Points: 1

Effect: A weapon that cannot be removed from the character's body. The weapon must be under 18 inches. This weapon can be Shattered, but the weapon may be fixed with some form of healing, rather than Mend Item. A Natural Weapon may also be healed with the Surgeon 2 skill. Natural Weapons may be enchanted by magic, as per normal weapons.

Poison Resistance

Cost: 2 points

Flaw Points: 1

Effect: Poison only effects the character for half as long. Deadly Poisons take twice as long to act.

Rapid Healing

Cost: 2 points

Flaw Points: 1

Effect: The character goes from Dying to Unconscious in a 100 count.

RACIAL FLAWS

Frail Metabolism

Flaw Level: 1

Effect: Poisons affect the character for twice the normal count, and Deadly Poisons consume the character in half the normal count.

Peculiar Anatomy

Flaw Level: 1

Effect: The Surgeon and Diagnostician skills take twice the normal count to use on the character, due to strange placement of key organs.

Mute

Flaw Level: 3

Effect: The character may not speak, except for monosyllabic grunts. This also means the character may not cast spells.

Sickly

Flaw Level: 1

Effect: Plague kills the character in half the normal count.

A Note on Vulnerabilities

If a character is struck by a weapon made of a substance he is Vulnerable to (such as silver), or a weapon possessing the effect of a substance he is Vulnerable to (a weapon with a Flame Blade spell), the character will be Dead immediately. Generally, the instant Death applies if the character is injured by the substance he is Vulnerable to. However, casually touching the substance with bare skin will not kill him instantly, but will after a 5 count. For instance, if a character has a Common Vulnerability to wood, brushing a bare elbow against a wooden table will not mean the character is Dead, but leaning against a wooden table for a 5 count or more would. Clothing protects against touching substances, but only armor protects against being struck by such a substance. Note that since Natural Armor (as well as the Toughness ability) is still part of the character, it offers no protection against Vulnerabilities.

Vulnerability, Rare

Flaw Level: 1

Effect: The character will be Dead if injured or touched by a Rare substance. Rare substances include silver or a certain Alchemical Brew. The substance the character is vulnerable to must be approved by the Council.

Vulnerability, Uncommon

Flaw Level: 2

Effect: The character will be Dead if injured or touched by a Uncommon substance. Uncommon substances include cold-iron or a college of magic. The substance the character is vulnerable to must be approved by the Council.

Vulnerability, Common

Flaw Level: 3

Effect: The character will be Dead if injured or touched by a Common substance. Common substances include wood, metal or all Alchemical Brews. The substance the character is vulnerable to must be approved by the Council.

CREATING FLAWS

There are many Flaws possible in this system, but it would be difficult to include them all. However, if a player has an idea for a unique Flaw that he wishes to give his character, that Flaw should be sent to the Council. If the Flaw is reasonable, it will be assigned a level, and the player will be allowed to give it to his character.

UNDEAD

"Undead" is a template that confers certain abilities and flaws. The Undead template may theoretically be applied to any creature. However, an Undead may only use the following abilities and skills (if previously possessed by the living creature):

- **Fortunate**
- **Toughness**
- **Strength**
- **All Weapon skills**
- **All Combat skills**

Note that Undead can **not** use any magic.

IMMUNITIES

Undead are immune to Slashing and Piercing Damage, since they do not rely on blood or vital organs to live. Undead are immune to the Necromantic spells Withering Touch, Touch of Death, and Drain Life. Undead are unaffected by Poisons. Undead may be the carriers of Plague, but it does not kill them. All Mensomantic spells are ineffective against Undead.

FLAWS

The Ecomantic spells Heal, Blessing of Purity, and Resurrection do not function on Undead. Undead creatures must be healed by alternative methods.

DYING

When an Undead creature takes standard damage, it may be disabled as normal (put into the Dying stage). It may also have its limbs severed as normal. However, an Undead may only be put in the Dead stage under certain circumstances. Many Undead have a Vulnerability, such as a Revenant's Vulnerability to fire. If an Undead takes damage from a substance to which it is Vulnerable, it will be Dead, as normal. Some Undead, such as Vampires, have more specific weaknesses that put them in the Dead state.

VAMPIRES

Vampires are related to Undead, but are not precisely the same. It is possible for a player to have his character become a vampire during play. Players that are interested in playing vampires should contact the Council. Vampires' abilities and flaws are generally secret, known only to the vampire himself. Clever players may figure out the weaknesses of a vampire.

ABILITIES AND SKILLS

At this point in time, there is no mechanical difference between abilities and skills. However, training for skills may be implemented at a later date. Any particular ability or skill may be bought only once, unless otherwise stated.

USE

How often a particular ability or skill may be used depends on its Use.

UNLIMITED

The ability or skill may be used as often as the player wishes, limited only by the count (if any) required for the ability or skill.

ONCE PER COMBAT

Any ability or skill that is "once per combat" requires a recharge time of a 60 count. The count can only be made if the character is not involved in combat. Any combat action taken by the character will restart the count. This includes dodging projectiles.

ONCE PER DAY

The ability or skill may be used once per day of the event, resetting at sunrise.

ABILITIES

Abilities are special talents your character has. They are not trained by anyone, they are simply an attribute of your character.

GENERAL ABILITIES

Fortunate

Cost: 3 points

Prerequisite: None

Use: Special

Material Component: None

Effect: In exchange for sacrificing all experience earned over the course of an event, a character left for Dead miraculously returns, unharmed, at the next event of their choosing. Status Effects, such as Poison and Plague, are also lost when this is done, but the character must be Dead to lose them. The character's corpse must be unmolested for this ability to work (not in the custody of another player, or bound in some way).

Mental Discipline

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: The character chooses a mantra of at least five syllables to repeat. As long as he repeats it, he is immune to both Psychic Interrogation spells, as well as the Hypnotize spell.

Reflexes

Cost: 4 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: When struck on the arms, from elbows to hands, or legs, from knees to feet, by a projectile attack (spell packets, boulders, arrows, etc) a character may declare "Reflexes!" to avoid effects and damage. He must do so immediately, as with armor protection, or the ability does not function. A weapon's special effects, such as Poison, do not affect a character who uses Reflexes, since the attack never landed.

Toughness

Cost: 3 points

Prerequisite: None

Use: Special

Material Component: None

Effect: Toughness grants a character 1 point of armor which can only be used against non-magical attacks, used by calling "Toughness!". A character may not call Toughness if he still possesses any physical armor points, or points of Natural Armor. After a character uses Toughness, he may use it again if he is healed by a Heal spell, Health Potion or the Surgeon 2 skill.

Strength

Cost: 6 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: This ability allows a character to wield a Two-Handed weapon in one hand, to carry two bodies at a walk or one body at a run, and to use Shatter Strike and Stun Strike.

COMBAT ABILITIES

Deflect Missile

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: Normally, only weapons or shields may deflect missiles and limbs used to block such attacks will still take damage. However, with this ability, the character may deflect or catch any mundane (non-magical) missile, such as an arrow, with bare hands. A character with the appropriate Weapon skill may throw the missile back at the attacker, if he wishes (note that arrows may not be thrown).

Shatter Strike

Cost: 3 points

Prerequisite: Strength

Use: Once per combat

Material Component: Blunt weapon

Effect: When using a blunt weapon, the character may call "Shatter Strike!," strike an opponent's weapon or shield, and destroy it. The weapon or shield may be repaired with the skill Mend Item. This ability may be bought multiple times, allowing one more use of Shatter Strike per combat for each purchase. In addition to shattering weapons and shields, Shatter Strike may be used to break open any locked containers. For this action, a Marshal must be present, who will provide a key. Shattering a container, however, will destroy all Alchemical Brews (and other fragile items, by Marshal's rule) inside, which may in turn ruin all Spell Scrolls. If the container is trapped, the trap will automatically be set off, damaging the player who Shattered the container.

Stun Strike

Cost: 3 points

Prerequisite: Strength

Use: Once per combat

Material Component: Blunt weapon

Effect: When using a blunt weapon, the character may call "Stun Strike!" and if they score a strike on an unarmored part of their opponent, the opponent is Slowed for a 10 count (the player who performs the Stun Strike keeps count). This ability may be bought multiple times, allowing one more use of Stun Strike per combat for each purchase. A successful Stun Strike does not deal any actual damage to the target.

SUBTERFUGE ABILITIES

Cloak

Cost: 6 points

Prerequisite: None

Use: Special

Material Component: Item to be cloaked, and a "Cloaked" item card

Effect: Cloak may only affect 1 item. To affect another item, the ability may be purchased again for the same cost. When an item is cloaked, it cannot be seen by anyone besides the character who set the cloak, and characters with the Acute Sight. There is no limit to the amount of times this can be used, so the character may cloak and uncloak at their leisure. Cloaking does not dissipate with the Cloaking character's death.

Feign Death

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: With this ability, a character can actually control their heartbeat and breathing, so as to appear Dead. When their pulse is checked by another character (see the Game Mechanics section), the character feigning must answer "Dead", allowing the character checking them to believe he is Dead. Feign Death takes a 10 count to activate, and a 10 count to deactivate, during which the person feigning death can do nothing. If either count is interrupted, the character may restart the count.

MAGIC ABILITIES

Arcane Voice

Cost: 2 points + spell's circle

Prerequisite: The spell to be effected

Use: Unlimited

Material Component: None

Effect: This ability costs 2 points plus the circle of the spell to be effected (a 3rd circle spell would cost 5 points). A character may buy this ability for any spell he chooses. For that particular spell, the character does not have to spend time saying the spell's invocation, but may just shout the name of the spell. This ability may be bought multiple times.

Battle Mage

Cost: 5 points

Prerequisite: 1st circle of any college of magic

Use: Unlimited

Material Component: None

Effect: The character has become adept at casting spells with one hand, and may hold any item in one hand while casting.

Concentration

Cost: 4 points

Prerequisite: 1st circle of any college of magic

Use: Unlimited

Material Component: None

Effect: The player may walk while casting, and any spell can be cast and held for up to a 30 count (after which it fizzles out). Being damaged while casting no longer interrupts the spell.

Still Cast

Cost: 3 points

Prerequisite: Battle Mage

Use: Unlimited

Material Component: None

Effect: Somatic components (hand gestures) for spells are no longer required. This ability allows a character to cast while Paralyzed, or bound in some way.

SKILLS

Skills represent special knowledge your character possesses. They were either taught to your character, or learned without a guide.

GENERAL SKILLS

Diagnostician 1

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Medkit phys-rep

Effect: The diagnostician must examine the person in question for a 30 count. The subject must remain relatively still (they cannot be running around). After that, the diagnostician may ask the player the following questions. The questions are considered OOC, and the subject must answer truthfully.

- "Are you currently Alive, Unconscious, Dying, or Dead?"
- "Where are you injured?"
- "What is the nature of the injury?" (Piercing, Slashing, burn, frostbite, etc.)
- "Are you under the effects of Plague?"
- "Are you under the effects of an Alchemical Brew?"

(Note that a diagnostician can determine what type of Alchemical Brew the subject is under the effect of IF the diagnostician possesses the Alchemist skill.)

Diagnostician 2

Cost: 4 points

Prerequisite: Diagnostician 1

Use: Unlimited

Material Component: Medkit phys-rep

Effect: After the diagnostician examines any creature for a 60 count, the player may ask the creature what its Vulnerabilities are. This question is considered OOC, and the creature must answer truthfully. The creature must provide the full list of its Vulnerabilities.

Handle Poison

Cost: 3 points

Prerequisite: None

Use: Unlimited

Material Component: Poison, weapon

Effect: This skill allows the character to coat a weapon with any Poison. A Poisoned weapon is denoted with a green sock, bearing the tag from the Poison.

Mend Item

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Tool Kit

Effect: With a 50 count, the character can repair one weapon, one item or 1 point of armor. The armor may not be on someone's body while it is being Mended.

Merchant

Cost: 3 points

Prerequisite: Any Production skill

Use: Special

Material Component: Wares to sell

Effect: A character may sell any item he produces to "the public." In effect, this means that the player presents his item to the Council, it will be appraised, and the character will be given coinage in exchange for the item. The item will almost always be bought, unless it is of exceptionally poor quality. The character is limited to earning 1ø/5p per month.

Surgeon 1

Cost: 3 points

Prerequisite: Diagnostician 1

Use: Unlimited

Material Component: Medkit phys-rep

Effect: The surgeon may rouse any character from the Unconscious state in a 10 count. The surgeon may also heal disabled limbs in 100 count (but not torso damage). If a character suffers a severed limb, the surgeon may reattach it in a 100 count. However, the limb will still be disabled, and cannot be healed by the Surgeon skill. After a severed limb has been reattached, it requires a Heal spell, Revive spell, or some other form of healing magic.

Surgeon 2

Cost: 3 points

Prerequisite: Surgeon 1

Use: Unlimited

Material Component: Medkit phys-rep

Effect: The surgeon may stabilize Dying characters in a 100 count. Once stabilized, the character will be put in the Unconscious state for a 100 count (at this point, the character does not require the surgeon's assistance). After the 100 count in Unconsciousness, the character will be in the Alive state. Any limb damage will be retained. Additionally, the surgeon may repair 1 point of Natural Armor, 1 Natural Weapon or Toughness in a 100 count, provided he has spent a 30 count examining the creature in question with the Diagnostician 1 skill.

WEAPON SKILLS

Small Swords

Cost: 1 point

Damage Type: Slashing

Weapon Description: Allows the use of any One-Handed weapon comprised of handle and a blade. The entire blade may be used as a striking surface.

Small Axes

Cost: 1 point

Damage Type: Slashing

Weapon Description: Allows the use of any One-Handed weapon comprised of handle and an axe head. The handle must comprise at least two-thirds of the weapon.

Small Bludgeoning

Cost: 1 point

Damage Type: Bludgeoning

Weapon Description: Allows the use of any One-Handed weapon comprised of handle and a rounded striking surface. The handle must comprise at least two-thirds of the weapon.

Large Swords

Cost: 1 point

Damage Type: Slashing

Weapon Description: Allows the use of any Hand-and-a-Half or Two-Handed weapon comprised of handle and a blade. The entire blade may be used as a striking surface.

Large Axes

Cost: 1 point

Damage Type: Slashing

Weapon Description: Allows the use of any Hand-and-a-Half or Two-Handed weapon comprised of handle and an axe head. The handle must comprise at least two-thirds of the weapon.

Large Bludgeoning

Cost: 1 point

Damage Type: Bludgeoning

Weapon Description: Allows the use of any Hand-and-a-Half or Two-Handed weapon comprised of handle and a rounded striking surface. The handle must comprise at least two-thirds of the weapon.

Polearms

Cost: 2 points

Damage Type: Piercing/Slashing

Weapon Description: Allows the use of any Polearm-type weapon. The handle must comprise at least one-fourth of the weapon. Polearms do Piercing damage with a thrust, and Slashing damage with a swing. Polearms are considered two-handed weapons.

Spears

Cost: 1 point

Damage Type: Piercing

Weapon Description: Allows the use of any Spear-type weapon. The spear's tip must comprise a relatively short portion of the weapon. Spears may only be thrust: any swung strike with a spear does no damage. Spears are considered two-handed weapons.

Bows

Cost: 1 point

Damage Type: Piercing

Weapon Description: All standard bows, as well as crossbows. The bow must have a draw weight of 30 pounds or less.

Small Throwing Weapons

Cost: 2 points

Damage Type: Varies

Weapon Description: The weapon must be 18" or under . Small Throwing Weapons do not affect Light or Medium armor, even if the armor is broken.

Large Throwing Weapons

Cost: 2 points

Damage Type: Varies

Weapon Description: The weapon must be over 18". Damages armor normally. May have small core, if inspected by the Council.

Unconventional Weapons

Cost: 3 points

Prerequisite: Weapon skill corresponding to the general characteristics of the unconventional weapon (for example, a double-bladed sword would require the Large Swords skill as well as this skill)

Damage Type: Varies

Weapon Description: Allows the character to use weapons that do not fall under other categories. These include double-ended weapons and weapons with a flexible section (such as flails).

COMBAT SKILLS

Armor, Light

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Armor

Effect: Allows the character to wear any light armor, such as leather or thickly padded cloth. Provides 1 point of armor.

Armor, Medium

Cost: 4 points

Prerequisite: Light Armor

Use: Unlimited

Material Component: Armor

Effect: Allows the character to wear any medium armor, such as chainmail or boiled leather. Provides 2 points of armor.

Armor, Heavy

Cost: 6 points

Prerequisite: Medium Armor

Use: Unlimited

Material Component: Armor

Effect: Allows the character to wear any heavy armor, such as scalemail or platemail. Provides 3 points of armor.

Shields

Cost: 1 point

Prerequisite: None

Use: Unlimited

Material Component: Shield

Effect: Allows the character to use any shield. All shields are impervious to most forms of mundane damage.

Spear and Shield

Cost: 2 points

Prerequisite: Spears and Shields skills

Use: Unlimited

Material Component: None

Effect: Allows the character to fight with a (normally two-handed) spear in one hand, and a shield in the other.

Two Weapon Fighting

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: None

Effect: Gives the character the ability to fight with two weapons at a time. However, the weapons must be of the same type, e.g. two Small Swords, two Large Axes, etc. Both weapons must be One-Handed, unless the character possesses Strength.

Two Weapon Unconventional

Cost: 2 points

Prerequisite: Two Weapon Fighting

Use: Unlimited

Material Component: None

Effect: This ability allows the character to wield any two weapons at a time, regardless of the weapon types. The character must still possess the appropriate weapon skill for any weapon he uses.

SUBTERFUGE SKILLS

Disable Device

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Trap disabling tools

Effect: This allows the character to attempt to disarm any trap. This may involve cutting a trip line, removing the damaging portion, or some other method of disabling the trap. The player should refrain from damaging major trap components. A character without this skill may not attempt to disable a trap, but must simply attempt to avoid it.

Forgery

Cost: 4 points

Prerequisite: None

Use: Unlimited

Material Component: Document to be forged

Effect: This ability is an out of character ability. The user must make the document in question, and then bring it to the person whose signature or seal they are "forging". That person must apply their signature out of character, but for in character purposes, it is a forgery and only the forger knows this. Marshal approval is required for the use of this skill.

Killing Strike

Cost: 6 points

Prerequisite: None

Use: Unlimited

Material Component: Dagger

Effect: The character, armed with a dagger, may instantly put his target into the Dead state with a single strike (bypassing Dying status), so long as it meets the following requirements:

- Strike must be a killing blow (a strike that would normally put the victim in the Dying state).
- Strike must be made on unarmored part of body.
- Strike must be made with a dagger class weapon.

Note that this ability bypasses Toughness and Natural Armor.

Pick Lock

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Lock picks

Effect: This allows a character to attempt to pick any lock.

Pepper Bomb

Cost: 6 points

Prerequisite: None

Use: Unlimited

Material Component: A gray packet marked as a Pepper Bomb

Effect: The Pepper Bomb causes Blindness for a 5 count, and functions like an Offensive Sorcery spell. A Pepper Bomb is used up once it is thrown, even if it does not contact anyone. Per buy of this skill, the character can make up to 2 Pepper Bombs per event. A Marshal will facilitate the handing out of Pepper Bomb packets.

Set Noise Trap

Cost: 2 points

Prerequisite: None

Use: Unlimited

Material Component: Trap materials

Effect: This skill allows the character to create and set a Noise Trap, which consists of an activation mechanism, and a noise-maker (bells, party-popper, etc). The player must provide his own trap materials, which must be checked by a Marshal.

Set Swinging Weapon Trap

Cost: 3 points

Prerequisite: Set Noise Trap

Use: Unlimited

Material Component: Trap materials

Effect: This skill allows the character to create and set a Swinging Weapon Trap, which consists of an activation mechanism, and any standard boffer weapon, which is made to swing at a target (with a force no greater than the average swing in combat). If the weapon hits a target, the target takes normal damage, as if it was hit with the weapon in combat. The player must provide his own trap materials, which must be checked by a Marshal.

Set Siege Weapon Trap

Cost: 4 points

Prerequisite: Set Swinging Weapon Trap

Use: Unlimited

Material Component: Trap materials

Effect: This skill allows the character to create and set a Seige Weapon Trap, which consists of an activation mechanism, and a boffer boulder or log, which is made to swing at a target (with a force no greater than the average swing in combat). If the siege weapon hits a target, the target takes 1 point of Siege damage. The player must provide his own trap materials, which must be checked by a Marshal.

Set Aerosol Trap

Cost: 4 points

Prerequisite: Set Swinging Weapon Trap

Use: Unlimited

Material Component: Trap materials

Effect: This skill allows the character to create and set an Aerosol Trap, which consists of an activation mechanism, and a squirt bottle that sprays a target. This trap may be used to spray a target with any standard potion. Any target sprayed by the trap is effected by the potion as if the target had ingested it. The potion type will be listed on a tag attached to the trap. The actual trap phys-rep will be filled with water, NOT the potion. The player must provide his own trap materials, which must be checked by a Marshal.

Vanish

Cost: 5 points

Prerequisite: None

Use: Once per day

Material Component: Smoke Bomb phys-rep

Effect: This ability is activated by throwing a small object (smoke bomb phys-rep) on the ground, declaring, "Vanish!" and the player crossing their arms over their chest. This ability may not be activated while holding any weapon. After activating Vanish, the player disappears from sight. This effect lasts for a 100 count. The effect is canceled if the player's arms uncross, or if the player performs any combat action. Touching other players or making loud noises will allow that player to detect the Vanished character.

PRODUCTION SKILLS

For an explanation on the mechanics of Production, see the Production section. For a list of commonly available items to craft, see the Equipment section.

Skilled Crafter

Cost: 4 points

Prerequisite: Any Production skill

Use: Special

Material Component: None

Effect: The character gains +1 PP per day. May be taken a number of times equal to the number of Production skills the character knows (i.e. once for Alchemist, once for Armorer, etc.).

Alchemist

Cost: 4 points

Prerequisite: None

Use: Special

Material Component: Brew Recipe

Effect: This skill allows the character to create any Alchemical Brew that he possesses the Recipe for.

Armorer

Cost: 4 points

Prerequisite: None

Use: Special

Material Component: Armor Pattern

Effect: This skill allows the character to create any suit of Armor or Shield that he possesses the Pattern for.

Engineer

Cost: 4 points

Prerequisite: None

Use: Special

Material Component: Siege Weapon or Lock Schematics

Effect: This skill allows the character to create any Siege Weapon or Lock that he possesses the Schematics for.

Scribe

Cost: 4 points

Prerequisite: 1st circle of any college

Use: Special

Material Component: A spell

Effect: This skill allows the character to create a Spell Scroll for any spell that he knows.

Weaponsmith

Cost: 4 points

Prerequisite: None

Use: Special

Material Component: Weapon Mold

Effect: This skill allows the character to create any Weapon that he possesses the Mold for.

SPELL CASTING

VERBAL COMPONENT

A verbal invocation is included with every spell. Players may also create custom verbal components, provided the invocation is 1 line per circle of the spell, with at least 5 syllables in a line (the syllables per line may vary, as long as there are at least 5 syllables per spell). In all cases, the caster must shout the name of the spell after completing the invocation, just prior or during the actual casting of the spell. This is to allow other players to know what spell is being used on them.

- The invocations for all basic missile spells (Static Burst, Frost Bolt, Magic Stone, Fireball) are only required to be 1 line, regardless of the circle of the spell.
- All Polymancy spells are only required to have 1 line.

SOMATIC COMPONENT

The caster must come up with a more or less unique hand gesture for each circle of any particular college of magic. After performing each line of a spell's invocation, the caster performs one of the somatic gestures. If the invocation contains only one line, the 1st circle gesture is used; for two lines, the 1st circle gesture is used, then the 2nd circle gesture, etc. Somatic gestures are not required if the caster has the Still Cast ability.

CASTING

When casting a spell, the caster must chant the entire Verbal component of the spell without interruption, from beginning to end, and take no damage from any source. The caster must have both feet unmoving, and must also use Somatic (hand gestures) components with his spells. In order to perform the Somatic component, the caster cannot have any weapons or other objects, unless it is his Focus, in his hands during the casting of the spell.

SPELL FOCUSES

When any particular college of magic is used, the caster must possess that college's focus item. Spell focuses must be large enough to be seen easily, as well as readily apparent on the caster's person. They can be stolen, but a caster is not limited in the amount of focuses he may carry. Focuses can be scrounged on the event site (as long as they are approved by the Marshal).

CASTING IN ARMOR

Armor can limit the circles of magic the character may cast. While wearing Medium Armor, the character may not cast any 5th circle spells. While wearing Heavy Armor, a player may not cast any 4th circle spells (in addition to 5th circle).

SPELL RANGES

MISSILE

Missile spells are represented by beanbags, or "spell packets" (spell packets should have the caster's name on them). They can be thrown in any fashion that the caster desires. The color of the spell packet corresponds with the college used to cast the spell (i.e. green for Ecomancy, red for Pyromancy, etc). After performing the verbal component, the caster may hold the spell packet for an indefinite amount of time, as long as he does not move his feet, and performs no other actions relating to the game (such as dodging an attack, throwing another weapon, etc.) If these conditions are not met, the spell fails and must be recast. The exception is if the caster has the Concentration ability. Note that since spell packets are technically out-of-game items, it is strictly against the rules for any other player to pick up or move a player's spell packets.

- A character gains 1 spell packet for each Missile spell he learns, the color corresponding to the college of the spell. It is strictly against the rules for a character to carry more spell packets than he has Missile spells (disregarding certain abilities that use unique spell packets).

TOUCH

The caster may lay hands upon the subject of the spell during the casting, or directly afterwards. In either case (unless the caster has Concentration), the caster must be touching a target immediately after casting, or the spell fails. The exception is Offensive Sorcery Touch spells. Once an Offensive Sorcery Touch spell is cast, the caster gains a charge in one hand (phys-repped by a glove or sock on the hand, in the appropriate color) that may be used to touch any target at any time. Once something which the spell could affect is touched, the charge is used up (even if the spell has no effect).

SPELL CLASSIFICATIONS

SORCERY

Sorcery consists of spells which do not cause direct damage, or a directly negative effect. Sorcery spells may not be blocked with weapons, shields, or garb (if they are, the spell effects the subject anyway).

- Certain Sorcery spells have a colored amulet as a physical component. For every amulet spell the caster knows, he gains 1 amulet of the appropriate color (much in the same way spell packets are gained).

OFFENSIVE

Offensive spells confer some sort of damage or negative Status Effect. Most Offensive spells are Missile-range. The spell packet for an Offensive spell may be blocked with a weapon or shield. Armor will take damage from Offensive spells. In essence, Offensive spells function like any other ranged weapon.

OFFENSIVE SORCERY

Offensive Sorcery spells confer some sort of damage, negative Status Effect, or other special effect. Like Sorcery spells, if the Offensive Sorcery spell (Missile or Touch) strikes anywhere on the target or its equipment, both the target and (if it is specified in the spell's effects) its equipment are affected by the spell. Additionally, if an Offensive Sorcery spell packet rebounds into another target before touching the ground, that target is affected as well. Offensive Sorcery spells that do direct damage ignore normal armor, but Natural Armor protects normally.

SPELL PACKETS AND CASTING ENERGY

The caster receives 1 spell packet per Missile spell known, the color of the packet corresponding to the college of the spell. For instance, a character who has learned first circle Pyromancy and third circle Geomancy will know the spells Fireball and Magic Stone by default, and will possess one red packet and one brown packet for those spells.

However, the caster does not have to use any particular color of packet for casting a spell. That same caster with Fireball and Magic Stone may use the red packet to cast Magic Stone, and vice versa. In this case, the spell's effect would remain the same, but the energies powering the spell would be different, which effects counter-spelling. Touch spells may not be cast with a different college's energy (even amulet spells). Note that the focus required to cast a spell depends on the energy of the spell used, not necessarily the college.

COUNTER-SPELLING

A character may have only one Counter-Spell active at a time (unless the character knows Negamancy). The character may counter all Touch spells from the college being countered, and all Missile spells the color of the college being countered. A caster with Counter Pyromancy active may counter all red spell packets, but will not counter a Fireball if the spell is cast with Geomantic energy.

COSTS OF MAGIC

CIRCLES OF MAGIC

The 1st circle of any college (except Polymancy) costs 5 points. The first circle of Polymancy costs 1 point. 2nd circle of any college costs 2 points, 3rd circle costs 3 points, 4th circle costs 4 points, and 5th circle costs 5 points. A circle of magic must be bought before any spells can be learned from that circle of that particular college.

SPELLS

Each individual spell costs the same number of points as the number of the circle. For example, a 3rd circle spell costs 3 points to buy, while a 1st circle spell costs 1 point. Any spell marked “Default” is automatically known by the caster when he purchases the circle which contains the Default spell. For example, Heal is the Default spell for the 1st circle of Ecomancy. When a character buys the 1st circle of Ecomancy, he automatically learns Heal without having to buy it.

COLLEGE OF MAGIC

ECOMANCY

The focus item for an Ecomancer is a wooden bowl or pouch containing some plant life. Ecomancy's color is green.

FIRST CIRCLE

Heal (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Let these wounds be healed!"

Material Component: None

Effect: All of the target's damaged limbs are healed. If the target is Dying, this spell will put the target in the Alive state. Note that severed limbs are not healed by this spell, but must be reattached first.

Turn Undead

Type: Sorcery

Range: Missile

Verbal Component:

"Living dead, begone!"

Material Component: Spell packet

Effect: When this spell comes in contact with an Undead, the creature must flee in terror from the caster of the spell until the caster is out of sight. This could be jumping into some brush, to running half a mile away. This spell only affects the Undead.

Counter Ecomancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with Life!"

Material Component: Green amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Ecomancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Cure Poison (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"Vile poison,
I banish you from this place!"*

Material Component: None

Effect: Removes all Poison from the afflicted person, food, or drink. Will remove Poison from deceased characters, but will not restore them to life. This simply allows them to be raised without further harm.

Place Poison

Type: Sorcery

Range: Touch

Verbal Component:

*"I mark this vessel,
To bear poison's cures!"*

Material Component: Green sock / sticker with poison name

Effect: This spell places either *Crippling Poison*, *Befuddling Poison*, *Knockout Poison*, or *Nerve Poison* (at the caster's choice) on dagger length weapons (18" or under), arrows, or food items. In the case of a dagger or an arrow, a green sock with a sticker bearing the name of the Poison must be placed over the Poisoned weapon. Only one weapon may be Poisoned at a time. A dagger is Poisoned until it leaves the bearer's hand (or for one day), but an arrow loses the spell's effect as soon as it makes contact with anything. A successful hit with a dagger or arrow means the target is Poisoned. Any weapon which already has an enchantment on it will not be affected by the Place Poison spell. In the case of consumables, a sticker bearing the name of the poison is placed on the bottom of the food or drink vessel.

Blessing of Purity

Type: Sorcery

Range: Touch

Verbal Component:

*"By all that is pure
I sanctify this life"*

Material Component: Green amulet

Effect: Those who bear Blessing of Purity are immune to the effects of Necromancy and Poison for a 100 count. The target of this spell must have a green amulet placed on his person while the spell is being cast.

THIRD CIRCLE

Entangle (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

*"Oh plants of the earth,
Grasp and entangle my foes
And cease their movement!"*

Material Component: Spell packet

Effect: Upon a successful hit, the target is Entangled by vines that spring from the ground. To remove the vines and cure the Entanglement, a One-Handed Slashing weapon must be placed against one of the Entangled character's legs for a 10 count. If a larger Slashing weapon is used, the character is still free, but suffers 1 point of damage to whichever leg was being touched. A character may free himself, if he possesses the appropriate weapon.

Remove Hindrance

Type: Sorcery

Range: Touch

Verbal Component:

*"With this cleansing spell,
I free your body
Of impediments!"*

Material Component: None

Effect: The recipient of this spell is cured of any Paralysis or Slow effects.

FOURTH CIRCLE

Cure Plague (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"What is now unclean
Will once again become pure,
By the light of life
All plague be fully banished!"*

Material Component: None

Effect: The target of this spell is cured of any Plague effects.

Place Deadly Poison

Type: Sorcery

Range: Touch

Verbal Component:

*"Venom of Adders,
Poison of hemlock,
Infuse this object
With baneful poison!"*

Material Component: Green sock / sticker with poison name

Effect: This spell places Greater Deadly Poison on dagger length weapons (18" or under), arrows, or food items. In the case of a dagger or an arrow, a green sock with a sticker bearing the name of the Poison must be placed over the Poisoned weapon. Only one weapon may be Poisoned at a time. A dagger is Poisoned until it leaves the bearer's hand (or for one day), but an arrow loses the spell's effect as soon as it makes contact with anything. A successful hit with a dagger or arrow means the target is Poisoned. In the case of consumables, a sticker bearing the name of the poison is placed on the bottom of the food or drink vessel.

Remove Petrification

Type: Sorcery

Range: Touch

Verbal Component:

*"All powers of life
Bring all your forces to bear!
Let stone that was life
Become living once again!"*

Material Component: None

Effect: The target of this spell is cured of any Petrify effects.

FIFTH CIRCLE

Resurrection (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"Life is not so easily bested,
Let your eyes see,
Let your lungs breathe,
Let your heart beat,
And rise again!"*

Material Component: None

Effect: This spell brings life back into someone that was killed, changing the target's status from Dead to Alive. Anyone raised will still be under the effects of Poison, Plague and any other Status Effects he had sustained.

NECROMANCY

The focus item for a Necromancer a bone or similar item from a once living creature. Dead plant life does not count. (Furthermore, this item does not have to be ACTUALLY part of a dead creature, OOC-wise.) Necromancy's color is black.

FIRST CIRCLE

Revive (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Dead flesh, gain new life!"

Material Component: None

Effect: This spell repairs/recovers the severed limb of the target. Usually disabled limbs can be healed with the Heal spell, but if the limb is completely severed (from a Sever Limb action), then this spell is used. This spell may also heal limbs that are just disabled. Additionally, this spell functions as a Heal spell on Dying Undead, putting them back to Alive status.

Speak With Dead

Type: Sorcery

Range: Touch

Verbal Component:

"Dead tongue, tell your tales!"

Material Component: None

Effect: Any corpse that has this spell cast upon it may speak freely as it wishes. The corpse may not move or perform any action except for speaking. This spell does not force a corpse to speak, merely grants it the ability. The affected corpse retains this ability indefinitely.

Counter Necromancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with Death!"

Material Component: Black amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Necromancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Plague Touch (Default)

Type: Offensive Sorcery

Range: Touch

Verbal Component:

"Sickness and Disease"

"Be spread by my touch!"

Material Component: Black sock or glove worn over the hand

Effect: Any target who is touched by this spell is under the Plague effect.

Detect Dead

Type: Sorcery

Range: Touch

Verbal Component:

"Powers of Death"

Make known to me your subjects!"

Material Component: None

Effect: When this spell is cast, all corpses that hear the spell cast must shout "HERE" immediately.

THIRD CIRCLE

Animate Dead (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Souls of the slain,

Arise in fury,

To ravage the living!"

Material Component: A corpse

Effect: Any corpse targeted by this spell will rise as a Revenant. A Revenant is completely mindless, and will attack anything near it (including the character who raised it) until its destruction. Revenants are Undead, and are Vulnerable to fire (as per the racial Vulnerability).

Withering Touch

Type: Offensive Sorcery

Range: Touch

Verbal Component:

"Frigid hands of death,

Reach beyond flesh,

And chill the very soul!"

Material Component: Black sock or glove worn over the hand

Effect: Any target affected by the spell is afflicted with the Slow effect for a 100 count. Additionally, the target may only use One-Handed weapons.

FOURTH CIRCLE

Control Undead (Default)

Type: Sorcery

Range: Missile

Verbal Component:

*"Living dead,
Your broken soul I bind,
Your cursed flesh I claim,
To heed my commands!"*

Material Component: Spell Packet

Effect: Any Undead affected by this spell is under the complete control of the caster, following the caster's commands to the letter. The spell is broken when the Undead or the caster are put in the Dying state. If this spell is cast on an Undead already under the effects of Control Undead by another caster, the more recent casting of this spell takes effect, over-riding the previous casting.

Bone Armor

Type: Sorcery

Range: Touch

Verbal Component:

*"Living dead,
Let your flesh be as ice,
Let your bones be as stone,
And be fortified!"*

Material Component: Black vest

Effect: This spell can only be cast upon Undead creatures. The Undead is enchanted with reinforced bones, giving it 2 armor points. This effect lasts until the Undead target is Dead, or the additional armor points are destroyed. Multiple castings do not stack. May effect one Undead per circle of Necromancy. The effected Undead must don a black vest to represent the armor. Only one vest spell may effect a character at a time.

FIFTH CIRCLE

Undead Mastery (Default)

Type: Sorcery

Range: Special

Verbal Component:

*“Living dead,
Take heed,
Recognize my authority,
For I am Necromancer,
Master of Undead!”*

Master of Undead!

Material Component: Black amulet inscribed with "Undead Mastery"

Effect: The caster may, at any time, declare "Undead Mastery!" and any Undead within hearing range may not attack the caster. This is an innate effect that the caster gains as long as he wears the Undead Mastery amulet. Additionally, the caster may point at any Undead, invoke this spell, and the Undead will be affected as per Control Undead. This effect is overridden by the Control Undead spell. This spell may only be used by the caster, and cannot be cast on anyone else.

Touch of Death

Type: Offensive Sorcery

Range: Touch

Verbal Component:

*"I am the Hand of Death itself,
That which ends lives,
Which rends souls,
Which strikes fear,
And no soul escapes my touch!"*

Material Component: Black sock or glove worn over the hand

Effect: When the caster casts this spell, they gain the power to slay a creature outright. The touch works like a Sorcery spell, and the target is slain instantly. After that, the spell must be cast again.

Drain Life

Type: Offensive Sorcery

Range: Missile

Verbal Component:

*“Life is a simple thing,
Little more than fuel,
For death's great furnace,
And so I seize it,
For my own fire!”*

Material Component: Spell packet

Effect: 1 point of damage is done to the target's torso, regardless of where the spell contacts. If the spell affects the target, the caster is immediately completely healed.

AEROMANCY

The focus item for an Aeromancer is a bundle of heavily scented plants, such as sage or thyme. Aeromancy's color is white.

FIRST CIRCLE

Gust Of Wind (Default)

Type: Sorcery

Range: Missile

Verbal Component:

"Gust of Wind, come forth!"

Material Component: Spell Packet

Effect: Casting this spell on a Flying creature causes the creature to be repulsed backward for a 10 count (if the creature is actually in the air).

Light

Type: Sorcery

Range: Touch

Verbal Component:

"I summon sunlight!"

Material Component: Light source

Effect: This spell allows the caster to carry a light source other than a lantern (or other period light source). Note that creatures vulnerable to sunlight will not die from a Light spell, but will be unwilling to come near the light source. A suggested method for achieving this effect is a flashlight capped with a styrofoam ball.

Counter Aeromancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with Wind!"

Material Component: White amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Aeromancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Circle Of Protection (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Come oh mighty winds,"

And shield me from my foes!"

Material Component: 10 foot white rope

Effect: This protection spell makes a bubble of compressed and ever-moving air, shoving out the physical beings and items unwanted by the caster. However, magic can enter this bubble. The bubble will stay in effect as long as the caster is inside the circle. If the caster leaves, the spell dissipates. The caster needs a 10-foot long white rope to make the circle.

Slow

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Wind encase your form,

And slow your movements!"

Material Component: Spell packet

Effect: Any target affected by this spell is under the Slow effect for a 100 count.

Lightning Bolt

Type: Sorcery

Range: Touch

Verbal Component:

"Let these armaments

Strike with Lightning's fury!"

Material Component: White socks or white tape

Effect: This spell gives missile weapons 1 extra point of damage. The caster may enchant 1 missile weapon per circle of the college used to power the spell. These missiles hold their charge for one day or until dispelled. When Lightning Bolt missile weapon is used, the user must call "Lightning Bolt!". Any weapon which already has an enchantment on it will not be affected by the Lightning Bolt spell.

THIRD CIRCLE

Static Burst (Default)

Type: Offensive

Range: Missile

Verbal Component:

"Lightning strike my foes!"

Material Component: Spell packet

Effect: This is a basic missile spell, and deals 1 point of damage.

Immune to Missiles

Type: Sorcery

Range: Touch

Verbal Component:

"Maelstroms of above,

Become my armor,

Guard me from missiles!"

Material Component: None

Effect: As long as his feet are planted, the character affected by this spell gains immunity to normal thrown or launched missiles, as well as most Missile spells. However, the character is only immune to the missile (mundane or spell) if the missile causes 1 point of normal damage. Missiles that deal more than 1 damage, or Siege damage, affect the target normally. This spell is canceled if the target moves his feet, or is put in the Dying state.

FOURTH CIRCLE

Hold Person (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Lightning's fury strike your body,

Stun your muscles,

Hold fast your body,

And be still!"

Material Component: Spell packet

Effect: Any target affected by this spell is under the Paralyze effect for a 100 count.

Hand of Thunder

Type: Offensive Sorcery

Range: Touch

Verbal Component:

"By wind,

By storm's rage,

Let my touch bear the power

Of a resounding thunderclap!"

Material Component: White sock or glove worn over the hand

Effect: This spell causes 1 point of damage to the torso of the affected target, regardless of where the spell hits.

FIFTH CIRCLE

Call Lightning (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

*"Storms, gather at my command,
Bring torrential rain to chill,
Bring swirling wind to howl,
I call you,
Strike now!"*

Material Component: Spell Packet

Effect: The target suffers 3 points of Siege damage.

Supercharge

Type: Sorcery

Range: Touch

Verbal Component:

*"I imbue this form
With Lightning's charge,
May magic be a trigger
That renders this body
An incarnation of rage!"*

Material Component: White amulet

Effect: The caster gains a charge that they may hold until it is discharged. As soon as the caster is hit by an Offensive or Offensive Sorcery spell, they gain the benefits of the Berserk spell. However, the caster is unaffected by the spell that triggered the Supercharge, and as soon as the Berserk state wears off, he does not fall down dead.

AQUAMANCY

The focus item for an Aquamancer is a vessel with water inside. This focus is not required if the Aquamancer is partially submerged in water. Aquamancy's color is blue.

FIRST CIRCLE

Purify Water (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Water be made pure!"

Material Component: Liquid to be purified

Effect: The caster cleanses any liquid of contamination, be it Poison, Plague, or otherwise (including all potions).

Frost Bolt

Type: Offensive

Range: Missile

Verbal Component:

"Ice and frost chill you!"

Material Component: Spell Packet

Effect: This is a basic missile spell, and deals 1 point of damage.

Counter Aquamancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with ice!"

Material Component: Blue amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Aquamancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Water of Truth (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*“May this water's purity,
Bring forth truth!”*

Material Component: Container of liquid

Effect: This spell may be cast on any container of liquid. Anyone drinking of this liquid must truthfully answer 3 questions asked by the caster. It is possible to obtain someone's True name with this spell.

Aquatic Form

Type: Sorcery

Range: Touch

Verbal Component:

*“I am as water;
Thus I go amidst the flood!”*

Material Component: Blue amulet

Effect: The bearer of this spell is able to move through water as he would move through normal terrain. In addition, he need not worry about drowning. This spell has no duration, and is active as long as the caster wishes.

THIRD CIRCLE

Frostblade (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*“I beseech you,
Spirits of Ice,
Spring forth and hold my foes still!”*

Material Component: Blue sock

Effect: Anyone struck in an unarmored location by a Frostblade is affected as if the wielder of the weapon had used Stun Strike. A caster may only have one Frostblade weapon in existence at a time. Frostblade may be cast on any weapon, including arrows and polearms. If the Frostblade leaves the hand of its bearer, or is Shattered, the spell is extinguished. Missile weapons retain the Frostblade effect until they come to a stop. The caster must place a blue sock over the weapon with Frostblade on it. Any weapon which already has an enchantment on it will not be affected by the Frostblade spell.

Icy Encasement

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Rage of freezing frost

Make this foe encased in ice

That their movement ends!"

Material Component: Spell packet

Effect: Upon a successful hit, the target is Entangled by a block of ice. To remove the ice and cure the Entanglement, a One-Handed Bludgeoning weapon must be placed against one of the Entangled character's legs for a 10 count. If a larger Bludgeoning weapon is used, the character is still free, but suffers 1 point of damage to whichever leg was being touched. A character may free himself, if he possesses the appropriate weapon.

Resuscitation

Type: Sorcery

Range: Touch

Verbal Component:

"Water in your lungs

Flow back to the sea

That air may return!"

Material Component: None

Effect: This spell brings life back into someone that was killed, changing the target's status from Dead to Alive, only if the target died of Drowning. Anyone raised will still be under the effects of Poison, Plague and any other Status Effects he or she had sustained.

FOURTH CIRCLE

Hold Person (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Ice bind around you

As tight as chains;

Ceasing your movement,

Placing you at my mercy!"

Material Component: Spell packet

Effect: Any target affected by this spell is under the Paralyze effect for a 100 count.

Ice Armor

Type: Sorcery

Range: Touch

Verbal Component:

*"Ice be my armor,
Encase me in protection
Wrought from peaceful frost,
Thus preserving me from harm!"*

Material Component: Blue vest

Effect: The caster gains 1 point of armor. This armor lasts until the target is slain or the armor is destroyed. Multiple castings do not stack. The caster must don a blue vest to represent the armor. Note that this spell may only affect the person who cast it. Only one vest spell may effect a character at a time.

FIFTH CIRCLE

True Name Dagger (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"I speak your true name,
Given by fate,
Let its power compel you,
And send you beyond death,
Forever!"*

Material Component: Blue dagger

Effect: The caster must inscribe the True name of the target on the dagger. It takes the time between events for this spell to be cast. If the target takes any limb or torso damage from the True Name Dagger, he is instantly Severed. If the dagger is used to damage a different target than the one inscribed, then the dagger's enchantment is spent. Note that the target's True name (which is only obtainable through special means) must be used. When creating a True Name Dagger, a Marshal must be consulted.

Elemental Form

Type: Sorcery

Range: Touch

Verbal Component:

*"I am rain and hail,
I am sleet and snow,
I bond with my element,
So I become
Invincible!"*

Material Component: Blue amulet inscribed with "Elemental Form"

Effect: While standing in water, the caster gains immunity to non-magical attacks of all kinds, including Siege. Any Aquamantic spells that would otherwise be harmful act as a Heal spell to the caster. Not that these powers are only in effect while the caster is actually standing in water. This spell has no duration, and is active as long as the caster wishes.

GEOMANCY

The focus item for a Geomancer is either a fist-sized rock, or a bag of earthen material. Geomancy's color is brown.

FIRST CIRCLE

Repair (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Fix this shattered tool!"

Material Component: None

Effect: This spell may be cast on broken armor or any item that has been Shattered. Armor is brought back to full possible points, and Shattered items are restored. Armor may be fixed while it is on a character's body.

Harden Item

Type: Sorcery

Range: Touch

Verbal Component:

"Be as hard as steel!"

Material Component: Brown ribbon

Effect: A Hardened weapon is immune to being Shattered, and to Siege damage (this includes the spell Rusting Strike). A Hardened weapon is denoted by having a brown ribbon affixed somewhere. The caster may have as many Harden Item spells in effect as he has circles of Geomancy. The enchantment ends at end of the day. Any item which already has an enchantment on it will not be affected by the Harden Item spell. Note that a Hardened item (such as armor) will not protect its bearer in any special fashion.

Counter Geomancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with Earth!"

Material Component: Brown amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Geomancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Strength (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Strength of stone

Share your power with mortals!"

Material Component: Brown amulet

Effect: The target of this spell gains the Strength ability. This spell is canceled at the end of the day, or if the target is put in the Dying state.

Rusting Strike

Type: Offensive Sorcery

Range: Touch

Verbal Component:

"Let rust envelop

This tool and destroy it!"

Material Component: Brown sock or glove worn over the hand

Effect: Any metal item touch by this spell is Shattered. Touching any item or person uses up this spell.

THIRD CIRCLE

Magic Stone (Default)

Type: Offensive

Range: Missile

Verbal Component:

"Rock destroy my foes!"

Material Component: Spell packet

Effect: This is a basic missile spell, and deals 1 point of damage.

Return to Flesh

Type: Sorcery

Range: Touch

Verbal Component:

"Let the stone depart

Your flesh and bones forever;

Your true form restored!"

Material Component: None

Effect: The target of this spell is cured of any Petrify effects.

FOURTH CIRCLE

Petrify (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

*"Your flesh become stone,
And your bones become as rock,
Until magic ends
And the stars fall from the sky!"*

Material Component: Spell packet

Effect: Any target affected by this spell is Petrified indefinitely, until he is cured of the Status Effect.

Armor of Stone

Type: Sorcery

Range: Touch

Verbal Component:

*"Stone be my armor,
Encase me in protection
Wrought from strongest stone
Thus protecting me from harm!"*

Material Component: Brown vest

Effect: The caster gains 1 point of armor. This armor lasts until the target is slain or the armor is destroyed. Multiple castings do not stack. The caster must don a brown vest to represent the armor. Note that this spell may only affect the person who cast it. Only one vest spell may effect a character at a time.

FIFTH CIRCLE

Elemental Immunity (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"I am one with Earth,
And am thus as strong as Earth;
My flesh unyielding!
By the power of this spell,
I am made immune to all!"*

Material Component: Brown amulet inscribed with "Elemental Immunity"

Effect: The caster of this spell is totally immune to all 4th circle spells of the colleges of Aeromancy, Aquamancy, Geomancy and Pyromancy. 5th circle spells of all these colleges still affect the caster. This spell is canceled at the end of the day, or if the caster is put in the Dying state. This spell may only be used by the caster, and cannot be cast on anyone else.

Diamond Wall

Type: Sorcery

Range: Touch

Verbal Component:

"I call to the earth:

Bring forth a wall of diamond!

Clear as a crystal,

Stronger than the hardest steel;

None shall move past this great wall!"

Material Component: 10 foot brown rope

Effect: The caster creates a wall of solid diamond. This wall may be whatever shape the caster wishes, and the wall is tall enough that nothing may get over it. Absolutely nothing may pass through the wall, including the caster. This spell is canceled by will of the caster, or if the caster is put in the Dying state.

PYROMANCY

The focus item for a Pyromancer is a piece of burnt material, such as wood. Pyromancy's color is red.

FIRST CIRCLE

Fireball (Default)

Type: Offensive

Range: Missile

Verbal Component:

"Burning Fire, consume my foes!"

Material Component: Spell packet

Effect: This is a basic missile spell, and deals 1 point of damage.

Light

Type: Sorcery

Range: Touch

Verbal Component:

"I summon sunlight!"

Material Component: Light source

Effect: This spell allows the caster to carry a light source other than a lantern (or other period light source). Note that creatures vulnerable to sunlight will not die from a Light spell, but will be unwilling to come near the light source. A suggested method for achieving this effect is a flashlight capped with a styrofoam ball.

Counter Pyromancy

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with Flame!"

Material Component: Red amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Pyromancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Shield of Fire (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"Burning Fire come forth,
And shield me from harm!"*

Material Component: Red cloth covering or tape on the shield

Effect: The enchanted shield can block any Offensive Sorcery spell (which would normally affect the target even if blocked with a shield). This spell may only be cast on bucklers (a shield 12 inches or less at the widest point). This spell is canceled at the end of the day, if the bearer of the shield is put in the Dying state, or if the shield leaves the hand of its bearer.

Hand of Flame

Type: Offensive Sorcery

Range: Touch

Verbal Component:

*"Flame infuse my touch
And burn my foes!"*

Material Component: Red sock or glove worn over the hand

Effect: Any target who is touched by this spell takes 1 point of damage.

THIRD CIRCLE

Flameblade (Default)

Type: Sorcery

Range: Touch

Verbal Component:

*"Oh Source of all Power,
Crimson Fire, burning bright;
Anoint this weapon with flame!"*

Material Component: Red sock

Effect: This spell does not do extra points of damage, but adds the Fire damage type to a weapon. Creatures immune to the standard damage type of the weapon but not Fire will still take damage. Creatures vulnerable to Fire will be Dead instantly if damaged with a Flameblade. A caster may only have one Flameblade weapon in existence at a time. Flameblade may be cast on any weapon, including arrows and polearms. If the Flameblade leaves the hand of its bearer, or is Shattered, the spell is extinguished. Missile weapons retain the Flameblade effect until they come to a stop. The caster must place a red sock over the weapon with Flameblade on it. Any weapon which already has an enchantment on it will not be affected by the Flameblade spell.

Aura of Purity

Type: Sorcery

Range: Touch

Verbal Component:

"Everburning Flame,

Bring forth the purity of my soul

And let the impure be as ash!"

Material Component: Red amulet

Effect: The target becomes immune to the effects of Plague and Poison as long as this spell is in effect. This spell is canceled at the end of the day, or if the target is put in the Dying state.

Flamewave

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Raging flame hear me!,

Let your rage come forth

And turn this flesh to ash!"

Material Component: Spell packet

Effect: This spell causes 1 point of damage to the torso of the affected target, regardless of where the spell hits.

FOURTH CIRCLE

Purify (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"You pitiful creature,

Late of this world;

By the Flame of Purity I possess,

I bid you begone to the nexus of our two planes!"

Material Component: None

Effect: Any character affected by this spell is cured of any Poison or Plague Status Effects. If this spell is used on an Undead in the Dying state, the Undead status will be removed from that creature, and the creature will be put in the Dead state.

Immolation

Type: Offensive Sorcery

Range: Touch

Verbal Component:

Flame which burns bright,

Bring forth your eternal rage!

Let this unworthy foe

Be consumed by your power!"

Material Component: Red sock or glove worn over the hand

Effect: The affected target of this spell must begin a 10 count once touched. At the end of this count, the target bursts into flames and suffers 3 points of fire damage to the torso. A Pyromantic Counterspell or the spell Dispel will stop the Immolation effect from occurring.

Wall of Fire

Type: Sorcery

Range: Touch

Verbal Component:

"Flame of the Eternal

Let your power come forth!

Form this wall of flame

To separate the subtle from the gross!"

Material Component: 10 foot red rope

Effect: Anyone who crosses the Wall of Fire takes 3 points of Fire damage to the torso. Any melee attacks that are made against someone on the other side of the wall count as crossing the wall. However, attacks that are made are not negated, despite if the attacker dies instantly upon the attack.

FIFTH CIRCLE

Pillar Of Fire (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"Oh Source of all Power,

Let your flame be called forth

From the eternal and infinite!

Let my foes be destroyed

By the power you and I possess!"

Material Component: Spell packet

Effect: Any target affected by this spell takes 3 point of Siege damage. Anyone in physical contact with a target of this spell is affected as well.

Greater Shield of Fire

Type: Sorcery

Range: Touch

Verbal Component:

"Blessed flame of heaven,

Bring forth your blessings!

Anoint this shield with flame

That I may be safe

While my foes are consumed!"

Material Component: Red cloth covering or tape on the shield

Effect: The enchanted shield can block any Offensive Sorcery spell (which would normally affect the target even if blocked with a shield). Additionally, any weapon which strikes the shield is Shattered. This spell may only be cast on small shields (a shield between 1'1" and 2' at the widest point). This spell is canceled at the end of the day, if the bearer of the shield is put in the Dying state, or if the shield leaves the hand of its bearer.

MENSOMANCY

The focus item for a Mensomancer is a metal band or purple strip of cloth, which must be worn around the head. Mensomancy's color is purple.

FIRST CIRCLE

Hypnotize (Default)

Type: Sorcery

Range: Missile

Verbal Component:

"Let peace fill your mind!"

Material Component: Spell packet

Effect: Any target affected by this spell is unable to attack the caster for a 100 count.

Counter Mensomancy

Type: Sorcery

Range: Touch

Verbal Component:

"My mind is my shield!"

Material Component: Purple amulet inscribed with "Counter"

Effect: When going into combat, this spell may be cast to gain immunity to all Mensomancy-powered spells. If the caster is out of combat for more than a 60 count, the Counter wears off. Only one Counter may be active at a time.

SECOND CIRCLE

Berserk (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"From my burning heart,

I invoke the blood rage!"

Material Component: Purple amulet

Effect: When this spell is invoked, the caster places a purple amulet around the target's neck. As soon as the affected target is rendered Dead, he starts counting backwards from 10. While counting, the target will fly into a maniacal rage, attacking the nearest enemy. While Berserking, the target is immune to all damage except Siege. Once the target reaches 0 in the count, he falls down Dead.

Psychic Interrogation

Type: Sorcery

Range: Touch

Verbal Component:

"My mind is a key

Unlocking all your secrets!"

Material Component: None

Effect: Any target affected by this spell must truthfully answer 3 questions, asked by the caster. The target must answer these 3 questions via pantomime.

THIRD CIRCLE

Psi Blast (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"With my thought and will,

I attack you from afar;

Be slain by my mind!"

Material Component: Spell packet

Effect: Any target hit by this spell takes 1 point of damage to the torso, regardless of where the spell packet strikes. This spell ignores, and does not damage, physical armor.

Subliminal Message

Type: Sorcery

Range: Touch

Verbal Component:

"I meld with your mind,

And thus do I leave behind

This seed of my will!"

Material Component: None

Effect: Any target affected by this spell will perform one action dictated by the caster. The action must be simple to explain, and overly complicated actions are liable to be performed incorrectly. The action must actually be possible to perform in a timely manner (the caster should not dictate that the target has to count every grain of sand on a beach). The caster may set a command word that triggers the target of this spell to perform the set action (such as the word "cork" causing the target to attempt to kill the nearest person). This spell ends when the target performs the action, or when the event ends. A person under the effects of Subliminal Message may not cast spells, due to fogginess of mind.

FOURTH CIRCLE

Greater Psychic Interrogation (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"My mind is a key

Unlocking all your secrets!

Thus there is nothing

I cannot take from your mind!"

Material Component: None

Effect: Any target affected by this spell must truthfully answer 3 questions, asked by the caster. These 3 questions must be answered with normal speech. Any particular target may only have this spell cast upon him once per event. Any further attempts to use this spell on that target fail.

Charm

Type: Sorcery

Range: Touch

Verbal Component:

"By my mind and will

I hold you bound by this charm!

Your thoughts be made calm,

And open to suggestion!"

Material Component: Timer

Effect: Any target affected by this spell becomes best friends with the caster. The target may not necessarily follow the direct orders of the caster, but will be very open to any suggestions. This spell lasts for 1 hour. When the spell is cast, the caster gives a timer set for 1 hour to the target. This spell may not be cast on someone already under the effects of a Charm spell.

FIFTH CIRCLE

Dominate (Default)

Type: Sorcery

Range: Missile

Verbal Component:

"Your will is my own

To do with as I see fit!

I control your mind,

And I control your body,

And I own your very soul!"

Material Component: Spell packet

Effect: Any target affected by this spell must follow the casters orders to the letter. This spell is canceled at the end of the event.

Greater Subliminal Message

Type: Sorcery

Range: Touch

Verbal Component:

"By this spell I bend

All your will and perceptions!

You shall see the world

As I tell you to see it,

'Til the sunrise cleanse your mind!"

Material Component: None

Effect: Any target affected by this spell may have a certain perception implanted by the caster. This perception must be simple and easy to describe (such as, "All swords are venomous snakes"). This spell ends after 1 day (at sunrise).

NEGAMANCY

The focus item for a Negamancer is a band of gray beads worn upon the caster's person. Negamancy's color is gray.

FIRST CIRCLE

Counter-Element (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with [college of magic]!"

Material Component: Grey amulet

Effect: When going into combat, this spell may be cast to gain immunity to all spells of one college of the caster's choice. If the caster is out of combat for more than a 60 count, the Counter wears off. A Counter Element spell may run concurrently with another Counter Element spell of a different circle, but not with a standard Counter spell.

SECOND CIRCLE

Counter-Element (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with [college of magic]!"

Material Component: Grey amulet

Effect: When going into combat, this spell may be cast to gain immunity to all spells of one college of the caster's choice. If the caster is out of combat for more than a 60 count, the Counter wears off. A Counter Element spell may run concurrently with another Counter Element spell of a different circle, but not with a standard Counter spell.

THIRD CIRCLE

Counter-Element (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"I am one with [college of magic]!"

Material Component: Grey amulet

Effect: When going into combat, this spell may be cast to gain immunity to all spells of one college of the caster's choice. If the caster is out of combat for more than a 60 count, the Counter wears off. A Counter Element spell may run concurrently with another Counter Element spell of a different circle, but not with a standard Counter spell.

FOURTH CIRCLE

Blackblade (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"With this Black Fire,

I consume my foes' magic;

As it burns it feeds,

And I fear not any spell!"

Material Component: Grey sock

Effect: The bearer of a Blackblade is immune to all Offensive and Offensive Sorcery spells. This effect is only in place if the bearer is physically holding the Blackblade. A caster may only have one Blackblade weapon in existence at a time. Blackblade may be cast on any weapon, except missile weapons. If the Blackblade leaves the hand of its bearer, or is Shattered, the spell is extinguished. The caster must place a gray sock over the weapon with Blackblade on it. Any weapon which already has an enchantment on it will not be affected by the Blackblade spell.

Mana Burn

Type: Offensive Sorcery

Range: Touch

Verbal Component:

"Magic betray you"

By fatally wounding you

With its very touch!

Thus are you now accursed!"

Material Component: Grey sock or glove worn over the hand

Effect: Any target affected by this spell instantly becomes Vulnerable to all forms of magic. If any spell is cast upon the target, he will be put in the Dead state. Additionally, if the target knows magic, any spells he casts will put him in the Dying state directly afterwards (though the spell may still be cast).

FIFTH CIRCLE

Dispel (Default)

Type: Offensive Sorcery

Range: Missile

Verbal Component:

"All magic leave you"

And be extinguished as fire

When placed in water;

Thus do I remove all spells

And magic from my target!"

Material Component: Spell packet

Effect: If this spell is cast upon any character or item with an enchantment on it, the enchantment will be extinguished. If this spell is cast upon a magical artifact (an item with inherent magic), the item's magical abilities will be suppressed for 1 hour. If this spell is cast upon a character who knows magic, his magical abilities will be suppressed (meaning he cannot cast any spells) for 1 hour.

POLYMANCY

The focus item for a Polymancer may be any one of the other college's focus items. Polymancy's color is orange.

FIRST CIRCLE

Light (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Blessed Light come forth!"

Material Component: Light source

Effect: This spell allows the caster to carry a light source other than a lantern (or other period light source). Note that creatures vulnerable to sunlight will not die from a Light spell, but will be unwilling to come near the light source. A suggested method for achieving this effect is a flashlight capped with a styrofoam ball.

SECOND CIRCLE

Heal (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Let these wounds be healed!"

Material Component: None

Effect: All of the target's damaged limbs are healed. If the target is Dying, this spell will put the target in the Alive state.

THIRD CIRCLE

Repair (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"Fix this shattered tool!"

Material Component: None

Effect: This spell may be cast on broken armor or any item that has been Shattered. Armor is brought back to full possible points, and Shattered items are restored. Armor may be fixed while it is on a character's body.

Open Lock

Type: Sorcery

Range: Touch

Verbal Component:

"Tear this lock asunder!"

Material Component: None

Effect: This spell may be cast on any lock, which will immediately open. To open the phys-rep lock, the player must find a Marshal, who will open the lock. The lock may also be picked or unlocked by any player; however, this action is strictly out-of-character, and the lock is still considered to have been opened by the character who cast Open Lock.

FOURTH CIRCLE

Psychic Interrogation (Default)

Type: Sorcery

Range: Touch

Verbal Component:

"My mind is a key!"

Material Component: None

Effect: Any target affected by this spell must truthfully answer 3 questions, asked by the caster. The target must answer these 3 questions via pantomime.

FIFTH CIRCLE

Fireball (Default)

Type: Offensive

Range: Missile

Verbal Component:

"Fire, consume my foes!"

Material Component: Spell packet

Effect: This is a basic missile spell, and deals 1 point of damage.

Spell Turning (Default)

Type: Sorcery

Range: Special

Verbal Component: None

Material Component: Orange sock or glove worn over the hand(s)

Effect: This is not a standard spell, but an innate ability gained by the 5th circle Polymancer. Using the hand(s) wearing the orange sock or glove, the Polymancer may, at any time, catch or deflect any Offensive or Offensive Sorcery spell Missile. If the Polymancer catches the Missile, he may hold it indefinitely (as long as the spell packet does not leave his hand) and throw it at another target. If the Polymancer does throw the packet at another target, he must declare the name of the spell. The packet must be returned to the original owner after it has been used.

COMBAT RULES

RECEIVING STRIKES

The person receiving the strike is the one who determines whether or not that strike would be solid enough to count as a damaging strike. They determine whether or not it should count as a grazing strike, which has no effect, a light strike, which is one that they consider too weak to count as damage, or a solid strike, which is a strike that they consider to be enough to inflict the weapon's damage. This is an honor system, and those who participate in this game are expected to regulate themselves fairly. A solid strike does not necessarily mean a strike that hurts or causes real injury. When a player receives a strike that they do not acknowledge, they are saying to their opponents that they need to strike with more force or more accuracy. Players are expected to use good judgment and not refuse to accept a hit because it did not cause pain. Everyone assumes their own risk whenever they refuse to acknowledge strikes upon their persons. However, individuals who consistently strike too hard, or refuse to acknowledge any strikes, will be subject to disciplinary actions.

DAMAGE AND VALID TARGET AREAS

Every weapon in the game does 1 point of damage, with a few exceptions. The valid areas for receiving a strike are the top and back of the head (striking another player's face is only allowed if that player is wearing a helmet that protects his face), the arms, the legs, and the torso. Face shots against a player who is not wearing protective headgear are not counted as strikes. Participants who repeatedly cause actual injury to the other players will be subject to punishment.

- Unless noted otherwise, any strike to an unarmored portion of the torso or head will cause the victim to enter the Dying stage.
- A strike against any unarmored limb will cause that limb to become disabled, until it is healed. A disabled limb that is struck with a weapon transfers damage. If a character's right arm is disabled, and he is hit the right arm again, his torso takes the damage. In the case of legs, damage transfers to the other leg, then to the torso.
- Effects that cause multiple points of damage cause damage to armor first, then to the body.
- Armor points are only lost in the location that takes damage, and it is up to the player to keep track. For instance, if a character has Medium armor and is hit in the torso, he has only 1 point of armor left in the torso, but still has 2 points of armor on his limbs and head (if those areas are covered by armor).

DAMAGE TYPES

There are 3 mundane types of damage:

- **Bludgeoning**
- **Piercing**
- **Slashing**

Generally, the damage type does not modify the attack in any way. However, if the creature being attacked is immune to a specific type of damage, a particular class of weapon will not effect it. For instance, a creature immune to Piercing will not be effected by any Piercing weapon, such as a spear.

SIEGE DAMAGE

Siege damage goes through normal armor, and automatically affects the damaged character's torso. Only Natural Armor and Toughness may protect against Siege damage. When a character takes Siege damage, all non-Hardened items on that player's person are instantly Shattered. Things that can cause Siege damage include boulders and certain spells.

HEALTH STATES

- **Alive:** An Alive character is in fine health, and may perform any standard actions.
- **Unconscious:** An Unconscious character may not perform any actions, and is completely unaware of his surroundings. Unless otherwise specified, Unconsciousness lasts for a 100 count.
- **Dying:** A character goes into the Dying stage if he takes direct damage to the torso or head. While Dying, the character cannot move, and can speak only in a low whisper. He may not use any ability or skill. Dying characters can be revived in certain ways, such as a Heal spell.
- **Dead:** Once a character is Dead, he cannot communicate in any way, or perform any action at all. Few things will be able to return a Dead character back to life, short of a Resurrection spell.
- **Severed:** If a character becomes Severed, there is absolutely nothing that can bring that character back, short of the divine will of a god. There are extremely few fashions in which a character may be Severed.

DYING AFTER EVENTS

If a character is Dying or Dead when an event ends, and the character's body is in no one's possession, the character is assumed to have been left at the event site. Out-of-character, the player must then draw from a Bag of Chance. The bag will contain ten stones, with up to three Severance Stones. If the player draws a Severance Stone, his character is Severed, presumably having been eaten by something in the wilderness. The probability of Severance depends on the event location, and is decided by the Council.

ARMOR AND STRIKES

Armor absorbs damage from physical attacks and missile spells. A character may have no more than 4 points of armor at any time. When a player loses a point of armor, they must call out their armor points. For instance, if Greg the Fighter has 3 points of armor, and is hit with a sword, he would call "Armor 3!" If he is hit again, he would call "Armor 2!" then "Armor 1!," after which point he would not have any points of armor left.

All other rules pertaining to receiving a strike apply. With some types of armor, the player may not be able to feel an attack strongly. If a person wearing armor seems to ignore your strike, they are assumed to be aware of the fact that you will be striking much harder than is otherwise necessary.

WEAPON SIZE CLASSES

- **One-Handed:** A One-Handed weapon is any weapon 3 feet or under. It may be used with a shield or another weapon in the other hand, provided the necessary skills are possessed.
- **Hand-and-a-Half:** Hand-and-a-Half weapon is any weapon between 3'1" and 4'. It may be used with a shield in the other hand, but not another weapon.
- **Two-Handed:** A Two-Handed weapon is any weapon 4'1" and over. Nothing may be used in the other hand.

SHIELDS

Shields do not function like standard armor. Against normal attacks, shields will not break. Shields may still be Shattered.

WOODEN WEAPONS

Normally, wooden weapons function just like normal weapons in that they can disable limbs, but instead of mortally injuring another character, they cause Unconsciousness. Wooden weapons do nothing against armor 1 or 2. A character with Strength who is wielding a two-handed wooden weapon may treat it as a standard bludgeoning weapon, at the player's option.

ULTRA-LIGHT WEAPONS

Ultra-Light weapons are particularly light and fast weapons, usually constructed with a bamboo core. There is no special rule concerning these weapons, since they balance themselves: a trade of speed for stopping power.

MISSILES

Missiles (which include arrows, thrown weapons, and spell packets) are not subject to the same rules as weapons. If a missile strikes you, the force behind it does not matter, it still counts. It is understandable that when wearing armor a player may be unable to feel a missile that strikes them. The player should be aware of this fact and use their best discretion when another calls the hit they did not feel. Also, any player who is discovered to use this ruling to their advantage by claiming a missile struck an armored opponent when it did not will be subjected to disciplinary actions. Missiles can be deflected with weapons or shields. If a missile is deflected into another player, while the missile was still in flight, the player hit with the missile takes damage as per normal. Missiles may not be deflected with a bare hand (without the Deflect Missile ability), and the limb used to deflect the missile will still take damage.

CLOAK FIGHTING

While no provisions are made specifically for fighting with a cloak, it is permitted in the game. A cloak does not act as armor, unless specifically rated as such (if the cloak is made of leather or some other tough material).

FRIENDLY FIRE

Weapons are deadly, regardless of how you feel about a particular person. Friendly fire is a very real possibility.

THE MOB RULE

Whenever you face 2 or more opponents and receive more strikes than you can count off, you must follow the Mob Rule. Anyone who is subject to the Mob Rule is immediately taken down, and further effects are determined by the types of weapons that may have struck them. This rule applies in all cases of armor, and most cases of immunities. The exception comes when a character with immunities can identify the fact that no weapon in the vicinity can affect them. The character who is immune to every weapon must call "Immune All". If it is discovered at a later time that this was not the case, the character is taken down as per the normal Mob Rule.

COUP-DE-GRACE

At any time, any character may perform a Coup-de-Grace action, effectively putting a Dying or Unconscious character into the Dead state. The character wishing to perform the Coup-de-Grace must place both hands or the tip of his weapon upon the immobile target and complete a 10 count. The target will now be Dead.

SEVER LIMB

Similar to a Coup-de-Grace action, a character may sever an immobile target's limbs, if the character has a Slashing damage-type weapon. The character must place the tip of his weapon on whichever of the target's limbs the character wishes to sever and perform a 10 count. The target limb will now be severed. Only 1 limb may be severed at once. Severed limbs cannot be healed normally, and require special treatment.

STATUS EFFECTS

When afflicted with a Status Effect, a character retains the effect until the count runs out, or the character is cured by other means. An ability or spell which afflicts another character with a Status Effect will usually list the duration of the effect.

BLINDED

When Blinded, a character must close his eyes completely. The character is unable to see anything for the duration of the Blindness.

ENTANGLED

An Entangled character may not move his feet or legs at all, but is free in the upper body.

PARALYZED

A Paralyzed character cannot move anything except his hands, wrists, and facial muscles. A character with Still Cast may still cast spells while Paralyzed, though the character still can not move his arms.

PETRIFIED

A character who has been Petrified cannot move or speak at all. The character is completely immune to all forms of attack except Siege damage and Shatter Strike, both of which kill the character instantly.

PLAGUED

A character who is afflicted with Plague must begin counting down from 100. Upon reaching 0, the character enters the Dying stage. If anyone comes into physical contact with the afflicted character, while the afflicted character is Living OR Dead, that person gains the Plague effect as well. Characters who die from Plague and are resurrected still possess the Plague effect, and must begin the count down again. Characters retain Plague until cured in some fashion, such as a Cure Plague spell.

POISONED

There are many varieties of Poison (listed under in the Equipment section), though they all function basically the same. Armor protects against being Poisoned by a Poison-coated weapon, though Natural Armor and Toughness do not. If a character ingests the Poison in liquid form, the Poison automatically bypasses any armor.

SLOWED

A character who is Slowed cannot run, and must count to 5 between each physical attack. In addition, the character loses all effects of the Strength ability, if he possesses it.

GAME MECHANICS

COUNTS

Counts are used to measure time for an in-game effect. A count is equal to 1 second. The players may be tempted to count quickly for detrimental effects, and slowly for beneficial ones; this is strictly against the rules. Players found to be consistently counting too fast or slow may be subject to disciplinary action.

DRAGGING BODIES

Any immobile character may be dragged. To drag someone, a character must place one hand on the immobile character's person, and say "Drag." The immobile character may be dragged only at a walk, unless the character doing the dragging has the Strength ability. When the immobile character is released, he must go into a prone position. Even if the immobile character regains mobility, he must first go prone, and may then get to his feet, free of the dragger's possession.

PULSE CHECKING

Checking someone's pulse is a basic skill that every character is assumed to possess. Any player may attempt to pretend to be Dead, but a Pulse Check lets one tell if a character is actually Dead or not. To check a character's pulse, simply place two fingers on the character, and count to 10. After the count, the character must truthfully announce "Alive," or "Dead." Note that the skill "Feign Death" negates Pulse Checking. There are other effects in game that allow one to determine if a character is really Dead or not.

BINDING CHARACTERS

A character may bind others, using a rope. This action requires a phys-rep rope, which the player wraps loosely around the arms or legs of the character he is binding. Do NOT actually bind any other player. The character being bound must be immobile (Dead, Unconscious, etc.), and the binding character must complete a 30 count. After the count is completed, the bound character may not move from the spot. The bound character may attempt to remove the rope, which takes a 60 count. However, it will be obvious what the character is doing, and he must count out loud, while struggling with the rope. Another character may untie the bound character in a 10 count.

SEARCHING

When about to search someone, a player must ask "Manual or automatic?" A manual search means the character is actually searched. Players are encouraged to allow manual searching, depending on the case, since it adds more realism to the mechanic. This being the case, players are discouraged from hiding items in trousers or whatnot.

If the player is uncomfortable with actually being searched, the character may opt for "Automatic." For an automatic search, the character doing the searching will point to one section of the other character's person. The searchee must then give up any items located in that location. For searching for hidden items, the searcher may declare a "Search Hidden." The searcher will do a 10 count, after which the searchee must give up one hidden item (if the searchee has any).

ITEM ACQUISITION

When looting a character's body, or stealing indirectly (from a character's tent, for instance), only items which have stats in the game may be stolen. This includes weapons, enchanted artifacts, and spell focuses. Certain items, even if they have an in-game effect, may not be stolen:

- Armor
- Spell books
- Personal items (jewelry, mess gear, etc.)

During the event, the phys-rep of the item may be stolen. However, after the event, both the player stolen from and the player stealing must see a Marshal, who will confirm whether or not the stealing player may keep the phys-rep. Sometimes (for especially well-designed weapons, for instance), a player may not wish to part with a phys-rep, and will request it back from the thief. The thief will still technically possess the item, and may provide another phys-rep to represent that item. This will be noted by the Marshal.

BRINGING ITEMS TO EVENTS

Characters are not required to bring any of their possessions to an event except for Production Instructions (Recipes, etc.), and their spell books (if they cast magic).

SHATTERED ITEMS

When an item is Shattered by any means, it is completely unusable, though it may still be picked up and moved. Shattered armor provides no protection, Shattered weapons may not be used for any purpose, and Shattered shields may not block any blows. There are several methods of repairing a Shattered item.

ALCHEMICAL BREW TAGS

All Alchemical Brews have a tag, which is placed by a Marshal. The tag consists of a folded over piece of leather or paper, with the edges glued shut. On the inside of the tag, the name of the Brew is written. There is a coded set of runes written on the outside of the tag. When a character drinks the Brew, he must rip open the tag, and see what the Brew was. Once a tag is ripped, the character is assumed to have drunken the Brew. It is strictly against the rules to examine the inside of the tag without drinking the Brew. The coded runes on the outside of the tag may be deciphered by anyone who possesses the Alchemist skill. Alchemists will be issued a booklet containing the codes.

POISONING FOOD AND DRINK

When Poisoning food or drink, the player must place a small sticker (with the Poison type written on it) on the bottom of the food or drink vessel. Normally, players are not allowed to inspect the bottoms of food or drink vessels until after they have tasted the food or drink, at which point players may check to see if they have been Poisoned. Characters with certain abilities may detect Poison, and are allowed to examine food and drink vessels without eating or drinking anything. Players should inform a Marshal when Poisoning food or drink. Note that technically any Alchemical Brew can be added to food or drink.

TRAPS

In order to set a trap, the player may use any material approved by the Marshal. Traps may not actually be dangerous in any way. The effectiveness of the trap is mostly based on the player's ingenuity.

WATER

In certain events, such as those based around bridge battles, there may be bodies of water. The water is phys-repped by blue tarps, or simply rope around the perimeter of the water. Any character that falls in the water (unless under effects of certain spells) is afflicted with Slow as long as he remains in the water. If the character spends more than a 100 count in the water, he drowns, and enters the Dead state. If the character is wearing Medium or Heavy armor, the character instantly drowns. A character may climb out of the water by standing next to the perimeter of the water and performing a 10 count.

PRODUCTION

PRODUCTION REQUIREMENTS

In order to create an item using the Production system, four things are required: the Production skill appropriate to the item, a set of Production Instructions for the specific item, the Materials cost, and Production Points (PP).

PRODUCTION SKILLS

There are five Production skills (Alchemist, Armorer, Engineer, Scribe and Weaponsmith), one for each general type of item. For further information on Production skills, see the Abilities and Skills section.

PRODUCTION INSTRUCTIONS

Production Instructions are sets of directions that tell the character how to create any given item. Every single item (except Spell Scrolls) has an associated set of Instructions that the character must possess before making the item (Recipes for Alchemical Brews, Patterns for Armor, Schematics for Siege Weapons and Locks, and Molds for Weapons). Most common Instructions are available in merchant stores. Generally, a set of Instructions will cost the same as the item's Materials cost. Instructions may also be found in-game.

MATERIALS COST

The Materials cost is simply an amount of money that the character must spend to represent buying or acquiring materials to build the item. The Materials cost is almost always half the market price of the item, rounded up.

Occasionally, players may find Production Ingredients on site. These will be tagged, and probably specific to some particular item. Possession of a Production Ingredient means the crafter may forgo the Materials cost for any item that uses the ingredient. For instance, if an Alchemist finds some Moonberry, which is tagged as an ingredient to a Health Potion, he may present that instead of coin to a Marshal, and craft his Health Potion.

It is possible to craft items from special materials. For an item made from a Rare substance, such as silver, the item's price is multiplied by 2. For an item made from an Uncommon substance, such as cold iron, the item's price is multiplied by 1.5. Items made from Common materials cost the same. When crafting an item with a special material, a Marshal must be consulted.

PRODUCTION POINTS

The first time a character takes a Production skill (with the exception of Skilled Crafter), the character begins gaining Production Points (PP) at a rate of 1 per day of event. A player that receives double XP for hosting an event or Marshaling does not receive double PP. However, XP may be traded straight across for PP (a character who has earned 2 XP and 1 PP for an event may choose to trade in 1 XP for a PP, for a total of 2 PP.)

CRAFTING THE ITEM

Items may only be crafted in-between events. To create the item, bring the item's phys-rep, the Instructions, and the Materials cost to a Marshal before the game starts. The Marshal shall mark the loss of PP and facilitate the item crafting.

COPYING PRODUCTION INSTRUCTIONS

Any set of Production Instructions may be copied by spending 1 PP, and a Materials cost equal to that of the item the Instructions are for. A Marshal will facilitate the copying of Instructions.

COMBINING PRODUCTION POINTS

If worked out in-game (or “in-character,” even while not during an event), up to 3 characters may combine any number of PP for creating an item. There is no limit to the number of characters who may contribute Materials costs.

MONEY

- There are three denominations of coins in Lost Coast LARP: the copper penny, the silver orb, and the golden crown. There are ten pence to an orb, and ten orbs to a crown. A penny is denoted by a "p," and an orb is denoted by an "o" with a cross through it: ø.
- When an item costs a combination of orbs and pence, it will be written with the amount in orbs, followed by a slash, with the amount of pence listed afterward. For example, an item which costs seven pence would be listed as "7p". An item that costs one orb and four pence would be "1ø/4p".
- Costs are always listed in an amount of pennies and/or orbs: when something costs a crown or more, the amount will still be listed in orbs. For instance, an item that costs one crown, three orbs, and nine pence would be listed as "17ø/9p".

EQUIPMENT

Listed below is every commonly available item, along with associated costs. Brews which replicate spell that use amulets must have a unique amulet that is inscribed with the word "Brew." These amulets may only be used in conjunction with the Brew, and are considered out-of-game items.

ALCHEMICAL BREWS

POTIONS

Health Potion

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: As per the spell Heal.

Antidote

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: As per the spell Cure Poison.

Antibiotic

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: As per the spell Cure Plague.

Revive Potion

Market Price: 1ø/5p

Materials Cost: 8p

PP Cost: 3

Description: As per the spell Revive.

Luminescent Brew

Market Price: 4p

Materials Cost: 2p

PP Cost: 1

Description: A glowstick, preferably disguised in some way (wrapped in cheese cloth, or the ends capped with clay).

Strength Potion

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 4

Description: As per the spell Strength, with a duration of 1 hour.

Berserk Potion

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 4

Description: As per the spell Berserk.

Feign Death Potion

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: As per the ability Feign Death. Consuming this potion activates ability immediately (without usual 10 count). The character may cancel the effect at any time, requiring the 10 count. One use only.

Toughness Potion

Market Price: 1ø/5p

Materials Cost: 8p

PP Cost: 3

Description: As per the ability Toughness. The point of armor cannot be regained once it is lost.

POISONS

Crippling Poison

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: Causes Slow for 100 count.

Plague Poison

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 5

Description: As per the spell Plague.

Befuddling Poison

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: As per the spell Subliminal Suggestion.

Knockout Poison

Market Price: 1ø/6p

Materials Cost: 8p

PP Cost: 4

Description: Causes Unconsciousness for a 100 count.

Nerve Poison

Market Price: 1ø/6p

Materials Cost: 8p

PP Cost: 4

Description: As per the spell Hold Person.

Truth Serum

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: As per the spell Greater Psychic Interrogation.

Lesser Deadly Poison

Market Price: 2ø/5p

Materials Cost: 1ø/3p

PP Cost: 3

Description: Anyone effected by Lesser Deadly Poison will go to the Dying stage in a 100 count.

Greater Deadly Poison

Market Price: 3ø/5p

Materials Cost: 1ø/8p

PP Cost: 3

Description: Anyone effected by Greater Deadly Poison will go to the Dying stage in a 10 count.

ARMOR

LIGHT ARMOR

Torso

Market Price: 2ø

Materials Cost: 1ø

PP Cost: 3

Description: The torso piece of Light armor.

Arms

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: Both arms of Light armor.

Legs

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: Both legs of Light armor.

MEDIUM ARMOR

Torso

Market Price: 2ø/6p

Materials Cost: 1ø/3p

PP Cost: 4

Description: The torso piece of Medium armor.

Arms

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: Both arms of Medium armor.

Legs

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: Both legs of Medium armor.

HEAVY ARMOR

Torso

Market Price: 3ø/8p

Materials Cost: 1ø/9p

PP Cost: 5

Description: The torso piece of Heavy armor.

Arms

Market Price: 2ø/8p

Materials Cost: 1ø/4p

PP Cost: 4

Description: Both arms of Heavy armor.

Legs

Market Price: 2ø/8p

Materials Cost: 1ø/4p

PP Cost: 4

Description: Both legs of Heavy armor.

SHIELDS

Buckler

Market Price: 8p

Materials Cost: 4p

PP Cost: 1

Description: Any shield 1' or less at the widest point.

Small Shield

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 2

Description: Any shield between 1'1" and 2' at the widest point.

Large Shield

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 3

Description: Any shield 2'1" or larger at the widest point.

SIEGE WEAPONS

Ballista

Market Price: 5ø

Materials Cost: 2ø/5p

PP Cost: 7

Description: The ballista fires a bolt, which must be at least 3 feet long and 3 inches wide. The ballista itself resembles a giant crossbow, and the phys-rep should be built accordingly. One person may fire and load a ballista (albeit slowly), but it requires two people (or one person with the Strength ability) to move it, regardless of its actual size. Anyone struck by a ballista bolt takes 1 point of Siege damage.

Fire Bomb

Market Price: 2ø8p

Materials Cost: 1ø/4p

PP Cost: 4

Description: Represented by a gray beanbag. The beanbag must be specially labeled to distinguish it from a spell packet. Any target hit with the Fire Bomb takes 1 point of fire damage to the torso, regardless of where the beanbag hits. A Fire Bomb is used up once it is thrown, even if it does not contact anyone.

LOCKS

Level 1

Market Price: 8p

Materials Cost: 4p

PP Cost: 1

Description: A lock of easy difficulty to pick.

Level 2

Market Price: 1ø/2p

Materials Cost: 6p

PP Cost: 2

Description: A lock of medium difficulty to pick.

Level 3

Market Price: 1ø/6p

Materials Cost: 8p

PP Cost: 3

Description: A lock of hard difficulty to pick.

SPELL SCROLLS

Market Price: 2ø

Materials Cost: 1ø

PP Cost: 2

Description: Cost is per circle of spell being Scribed.

WEAPONS

Dagger

Market Price: 4p

Materials Cost: 2p

PP Cost: 1

Description: Weapons under 18”.

One-Handed Weapon

Market Price: 1ø

Materials Cost: 5p

PP Cost: 2

Description: Weapons between 19” and 3’.

Half-and-a-Half Weapon

Market Price: 1ø/4p

Materials Cost: 7p

PP Cost: 3

Description: Weapons between 3’1” and 4’.

Two-Handed Weapon

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 4

Description: Weapons 4’1” and over.

Polearm

Market Price: 1ø/8p

Materials Cost: 9p

PP Cost: 4

Description: For a description of polearms, see the Weapon skill “Polearms.”

Spear

Market Price: 1ø/2p

Materials Cost: 6p

PP Cost: 3

Description: For a description of spears, see the Weapon skill “Spears.”

Throwing Weapons

Description: Per size class

OTHER

Tool Kit

Market Price: 1ø

Materials Cost: N/A

PP Cost: N/A

Description: The toolkit required to repair armor in the field. This is not a craftable item, and must be purchased or found. It is also possible to start play with this item, only if the character possesses the Mend Item or Armorer skills at creation.