

2013

*Pathfinder Live Action
Role Playing*

MANUAL

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If you want to become a ref or write adventures, see Royce for how to go about it.

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Now bugger off and have fun, that's what it's about after all!

THE GAME

You may have played a tabletop Role Playing game, seen a fantasy film such as the Lord of the Rings trilogy or read a fantasy novel and imagined yourself in the place of one of the characters. How would you react in the same situation? With Live Action Role Play you get the chance to find out.

The aim of the game is to complete a quest that may involve physical combat (in a safe environment), solving puzzles and talking to other inhabitants of the fantasy world. You will create a character with skills and powers you want to use. The physical limits of your character are your own rather than the dice rolls of tabletop games.

Question: *How fast can I run?*

Answer: *How fast can you run!*

*You will also have to choose a way of acting called an **Alignment**. This covers your moral code (if any) and respect for the law. By keeping to this Alignment you will gain **Role Playing points** that you can use to improve your characters abilities.*

Once you have a character you will be sent on a quest involving puzzle solving, combat and talking to people. As you become confident in your character you may just feel the excitement of battle and achievement that modern living has taken from us. Also the stress relief of safely hitting a willing opponent with a latex weapon (as long as you don't mind being hit back) has value in this pressure filled life.

*Role Playing differs from many other games in the fact that you have to work as a team with the other players in order to succeed. A lone warrior is useless when faced by an opponent who can only be hurt by magical spells. By pooling your talents and skills you can complete your quest. But most important of all is how you win. You don't win by being 'better' than anyone else or by finishing the adventure, you win by **having fun**; you don't lose by dying or failing to complete the quest, you only lose by **not** having fun.*

By Role Playing you can improve your character, both in game terms and in real terms. Often a person who is shy will be able to come safely out of their shell when playing the part of their character, and so will not be shy during the breaks. (Not to mention that everyone is making a fool of himself or herself, not just you.)

The System Precept

Pathfinder was conceived with a basic tenet; "Good is rewarded; Evil must beware lest other evil destroy it." So evil character types should bear in mind they may be under more pressure, and could be betrayed by any of their followers, but then they have more solutions available to them to try. Good characters may benefit from felicitous happenings once in a while, but only if they keep to their ideals and morals.

A very important thing to remember!

The rules are intended to allow heroic adventuring, and we strive to keep the rules as simple as we can and still do this. Some things that work great in tabletop Role Playing are simply unworkable in live action, either because they are too complex or just cannot be worked in for various reasons such as safety or breaking the flow of the adventure. Please do not request things that need people to remember myriad factors; try to talk to a Ref first if an idea seems a bit outside the existing rules. Be prepared to take a long term view; you have to earn items and you may need to slowly build them up to what you want. So if you see a character with a powerful item, you can bet they worked long and hard to earn it.

Suggested Material & Influences

Books: Any Arthurian work, Ivanhoe, Lord of the Rings, The "Shannara" books by Terry Brooks, "The Wars of Light and Shadow" by Janny Wurts, "Memory, Sorrow & Thorn" trilogy by Tad Williams, David Eddings' "The Belgariad" & "The Mallorean" quintets (packed with magic and prophecy), The Conan Chronicles, "The Wheel of Time" series by Robert Jordan, "The Dragonlance Chronicles" by Margaret Weiss and Tracy Hickman, The "Tortall" books by Tamora Pierce.

Films: "The Lord of the Rings" (nothing more needs to be said), "Conan the Barbarian", "Excalibur" (by John Borman), "Dragonheart", "Ladyhawke", "Prince Valiant", "Hawk the Slayer", any of the Musketeer films pre 2010 (For Erinan).

TV: "Robin of Sherwood" (LWT production of mid 80's, packed with mysticism, a wide range of characters and a brilliant portrayal of chaotic good in the first two seasons), "Game of Thrones" (for the look of Wyldmen), "Cadfael" (for medieval law, investigation and potions).

Animation: "Record of Lodoss War" (worth it for the range of character types and the best portrayal of a Lawful Evil character we have ever seen), "The Heroic Legend of Arislan" (nobles and commoners join forces to free their kingdom; a wonderful set of videos), "Prince Valiant", "Mysterious Cities of Gold" (For Amatukiland)

Fair Warning!

There are more skills, spells and abilities than are listed in this manual or the spell list within the game system, so expect to run into things you have not read about in these documents during the course of play!

THE COMBAT SYSTEM

Sooner or later you will run into a situation where you cannot talk your way past your opponent; in the inevitable combat you will fight until someone calls a truce, runs away, surrenders or dies.

For combat purposes you will be loaned a safe weapon of your choice. The weapon will do the following damage:

1 Hit to a Monster (Some have more hits than others.)

OR

1 LF & 1 Location to a Player

Player Characters have seven locations on their body that can take damage; **Head, Torso, Abdomen, Right and Left Arms, Right and Left Legs.**

Each location has a number of **Location** hit points (Loc) that vary according to the race and abilities of the character.

- If any Location has zero hit points left it becomes useless, so drop anything in the hand if the arm hits zero, fall to one knee or drag the leg behind you if it is below zero and lie on the floor if both are below zero.
- Once **below** zero the bones in that Location have been broken; if they are not set properly before being healed then you may have permanent effects until properly set.
- If the Location takes so much damage that it falls to **less** than minus the **basic** race hit points then it is destroyed. E.g. a human has a basic race Location of 4; if a human has -5 to her right arm then her right arm has been torn off.

The head, chest and abdomen are called Critical Locations; if one of these falls to zero the character falls unconscious and if reduced to **less** than minus the **basic** racial hit points then the character is dead. (E.g. if an elf has -3 to her chest she dies.) **NOTE: PLEASE READ THE SAFTY SECTION IN REGARD TO NOT STRIKING THE HEAD.**

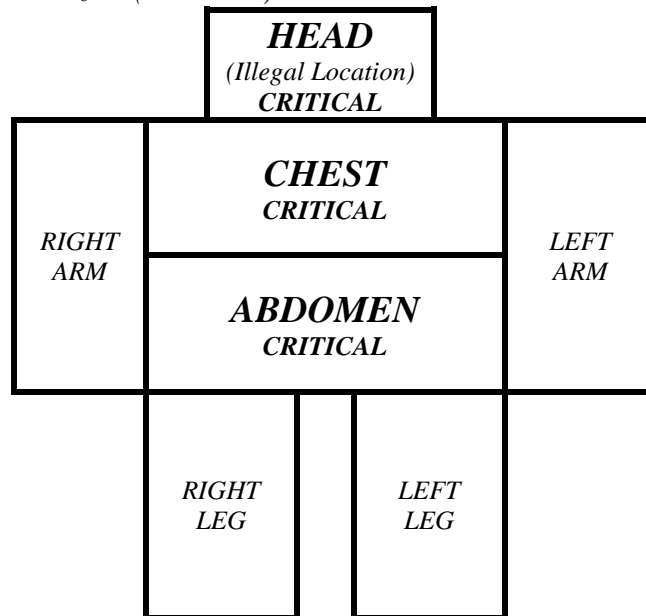
Characters also have a number of **Life Force (LF)** points. When they lose points from damage they are taken from **both** the Location hit points and the Life Force points.

- When the Life Force goes to zero the character falls unconscious.
 - When it falls to **less** than minus the **basic** race starting LF then the character dies. Note however that you can get an extra point of "live to minus" from 8pt generation; this **ONLY** affects LF not Location.
- E.g. If a human falls to -9 Life Force then she is dead.

The game works on honesty. Each player should remember where and how often he or she has been hit and tell the referee when asked (usually at the **Battle Board**).

Monsters have only to remember a number of hits and then role-play damage to locations rather than counting points for them. A location for a monster is about 1/3 the total hits.

- When their hits go to zero the Monster falls unconscious.
- When their hits fall to **less** than zero (so -1 to -2) the monster is dead.



ARMOUR LEVEL

PHYSICAL ARMOUR LEVEL (PAL)

The armour worn by a character will reduce the amount of damage taken from hits by weapons; the higher the armour level the better for the character. No starting characters will have armour. You need to buy, find or make it as you adventure, or spend some of your generation points on Title or Savings to buy it to start with.

You must have some kind of phys rep for the armour. A silver spray-painted loose knit jumper for ring-mail, painted hockey armour for plate-mail, etc.

<u>Armour Level</u>	<u>Bruising Damage</u>	<u>Armour Type</u>
0	4	No Armour
1	3	Leather
1	2	Studded Leather
2	3	Scale-Mail
2	2	Chain-Mail
3	3	Plate-Mail
+1	-1	Master Crafted (MC)
4	1	Master Crafted Plate over Master Crafted Chain-Mail

The number of hits taken from a weapon is reduced by the Armour Level

E.g. if an elf is hit for a double while wearing leather armour then she takes one point of damage.

If the armour stops all the damage then the character takes **Bruising Damage**. For every ten points of Bruising the character loses one Life Force. E.g. if the same elf while still wearing leather armour is hit by a single then she takes three Bruising. After being hit a total of four times (12 Bruising) she loses 1 LF; the remaining 2 Bruising mean that another 8 Bruising (3 singles) will cost her another 1 LF.

DODGE ARMOUR LEVEL (DAL)

Like physical armour, this protects against weapon blows and other attacks that can be countered by moving with the blow. The character rolls with the blow to reduce the impact and so takes less damage. For every level of DAL the damage is reduced by one point. The Bruising Damage from DAL is almost always two points, unless you have 'maxed out' your DAL. E.g. if a warrior with DAL 1 is hit for a double, they will take 1 point of damage, if hit for a single they will take two Bruising.

MAGICAL ARMOUR LEVEL (MAL)

Magical armour works a little differently to PAL or DAL. Against Pure Magical/Spiritual weapons (such as a Pure Magic sword) it reduces the damage in the same way as PAL with a Bruising Damage of three. However, against spells it reduces the damage by one point from both the Life Force and the Location damage. E.g. if a character is hit by the Fire-Bolt spell that does three LF and three to every location (3/3), and they have MAL 1, the damage is reduced to two LF and two to every location (2/2). Even if MAL stops all damage, you still suffer any 'Knockback' or 'Knockdown' effects.

For monsters subtract MAL then add the numbers together. So a Fire Bolt (3/3 Damage) hitting a monster with MAL 1 is reduced to a 2/2, you then add the numbers together to get 4 Hits of Damage.

BLOWS AURA

Certain abilities grant a Blows Aura; this is a protective aura round the character that will degrade as it is damaged. It does not benefit from any of the character's normal protections as it sits on top of them. Certain things will be able to bypass its protections.

Activated by: Melee strikes, Ranged strikes, any other impact.

Not activated by: Slow touches, poison, drowning, "Life Bane" damage calls, suffocation etc.

It should be noted that falling onto a set of spikes will activate the aura; however you will then sink slowly onto the spikes if you do not take action to avoid them. Also a long fall may activate the aura, but you may still take some damage from the sudden stop at the bottom.

A NOTE ON SHIELDS

When hit by 'Tru' damage a shield will provide protection; each blow that hits a shield doing 'Tru' causes 5 points of Bruising to the person holding the shield.

A shield provides NO protection when strapped to your back; all it will do is flop about and get smashed into you by any blows that strike it.

The referee will always use your best defence when recording your damage during the Battle Board.

DAMAGE TYPES

While you are adventuring you may be hit and hear these terms; below are their meanings and the armour that you may apply against them.

YOU ALWAYS HAVE THE OPTION OF CALLING LESS THAN YOUR NORMAL DAMAGE AT ANY TIME

(In terms of the ‘Single’, ‘Double’ etc part only, you must still call words like ‘Silver’, ‘Pure’, ‘Magic’ etc)

“Single, Double, Triple, Quad, Quin,” etc.	PAL or DAL can be applied.
“Magic/Spirit Single, Magic Double,” etc.	DAL or PAL can be applied; however some creatures are more vulnerable or can only be hurt by damage with a magical or spiritual element to it.
“Pure Magic/Spirit single,” etc.	MAL only can be applied as above. THIS WILL IGNORE NON-MAGIC SHIELDS. Damage goes through to arm.
“Holy Single,” etc.	PAL or DAL can be applied, however the target will suffer +1 damage vs. an Evil target and -1 damage vs. a Good target after all armour and other protections.
“Unholy Single,” etc.	PAL or DAL can be applied, however the target will suffer +1 damage vs. a Good target and -1 damage vs. an Evil target after all Armour and other protections.
“Angelic Single,” etc.	Damage of this type will, after ALL other considerations, do +1 damage against Evil targets, and +1 against Chaotic targets; against a Chaotic Evil target it will do +2 damage. Also as long as it causes at least 1pt of damage then 1pt of that damage will be Permanent damage if you are Evil or Chaotic; against a Chaotic Evil character it will do 2pts of Perm damage as long as it causes at least 2pts of damage.
“Demonic Single,” etc.	Damage of this type will, after ALL other considerations, do +1 damage against Good targets, and +1 against Lawful targets; against a Lawful Good Target it will do +2 damage. Also as long as it causes at least 1pt of damage then 1pt of that damage will be Permanent if you are Good or Lawful; against a Lawful Good character it will do 2pts of Perm damage as long as it causes at least 2pts of damage.
“Spell.”	Please do not confuse this with “Balefire” which has no particular special property. MAL can be applied to any numerical damage; however a spell like Hand of Death does not damage you, it just kills you, so MAL is of no use against it.
“Over-casting.”	If a spell-caster uses a spell that needs more Art than she has left then for each point over her limit she loses 1 LF and 1 point of Art permanently; also she falls unconscious for 5 minutes and cannot meditate for the rest of the adventure. (I.E. Morgan Stareyes casts a Lv 5 spell when she only has 4 Art left, thus she has overcast by 1 and so permanently loses 1 LF and 1pt of Art.)
“BV#.”	Blade Venom. If the blow causes damage (not Bruising) then the target loses LF equal to the level of the Venom at the start of the next encounter or after 5 minutes.
“IV#.”	Ingested Venom. If eaten, drunk or inhaled it will cause the loss of LF equal to the level of the poison at the start of the next encounter or after 5 minutes.
“CV#.”	Contact Venom. It needs to touch skin, at which point it causes a loss of LF equal to the level of the poison at the start of the following encounter or after 5 minutes.
“Instant BV/IV/CV#.”	The poison takes effect instantly as long as it meets the requirements of that poison type to damage the target. It should be noted that multiple doses of a poison will each affect you separately, so taking five BV2s will result in the loss of ten LF at the start of the next encounter.
“Through (Tru).”	The blow ignores all physical Armour (PAL) and DAL; if blocked by a shield then the player takes 5pts of Bruising from the strike.
“Vampiric Single,” etc.	Damage of this type will always do its damage regardless of PAL, MAL or DAL. A Blows Aura WILL stop it and it will only do 1 blow to a creature on Blows (or two if a Vampiric Double). Each time the weapon does damage the wielder is healed of 1 LF of damage or 1 LOC up to their normal starting maximums.
“Life-Bane Single,” etc.	Damage of this type will ALWAYS do its called damage to the target regardless of PAL, MAL, or DAL. It goes through a Blows Aura, but will do only 1 Blow of damage to a monster or character that is on Blows (such as a rage effect).
“Subdue One, Subdue Two,” etc.	This does 1 hit/LF of non-fatal damage to a monster or player. It will knock them unconscious at 0 hits or LF but it will not kill them. (NOTE. You can hit any of the normal locations to do this, head hits are still banned and DO NOT count). The Subdual damage is based off your skill with weapons not your normal damage. If the number is greater than the PAL or DAL of the target then they take the damage. Any excess is NOT converted into more subdual damage. If the number is equal to or less than the armour, the target takes bruising as normal. Natural Weapon Affinity does not add to Subdual damage. If you for example call “single” instead of “one” then you are doing lethal damage NOT Subdual; call correctly!
“Throat Slit.”	If the blade is dragged from ear to ear then the victim dies after a slow count of five, during which only innate or Item curing may be used by the victim. As long as 1 point of curing (Loc or LF) can be done the flow of blood can be stemmed. Please read the safety notes on this skill as well; it is NOT a mid-combat skill.
“Wracking Pain (x Seconds).”	The target is wracked by waves of intense pain, they cannot do anything apart from poorly defend, gasp out words when not screaming (or in some other way role-playing the pain), and try to move away from the pain. You may be allowed to use racial innate abilities, but this will be a call made by a ref. at the time.

NOTE!

If you do not call your damage, either when playing or monsterring, you will be assumed to be causing the **LOWEST** Bruising Damage the victim can take and **ONLY** what you call will be applied; **NO** shortening the call. Having a big swanky damage call is a limit as well as a bonus.

NOTES ON SAFETY

YOU MUST!

Pull your blows!

A weapon blow should be at least 18" but should be slowed down just before it strikes your opponent to reduce the impact to a minimum. Hand hits are also very painful and **DO NOT** count; repeated aiming for hands is a safety violation. Thrusting with weapons is unsafe.

HEADSHOTS ARE STRICTLY FORBIDDEN!

Head hits **DO NOT** count, as striking the head is dangerous.

Use safe weapons!

The referee must check all weapons before the adventure starts to ensure that they are undamaged and safe to use.

Use weapons correctly!

You will be shown how to wield your weapon if you are unsure or unfamiliar with it. Only strike with that part of the weapon meant for this; e.g. do not use the pommel of a sword in combat. Do not hit trees or the ground with a weapon as this damages both the weapon and the tree.

Look after other people!

If you think that you may have hurt someone or have been hurt call a 'Time freeze'. Check to see if they are all right and tell the referee.

Report damaged weapons!

If you think that a weapon is, or has become unsafe then tell the referee.

No Grappling!

Wrestling, grabbing weapon hands or in any other way using physical force is against the rules and unsafe. This includes grappling weapons and pinning them to your body with an arm. It is okay to pin a weapon with another weapon in most cases; however it is the final call of a ref if something is deemed unsafe, and if this is done do **NOT** attempt the same manoeuvre again.

'Throat Slit' ability use.

This ability cannot be used in melee combat unless combined with a 'Lightning Strike' (or other 'Time Freeze') ability as it is a bit too dangerous to wave weapons around near people's throats. It normally should be used on an unsuspecting or restrained victim.

Be Happy!

If you are uncomfortable with a situation you are asked to role play tell the referee so that they can either have someone else role play that part or change the situation.

No Drugs or Drink!

These result in a lack of control and endanger you and the people around you. Any breach of this rule will result in a withdrawal of the invitation to partake in future Live Role Playing. **NOTE:** smoking during 'Time In' will result in an automatic safety warning; the Ref will make time for a smoking break during the odd battle board as long as you let him know you would like one. But don't hold up the game, as this is unfair to others.

Don't involve the Non-players!

Do not involve members of the public. All role playing stops ('Time Out') while they pass through; if they want to know what you are doing feel free to explain and if they are interested call the ref. over. But they are not to be included in the game under **ANY** circumstances.

Pathfinder operates a simple system; if you are given three formal behaviour or safety (any combination) warnings in the space of one year, you will be banned from coming to the system for the rest of that year (or the following year if it is at the end of the season). You will be allowed back the following year but ANY further warnings and you will be banned again, possibly permanently. Once you have a full year without any warnings you're back onto the "3 strikes and out" level.

We will however ban someone permanently on the spot for any act of assault, indecency, or other action of an illegal nature, as well as any act of gross stupidity that places anyone in danger of severe harm or flagrant breaking of the rules.

Please note that a negative points award is NOT a formal warning; we are very clear when giving a warning out and have not yet had to ban anyone from the system for dangerous or unacceptable conduct. We hope to maintain this record. We will always try to work with people to sort out a minor issue where we can, as a little help is normally all that is needed in most cases.

ROLE PLAY POINTS AWARDED

Base Experience Award (Exp).

Single length:	5 to 15	Quad length:	40 to 53
Double length:	16 to 27	Quin length:	54 to 68
Triple length:	28 to 39	Six length:	69 to 84

(As a guide, an adventure should last between 1 to 2 hours per section with around five encounters per section.)

The base award is a measure of how well the party/individuals did at achieving the aims of the sections they played.

Normally this is the whole adventure but sometimes it will only be for part of it (such as if a character died during the adventure and was not returned to life, or if they joined in after a section was completed).

Additional Awards (to be added to the base award)

Costume Points (+5 to -2)

+5	Full head to foot costume, looks like the real thing / theatre quality (Usually only 1 person per adventure will get this award).	+2	Good main costume but not inspiring or appropriate to character.
+4	Impressive costume but let down by a few imperfections. Player has included a lot of little touches & kit.	+1	Average costume. No 20 th century items at all.
+3	Appropriate costume that conveys a sense of the character.	0	Let down by 20 th century items like blue jeans, watches, etc. This includes wearing non-prescription sunglasses during time in.
		-1	Very poor costume, little effort involved.
		-2	No costume or effort to have one apparent.

Behaviour (0 to -2)

This is a penalty for antisocial behaviour. E.g.: arguing with referee, being insulting to other people at the event, littering and damaging site. The game is for having fun.

Safety (0 to -2)

This penalty is for unsafe behaviour such as grappling, unsafe blows and headshots. Repeated award of this penalty will result in not being asked to take part in the future. Asthmatics that do not bring their inhalers if they require them will automatically have a -1 penalty to their points. As noted before a negative behaviour or safety award does NOT constitute a formal warning. We will ALWAYS tell you what a negative award is for.

Competence (+3 to -2)

This is how well the character supports the party and uses their abilities, such as coming up with interesting applications of spells and having a cunning plan; average competence shows that the person did what was expected of them.

Combat (+2 to -2)

This award is given to reflect how well people were role playing being hit, taking damage, suffering the knock-back or down from spells, role play of other effects and also for role playing the weight of weapons properly. 'Machine gunning', swinging a Great-weapon about like a fencing foil and not reacting properly to spell effects will result in a negative award. NOTE: This is not an award for being a good fighter! Instead it is for playing the game in the right spirit, even if it puts you at a slight disadvantage in combat.

Role Play (+12 to -5)

This is how well they played their class, alignment and race. It is also for how believable, individual and memorable they made their character. It must be remembered that everyone has a slightly different interpretation of the races, classes and alignments. Use the History sheet to give the Refs. a good idea of what the character was meant to be like. It is in the interest of the player to ensure they have filled out the History sheet to help with this! Remember that quiet does not always mean not role playing. Being stupid or not trying to role-play will result in a penalty.

Prestige

For every 'step' of difference between the character level and the Adventure level (See Level table) there is a 5% Bonus or Penalty to the total Exp gained from the adventure. This percentage is added to any from Size bonus. Prestige assumes you try to do at least an equal share of the adventure despite level differences. It is a reward for risk taken, or a penalty for being over-skilled for the adventure at hand.

For every multiple of Quest a character achieves there will be an additional -15% applied to Exp; it just gets harder and harder to learn more. Adventures cannot be booked as multiples of Quest.

Size bonus

If the party was small then they will receive more points. (Average party is four people.)

2 people +20% of final points. 1 person +40% of final points.

Example 1: A Level Zero (Basic) character is on a Quest Level adventure with one other character; they do an equal share of the work: +20% Prestige, +20% Size= +40% to all Exp gained that adventure!

Example 2: A High Level character is on a Low Level adventure and does just about an equal share of the adventure, preferring to hang about at the back and let the other players do most of the work: -20% to all Exp for the adventure.

Other Awards

Also on an adventure there are two other types of awards; treasure and items. These are awarded to the group as a whole and how they are divided is down to player discretion, character skill or any other method used by the players before and during an adventure. ALL division of treasure and items should be done BEFORE the characters are battle-boarded off the adventure and given points awards. Treasure; this can be cash, jewellery, potions, armour, scrolls, books, fine wines, works of art, raw materials for trade skills or any other items of value. **Treasure:** 500 Guilders per section.

The items are created using Special Item Points. **SIPs:** there are 10 SIP per section (to be shared by all players on the adventure). The players can choose when booking an adventure to sacrifice 1 SIP for an additional 100 Guilders worth of treasure to be available on the adventure; however you cannot choose to sacrifice treasure to get more SIPs than is normally available. It should be noted that SIPs cannot be carried over from one adventure to another. Either an Item is taken off adventure or the SIPs are lost.

Experience Points

The Level of a character is a guide to how powerful they are and also how hard the adventure needs to be to challenge them. The number of points that the character has earned from adventuring defines the level. Once you reach 'Quest' level you still continue to accrue experience points, but adventures will be run less often at this level of difficulty and you cannot increase any level based abilities. A good guide is about 2-3 years of playing once a month with a character will take you from 0 to Quest level.

In the case of some spells and effects, your level also determines if you are affected by the spell. This is to represent the willpower and drive a more experienced character has developed, or the experience that allows them to recognise the spell as trying to fool their senses. This is not to say you cannot role play fighting off the effects of the spell anyway if you are high enough not to be effected by it; indeed we do heartily encourage you do, after all it gets you more Exp if you do things like that. However if you are a low enough level to suffer the effects of a spell you CANNOT avoid it by role play alone; you need a rules based reason to escape the effects. Good examples of such abilities are the Charm, Fear or Awe effects.

Experience Level Table

<u>Level</u>	<u>Total XP Points</u>	<u>Adventure Level</u>
0	0	Basic
1 st	1	Basic
2 nd	65	Low
3 rd	130	Low
4 th	210	Low
5 th	320	Mid
6 th	430	Mid
7 th	540	Mid
8 th	670	High
9 th	800	High
Quest	1000	Quest

Your character's level also determines how well known their name is; certain people may have skills that allow them to recognise you simply by your name or by sight.

TERMINOLOGY

During the game you will hear a variety of terms that are used in this system.

[Damage] Cap	The maximum damage a weapon can do unless other properties or effects come into play to increase or remove the 'cap'.
'Focused' Skills	These are skills that can be disrupted by certain spells & effects; generally they need concentration to perform, such as casting, picking locks, translations, mighty blows. It is always a ref call as to if a skill is a focused one, for example a berserker using a mighty blow might not be counted as a focused skill, but a duellist will.
Art Points	These are the points used to cast spells. If they reach zero the character will begin to overcast & take permanent damage.
Battle Board	The sheet that the ref. fills in to keep track of the damage taken by the character during the adventure.
BWT (By Weapon Type)	Frequently used in monster stat lines. It means that the monster is doing the basic damage for the weapon as per 'train in' be it Single (for 1 handed), Double (For 2 handed) or Triple (Great Weapons). They may have bonuses noted on top of this.
Character	The fictional person you play.
DAL	Dodge Armour Level, e.g. rolling with a blow.
Double	The blow does two hits.
Guild	An organised body of professionals (similar to a union).
Guilder	The money of Vara.
Knife in the Ribs	If this call is made when you are hit in a critical from behind and does damage, you die instantly.
Lightning Reactions	Allows you to try to parry the 'Lightning Strike' ability if it is used on you; basically you are able to move fast enough to respond to the attack. It can be used in other situations at the discretion of the Ref.
Lightning Strike	A sort of local 'Time Freeze': the attacker is allowed to hit with no attempt to parry being made. I.e. the monster/player moves too fast to follow as he strikes.
Loc. Sever	The location hit is cut off; this ability only works on limbs as the neck is considered part of the head and it can only be hit in a time freeze situation (please see notes on Throat Slit in regard to safety).
Loc. Stun	The location is useless for 5 min/encounter (up to Ref.). If a critical is hit then you're on the deck unconscious.
Loc. Zero	Does what it says. The location hit is instantly reduced to 0 points (no effect on LF).
LOS	Line Of Sight. If you can see it you can affect it.
MAL	Magical Armour Level, protection against spells and Pure Magic weapons.
Meditation	The way of regaining Art points, e.g. sit on the floor legs crossed humming.
Monster	Any hostile creature the characters meet on an adventure. This is also the term for the people playing these parts.
Mortal	If the blow hits a critical, and does damage to the Loc, the victim dies instantly.
NPC	Non Player Character; any non hostile creature met on an adventure.
PAL	Physical Armour Level; Leather armour for example.
Phys Rep	Physical Representation. E.g. cloth strips for bandages. If an item is not on the equipment list on Page 17, then if you have a good Phys rep with you then you have it in character.
Player	A person who is playing a character.
Quad	The blow does four hits.
Quin	The blow does five hits.
Rage	There are several types of Rage effects; each of them works a little differently in terms of the rules effects. All of them mean you will not take Bruising Damage while the rage is active. Normal: Hits to Blows, Cannot Cast, Can tell Friend from Foe. Cold: Hits to Blows, Can Cast, Can tell Friend from Foe. Berserk: Hits to Blows, Cannot Cast, Gain +1 Strength, Cannot tell Friend From Foe. Casting: Can Cast even if hit while doing so, Can tell Friend from foe.
Ref.	Referee. The person running the adventure. They should not be argued with if you value your (character's) life!
Single	The blow does one hit.
Subdue #	The character is trying to strike to incapacitate, rather than using a lethal attack. Armour will frequently counter this.
Time Faff	The players are still in 'Time In', however they should stay in roughly the same spot; this is normally to allow the monster team to get ready or for the ref team to do something small but needed before they players move on.
Time Freeze	A temporary stop in game play that may be called for a variety of reasons, including safety. In a non safety situation everyone should close their eyes and hum until "Time In" is called.
Time In	The adventure is running again after 'Time Out' or 'Time Freeze'.
Time Out	Break in the game to allow Battle Boards to be done things such as lunch (The ref. welcomes all contributions at this time).
Treasure	Any object found during the adventure that can be sold; the ref. will NOT tell you the value unless you have the right skill so be ready to barter if you sell it.
Triple	The blow does three hits.
Vara	The normal 'game world' characters adventure in. It should be noted that the setting is indeed MUCH larger than the characters start out being aware of.
Verbal	The words used when casting a spell. If the verbal is not correct then the spell 'Fizzles' out; you take casting damage but nothing happens.
Wolf Leap	The person using this ability calls a "Time Freeze" and can leap forwards up to 15ft onto their target, knocking it to the ground and getting in a free strike with its claws, bite or weapon. The victim of a Wolf Leap gets one free swing at the attacker as it comes in. Anyone else along the line of the leap can make a swing, but needs to use a "Lightning Reaction" in order to do so, and should not be engaged with another opponent at the time.
Wracking Pain	The target is wracked by waves of intense pain, they can do nothing apart from poorly defend, gasp out words when not screaming (or in some other way role-playing the pain), and try to move away from the source of the pain. You may be allowed to use racial innate abilities, but this will be a call made by a ref. at the time.

8pt Generation Table

You have 8 points to spend on this table to choose your character's starting skills.

(You also get all the skills in the area above the level you choose unless it says otherwise.)

	Combat	Life	Rogue	Level of Art	Spells	Art	Info	Title	Savings
0	Basic use of 2 weapons <i>(Single only)</i>	Base Race Life	Basic Player Abilities	Base Race Level of Art	None	Base Race Art	R/W Speak common	Commoner	0
1	Train in One Weapon <i>(From Basic)</i>	Live to extra -1 Life Force	Train in One Weapon <i>(From Basic)</i>	+1 Level of Art	R/W Magic Runes	+2 Points of Art	Three Discerns, Recognises or R/Ws.	Squire 100 Guilder of Equipment per Adventure	400 Guilder Total
2	Train in 2 Additional Weapons		Two Discerns, Recognise R/Ws.		2 Spells from known Spheres			Merchant 200 Guilder of Equipment /Ad	800 Guilder Total
3	Use shield OR Jump 1/Ad	+1 Level of Normal Life	Hide in 1 Terrain type 1/Ad <i>(Chosen now)</i>	+2 Levels of Art <i>(From +1)</i>	4 Spells from known Spheres <i>(From +2)</i>	+4 Points of Art <i>(From 2)</i>	Four Discerns, Recognises or R/Ws. <i>(From 3)</i>	Land-Owner 300 Guilder of Equipment /Ad	1200 Guilder Total
4	Jump 1/Ad OR Use shield		One additional Discern, Recognise R/W.		8 Spells from known Spheres <i>(From +4)</i>			Count 400 Guilder of Equipment /Ad	1600 Guilder Total
5	Mastery in One Weapon <i>(From Train)</i>	+2 Level of Normal Life <i>(From +1 Normal Life)</i>	+1 DAL	+3 Levels of Art <i>(From +2)</i>	All Spells in 1 known Sphere <i>(from +8)</i>	+8 Points of Art <i>(From 4)</i>	Five Discerns, Recognises or R/Ws. <i>(From 4)</i>	Viscount 500 Guilder of Equipment /Ad	2000 Guilder Total

PLEASE NOTE: GREAT-WEAPONS WILL NEED 2 'TRAIN IN' SLOTS TO HAVE THE KNOWLEDGE TO USE THEM

Here are some examples of Character Creation (they continue on the next page).

Examples of 8pt Generation

Tammy has decided to create Hawkwind, a Human Warrior (Neutral Good).

She first buys some Combat Skills, so she spends three points to be able to use a shield and three weapons (she chooses Bow, Dagger and one Handed sword). Then she wants to have a little more life, so she can stay in combat for longer before she needs healing, so she spends three points on Life to get live to extra -1 Life force and +1 Level of Normal Life.

She wants to be able to find out if a potion will help or harm her (Hawkwind does not trust other people). Also she wants to tell how much damage she has taken and spends 1 point on Info to get 3 Recognises and Discerns (she chooses Discern Curative, Discern Harmful and Recognise Nature of Wounds).

Lastly she wants to buy some armour to protect her in combat and so she spends 1 point on Title to get Squire; this gives her 100 Guilder of equipment every adventure. So Hawkwind's 8pt Generation looks like this.

<i>3</i>	<i>Combat</i>	<i>(Train in Bow, Dagger, One Handed Sword, Use shield.)</i>	
<i>3</i>	<i>Life</i>	<i>(Live to extra -1 Life Force, +1 Level of Normal Life.)</i>	<i>9/5 Life, Live to -9.</i>
<i>1</i>	<i>Info</i>	<i>(Discern Curative, Harmful, Nature of wounds.)</i>	
<i>1</i>	<i>Title</i>	<i>(Squire Title; 100 Guilder of equipment per adventure.)</i>	<i>Leather Armour (PAL 1 B 3).</i>

Chris has decided to create Malvain, a Skywise Elf Priest (Chaotic Neutral).

A Priest, like any other Art user, needs 3 things in order to function;

1) Points of Art (for powering Spells), 2) Levels of Art (to be able to wield Art) and 3) Spells (to have learned something before they start out).

He spends three points on Art to be able to start with 4 Points of Art (enough to cast 2 Level 1 spells before he needs to rest). Another three Points go on Levels of Art to be able to cast Level 1 and 2 spells and to regain his used Points of Art more quickly when he meditates. Then he takes 2 points in Spells to learn to Read and Write Spiritual runes, and to gain two spells from known Spheres. Being a priest he gets the Faith Sphere for free so he picks "Know Alignment" in order to be able to tell if someone is good or evil and saves his 2nd spell choice for a spell from his church Sphere. Having done this he then has to pick 2 weapons he has basic use in (this is free) and chooses Dagger and Club. Lastly he decides on which church he wants to be a priest of (this will give him both an ethos to follow and also some benefits) and finally settles on Shashay, Goddess of Darkness, taking "Halt Undead" from the Control Sphere for his 2nd spell choice. Malvain's 8pt spend looks like this.

3	Art	(+4 Points of Art.)
3	Levels of Art	(+2 Levels of Art.)
2	Spells	(R/W Spiritual Runes, Know Alignment Spell, Halt Undead Spell.)
0	Combat	(Basic in Dagger, Basic in Club.)
Skywise Race		(Fly 1+1 Every 2 Levels, 9/2 Life, Live to -9, +1 Point of Art per Level.)
Priest Class		(Faith Sphere Free.)
Church Shashay		(Control Sphere Free, Darkness 2 per Adventure, Temp Bless 1 per Adventure, +1 Level of Art Control Sphere Only, +5 Points of Art.)

Caroline has decided to create Morgan Stareyes, a Dwarven Wizard (Lawful Neutral).

Caroline has made an interesting choice, as Dwarves are not much inclined towards magic. Indeed they must halve the number of Points of Art they get from 8pt Generation due to this. So she must put several points into Art to be able to cast spells on her 1st adventure, but Caroline has an idea to help make Morgan a useful character from the word go.

Talking to the Ref she convinces him to let her spend one of her 8 points to get the Skill of 'Make Focus' as this will make it easier for her to cast spells & make her Points of Art last longer; the ref. doesn't mind as this is not much of a request and will help Caroline to enjoy the character right from the start. She then spends two points on Spells to be able to Read and Write Magical runes, and to learn two spells to start with; she chooses Reveal Magic, along with Shatter (Touch), from the Thaumaturgy Sphere (which all wizards get to start with). Then she spends three points on Art to get 4 Points of Art, but after halving them she is left with 2. Then she spends 1 point on Levels of Art to be able to learn and cast level one Spells. Finally she spends her last point to buy Training in 1 Handed Hammer from the Combat Table (as most dwarves can use at least 1 weapon rather well, and a hammer fits nicely with the image). All that remains is to pick one other weapon to have basic use in (she chooses crossbow) and Morgan is finished, with her 8pt generation looking like this.

3	Art	(+4 Points of Art, halved to +2 because of race.)
2	Spells	(R/W Magical Runes, Reveal Magic Spell, Shatter (Touch) Spell.)
1	Combat	(Basic in Crossbow, Training in 1 Handed Hammer.)
1	Levels of Art	(+1 Levels of Art.)
1	Notes	(Make Focus Skill.)
Dwarf Race		(8/5 Life, Live to -8, 1/2 effect from magic, Recognise Treasure Value.)
Wizard Class		(Thaumaturgy Sphere Free.)

Mark has decided to create Tarn Woodscouter, a Halfling Scout (Neutral Neutral).

Mark decides that he wants Tarn to be a nimble little Halfling based around information gathering and herb-lore, so he spends five points on Rogue to get +1 DAL (to protect his Halfling), Training in Bow, Hide in Woodland 1 per Adventure, Discern Beneficial, Recognise Plant (for his foraging ability) and Recognise Nature of Wounds.

Then he wants his skills to provide a small income for him, so he spends 1 point on Title but chooses to call it "Ranger" rather than "Squire"; this will net him 100 guilders of equipment free at the start of every adventure. In order to have more information skills he puts 1 point in Info to get Discern Poison, Recognise Poison (so he knows what it can do and how to use it) and Discern Traps (just in case!). With his last point he buys Training in Dagger from the combat table. Since he has training in two weapons he doesn't need to bother with Basic use. So he lines up on 8pt generation like this.

5	Rogue	(Train in Bow, Hide in Woods 1/Ad, Dis Beneficial, Rec Plant, Rec Nature of Wounds, +1DAL.)
1	Title	(Ranger Title: 100 Guilders of Equipment per Adventure.)
1	Info	(Discern Poison, Recognise Poison, Discern Traps.)
1	Combat	(Training in Dagger.)
Halfling Race		(7/3 Life, Live to -7, Camouflage self 1 per Adventure +1 every two levels.)

Classes

All characters fall into one of three classes: **Warrior**, **Spellcaster** or **Rogue**.

Warrior

The warrior is a good fighter and will be at the front of every battle. She finds it cheaper to buy fighting skills and armour & weapon making skills. They should protect the other members of the party from physical harm but have little or no ability to counter magical problems and foes.

Spellcaster

The Spellcaster is a jack-of-all-trades Art-user. She tends to stay at the back of the party and use her spells to destroy her enemy from range. She is not very good at physical combat but finds it easier to buy magical skills. A Priest who does not follow a god is called a **Mystic**.

There are five types of Spellcaster; **Priest**, **Mystic**, **Wizard**, **Druid** and **Sorcerer**.

Priests use divine powers including those of life & death (Healing and Harm spells). They gain Faith Sphere and Church Sphere free.

Mystics use the powers of belief in the self, totem spirits or some other philosophy. They gain Faith Sphere free.

Wizards use the powers of the elements (creating and altering spells). They gain Thaumaturgy Sphere free.

Druids use the powers of nature (animal, plant & weather controlling spells). They gain Animal or Plant Sphere free.

Sorcerers Get to chose one of any of the above spheres free as their starting sphere, but it is harder for them to cast spells.

NOTE: Sphere costs are listed in the front of the Spell List, not on the points tables.

Rogue

The Rogue might be a thief or scout; she can fight a little but excels in sneaking around & finding things out. She can buy information skills and making skills more cheaply than the other classes can. Rogues also excel as 'skill' based character concepts as they tend to fall between the other classes in terms of skill costs.

Alignment

Your alignment defines your moral code. There are two parts to your alignment.

Lawful, **Neutral (1)** or **Chaotic**. And **Good**, **Neutral (2)** or **Evil**.

Lawful Characters tend to act with the system and have a strong sense of honour or code of conduct. An evil knight would tend to be Lawful-Evil while a holy knight would be Lawful-Good.

Neutral (1) Characters tend to follow the rules when they can but will break them for the greater good if there is no other option.

Chaotic Characters tend to have no regard for the law and will break it without a second thought. Robin Hood is a good example of a Chaotic-Good person while your typical Orc raider is a good example of a Chaotic-Evil creature.

Good Characters treat others with kindness and give help to those who ask for it; the only reward they crave is to put right what is wrong and make the world a better place.

Neutral (2) Characters will help others only if it is no bother to them to do so or if they get something out of it. They will usually ask how much they will get paid before going off to complete a quest.

Evil Characters will not help anyone unless it furthers their own goals and even then they will probably stab you in the back when you are no use to them. To them only power and position are important.

By combining these two elements you can create a variety of ways of acting.
And by playing this attitude well you will earn more experience points for the quests that you do.

The Races of Vara

The lands of Vara are home to many races. Each has their own advantages and disadvantages. You may need to include wearing face paint as part of the race that you chose to play; if you don't have any ask the Ref. As they will probably be able to bring it if needed. **If you do not wear the face paint or Phys rep for your race without a good reason then you do not benefit from any innate that your race gives you.**

Human

The humans of Vara have many diverse cultures but are much the same as those of Earth. This is the standard race and it has no limits in any area and also no penalties. Humans tend to live to about 70 years old; anyone over the age of 80 will be considered exceptionally long lived. The normal age of a starting adventurer is 16.

Base Human Life	8/4
Human Innate Ability	None.

Half-Orc

The Half-Orc uses the same skill lists as a human but there are no Half-Orc wizards as they are just a little bit too thick to be able to get the hang of it. There are however Half-Orc Priests and Mystics, as well as Sorcerers; this is down to how they tend to think. The Half-Orc mind cannot think in the right scientific patterns in order to be a Wizard. They tend to be big built and very smelly. The culture of the Orcs is a fierce tribal one, with the strongest Orc being 'Da Boss' and the weakest 'Runtz' at the bottom. Due to the harshness of their lives, only a very rare Half-Orc lives past 60 years old. Normal age of maturity is 14. Use human skill tables.

Base Half-Orc Life	7/4
Half-Orc Innate Ability	Recognise Smell. Purge Poison 1 +1/4 Lv.
Phys Rep Required	Bulky, rough costume, green skin, tusks if possible (but not essential).

Dwarf

The Dwarves of Vara are short, heavily built and tend to like their beer and axes. They are craftsmen to the extreme and are famed for their metal, stonework and also the intricate toys that they make. They are known for ferocity, indomitable spirit and tremendous courage that borders on that of a fanatic. Any Dwarf spell-caster must halve the number of Art points that she buys at 8pt generation. Dwarves should note that when buying Points of Art with Experience they only receive half a point of art for each one they buy.

The average Dwarf lives to be about 300 years old; Dwarven society considers you to be an adult at age 20.

Base Dwarf Life	8/5
Dwarf Innate Ability	1/2 Effect from magic Curing/Damage. Recognise Treasure Value.
Phys Rep Required	Must have a beard if Male. Costume should make the player look stocky.

Halfling

Halflings are the size of small, podgy children; they have large hairy feet and an insatiable curiosity that usually gets them into trouble; they aren't the best fighters in the world but they do make good scouts. When in trouble they will tend to hide. They have a farming lifestyle but dig large homes into the sides of hills, usually with a big larder to hold all the food they can buy; they live about 100 years. The age that they begin to suffer from wanderlust is about 16. Use Dwarf skill tables.

Base Halfling Life	7/3
Halfling Innate Ability	Camouflage (Physical, self only) 1 +1/2 Levels.
Phys Rep Required	Fat stomach and large feet (Hairy if possible).

Troll

The Trolls of Vara are large, ugly and hulking, and are powerfully built; they are not the brightest of creatures but this is not to be confused with a lack of cunning. They craft lasting things; low on beauty, high on durability is the watchword for their craftsmen. The hard lifestyle of Trolls means that they consider 50 to be long lived; however their lifespan is actually about the same as Half-Elves. The age that most trolls begin to go adventuring is 14. Use Dwarf skill tables.

Base Troll Life	10/4
Troll Innate Ability	Strength 1 (+1 damage with hand weapon).
Phys Rep Required	Rough clothes, a coloured band across eyes with a black 'Eye Scrunch' effect over the top.

Elf (please pick sub-type from those noted below)

Elves tend to be tall and have pointed ears. There are several elf races, each with their own culture and innate abilities. Normally elves live to be about 350 years old, but some have lived up to a hundred years more; they tend to become frail in these years, as if time is taking revenge for the youthful vigour they enjoyed previously in life. Elven society considers 22 to be the age of maturity.

Base Elf Life	9/2
Elf Innate Ability (all races)	+1 Point of Art per XP Level.
Phys Rep Required	Pointed ears or a bandanna that covers the tops of the ears.

Skywise

These winged elves are slimly built with human complexions due to the tanning of their skin by the sun at high altitudes. Their wings tend to match the colour of their hair although some have white wings. They live in the tallest of trees where they build their Eyrie-like homes. In general they love the Treewalker elves and accept the Sun-tops as rather stuffy but all right. They fold up their wings when not in use but this means that they cannot wear backpacks or similar.

Skywise Innate Ability	Fly (physical) for 5 minutes 1 +1/2 XP Levels.
Phys Rep Required	Cloak with feathered effect on it or prop wings.

Embereye

These elves have red-orange skin with black hair. They live in and near volcanoes. They are quite territorial and also have a strong sense of honour. They tend to be Chaotic Good in nature and take people as they find them. They also tend to have quick tempers.

Ember Eye Innate Ability	Fireball 1 +1/3 XP Levels.
Phys Rep Required	Red Orange Face Paint.

Clearwater

These elves have dark blue skin and silver to green hair. They live in and near large bodies of water or at the coast and protect the creatures and harmony there in much the same way as the Treewalker elves do in the forests. They tend to be Neutral in nature.

Clearwater Innate Ability	Liquid breathing (physical) at will.
Phys Rep Required	Dark Blue Face Paint.

Frost-mane

These elves have blue-white skin and white hair; they live on glaciers and above the snow line of mountains. They are a fierce people and have a Norse-like society, tending to follow Bronwen Stormbrow. They tend to be Lawful in nature and take others as they find them.

Frost-mane Innate Ability	Iceball 1 +1/3 XP Levels.
Phys Rep Required	Blue-White Face Paint.

Stone-fist

These elves have dark chestnut to clay grey skin with brown hair. They live in natural cave systems and are very laid back until they are roused in anger, at which point they become as indomitable as their name suggests. They tend to be Neutral in nature.

Stone-fist Innate Ability	Walk Thru. Rock (5 minutes) 1 +1/3 XP Levels.
Phys Rep Required	Brown to Grey Face Paint.

Treewalker

These elves have green skin and natural coloured hair (with a predominance of red). They live in the forests and protect the harmony of their lands and the animals within, and they tend to be Neutral in nature following the balance and realism the world round them show them.

Treewalker Innate Ability	Tree Skin 1 +1/2 XP Levels.
Phys Rep Required	Green Face Paint.

Nightshade

These elves have black skin and white hair. They live underground in the darkness and love to commit evil and wicked acts. They have a female dominated society. They detest the other elf races and often are antagonistic towards them in preference to any other foe. They tend to be evil in nature.

Nightshade Innate Ability	Darkness (Ranged) 1 +1/3 XP Levels.
Phys Rep Required	Black Face Paint.

Suntop

These elves have white skin and blonde hair. They live outside but only where there tends to be fine weather. They love the sunlight and beauty, and while they sometimes appear to be a little stuffy and superior to others, once you get to know them they are firm friends. They tend to be Good in nature.

Suntop Innate Ability	Light (Ranged) 1 +1/3 XP Levels.
Phys Rep Required	White Face Paint.

New-folk

This is the term used to describe the other elf races. They are less common and can have many abilities. they can look very different from each other and can be of almost any nature.

New-folk Innate Ability	Choose a spell, Gain 1 +1/(Level of spell) XP Levels.
Phys Rep Required	Face Paint (one colour or pattern) see a Ref. for more details.

Half-Elf

The Half-elves that live on Vara are tall, slim and willowy possessing the pointed ears of their Elven heritage with the complexion and vigour of their human parent. Both cultures look on them in a variety of ways; they can be excellent spell users to have in human surroundings and their tougher bodies are a blessing to the defence of Elven homes. Half-Elves can enjoy a life of about 150 years due to their Elven ancestry. They are either considered mature and of adult age depending on the society they live in, or at the age of 18 if they lead more insular lifestyles. Use Elf skill tables.

NOTE: This refers to Elf/Human mixes, there are other mixes that are possible but you will need a VERY strong character concept and will need to speak to a ref. about it to hammer out the details.

Base Half-Elf life	9/3
Half-Elf Innate Ability	+1 Point of Art per XP Level.
Phys Rep Required	Pointed ears or a Bandanna that covers the tops of the ears.

'8pt Special' Character

If you want to do a special character (in terms of race, unique abilities from the start, or merely a normal character that starts with a lot more than normal based off a particular background idea you have) then talk to a Ref. about what you want to do and we will see what we can do. It is advised that a detailed character background and concept will be treated with more consideration than a list of abilities. Be prepared to have to make a big effort with costume / face-paint. You CANNOT do an 8pt Special as your first character. Please take the time to learn the setting and system before committing the time and effort required for such a character. Once an 8pt race is created it cannot be played by anyone else without the permission of those already playing it; this is in order to keep the uniqueness of the character in terms of characters played in the system; the same does not apply to NPC's created by the Ref team however.

Non-Standard Races

We also have a few races, that while not being special enough to come under the scope of an '8pt Special', are not normally played; if you are interested in one of these then ask a ref about it. Examples include Goblins and 'full' Orcs.

Cost of Equipment in Guilder

As a guide, the normal wage for a farm hand or unskilled labourer would be 5 Guilder a day plus food and board.



Axe, Mace, Hammer

Throwing	40
Hand	50
War (2-Handed)	80
Two Handed Great Weapon	110



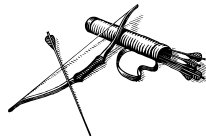
Bladed Weapons

Dagger	40
Short-sword	50
Broadsword	60
Two Handed	80
Two Handed Great sword	110
Throwing Dagger	40



Long Hafted Weapons

Spear	50
Two Handed Spear	90
Staff	20
Pole-arm	50
Lance (Great weapon)	130

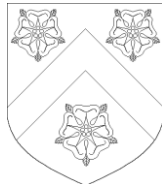


Missile Weapons

Bow	60
Longbow (Great Bow)	100
Crossbow	100
Shuriken	40 (For 10)
Arrows	20 (For 5)
Bolts	20 (For 5)

Special Weapons

Silver Weapons	2 to 3 times the normal cost at least.
Potion Arrows	30 G EACH and both arrow & potion are lost if fired. (Does not include the potion.)
Master Crafted Weapon	10 times normal cost at least.
Master Crafted weapons may only be bought on adventure not with title.	



Shields

Buckler Shield (grip to furthest edge less than hand to elbow)	20
Heater Shield (covers the torso of the character)	30
Door Shield (covers neck to shin on character)	60

(Please note shield size is defined by the character that brings it onto the adventure)



Armour

Leather	(PAL 1, B 3)	100
Studded Leather	(PAL 1, B 2)	250
Scale-mail	(PAL 2, B 3)	500
Chain-mail	(PAL 2, B 2)	1000
Plate-mail	(PAL 3, B 3)	1500
Master Crafted	(PAL +1, B -1)	+50%

Armour lasts for 4 Adventures before it becomes too damaged to use.

Master Crafted armour can only be bought on adventure, not with Title money.



Potions

Peace of Mind	(Headache cure)	3 Temp / 5 Perm
Churn-Stopper	(Settles the stomach)	6 Temp / 9 Perm
Shashay's Grace	(Morning after tonic)	9 Temp / 14 Perm
Purgative	(Purges the bowels)	5 Temp / 8 Perm
Fishwife's Favours	(10 warming lozenges)	6 Temp / 9 Perm
Gripe Water	(Helps with trapped wind)	3 Temp / 5 Perm
Nit-Dip	(Gets rid of head passengers)	8 Temp / 12 Perm
Louse Powder	(Gets rid of other passengers)	5 Temp / 8 Perm
Sheep Dip	(Good for 1 Sheep)	8 Temp / 12 Perm
Starsha's Touch	(Soothes rashes)	3 Temp / 5 Perm
Eucagoop	(Unguent for colds & massage)	5 Temp / 8 Perm
Sun-soothe	(Sunburn cream)	3 Temp / 5 Perm
No-Doze	(Keeps you awake)	36 Temp / 54 Perm

Tonics	(1 LF)	150 Temp / 200 Perm
Herbal Paste	(1 Loc.)	200 Temp / 250 Perm
Treated Bandages	(Bandage does +1pt of curing)	45 Temp / 68 Perm
Sweet Water	(2/1)	350 Temp / 450 Perm
Scratch Dust	(Itching powder)	30 Temp / 45 Perm
Liquid Fire	(1/1 Damage)	450 Temp / 675 Perm
Quicksilver	(+1 DAL, 5 Minutes)	150 Temp / 225 Perm
Moon Bottle	(20' Light, 30 Minutes)	90 Temp / 135 Perm
Stone Water	(+4 LF for 5 Minutes)	150 Temp / 225 Perm
Smelling Salts	(Wake from KO/normal sleep)	15 Temp / 23 Perm
(1 Dose of Smelling Salts will last 1 Adventure once opened).		

Other Potions	Barter with Seller.
(Normally about +50% to the make costs on p25.)	
Temp Potions last for one adventure, Perm Potions last until opened.	



Other Items

Temporary Focus Barter with seller (About 100 G normally)
Scrolls Approx 150 Guilder per Level of spell
Minor Items / Heraldry Items 25 Guilder per level of the spell to make

Pitch Soaked Torch 3 Guilder
Cooking Pot 10 Guilder
Candle 1 Guilder
Oil Lamp (No Oil) 12 Guilder
Lamp Oil (Per Pint) 10 Guilder
Hand Mirror (Glass) 35 Guilder Upwards
Small Cask (Empty) 19 Guilder
Bar of Tallow Soap 1 Guilder
Vial of Ink (Black) 4 Guilder
Paper (10 Sheets) 5 Guilder
Saddle and Tack for Horse 80+ Guilder

Cutlery (1 Set):
Wood 2 Guilder
Metal 7 Guilder
Silver 26 Guilder

Cloth (Per Bolt)
Cotton 25 G
Calico 30 G
Canvas 40 G
Silk 100 Guilder

Rope (per 10ft)
Hemp Rope 5 Guilder
Silk Rope 15 Guilder
Sun-spider Silk 30 Guilder

Chain (per 10ft) 12 Guilder

Bandages 7 for 5 Guilder

For most other items not on the list, if the player is carrying a Phys-Rep for it then he is carrying the item in question.

A Temporary Focus will only work for spells of Levels 1 - 4 and lasts for one adventure.

You may only buy Scrolls for spells of Lv 3 or less with Title spends; anything higher must be bought either from another player or on adventure.



Clothing

Waterproof Cloak 27 Guilder
Court Dress / Doublet 50 Guilder and upwards
Shirt (Basic Linen) 8 Guilder
Shoes (hardwearing) 7 Guilder
Boots (Riding / Dress) 21 Guilder upwards

Livestock

Pig 19 Guilder
Sheep or Lamb 10 Guilder
Chicken (not Cockerel) 2 Guilder
Cow (Milk or for meat, not Bull) 30 Guilder
Riding Horse(Standard Quality) 80+ Guilder



Food, Room & Board

Pint 1 Guilder
Spirits 2-3 Guilder
Bottle of Standard Wine 5-10 Guilder
Nightshade Spirits (Shot) 5 Guilder
Nightshade Spirits (Bottle, 6 Shots)) 28 Guilder
Hot Meal 2 Guilder
Hardtack Rations (1 Week) 4 Guilder
Trail Food (1 Week) 10 Guilder
2 Man Tent 70 Guilder
Travel Blanket 6 Guilder
Sleeping in Common Room 1 Guilder
Bed (Shared room) 2 Guilder
Bed (Private room) 5-10 Guilder
Private Suite (if available) 20+ Guilder
Stable a Horse (with feed) 3 Guilder
Bath (with towels) 5 Guilder

All Prices are for an average Inn, prices vary with quality of establishment.

Notes on Skills

PLEASE NOTE:

JUST AS A SKILL CONVEYS KNOWLEDGE, **LACK OF A SKILL SHOULD INDICATE LACK OF KNOWLEDGE.**

FOR EXAMPLE A CHARACTER WITHOUT THE 'RITUALIST' SKILL SHOULD NOT KNOW ANYTHING OTHER THAN THE MOST BASIC OF INFORMATION ABOUT RITUALS.

THIS IS ESPECIALLY TRUE OF COMPLEX OR ESOTERIC SKILLS.

WHEN IN DOUBT ALWAYS ASK A REF IF IT REASONABLE IF YOUR CHARACTER WOULD KNOW SOMETHING.

USING KNOWLEDGE YOU DO NOT HAVE IN CHARACTER WILL AT BEST RISK LOSS OF POSSIBLE ROLEPLAY POINTS AND AT WORSE MAY BE CONSIDERED 'META-GAMING' AND BE CONSIDERED A FORM OF CHEATING.

Ambidextrous	This allows either hand to be used for combat and spells; it allows you to use two weapons at once, or allows you to fight and spell cast at the same time.
Back-stab	This skill allows you to do +1 Damage if attacking a target from behind.
Basic Use	The Character can only do a single with this weapon (even if two-handed) but CAN apply strength, magic, holy etc as appropriate. (So no skill but lots of enthusiasm; you cannot have basic use in a great-weapon.)
Bow	This skill covers Bows and Crossbows; however you have to buy it for each type. Longbows are a "Great Weapon" for skill costs.
Dagger	Covers Daggers as hand-to-hand weapons (for throwing daggers see the 'Thrown' skill).
DAL #	Grants dodge armour that will reduce damage.
Discern	Reveals basic information to the character; the Ref. will give a yes/no answer when the player asks. There are more Discern skills than are noted in the manual; ask a Ref. if you have an idea for one.
Double Med. Rate	The character gets twice the number of Art points back per 10 minutes when they meditate.
Dress Minor and Major Wounds	Minor affects LIMBS only, Major affects CRITICALS only. This skill will allow curing of 1 Loc per bandage. A location may only be bandaged twice at any one time, and MUST be phys-repped with a decent prop. Total Heal spells allow you to remove all bandages from a person, allowing them to be bandaged twice on the location once again. While we do not track used and unused bandages, more EXP is given for phys rep cleaning of bandages and using decent props; cleaning takes about 10 minutes of boiling the bandages.
Enhanced	(Needs Mastery first.) Enhanced weapon means you do +2 Damage (E.g. Single becomes Triple).
Extra Art points	Buys one additional point of Art for spell casting.
Great ... (Weapon)	Massive (6ft+ OR massive head) weapons; Halflings and Goblins cannot use these as they lack the mass and muscle to control them. Warrior only Skill.
Head Ritualist	Allows you to lead a ritual; you need to be a Ritualist to buy this ability.
Hide in '...' 1/Adventure	The character can hide motionless and quiet without being seen in a chosen terrain type. If they move then they can be seen again.
Hunting	The Character can catch and forage enough food per hour to feed one person. This includes the ability to follow a trail (but not know what left it).
Jump	The Character can call a time freeze and travel in a straight line up to 15ft; anyone can take 1 swing at you as you pass.
Knockout	This will render an opponent INSTANTLY unconscious without hurting them (may not affect some monsters) unless they have Plate-mail or PAL 3 from any other source covering their critical Locations; note that a Phys Rep is required unless the source of the PAL means you don't need one. No Phys Rep means no protection. If you have +2 Strength or Greater, you call "HEROIC KNOCKOUT" which knocks out the target regardless of PAL; some monsters will still be unaffected (Undead, Golems and other large creatures like Dragons). Please note this is not a separate skill; if you have the strength you have the different call.
Learn Spell	When gaining spells, points must be spent to learn them. The spell's level must be equal to or lower than the character's "Level of Art" in order for you to learn it.
Level of Art	The highest Level of Art (spell level) the character can learn and use. Bought up to Level Nine. (Generation, Guilds & Items may push the total above 9; see meditation in the Spell-casting rules for the effects of this.)
Level of Life	There are two types, Warrior and Normal; you buy one or the other. They are bought in ascending Levels up to and including level nine.
Lightning Casting	Allows you to call a "Time Freeze" in which to cast a spell either as an action or reaction; the spell then takes effect at "Time In."
Lightning Reactions	Allows you to attempt to parry a 'Lightning Strike' used against you in melee combat. Call "Lightning Reactions" when a 'Lightning Strike' is used against you or in the immediate melee. (I.e. you can defend someone else who is under attack with your reactions, if you can parry in time!)
Lightning Strike	Causes a 'local' time freeze; the person you are attacking must stop and allow you hit them and they cannot move to defend or evade. It does not mean you have to stop everyone, only those in your immediate melee - UNLESS you are shooting a bow in which case you stop everyone. The call used is "Lightning strike, Time freeze!"
Mace	Allows the use of 1-Handed Blunt weapons like hammers and maces; 2-handed versions use that skill instead.
Make Armour	Each skill must be bought in ascending order, weakest Armour level to toughest Armour Level.

<i>Make Curative, Poison, Alchemy, Hedgebrew</i>	<i>Bought per Level up to 9th Level. The Character can make potions of a level equal to or below their Skill Level as long as they have the recipe and the funds. See the Makes section on Page 23 for more information.</i>
<i>Make Focus</i>	<i>The character can create an item which helps to channel the power and damage of a spell.</i>
<i>Make Leather</i>	<i>Needs the skinning skill to prepare the hide if you wish to use pelts you have collected yourself.</i>
<i>Make Minor Item</i>	<i>Allows the production of minor items; it costs 25 G per level of the spell placed into the item, and only one spell can be placed in any one item.</i>
<i>Make Missile</i>	<i>Allows the production of Bows, Arrows, etc.</i>
<i>Make Other</i>	<i>The skill to make things not covered by other makes on the skill tables; it is bought per skill Level. Basically this covers buying esoteric making skills, like brewing, carpentry etc.</i>
<i>Make Scroll</i>	<i>Will allow you to create magical scrolls. It is bought in ascending levels up to Lv 9. See page 23 for more information.</i>
<i>Make Weapon</i>	<i>Allows the character to make melee weapons.</i>
<i>Master Craft (Armour)</i>	<i>(Must have basic skill of making the armour type before buying this.) Lets you make armour that has +1 Armour level and -1 Bruising Damage in addition to the normal values of that armour.</i>
<i>Mastery</i>	<i>Mastery in a weapon means you do +1 Damage (E.g. Single becomes Double).</i>
<i>Medic</i>	<i>This skill will increase the healing provided by the Dress Minor and Major wounds skill. They will now give 2 points of location and 1 point of Life Force for each bandage used. You must already have Dress Minor, Dress Major & Set Bones before you can buy Medic.</i>
<i>Mighty Blow</i>	<i>The blow does 1 damage grade higher than normal (just call the increased damage); there is no cap to damage delivered using this ability.</i>
<i>Missile</i>	<i>This skill covers slings, blowpipes and similar. NOT BOWS OR CROSSBOWS; these have a separate skill of their own.</i>
<i>Pick lock</i>	<i>This allows the character to open locks equal to the skill level.</i>
<i>Pick Pocket</i>	<i>This skill allows the character to try to take something from the target without being seen, you need to clip a bulldog clip near the target possession without being noticed. Please see the “notes on monster skills” section for more information.</i>
<i>Read / Write Runes</i>	<i>The Ref. will have a sheet of the runes you wish to learn. This sheet is an aid for translating which represents your character knowing the different language and how it is constructed. If you can blind translate the runes without the sheet you ARE able to read the text, but you will be expected to buy the skill with Exp.</i>
<i>Rebirth</i>	<i>If the character dies then they can come back at half their current exp points (at the time of death) if no one can resurrect them. You can redo 8pt generation but cannot choose a new race & class.</i>
<i>Recognise</i>	<i>This allows the character to find advanced information, such as exactly how damaged a person is etc. There are more recognise skills than are listed in the manual; ask a Ref. if you have an idea for one.</i>
<i>Relaxed Fall 20'</i>	<i>The Character takes no damage from falls of 20' or less.</i>
<i>Repel '...'</i>	<i>All affected creatures are thrown back 20' away from the character.</i>
<i>Ritualist</i>	<i>This allows the Player to take part in Rituals; you need to be able to cast magic to buy this skill.</i>
<i>See Tru Magical Darkness</i>	<i>Allows the character to ignore the penalty of closing eyes when inside an area of magical darkness. (Useful for fighting those pesky Nightshade raiders!) Normal night is still dark to everyone as normal.</i>
<i>Set Bones</i>	<i>This allows the character to set broken bones, but this skill doesn't cure any damage. You must have Dress Minor and Dress Major before you buy this skill.</i>
<i>Silent Move</i>	<i>For 5 minutes the character cannot be heard moving by the monsters. The player must be quiet as possible.</i>
<i>Single handed</i>	<i>Covers all 1 Handed melee weapons not covered by other skills. Specify what weapon, i.e. “Sword” or “Axe”.</i>
<i>Skinning</i>	<i>Allows monsters to be skinned and the skins used for fur or leather armour, or sold to anyone interested.</i>
<i>Staff</i>	<i>This skill covers Poles and Staves, etc. (Spears are covered by single and two-handed weapon skills.)</i>
<i>Throat Slit</i>	<i>Drawing a dagger from EAR TO EAR will render the victim non-combat and they will die after a slow count to 5. A PHYS REPPED Gorget that covers the ENTIRE throat will protect against the throat slit unless the normal damage of the attacker is higher than the PAL value of the armour over the throat; i.e. you must do damage to slit the throat. NOT TO BE USED IN COMBAT!</i>
<i>Thrown</i>	<i>This skill covers Shuriken, Daggers and Hammers etc, which are thrown at the target rather than using hand to hand.</i>
<i>Tru Damage with 1 weapon</i>	<i>Rogues may buy the ability to call “Tru” (ignores target's PAL & DAL) with any one missile, bow or thrown weapon; they can buy it for more than 1 weapon & can use “Tru” with that weapon from then on. Shields protect enough that the target takes 5pts of bruising only.</i>
<i>Two-Handed</i>	<i>Covers all 2 Handed weapons except Staff; again specify what weapon. I.e., “Sword” or “Hammer”.</i>
<i>Use Shield</i>	<i>Allows the character to use a shield.</i>

The Experience Tables

Art Points

Art Points are bought sequentially, from 1st onwards. On the Exp Tables it says N x (Number) - all you do is take the number you are buying, and times it by the noted cost. So for a human warrior, his 1st point is 3 Exp (1x3) and his 3rd point is 9 Exp (3x3). There is no limit to the number of points of art you can buy. However, whatever the cost you pay for your 20th point of Art, from that point on that is what any additional points will cost you.

Dwarves need to remember that each point of Art they buy counts only as half a point when working out how much Art you have from Exp (round down).

Levels of Art

Levels of Art are bought from 1st up to 9th, and work in much the same way as Points of Art, so for a human warrior his 1st level of art costs him 15 Exp, and his 3rd costs him 45 Exp.

Learning Spells

Spells are learnt in two ways; you learn them from the standard spell list, or you can create or find rare ones; the rarer ones are called 'Researched Spells'. All you do is take the level of the spell and times it by the number shown, so for our human warrior a 1st Level Spell is 6 Exp, and a 1st Level Researched spell is 12 Exp.

Life

When you first buy life with Exp, you need to choose carefully whether you will be getting Normal or Warrior Life. Warrior Life gives you more hits, but will become very expensive very quickly. You simply multiply the level you are buying by the Number on the table. So for our Human Warrior her 5th Level of Warrior Life costs her 85 Exp (Ouch!). To the left is a helpful table, which lists the cost of each Level of Normal and Warrior Life for you (to save on having to do all that nasty maths).

Make "XXX"/Level

When you want to be able to make more powerful potions (for example) you need a higher level of skill in that Make, up to and including level nine. Each level costs the same as the one before it. For our human warrior, Make Curing Potions Level 1 costs 30 Exp, Make Level 2 costs a further 30 Exp, and so on.

Discerns & Recognises

In order to learn the recognise version you MUST possess the Discern version where appropriate. E.g., to learn "Recognise Poison" (the ability to tell what type and level of poison it is) you must first possess the "Discern Poison" skill (the ability to know if something is poisonous or not). Recognise Nature of Wounds has no equivalent Discern version.

Normal	Level	Warrior
10	1 st	17
20	2 nd	34
30	3 rd	51
40	4 th	68
50	5 th	85
60	6 th	102
70	7 th	119
80	8 th	136
90	9 th	153

Human Warrior Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	6	Magic	6
Mastery	12	Hedgebrew	7
Enhanced	24	Beneficial	7
Train in Dagger	1	Curative	7
Mastery	6	Harmful	7
Enhanced	18	Alchemy	7
Train in Mace	2	Poison	7
Mastery	6	Traps	15
Enhanced	18	Other	7
Train in Missile	1	RECOGNISE	
Mastery	6	Smell	15
Enhanced	12	Monster	4
Train in Single handed	3	Nature of Wounds	4
Mastery	9	Other	10
Enhanced	27	MAKE	
Train in Staff	1	Make Cure/Level	30
Mastery	6	Make Poison/Level	30
Enhanced	12	Make Other/Level	30
Train in Thrown	1	Make Missile	5
Mastery	10	Make Weapons	5
Enhanced	30	Make Leather Armour	5
Train in Two-handed	9	Master-craft	10
Mastery	27	Make Studded Leather Armour	10
Enhanced	81	Master-craft	15
Train in Great Weapon	27	Make Scale-mail Armour	15
Mastery	81	Master-craft	20
Enhanced	162	Make Chain-mail Armour	20
Train in Pure Magic Weapon	9	Master-craft	25
Mastery	27	Make Plate-mail Armour	25
Enhanced	81	Master-craft	30
MAGIC		Make Scroll /Level	-
Extra Art Points	N x 3	Make Focus	40
Learn Normal Spell	Lv x 6	HEALING	
Learn Researched Spell	Lv x 12	Dress Minor	10
Levels Of Art	Lv x 15	Dress Major	30
Lightning Casting 1/Ad	21	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	35	Ambidextrous	15
Head Ritualist	75	Read/Write Runes	6
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	15	Hunting	5
Hide in "... " 1/Ad	30	Skinning	5
Silent Move 1/Ad	20	Jump 1/Adventure	7
Relaxed Fall 20'	20	Use Shield	1
Throat Slit	4	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	15
DAL 1	7	Lightning Strike 1/Ad	20
DAL 2	70	Lightning Reactions 1/Ad	20
DAL 3	140	LIFE	
See in Magical Dark 3/Ad	30	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Elven Warrior Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	5	Magic	6
Mastery	10	Hedgebrew	7
Enhanced	21	Beneficial	7
Train in Dagger	1	Curative	7
Mastery	6	Harmful	7
Enhanced	18	Alchemy	7
Train in Mace	2	Poison	7
Mastery	6	Traps	15
Enhanced	18	Other	7
Train in Missile	1	RECOGNISE	
Mastery	6	Smell	18
Enhanced	12	Monster	4
Train in Single handed	3	Nature of Wounds	4
Mastery	9	Other	10
Enhanced	27	MAKE	
Train in Staff	1	Make Cure/Level	30
Mastery	6	Make Poison/Level	30
Enhanced	12	Make Other/Level	30
Train in Thrown	1	Make Missile	5
Mastery	10	Make Weapons	5
Enhanced	30	Make Leather Armour	6
Train in Two-handed	9	Master-craft	12
Mastery	27	Make Studded Leather Armour	13
Enhanced	81	Master-craft	19
Train in Great Weapon	27	Make Scale-mail Armour	20
Mastery	81	Master-craft	26
Enhanced	162	Make Chain-mail Armour	27
Train in Pure Magic Weapon	9	Master-craft	33
Mastery	27	Make Plate-mail Armour	34
Enhanced	81	Master-craft	40
MAGIC		Make Scroll /Level	-
Extra Art Points	N x 3	Make Focus	40
Learn Normal Spell	Lv x 6	HEALING	
Learn Researched Spell	Lv x 12	Dress Minor	10
Levels Of Art	Lv x 9	Dress Major	30
Lightning Casting 1/Ad	21	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	35	Ambidextrous	15
Head Ritualist	75	Read/Write Runes	5
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	12	Hunting	5
Hide in "... " 1/Ad	30	Skinning	5
Silent Move 1/Ad	20	Jump 1/Adventure	7
Relaxed Fall 20'	25	Use Shield	1
Throat Slit	4	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	15
DAL 1	6	Lightning Strike 1/Ad	20
DAL 2	60	Lightning Reactions 1/Ad	20
DAL 3	120	LIFE	
See in Magical Dark 3/Ad	24	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Dwarf Warrior Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	8	Magic	8
Mastery	16	Hedgebrew	7
Enhanced	30	Beneficial	7
Train in Dagger	2	Curative	7
Mastery	9	Harmful	7
Enhanced	24	Alchemy	7
Train in Mace	2	Poison	7
Mastery	6	Traps	15
Enhanced	18	Other	7
Train in Missile	2	RECOGNISE	
Mastery	10	Smell	15
Enhanced	20	Monster	4
Train in Single handed	2	Nature of Wounds	4
Mastery	6	Other	10
Enhanced	20	MAKE	
Train in Staff	2	Make Cure/Level	30
Mastery	9	Make Poison/Level	30
Enhanced	16	Make Other/Level	20
Train in Thrown	2	Make Missile	4
Mastery	15	Make Weapons	5
Enhanced	42	Make Leather Armour	4
Train in Two-handed	11	Master-craft	8
Mastery	30	Make Studded Leather Armour	8
Enhanced	85	Master-craft	12
Train in Great Weapon	30	Make Scale-mail Armour	12
Mastery	90	Master-craft	16
Enhanced	180	Make Chain-mail Armour	16
Train in Pure Magic Weapon	9	Master-craft	20
Mastery	27	Make Plate-mail Armour	20
Enhanced	81	Master-craft	24
MAGIC		Make Scroll /Level	-
Extra Art Points	N x 4	Make Focus	60
Learn Normal Spell	Lv x 9	HEALING	
Learn Researched Spell	Lv x 18	Dress Minor	10
Levels Of Art	Lv x 22	Dress Major	30
Lightning Casting 1/Ad	21	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	75	Ambidextrous	15
Head Ritualist	150	Read/Write Runes	5
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	15	Hunting	5
Hide in "... " 1/Ad	30	Skinning	5
Silent Move 1/Ad	20	Jump 1/Adventure	7
Relaxed Fall 20'	30	Use Shield	1
Throat Slit	4	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	15
DAL 1	8	Lightning Strike 1/Ad	20
DAL 2	80	Lightning Reactions 1/Ad	20
DAL 3	160	LIFE	
See in Magical Dark 3/Ad	27	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Human Spellcaster Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	24	Magic	1
Mastery	48	Hedgebrew	5
Enhanced	96	Beneficial	5
Train in Dagger	3	Curative	5
Mastery	18	Harmful	5
Enhanced	54	Alchemy	5
Train in Mace	6	Poison	5
Mastery	18	Traps	12
Enhanced	54	Other	5
Train in Missile	3	RECOGNISE	
Mastery	18	Smell	30
Enhanced	36	Monster	4
Train in Single handed	9	Nature of Wounds	2
Mastery	27	Other	10
Enhanced	81	MAKE	
Train in Staff	3	Make Cure/Level	20
Mastery	6	Make Poison/Level	20
Enhanced	18	Make Other/Level	20
Train in Thrown	3	Make Missile	20
Mastery	30	Make Weapons	20
Enhanced	90	Make Leather Armour	10
Train in Two-handed	27	Master-craft	30
Mastery	81	Make Studded Leather Armour	30
Enhanced	243	Master-craft	50
Train in Great Weapon	-	Make Scale-mail Armour	50
Mastery	-	Master-craft	70
Enhanced	-	Make Chain-mail Armour	70
Train in Pure Magic Weapon	3	Master-craft	90
Mastery	9	Make Plate-mail Armour	90
Enhanced	27	Master-craft	110
MAGIC		Make Scroll /Level	15
Extra Art Points	N x 1	Make Focus	10
Learn Normal Spell	Lv x 2	HEALING	
Learn Researched Spell	Lv x 4	Dress Minor	10
Levels Of Art	Lv x 5	Dress Major	30
Lightning Casting 1/Ad	15	Set Bones	12
Double Med Rate	50	GENERAL	
Ritualist	25	Ambidextrous	15
Head Ritualist	50	Read/Write Runes	1
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	20	Hunting	7
Hide in "... " 1/Ad	30	Skinning	10
Silent Move 1/Ad	15	Jump 1/Adventure	7
Relaxed Fall 20'	20	Use Shield	5
Throat Slit	6	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	30
DAL 1	6	Lightning Strike 1/Ad	20
DAL 2	60	Lightning Reactions 1/Ad	20
DAL 3	120	LIFE	
See in Magical Dark 3/Ad	10	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Elven Spellcaster Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	13	Magic	1
Mastery	46	Hedgebrew	5
Enhanced	95	Beneficial	5
Train in Dagger	3	Curative	5
Mastery	18	Harmful	5
Enhanced	54	Alchemy	5
Train in Mace	6	Poison	5
Mastery	18	Traps	12
Enhanced	54	Other	5
Train in Missile	3	RECOGNISE	
Mastery	18	Smell	35
Enhanced	36	Monster	4
Train in Single handed	9	Nature of Wounds	2
Mastery	27	Other	10
Enhanced	81	MAKE	
Train in Staff	3	Make Cure/Level	20
Mastery	6	Make Poison/Level	20
Enhanced	18	Make Other/Level	20
Train in Thrown	3	Make Missile	20
Mastery	30	Make Weapons	20
Enhanced	90	Make Leather Armour	12
Train in Two-handed	27	Master-craft	33
Mastery	81	Make Studded Leather Armour	33
Enhanced	243	Master-craft	54
Train in Great Weapon	-	Make Scale-mail Armour	54
Mastery	-	Master-craft	75
Enhanced	-	Make Chain-mail Armour	75
Train in Pure Magic Weapon	3	Master-craft	96
Mastery	9	Make Plate-mail Armour	96
Enhanced	27	Master-craft	117
MAGIC		Make Scroll /Level	15
Extra Art Points	N x 1	Make Focus	10
Learn Normal Spell	Lv x 2	HEALING	
Learn Researched Spell	Lv x 4	Dress Minor	10
Levels Of Art	Lv x 3	Dress Major	30
Lightning Casting 1/Ad	15	Set Bones	12
Double Med Rate	50	GENERAL	
Ritualist	25	Ambidextrous	15
Head Ritualist	50	Read/Write Runes	1
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	15	Hunting	7
Hide in "... " 1/Ad	30	Skinning	10
Silent Move 1/Ad	15	Jump 1/Adventure	7
Relaxed Fall 20'	25	Use Shield	5
Throat Slit	6	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	30
DAL 1	5	Lightning Strike 1/Ad	20
DAL 2	50	Lightning Reactions 1/Ad	20
DAL 3	100	LIFE	
See in Magical Dark 3/Ad	8	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Dwarven Spellcaster Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	26	Magic	2
Mastery	52	Hedgebrew	5
Enhanced	101	Beneficial	5
Train in Dagger	3	Curative	5
Mastery	18	Harmful	5
Enhanced	50	Alchemy	5
Train in Mace	6	Poison	5
Mastery	18	Traps	12
Enhanced	54	Other	5
Train in Missile	5	RECOGNISE	
Mastery	22	Smell	30
Enhanced	50	Monster	4
Train in Single handed	6	Nature of Wounds	2
Mastery	18	Other	10
Enhanced	60	MAKE	
Train in Staff	3	Make Cure/Level	20
Mastery	6	Make Poison/Level	20
Enhanced	18	Make Other/Level	15
Train in Thrown	3	Make Missile	19
Mastery	30	Make Weapons	20
Enhanced	86	Make Leather Armour	8
Train in Two-handed	29	Master-craft	27
Mastery	84	Make Studded Leather Armour	27
Enhanced	246	Master-craft	46
Train in Great Weapon	-	Make Scale-mail Armour	46
Mastery	-	Master-craft	65
Enhanced	-	Make Chain-mail Armour	65
Train in Pure Magic Weapon	3	Master-craft	84
Mastery	9	Make Plate-mail Armour	84
Enhanced	27	Master-craft	103
MAGIC		Make Scroll /Level	15
Extra Art Points	N x 2	Make Focus	20
Learn Normal Spell	Lv x 3	HEALING	
Learn Researched Spell	Lv x 6	Dress Minor	10
Levels Of Art	Lv x 8	Dress Major	30
Lightning Casting 1/Ad	15	Set Bones	12
Double Med Rate	50	GENERAL	
Ritualist	50	Ambidextrous	15
Head Ritualist	100	Read/Write Runes	1
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	20	Hunting	7
Hide in "... " 1/Ad	30	Skinning	10
Silent Move 1/Ad	15	Jump 1/Adventure	9
Relaxed Fall 20'	30	Use Shield	5
Throat Slit	6	Rebirth	400
Back-Stab 2/Ad	20	Mighty Blow 2/Ad	30
DAL 1	7	Lightning Strike 1/Ad	20
DAL 2	70	Lightning Reactions 1/Ad	20
DAL 3	140	LIFE	
See in Magical Dark 3/Ad	9	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	-	Warrior Life (2/2)	Lv x17

Human Rogue Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	12	Magic	4
Mastery	24	Hedgebrew	3
Enhanced	48	Beneficial	3
Train in Dagger	1	Curative	3
Mastery	6	Harmful	3
Enhanced	18	Alchemy	3
Train in Mace	4	Poison	3
Mastery	12	Traps	3
Enhanced	36	Other	3
Train in Missile	1	RECOGNISE	
Mastery	6	Smell	5
Enhanced	12	Monster	3
Train in Single handed	6	Nature of Wounds	3
Mastery	18	Other	5
Enhanced	54	MAKE	
Train in Staff	2	Make Cure/Level	10
Mastery	8	Make Poison/Level	10
Enhanced	20	Make Other/Level	10
Train in Thrown	1	Make Missile	10
Mastery	10	Make Weapons	10
Enhanced	30	Make Leather Armour	5
Train in Two-handed	18	Master-craft	15
Mastery	54	Make Studded Leather Armour	15
Enhanced	162	Master-craft	25
Train in Great Weapon	-	Make Scale-mail Armour	25
Mastery	-	Master-craft	35
Enhanced	-	Make Chain-mail Armour	35
Train in Pure Magic Weapon	6	Master-craft	45
Mastery	18	Make Plate-mail Armour	45
Enhanced	54	Master-craft	55
MAGIC		Make Scroll /Level	20
Extra Art Points	N x 2	Make Focus	20
Learn Normal Spell	Lv x 4	HEALING	
Learn Researched Spell	Lv x 8	Dress Minor	10
Levels Of Art	Lv x 10	Dress Major	30
Lightning Casting 1/Ad	18	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	30	Ambidextrous	15
Head Ritualist	65	Read/Write Runes	4
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	10	Hunting	3
Hide in "... " 1/Ad	15	Skinning	5
Silent Move 1/Ad	10	Jump 1/Adventure	4
Relaxed Fall 20'	10	Use Shield	3
Throat Slit	2	Rebirth	400
Back-Stab 2/Ad	10	Mighty Blow 2/Ad	25
DAL 1	5	Lightning Strike 1/Ad	15
DAL 2	50	Lightning Reactions 1/Ad	15
DAL 3	100	LIFE	
See in Magical Dark 3/Ad	20	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	50	Warrior Life (2/2)	Lv x17

Elven Rogue Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	11	Magic	4
Mastery	22	Hedgebrew	3
Enhanced	45	Beneficial	3
Train in Dagger	1	Curative	3
Mastery	6	Harmful	3
Enhanced	18	Alchemy	3
Train in Mace	4	Poison	3
Mastery	12	Traps	3
Enhanced	36	Other	3
Train in Missile	1	RECOGNISE	
Mastery	6	Smell	6
Enhanced	12	Monster	3
Train in Single handed	6	Nature of Wounds	3
Mastery	18	Other	5
Enhanced	52	MAKE	
Train in Staff	2	Make Cure/Level	10
Mastery	8	Make Poison/Level	10
Enhanced	20	Make Other/Level	10
Train in Thrown	1	Make Missile	10
Mastery	10	Make Weapons	10
Enhanced	30	Make Leather Armour	8
Train in Two-handed	18	Master-craft	19
Mastery	54	Make Studded Leather Armour	9
Enhanced	162	Master-craft	30
Train in Great Weapon	-	Make Scale-mail Armour	30
Mastery	-	Master-craft	41
Enhanced	-	Make Chain-mail Armour	41
Train in Pure Magic Weapon	6	Master-craft	52
Mastery	18	Make Plate-mail Armour	52
Enhanced	54	Master-craft	63
MAGIC		Make Scroll /Level	20
Extra Art Points	N x 2	Make Focus	20
Learn Normal Spell	Lv x 4	HEALING	
Learn Researched Spell	Lv x 8	Dress Minor	10
Levels Of Art	Lv x 6	Dress Major	30
Lightning Casting 1/Ad	18	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	30	Ambidextrous	15
Head Ritualist	65	Read/Write Runes	3
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	8	Hunting	3
Hide in "... " 1/Ad	15	Skinning	5
Silent Move 1/Ad	10	Jump 1/Adventure	4
Relaxed Fall 20'	20	Use Shield	3
Throat Slit	2	Rebirth	400
Back-Stab 2/Ad	10	Mighty Blow 2/Ad	25
DAL 1	4	Lightning Strike 1/Ad	15
DAL 2	40	Lightning Reactions 1/Ad	15
DAL 3	80	LIFE	
See in Magical Dark 3/Ad	16	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	50	Warrior Life (2/2)	Lv x17

Dwarven Rogue Skill Costs

<u>Skill</u>	<u>Cost</u>	<u>Skill</u>	<u>Cost</u>
WEAPONS		DISCERN	
Train in Bow	14	Magic	6
Mastery	28	Hedgebrew	3
Enhanced	53	Beneficial	3
Train in Dagger	1	Curative	3
Mastery	6	Harmful	3
Enhanced	18	Alchemy	3
Train in Mace	4	Poison	3
Mastery	12	Traps	3
Enhanced	36	Other	3
Train in Missile	2	RECOGNISE	
Mastery	10	Smell	5
Enhanced	20	Monster	3
Train in Single handed	4	Nature of Wounds	3
Mastery	12	Other	5
Enhanced	40	MAKE	
Train in Staff	2	Make Cure/Level	10
Mastery	8	Make Poison/Level	10
Enhanced	19	Make Other/Level	8
Train in Thrown	1	Make Missile	9
Mastery	10	Make Weapons	10
Enhanced	28	Make Leather Armour	4
Train in Two-handed	20	Master-craft	13
Mastery	57	Make Studded Leather Armour	3
Enhanced	165	Master-craft	22
Train in Great Weapon	-	Make Scale-mail Armour	22
Mastery	-	Master-craft	31
Enhanced	-	Make Chain-mail Armour	31
Train in Pure Magic Weapon	6	Master-craft	40
Mastery	18	Make Plate-mail Armour	40
Enhanced	54	Master-craft	49
MAGIC		Make Scroll /Level	20
Extra Art Points	N x 3	Make Focus	30
Learn Normal Spell	Lv x 6	HEALING	
Learn Researched Spell	Lv x 12	Dress Minor	10
Levels Of Art	Lv x 15	Dress Major	30
Lightning Casting 1/Ad	18	Set Bones	12
Double Med Rate	-	GENERAL	
Ritualist	65	Ambidextrous	15
Head Ritualist	125	Read/Write Runes	3
SCOUTING		Knockout 1/Ad	10
Pick Lock/Level	10	Hunting	3
Hide in "... " 1/Ad	15	Skinning	5
Silent Move 1/Ad	10	Jump 1/Adventure	6
Relaxed Fall 20'	25	Use Shield	3
Throat Slit	2	Rebirth	400
Back-Stab 2/Ad	10	Mighty Blow 2/Ad	25
DAL 1	6	Lightning Strike 1/Ad	15
DAL 2	60	Lightning Reactions 1/Ad	15
DAL 3	120	LIFE	
See in Magical Dark 3/Ad	18	Normal Life (1/1)	Lv x10
Tru Damage with 1 Weapon	50	Warrior Life (2/2)	Lv x17

Potions

There are four different types of potions that a character can learn to make.

The character must find, buy or learn the recipe for the different potions and they cost 250 Guilders per Level of the recipe to buy.

The character gets all 1st Level Potion recipes listed below of that type with her first Make Level.

All potions here are temps; Perm versions are learnt as potions 2 Levels higher than Temp versions and cost 50% more than the Temp version to make except for Poisons which are 120 Guilders more than the Temp version.

The SALE price of a potion should be about 50% more than the make cost.

Make Curing

This skill allows the character to make potions that restore lost LF and Loc points as well as other forms of healing.

Lv	Cost	Type	Effect
1 st	50	Poultice.	This closes any wound that it is applied to, and stops bleeding.
1 st	100	Tonic.	Restores 1 Life Force.
1 st	4	Churn-Stopper.	A basic stomach settler; it takes about 5 minutes to work.
1 st	4	Fishwife's Favours.	10 small lozenges that help to clear congestion and keep you feeling warm.
1 st	2	Sun-soothe.	A paste to gently smear onto sunburnt skin to soothe and cool. 1 dose will cover 1 person fairly well.
1 st	2	Peace of Mind.	A basic headache cure; it lasts for about 3 hours.
2 nd	30	Treated Bandages	The Bandage does +1pt of curing when used, for those with the 'Medic' Skill, this means +1 LF and +1 Loc on top of the normal benefit of the skill.
3 rd	150	Herbal Paste.	Restores 1 point to one Location.
5 th	250	Sweet Water.	Restores 2 Life Force and 1 to each Location.
7 th	500	Life Water.	Restores 4 Life Force and 2 to each Location.

Make Poison

This skill allows the character to make potions that cause damage. Instant versions are bought as 2 Levels higher than normal. This means an instant and permanent poison is 4 Levels higher than the normal version.

It should be noted that there are certain in-game laws that pertain to Poisons, particularly being found carrying them or their recipes without possessing a licence and reason to do so.

Lv	Cost	Type	Effect
1 st	60/Lv	Blade Venom (BV).	Causes 1 LF per level of poison (E.g. BV3 does 3 LF). It must be put on an edged weapon and will take effect at the beginning of the next encounter or after 5 minutes.
1 st	60/Lv	Ingested Venom (IV).	Causes 1 LF per level of poison (E.g. IV6 does 6 LF). It must be eaten, drunk or inhaled and will take effect at the beginning of the next encounter or after 5 minutes.
1 st	60/Lv	Antidote.	This will stop the effects of 1 Level of poison per level (E.g. Antidote 2 reduces BP3 to BP1). It must be drunk and only affects one dose of poison; it will last for 1 section or until used.
1 st	60/Lv	Contact Venom (CV).	Causes 1 LF per level of poison (E.g. CV6 does 6 LF). Needs only to touch bare skin; it takes effect at the beginning of the next encounter or after 5 minutes.
2 nd	8	Shashay's Kiss	This poppy derived liquid will induce mild euphoria, and can be an aid in dealing with pain; however too much can be addictive. The effects last for about an hour (5 Encounters)
8 th	480	Death.	This causes DEATH if drunk; there is a thirty-second delay before it takes effect.

Make Alchemy

This skill allows the character to make explosive and corrosive potions.

Lv	Cost	Type	Effect
1 st	60	Moon-Bottle.	Creates a small chemical light; it has a 20' radius and lasts for 30 minutes.
1 st	20	Scratch Dust.	This is itching powder: it breaks the victim's concentration and so stops spell casting or other focused skill use.
1 st	80	New Metal.	This will remove all rust from an object; it takes 30 seconds.
2 nd	80	Flash Powder.	Blinds all open eyes in a 20' radius for 10 seconds.
2 nd	100	Metal Eater.	This weak acid will burn away a lock in 5 minutes; if used on skin it can be wiped off before it causes damage.
3 rd	120	Thunder Vial.	Deafens all in a 20' radius for 5 minutes.
3 rd	300	Liquid Fire.	Causes 1 LF and 1 to every location (victim only).
4 th	240	Storm Bottle.	Flash Powder and Thunder Vial together.
6 th	600	Man-eater.	This acid deals the victim 2 LF and 2 to every location. It also reduces Physical armour by -1 PAL and +1 Bruising Damage.

Make Hedgebrew

This allows the character to make unusual potions that affect the victim's mind and body.

Lv	Cost	Type	Effect
1 st	100	Quick Silver.	The character gains +1 DAL for the encounter then suffers 2 LF damage.
1 st	100	Stone Water.	The character gains +4 LF for the encounter but then she suffers 2 LF damage as it wears off.
1 st	2	Peace of Mind.	A basic headache cure; it lasts for about 3 hours.
1 st	6	Shashay's Grace.	A morning after tonic.
1 st	2	Sun-soothe.	A paste to gently smear onto sunburnt skin to soothe and cool. 1 dose will cover 1 person fairly well.
1 st	2	Starsha's Touch.	A white-ish paste, it smells pleasant and will help keep open wounds clean and protected, mildly soothing on rashes too.
1 st	3	Eucagoo.	A strong smelling unguent smeared onto the chest when congested; helps clear the nose and warm the chest. Also used as a liniment for massages.
1 st	2	Gripe Water.	A dose of this will help ease trapped wind and make you feel more comfortable. A staple for those with young babies.
1 st	3	Purgative.	This will clean you out, mainly by making you empty your digestive system; it takes about 5 minutes for it to work.
1 st	4	Churn-Stopper.	A basic stomach settler that takes about 5 minutes to work.
1 st	50	Cup 'o Cheer.	The drinker will find everything funny for the next minute; this is liquid that must be drunk.
2 nd	100	Catnap.	This causes the victim to fall asleep for five minutes, 30 seconds after it is drunk; she can be woken up normally.
2 nd	5	Nit-Dip.	When you have little crawly guests in your hair; this is the cure. It takes a couple of good washes to work.
2 nd	3	Louse Powder.	If you stay in cheap inns, chances are you risk getting lice, this is the cure. A good dusting in the morning kills them dead.
2 nd	5	Sheep-Dip.	Keeps your Sheep nice and free of all manner of pests; 1 dose will see to one sheep (powder you mix with water).
3 rd	24 G	No-Doze.	Keeps you awake and alert for a night, but you take 8 Bruising at the end and are jittery and easily spooked, not to mention somewhat sleepy until you get some sleep. You cannot focus easily and if you are not doing anything you risk sleeping; meditating might very quickly become sleeping.
4 th	200	Sleep Potion.	As Catnap; however the victim will not wake except by being damaged.
5 th	300	Brute Tonic.	The character gains +1 Strength (+1 Damage) for the encounter, but is reduced to a slow minded brute. They cannot cast spells or use anything other than their racial innate. After the Encounter they suffer 2 LF damage.
6 th	400	Spider Spit.	30 seconds after they drink this potion the victim becomes totally paralysed for five minutes.
7 th	500	Friend Vial.	The victim will be friendly and trusting to everyone for the next five minutes.
8 th	600	Love Potion.	The victim will fall in love with the first member of the appropriate sex (but ignore race) that they see for one hour.

Special Potions

These potions require knowledge of more than one type of 'Make' skill. They are not automatically learnt; the recipes will need to be bought 'In Character'.

Type & Lv	Cost	Type	Effect
H2 & A1	80	Skunk-Dust	The target will smell incredibly bad for 5 minutes, negating any use of 'Recognise Smell' near them. It is a powder packet that is thrown.

PLEASE NOTE: YOU MAY AT THE END OF AN ADVENTURE, WHEN YOU 'BATTLEBOARD OFF' SELL ANY OF YOUR TEMP POTIONS REMAINING FOR 50% OF THE NORMAL SALE VALUE (SO EQUAL TO THE 'MAKE COST'). THIS APPLIES ONLY TO TEMP POTIONS.

Make Armour & Weapons

These skills allow the character to make 1 suit of armour and/or 2 melee weapons before each adventure. The cost is half the cost of buying from the equipment list.

Make Missile

This skill allows the character to make 1 missile weapon or 20 pieces of ammunition before each adventure; the cost is half that of buying from the equipment list.

Make Scroll

This skill allows the character to write down spells in runic form onto parchment to cast later. Each level of Make Scroll is equal to a spell level; therefore if you have make Lv 5 scrolls you can make five level 1 scrolls, one level 5 scroll, one level 3 scroll and one level 2 scroll or any other combinations before every adventure.

You can only make scrolls of spells you know and can cast, and only in spiritual or magical runes.

You MUST tell the ref. before the adventure what spells you are making as scrolls so he can make a phys rep for it.

Rune Sets

There are several Rune sets available (a ref. will let you have the appropriate Rune Sheet when you get the skill); some of them are easy to learn (you just spend the points) and some of them you will need to find In Character before you can attempt to learn them. Here is a list of the languages you can easily learn:

Magic, Spirit, Orc, Dwarf, Old Elven, Embereye, Suntop, Nightshade, Treewalker, Frost-mane, Skywise, Clearwater, Stone-fist, Halfling, Thief code (1).

Please note that R/W Wards does not allow you to empower them; this is an additional skill that needs to be bought before you can create Wards that have magical effects.

Ritualist

There is an example of a Ritual, and an explanation of how Rituals work, on pages 30-31 of this Manual.

Maximum Damage

Every weapon has a limit to the amount of damage it can do. After all masteries, strength and magical bonuses have been added together the weapon cannot do more than the damage listed below.

Weapon	Base Damage	Maximum Damage Cap
Bow	Single (1 LF and 1 Loc)	Quin (5 LF and 5 Loc)
Dagger	Single (1 LF and 1 Loc)	Triple (3 LF and 3 Loc)
Mace	Single (1 LF and 1 Loc)	Quad (4 LF and 4 Loc)
Missile	Single (1 LF and 1 Loc)	Triple (3 LF and 3 Loc)
Single Handed	Single (1 LF and 1 Loc)	Quad (4 LF and 4 Loc)
Staff	Single (1 LF and 1 Loc)	Quad (4 LF and 4 Loc)
Thrown	Single (1 LF and 1 Loc)	Triple (3 LF and 3 Loc)
Two-handed	Double (2 LF and 2 Loc)	Quin (5 LF and 5 Loc)
Two-handed Great-Weapon (6ft Plus)	Triple (3 LF and 3 Loc)	Six (6 LF and 6 Loc)
Longbow (I.e., Great-bow)	Double (2 LF and 2 Loc)	Six (6 LF and 6 Loc)

No Maximum Damage Weapons

There are four types of weapon that have NO maximum damage, these are:

Hand to Hand damage; mainly for claws and other creatures that use natural weaponry.

Pure Magic Weapons; created by magic spells or very rare items.

Artefact Weapons; these are not likely to ever fall into the hands of a player, for long anyway.

Cudgel spells; wooden items that are currently under the effects of these spells when used as weapons.

Also there are two skills that when used mean there is no Max damage for that one blow:

Mighty Blow.

Backstab.

Example of Points Spending

Hawkwind, Malvain, Morgan and Tarn have completed their 1st Adventure, a triple length, in which they faced saving some of their friends from a nasty gang of Orc slavers that raided the village and captured anyone they could. After much hardship and a couple of scraps they managed to retrieve their fellow villagers, but unfortunately not before two were killed in the escape and another was sold. Having got home from the game to the Ref's house they sit down with a hot drink and think about how to spend their points to gain new skills. All the Characters are now Level 1.

Hawkwind received 48 Experience, owing mainly to good costume and role-play, as well as fighting intelligently. She decides to concentrate on Hawkwind's combat skills, wanting to make her tougher and able to deal more damage, reflecting the 'on the job' training she received at the hands of the orcs that she fought with.

With this in mind she gets:

Mastery in One handed Sword (9 Pts) upping her damage to Double.

Enhanced Mastery in One handed sword (27 Pts) upping her Damage to Triple.

1st Level of Warrior Life (1x17=17 Pts) adding +2/+2 to her life to give her 11 LF and 7 Locational.

As you may notice this is actually a total of 53 points, 5 over Hawkwind's total, but since all her skills were expensive and she is only getting 3 things, the ref. is happy to allow this as it is highly unlikely she will earn less than 5 Exp from her next adventure.

Malvain received 46 Experience Points, owing to his well-made phys rep wings and prop prayer book. He decides to concentrate on his defence spells and also getting a focus as he was impressed by the benefit it gave to Morgan during the adventure.

So he buys the following:

Make Focus (10 Exp): it now costs him less Art to cast a spell, and he decides to use the prayer book as the phys rep.

1st Level of Art (3 Exp) means he can now cast and learn Level 3 Spells and also that when meditating he gets back 3 Points of Art every 10 minutes.

1st to 5th Points of Art (1+2+3+4+5=15 Exp). He now has a good Art pool to keep him from having to meditate as often.

Learn Protection from Evil Spell (2x3=6 Exp). A normal spell at Level 3, so he doubles the level to find the cost.

Learn Temp Bless Spell (2x3=6 Exp).

Recognise Monster (4 Exp): Malvain would not have tangled with those green skinned fellows if he had known they were orcs rather than the goblins he thought they might be from tales he had heard.

This leaves 2 points spare which he saves for next time, and he also remembers to add the +1 Point of Art for now being a Level 1 Elf.

Morgan received 45 Experience from the adventure. Nothing excellent but she was a good all round player.

Knowing that magic is going to cost her a lot she chooses to maximise her range of options by getting low level spells and more art, figuring that versatility is going to have to be her byword as she will have to spend a lot of points to be able to throw around high level spells.

1st to 4th Points of Art (2+4+6+8=20 Exp). Please note that as a Dwarf Morgan only gains 2 pts of Art from this.

1st Level of Art (1x10=10Exp).

Learn Mend Spell (1x3=3 Exp).

Learn Flash Spell (1x3=3 Exp).

Discern Magic (2 Exp): with this she can tell by close inspection if an item has any magic in or on it.

This leaves 7 Exp, which she decides to save until after the next adventure.

Tarn received 46 Experience, mainly from a good bit of role playing where he kept the Orc warlord busy in haggling over a fine ruby while the party freed the slaves taken by the orcs from the village.

He wants to play up the rogue aspect a bit more rather than his foraging but wouldn't mind improving his mundane job.

Mastery in Bow (14 Exp): damage is now Double.

DAL 1 (6 Exp) means that it takes a Triple to do appreciable damage to Tarn.

Recognise Smell (5 Exp). He might have avoided that Orc ambush if he had been able to recognise the bad smell as them and not just the dead body on the path.

Amidextrous (15 Exp): with a dagger in each hand Tarn is not a Halfling to get close to in a fight.

Read/Write Halfling Runes (3 Exp). After much study he figured out that the message on the top of the heavy little box he filched in the Orc camp was "Mother Sweet's portable herb and spice rack." Strange that it also had a couple of poison jars in it as well.

Hunting (3 Exp). Now not only can he get herbs from the woodland, but he can also now catch a nice rabbit or two to go with them and feed his friends on their travels.

Spell Casting

When you cast a spell it will cause damage to you because of the strain of controlling the force of Art. Some types of spell cause more damage when they are used, as the nature of the spell is unfamiliar to the type of magic that you normally use. Possession of a Focus will help reduce this damage as it channels the force of the spell through it instead of through you. The damage is shown on the table below (the number is the Casting Damage Level). A non-art using class character casting a spell counts as a 'Sorcerer' for casting damage.

Examples:

A Wizard without a Focus casts Cure Serious Wounds, a Lv 3 Priest Spell. He suffers a loss of 6 Points of Art, 6 LF and 1 Loc to every Location (Casting Damage 4).

Later on he gets a Focus and casts the same spell, suffering a loss of 6 Points of Art and 3 LF (Casting Damage 3).

A Sorcerer with a Focus casts Cure Serious Wounds; he suffers a loss of only 6 Points of Art (Casting Damage 2).

Finally a Priest with a Focus casts the same spell, suffering the loss of a mere 3 Points of Art (Casting Damage 1).

Type Class	Without Focus				With Focus			
	Priest	Druid	General	Wizard	Priest	Druid	General	Wizard
Priest	2	4	3	4	1	3	2	3
Druid	4	2	3	4	3	1	2	3
Sorcerer	3	3	3	3	2	2	2	2
Wizard	4	4	3	2	3	3	2	1

Casting Damage	Effect
Level 1	1 Point of Art per level of Spell.
Level 2	2 Points of Art per level of Spell.
Level 3	2 Points of Art per level of Spell. 1 Life Force per level of Spell.
Level 4	2 Points of Art per level of Spell. 2 Life Force per level of Spell. 1 Point to each Location.

Spheres

Magic is divided into areas of influence called spheres; each sphere contains its own spells, and while some overlap, most are unique in their content. Each sphere is available at a different cost; some are more faith orientated and some are more mage orientated.

SPHERE	CLASS	COST	INFLUENCE
Thaumaturgy	Wizard	20/free	Basic mage spells and small cantrips.
Faith	Priest	20/free	Basic priest prayers and blessings.
Animal	Druid	30/free	Basic animal control/enhancing Druid spells.
Plant	Druid	20/free	Basic plant control/enhancing Druid spells.
Alteration	Wizard	20	Changing the nature of items and enhancing them.
Force	General	30	The spells of protection from physical harm.
Control	General	50	The mastery of commanding the minds of others.
Energy	Wizard	50	The infliction of damage by the creation of elements.
Harm	Priest	30	The draining of health.
Healing	Priest	30	The restoring of health.
Knowledge	General	40	For detection and communication.
Movement	Wizard	20	The spells of Movement and action.
Negation	General	50	The negation magic and turning of Undead.
Necromancy	General	50	The control and creation of Undead.
Summoning	General	40	The calling and control of supernatural creatures.
Nature	Druid	20	The creation and enhancing spells of druids.
Weather	Druid	30	The use of light and wind and rain.

Notes on Spell Casting and Meditation

Verbals must be spoken clearly and loudly, especially the name of the spell.

If the Verbal is not consistent then the spell 'Fizzles' but you take casting damage as normal.

Some spells have a range; if you try to cast beyond this the spell 'Fizzles' and you take casting damage as normal.

Any spell that is a touch effect gives you ten seconds between saying the verbal and touching the target before it 'Fizzles' and you take casting damage as normal.

You must have the skill "Ambidextrous" in order to fight and spell cast at the same time.

You cannot learn a spell that is higher in level than your casting level as you must be able to cast the spell in order to learn it.

If a monster does not hear a spell when cast, rather than not being affected by it, the Art is not lost.

Meditation will allow you to recover 1 Point of Art per Casting Level per ten (10) Minutes. (For example, Morgan now has her 2nd Level of art; this means she gets 2pts of Art back for every 10 minutes of meditating.)

(NOTE: You MAY have a combination of Levels of Art from Tables, Generation, Guilds and Items that is higher than 9th; this counts ONLY for meditation. You CANNOT learn spells higher than 9th Level!)

In order to meditate there are certain conditions that must be met:

The Spellcaster must be relaxed (i.e. not hiding in a room right next door to a slathering dragon!)

It must be quiet.

The Spellcaster must remain undisturbed (any jostling will end the meditation).

The area must be conducive to meditation (i.e. calm, natural. Anywhere where you could feel relaxed).

While meditating you are completely unaware of your surroundings, and you cannot react until you end the meditation normally, or you are woken from it. Someone speaking normally will not wake you, only loud shouting or physical contact, so it is a good idea to have someone standing guard over you while you meditate.

Standard Spell Names

In order to make life easy there are certain words in a spell name that tell you how much damage a given spell does.

Spell Name	Effect	Example Spell
Arrow	1/1 (1 LF and 1 to all Loc.) 2 hits to monsters.	Ice Arrow
Ball	2/1 (2 LF and 1 to all Loc.) 3 hits to monsters.	Fireball
Blast	2/2 (2 LF and 2 to all Loc.) 4 hits to monsters.	Cold-Blast
Bolt	3/3 (3LF and 3 to all Loc.) Knocks to the floor. 6 hits to monster. If you are flying you fall out of the sky, even if MAL stops all the damage.	Lightning Bolt
Burst	4/4 (4 LF and 4 to all Loc.) Knocks to the floor. 8 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Fire Burst
Ruption	5/5 (5 LF and 5 to all Loc.) Knocks to the floor. 10 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Disruption
Lance	6/6 (6 LF and 6 to all Loc.) Knocks to the floor 10ft away. 12 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Ice Lance
Beam	10/10 (10LF and 10 to all Loc.) Knocks to the floor 30ft away. 20 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Pink Beam
Touch	2 (2 LF and 2 to Loc. hit). 4 hits to monsters.	Power Touch
Hit	3 (3 LF and 3 to Loc. hit). 6 hits to monsters.	Fire Hit
Grasp	5 (5 LF and 5 to Loc. hit). Knocks to the floor. 10 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Shocking Grasp
Punch	6 (6 LF and 6 to Loc. hit). Knocks to the floor 10ft away. 12 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Power Punch
Smash	10 (10 LF and 10 to Loc. hit). Knocks to the floor 30ft away. 20 hits to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Thunder Smash
Missile	2 (2 LF and 2 to Loc. hit). 4 hits to monsters.	Magic Missile
Super Missile	4 (4 LF and 4 to Loc. hit). +2/2 Ball (2 LF and 2) to all Loc. 5' Radius. Knocks to the floor. 8 hits, +4 to all in 5ft of impact for monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Super Snow Missile
Greater Missile	6 (6 LF and 6 to Loc. hit). +3/3 Ball (3 LF and 3) to all Loc. 5' Radius. Knocks to the floor 10ft away. 12 hits +6 to all in 5ft of impact to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Greater Stone Missile
Mega Missile	10 (10 LF and 10 to Loc. hit) +5/5 Ball (5 LF and 5) to all Loc. 5' Radius. Knocks to the floor 10ft away. 20 hits +10 to all in 30ft of impact to monsters. If you are flying you fall out of the sky, even if MAL stops all the damage.	Mega Lava Missile

If you are hit by an effect that knocks you to the floor, and you cannot drop to the floor, please drop to 1 knee and roleplay the fact you are stunned, so refraining from attacking or defending for a couple of seconds before continuing to act/regaining your footing.

MONSTER MAL: SUBTRACT AS NORMAL THEN ADD ANY REMAINING NUMBERS TOGETHER TO GET THE DAMAGE IN 'HITS'.

E.G. IF A MONSTER WITH MAL 1 IS HIT BY A 'FIRE BEAM', 10/10 BECOMES 9/9 AND SO 18 'HITS'.

Ritual Magic

Requirements

In order to perform a magical ritual there are certain things that you need:

- 1) A Ritual Circle
- 2) A Head Ritualist to lead the ritual group
- 3) A Ritual Group. This is comprised of a minimum of one person (except for a transport ritual, where only a Head Ritualist is needed) with nominally one more person for every two levels of ritual; so for a 3rd level ritual you may only need 2 people, but for a 9th level ritual, you would need at least 5. These numbers are a minimum guide, and for higher level rituals, more are advised to share Art costs out, and as protection should anything go wrong.
- 4) Please note that these number only refer to contributing members of the ritual group, not any guard (of which there can only be one non-participant) or any people who are the focus of the ritual (who may be problematic as they would likely break the rule of only have one non-participant in the circle).
- 5) A found ritual will generally indicate a rough number of participants, and the refs will give you some advice if you are writing your own, but please pay attention to these numbers when you start considering your plans.
- 6) A Scripted Ritual (either planned and then OK'ed by the System Ref. or found on adventure)
- 7) Sacrifices for the ritual; a minimum of 100 G per level of the ritual, with the lion's share being the main sacrifice and the rest distributed to the called powers. Other forms of sacrifice can be used (please see the expanded Ritual notes in the Spell list for more information).

The Nature of Rituals

A ritual itself is a dangerous thing; it should be practised and performed with great care, as any error could allow the magical energy to run out of control, resulting in severe damage to the people performing it, as well as possibly allowing fell creatures to enter the world. Sometimes even a successful ritual will weaken the barriers of the world.

A ritual must take place in a Circle of power; these rare places are often well guarded. A circle can be 'Sealed': that is a dome of power encloses the circle and isolates it from the rest of Vara; NOTHING may cross the seal until it is dispelled or otherwise opened. Many may perform a ritual without the seal, but this has the danger of allowing disruption of the ritual by an exterior force; not a healthy thing for the ritualists! Only a Head Ritualist knows how to raise or lower the seals of a circle.

Even with all the dangers of a ritual, the benefits are worth it. A ritual is how items of great power are enchanted, and great magic employed; a ritual allows Art users to do things that are well beyond the boundaries of a single wielder of Art.

A ritual may require the casting of other spells during it. There is no change to the casting of these spells from normal, merely the purpose they are woven for.

The Mechanics of Rituals

A ritual will be assigned a Level exactly as a spell is; the Ritualists MUST be able to cast spells of this Level in order to take part in the ritual.

The cost of a SUCCESSFUL ritual is 1pt of Art/Lv of the ritual for everyone but the Head Ritualist. For the Head Ritualist it costs 2Pts of Art /Lv of the Ritual. (A Focus does NOT affect this!)

If a ritual fails then it affects everyone involved as if it was Casting Damage Lv 4 EVEN if this results in over-casting damage!

To open or close a Circle's seal costs the Head Ritualist 2pt of Art; it is performed as a spell but again, a Focus has no effect on the cost. The verbal for doing this should be along the lines of the following, but the important part is to declare your name clearly; however you do not have to use your true name.

Verbal *"In the name of (Casters Name) I seal/unseal the Wards to this circle. Let the way be open/closed to all."*

Only one Non Ritualist (or person not taking part in the ritual in terms of contributing to its casting) may be in the circle during the ritual: any more may mean problems for the ritual group, as the presence of more than one un-attuned to the ritual risks disrupting it. They can move about the circle and can possibly assist by carrying ritual props or other items or by being the focus of the ritual or the person for whom an item is being created. They should not disturb the ritualists and should take care not to do anything disruptive; they CAN take action to defend the Ritualist in the event of the appearance of an unexpected threat inside the circle. Rituals are rare and difficult, don't waste them or expect them often.

General Tips

- Always make sure you have the art to handle a failed ritual.
- Make sure the Head Ritualist has enough Art to unseal the circle if it goes wrong (Art stores are good for this).
- Practice, practice, practice!
- A Fighter/Art user is ALWAYS an asset to a ritual Group especially if a nasty is accidentally summoned!
- Place guards outside the wards for defence.

An Example of a Ritual

What follows is an example of a ritual to create a magical sword with properties that are greater than found on the Item tables (it does NOT cost Special Item Points for the sword; this is a good role play way to have the item do what you want it to as well as making it a focus of an adventure).

Hawkwind and her friends have had many adventures and many times they have run into the Orc chieftain that they thwarted in their first adventure; as they have gained skills so Snagtooth Eye-Gouge has gained power as an Orc warlord. But now he has gone too far and has murdered Hawkwind's family of as vengeance for her scarring him and taking his eye in a fight.

The companions have vowed to end his evil once and for all and with that intent they have travelled to the Danesford Circle to empower Hawkwind's sword with mighty arts to aid in the final destruction of Eye-Gouge. With Morgan in the lead they approach the moss-covered entrance to the Circle of Power.

"In the name of Morgan Stareyes I unseal the Wards to this circle. Let the way be open to all," intones the Dwarven Wizard.

Carefully the adventurers walk into the circle, along with the Art users they have hired to help them in this ritual; even Hawkwind has studied a little of the Arts of rituals in order to aid in the forging of this bane weapon. Standing in the centre of the circle she draws her sword slowly as the others walk to the four cardinal points of the compass, while Morgan stands by the entrance and opposite her stands the sour tongued, but highly capable Nightshade Veddic. Each of them is carrying a gemstone of value, with Morgan holding a second gem of even greater value; they place a coloured cloth on the ground before them while Hawkwind carries a silver bowl that she places in the centre of the circle. Seeing that no one & nothing is amiss in the ring of stones, Morgan begins the ritual proper.

"In the name of Morgan Stareyes I seal the Wards to this circle. Let the way be closed to all."

Hawkwind points to Malvian, the Skywise Priest, with her finely wrought blade; the priest places the gem he carries on the cloth.

"With my gift I bring the Arts of the wind to this place, to bind this sword to a purpose!"

She moves to her left, the point aligning with the hired wizard Constantine, the human cries to the sky dropping his gem on his cloth.

"I call the powers of the earth to come hither and for payment offered, to bind this blade to purpose!"

Next is the strange Embereye called Lady Flameblood, who joined their cause for her own hidden reasons.

"As a child of Fire I beseech the flame to take this payment and grant us our boon, to bind this steel to purpose!"

Lastly of the four stands another human, Robert of the Shore, hired from the Fellowship of Hermes for this.

"Mistress Water I ask you bless us with your presence and offer this humble stone to you, to bind this sword to purpose!"

Softly the stones around them began to hum with the power being called into and through them. Veddic spoke now, chanting the words of a darkness spell, his voice cutting through the gloom like a knife.

"I bring the darkness of the heart of your foe, seek ye to plunge thyself into that darkness and end it."

Morgan now drew forth her skills of Art and filled the blackness with light cast on the very metal of the blade.

"Annihilate that darkness with light, bringing vengeance for the dead."

Together all those in the circle chanted the words of the binding; Hawkwind holding the blade aloft like a shining beacon.

"We bind you to slay the Orc named Snagtooth Eye-Gouge, leader of the Red-fisted slavers; we name you Heart-Cleaver. With our arts we empower you to cleave the green blooded ones and slake our vengeance upon their bodies."

Then again each of the Ritualists spoke in turn.

"I give you the power to return to your mistress at need, to fly in the air to her hand; I call on the arts to imbue this blade with life."

"I give you the strength of the earth, that none may sunder you before your task is done; Power of my art create a wall of Force."

"I give you power to call the fires of the earth's blood to hold your foe to battle; Arts create for me a Circle formed of Fire."

"I give you the anger of the tides, to call the warlord to justice for the slain; Arts shape a bolt of purest water, Water Bolt."

"I give you the power to kill; that you may rid the land of the one eyed Orc, drink of my dark Art and be strong."

"And I last of all give you the Light, freely I pass to you in this hour my Art. May your purpose never be denied!"

Then came Hawkwind's voice, soft and barely audible over the low pitched hum and sharp ringing of the powered stones of Danesford circle.

"I claim you, Heart-Cleaver, forged from shards of my family's weapons, crafted by the master smiths of Deeping Dell, charged with vengeance in this circle, I claim you and take you forth to kill Snagtooth Eye-Gouge."

Morgan culminates the ritual by calling the powers of Magic to empower the blade, placing her second gem in the silver bowl as she did so.

"Source of power accept these gifts as we take from you. Receive them and grant us our boon."

In a shimmering flash, all the gems sacrificed disappear from the cloths and the bowl, signalling the Source has accepted the sacrifices.

Each of the Ritualists in turn thank the elements they summoned for the service they have given, taking up the cloth as they do so.

Morgan then turned to the faintly shimmering curtain of power that ringed the Circle, and spoke the words once more.

"In the name of Morgan Stareyes I unseal the Wards to this circle. Let the way be open to all."

The Ritual group passed outside the stones, the thrum of their power dissipating gently into the air.

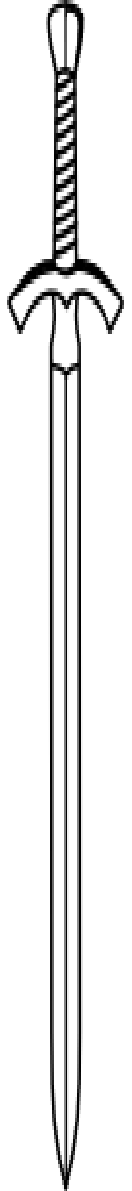
"In the name of Morgan Stareyes I seal the Wards to this circle. Let the way be closed to all."

As you can see there were spells cast during the ritual as well as the performing of the ritual itself; in rules terms it translated as:

A Level 4 Ritual, costing 4 Art per person apart from Morgan who had to spend 8, plus another 8 to Morgan for the sealing and unsealing of the circle wards twice. Also Morgan and Veddic both sacrificed 10 Art to the ritual to give the blade its magical damage. In addition to this Dancing Blade, Wall of Fire, Wall of Force and Water Bolt were cast on the weapon. And as part of the ritual a Light spell and a Darkness spell were cast. Quite a lot of Art flying about, and the group had adventured previously to create a long-sword that was Master Crafted and Extendable to begin with (30 SIPs).

It resulted in the following weapon: "Heart-Cleaver" +1 Magic/+2 Magic Vs Orcs 1 Handed Long-sword (Magic Triple, Magic Quad Vs Orcs before anything else is applied) (15 SIPs) Master Crafted (20 SIPs), Extendable (10 SIPs), Unshatterable (3 SIPs), Call to Hand 2/Ad (2 SIPs), Wall of Fire 1/Ad (10 SIPs), Water Bolt 1/Ad (12 SIPs).

A total of 72 SIPs, -20 to begin with (for Extendable & Master Crafted) leaves 42 SIPs to come from the performance of the ritual rather than adventuring. Not bad for a quad length adventure to get to Danesford and perform the ritual.



Guilds

A character may only join one Guild.

The Adventurous Guilds

Warrior Guild	<u>"The Legion of Battle"</u>
Training:	Mastery in One Weapon +1 Level of Warrior Life
Requirement:	Warrior or combat type

Wizard Guild	<u>"Fellowship of Hermes"</u>
Training:	+5 Points of Art +1 Sphere Free (choose) +1 Level of Art All Spheres Recognise own Art Left
Requirement:	Spell-caster or magic type (Not Church Priests)

Thieves Guild	<u>"Children of Shashay"</u>
Training:	+1 Level of Pick Locks Discern Traps Recognise Treasure Value
Requirement:	Rogue who steals things

Scout Guild	<u>"League of Pathfinders"</u>
Training:	4 Recognises / Discerns (non-magical) Hunting Natural Weapon Affinity in 1 Ranged Weapon (+1 Damage, +1 Max Damage)
Requirement:	Rogue who helps people & finds out info

The Trade Guilds

<u>Trade Guilds</u>
There are many trade guilds, and it would be impossible and wasteful of space to have a specific entry for them all, so instead most of them are covered by the template to the right, this template can then be made specific to a particular guild as shown below with two examples.
Trade guilds include, but are not limited to: Alchemists, Apothacaries, Herbalists, Dyers, Leatherworkers, Silversmiths, Blacksmiths,

Trade Guild	<u>Crafters</u>
Training	+2 Levels of Make '...' +1 Level of Make '...' (Different skill) Apprentice Title 50 G/Ad 'Secret Handshake:' -10 Guilder per item from any purchase from Guild member (or 'at cost' if less than 10 G) (Must offer to members buying from you)
Requirements	At least Lv 3 in relevant 'Make' skill.

Trade Guild	<u>Dyer's Guild</u>
Training	+2 Levels of Make Dye +1 Level of Make Alchemy Apprentice Title 50 G/Ad 'Secret Handshake:' -10 Guilder per item from any purchase from Guild member (or 'at cost' if less than 10 G) (Must offer to members buying from you)
Requirements	At least Lv 3 in Make Dye

Trade Guild	<u>Alchemist's Guild</u>
Training	+2 Level of Make Alchemy +1 Level of Make Hedgebrew Apprentice Title 50 G/Ad 'Secret Handshake:' each potion costs 10 Guilder less from a Guild member (or 'at cost' if less than 10 G) (Must offer to members buying from you)
Requirements	At least Lv 3 Make Alchemy

Churches

A character may only join one Church.

<u>Neroz, God of the Dead.</u>	
<i>Priest:</i>	<i>Necromancy Sphere Free Cast Necromancy as a Priest Sphere Speak with Dead 2/Ad Circle of Protection from Undead 1/Ad Raise & Control Skeleton 2/Ad +1 Level of Art Necromancy Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Necromancy Sphere Free Raise & Control Zombie 1/Ad</i>
<i>Warrior:</i>	<i>Control Zombie 1/Ad</i>
<i>Rogue:</i>	<i>Paralyse 1/Ad</i>

<u>Osrose, God of Life</u>	
<i>Priest:</i>	<i>Negation Sphere Free Cast Negation as a Priest Sphere Turn Zombie 2/Ad Turn Skeleton 1/Ad +1 Level of Art Negation Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Negation Sphere Free Turn Zombie 1/Ad</i>
<i>Warrior:</i>	<i>Turn Zombie 1/Ad</i>
<i>Rogue:</i>	<i>Remove Paralysis 1/Ad</i>

<u>Bronwen Stormbrow, The Warrior Goddess</u>	
<i>Priest:</i>	<i>Harm Sphere Free Cause Light Wounds 2/Ad Serious Wounds 1/Ad +1 Level of Art Harm Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Harm Sphere Free Cause Light Wounds 1/Ad</i>
<i>Warrior:</i>	<i>Mighty Blow (+1 Damage) 2/Ad</i>
<i>Rogue:</i>	<i>Sure Eye (Call Location) 1/Ad</i>

<u>Starsha the Serene, Goddess of Peace</u>	
<i>Priest:</i>	<i>Healing Sphere Free Cure Light Wounds 2/Ad Cure Serious Wounds 1/Ad +1 Level of Art Healing Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Healing Sphere Free Cure Light Wounds 1/Ad</i>
<i>Warrior:</i>	<i>Cure Light Wounds 1/Ad</i>
<i>Rogue:</i>	<i>Cure Light Wounds 1/Ad</i>

<u>Lanokash, Goddess of Light</u>	
<i>Priest:</i>	<i>Knowledge Sphere Free Cast Knowledge as a Priest Sphere Light 2/Ad Temp Bless 1/Ad +1 Level of Art Knowledge Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Knowledge Sphere Free Light 1/Ad</i>
<i>Warrior:</i>	<i>Light 1/Ad Temp Bless 1/Ad</i>
<i>Rogue:</i>	<i>Light 1/Ad See Thru Magical Darkness 1/Ad</i>

<u>Shashay, Goddess of Darkness.</u>	
<i>Priest:</i>	<i>Control Sphere Free Cast Control as a Priest Sphere Darkness 2/Ad Temp Bless 1/Ad +1 Level of Art Control Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Control Sphere Free Darkness 1/Ad</i>
<i>Warrior:</i>	<i>Darkness 1/Ad Temp Bless 1/Ad</i>
<i>Rogue:</i>	<i>Darkness 1/Ad Charm Person 1/Ad</i>

<u>Ash'i'el the Huntress, Goddess of Nature</u>	
<i>Priest:</i>	<i>Nature Sphere Free Cast Nature as a Priest Sphere Animal Sense 2/Ad Hunting +1 Level of Art Nature Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Nature Sphere Free Animal Sense 1/Ad</i>
<i>Warrior:</i>	<i>Hunting, Skinning & Recognise Tracks</i>
<i>Rogue:</i>	<i>Animal Sense 1/Ad</i>

<u>Liren, Goddess of Endings</u>	
<i>Priest:</i>	<i>Entropy Sphere Free Cast Entropy as a Priest Sphere Sleep 1/Ad Dispel Level 3 1/Ad Forget 1/Ad +1 Level of Art Entropy Sphere +5 Points of Art</i>
<i>Art User:</i>	<i>Entropy Sphere Free Dispel Level 3 1/Ad</i>
<i>Warrior:</i>	<i>Dispel Level 3 1/Ad</i>
<i>Rogue:</i>	<i>Dispel Level 3 1/Ad</i>

Frequently Asked Questions about the Pathfinder Rules

Do spell-like Innates cost art to use, and do I need to say a verbal?

No. Even if you're an Art user, Innates are independent and basically are 'instant use' abilities. All you have to do is say you're using it and if it's against a target, make sure you say (shout) who the target is.

Someone threw a magic missile at me and it hit my weapon/shield. Do I still take damage?

This is an issue both of 'spirit of the game' and rules. For the weapon, no you don't take the damage (but you will take the damage from any area effects from higher level missile spells); however the weapon IS blown out of your hand unless it is inseparable. For a shield you do take the damage to your shield arm unless it is a +0 Magical shield, in which case you should role play being forced back a step or two.

If I have the 'Make Armour' skill, why can't I repair lost Armour uses?

Because it is assumed you DO repair your armour if you can, but you can only close gashes and hammer out dents so much before either the metal become too brittle, or there are too many lines of stitching and the armour becomes ineffective. While arguments could be made for other armour types, it is best to have one rule to cover all of it ("One rule to cover them...").

If I have a sword that turns "Pure Magical" for an encounter, what weapon skills apply?

You just add "Pure Magic" at the start of the damage call (assuming it's only a +0 Pure magical change). The "Training in Pure Magic Weapon" skill is for weapons that are ALWAYS purely magical (normally created out of thin air by a spell or an item weapon). In that instance take whatever the base damage of the weapon or spell is, and for 'Mastery in Pure Magical Weapon' add +1 to the damage call and 'Enhanced in Pure Magic Weapon' +2; should you reach the heady heights of Grand Mastery, then add +3.

The 'in character' explanation is that while a spell-created weapon will have no weight, and therefore move differently, a weapon that turns pure magical retains it's weight and moves much like the non pure version.

I blocked a blow but the end of the weapon 'whipped' round and caught me; have I been hit or not?

No, if you block the hit with your weapon and it hits the weapon, you blocked. Should there ever be a dispute on this, quickly do Rock-Scissors-Paper; if the Defender ties or wins then they take no damage from the blow (but they do take any knock-back/shatter/disarm/Magic Missile type effects associated with the blow). As a note, no one should be questioning anyone else on if a blow hit or not in the middle of combat (except for the ref. if they feel there is a need). If you think someone is not taking his or her hits talk to the Ref. By the same point please don't make a point of declaring "you missed" to an attacker when you block, just keep track and declare at the battle board the blows that actually hit you. Remember; keep the flow of action going as much as possible!

I have a chain mail Gorget. Can I still be throat slit?

Possibly; aside from the need to be wearing a phys-rep for it, the gorget has to cover the throat from jaw line to collarbones; the Gorget will be given the same PAL as armour of that type (in this case PAL 2). If you are throat slit, you need to ask the attacker what damage they are doing; if they are doing a Triple or higher then you are still throat slit, if they are only doing a single or double then you are safe.

Our adventuring group is struggling a lot on adventures; what are we doing wrong?

Make sure you're working as a group; if you make a plan, STICK to it unless it becomes impossible to do so. Choose a leader (or take turns each adventure) and let them decide the course of action after looking at the options (and FOLLOW the orders when they give them), work out the best way to use your resources (e.g. use potions on the Dwarven characters rather than healing magic) and pool your skills together.

Make sure you have some basic tactics, like a mage/priest casting "fumble" on the most formidable looking opponent as the fighters charge in. Have your rogues scout ahead a bit and give them time to do so; protect the art users with a weaker fighter. Use shields together to cover fighters without them or art users trying to use touch effect spells; don't scatter all over the place in combat (it's easy for the monsters to surround you if you do) but instead try to stick together and fight as a team. Obviously some characters may not be inclined to be totally honest with the group. (**Remember monsters should use these tactics as well.**)

Form a group that tends to adventure together; that way you can formalise the adventuring company. Get a 'Letter of Marque' from the crown of whatever kingdoms you operate in; this will mean you get much less hassle for carrying weapons and armour from the local watch. Share out the treasure more equally from adventures and perhaps pool it to do things like help the fighters get more expensive armour, or buy better recipes for the potion making members of the group. Also you might be able to adventure to get special abilities for all members of the company (the group would then qualify as a 'special' guild). After all, it's a lot of fun to have your adventuring band recognised just for its exploits, and this way they can really make a mark on the game world.

How exactly does the Dwarf innate "1/2 Effect from magic Curing/Damage" work?

It works in a similar way to MAL; any damage or curing that is phrased in numbers against Loc or LF will be halved (rounding down, with a min of bruising) AFTER any MAL is taken into account. Anything that is more of an 'effect' like Hand of Death, Resurrection or Paralysis will affect the character as normal.

Club Mechanics

In order to facilitate smooth running of the club and events the players have to meet the refs halfway with communicating information.

Characters

Always complete an 8pt generation sheet AND History sheet before handing a character to a ref. If you want to ask about costs of non-table skills for generation then by all means do, but do have the history ready; if you don't have one we won't take in the 8pt generation sheet.

Always give a ref. a neat copy of your points spend; don't burble it at him in passing and expect him to remember it. And don't expect to spend points on the morning of the adventure. By then the Battle Board is printed out and it's too late to change. Also it means we have it in writing. REMEMBER, in the event of a conflict between the system's copy of your character sheet and your copy, the System's copy is taken to be the correct one. And there are NO chances to re-spend! Once you hand us a copy of your spend that's it!

Update your character History sheets as often as possible, and hand a new copy to the ref. every so often; it helps us recall what happened to your character and weave them into the world plot-line more easily as well as evolving a personal plot line for that character (something we do intend to be doing as much as possible), also you will find it helps you remember who you have met (and your feelings towards them) and where you have been in character.

Requests for Items/Skills/Spells

These must be filled out on the proper sheet and handed to a ref. in good time. Don't expect an immediate answer; we will want to take it away and think about it. Also if you want the item off an upcoming adventure then don't book the adventure until you get the request sheet back with the costing on it (as you can't book an adventure of the right length until you know how much the item is going to cost). There is a limit of 5 Spells or Potions on a Request sheet per time, per character.

Don't be offended if we say "No" to a request; it's not a critique of the idea, merely it doesn't fit with the game world in some way; we will try to give you as close to what you want as we can, but you do need to be willing to be flexible about it.

Adventure Booking

These **MUST** be handed in at least 2 weeks prior to the date you are booking; in the event that we cannot in any way run the adventure we will 'roll' it back to the next available date (subject to this being OK with the player's schedule of free time). Please give us as much in the way of ideas as you can, and even if you don't have an item request, a good idea of the general kind of item you want (e.g. "A sword that's magic & swanky") helps us out a lot. You must request a specific game ref. and you can request other refs. and monsters if you wish, as long as they can make it. Help with lifts would be a big help where possible as well. Always let a ref. know if you're coming to an event; it helps us plan the adventures if we know how many monsters we have and if you can offer car-space to others it really helps everyone out (but it's fair to expect a small contribution to your fuel if you do so).

In the event of inclement weather or lack of enough people to run live

Should we be unable to run due to bad weather or lack of enough people to run the game, and we have a venue to play at, we will run the adventure as a tabletop - even if the booking persons would rather postpone. This is due to us having constraints of plot elements that must be allowed to break at certain times, and also so that there is no adverse effect to other bookings planned. While we agree this is not a perfect solution one of the reasons the tabletop rules were created was to allow us this option. Also it will allow us to play even in the winter when we normally do not run adventures. If we are running a table top we will still require monsters; this leads to an experience of tabletop role playing that is quite different to a normal one.

Contacting the Club

There are currently a few different people to contact, but please be sensible and don't call during work hours or late at night; remember the Ref's **DO** have personal lives (between 6 and 9PM is a good time to try to contact them). Please also remember that just because a ref. may be online on a messenger program s or Facebook, you should still ask if they are free and willing to take a Pathfinder related query before going into club related matters as they may not be free to chat, and it **is** polite to ask anyway. Should you get someone other than the ref. you are after, **DO NOT** ask them about LARP; they probably do not know anything about it at all.

It is best to send any questions to Royce in the form of an Email, or failing that a PM on the forums. This will enable him to have a record of what you asked and were told, and allows him to get back to you when he is free to check information and fully respond to your query.

Milton Keynes

Royce Porter: (System Organiser)

Email: SaphDragon@Yahoo.com

Bridgend

Matthew Moore: (Branch Ref)

Email: Matt@Pathfinderlarp.org.uk

Bethan Charlton (Ref)

Email: anonymousblueberry@gmail.com

Table top rules

These are the rules we use for running games if we are rained/hailed/whatever off; they are by no means meant to be a comprehensive tabletop system and they are meant to be fast and simple, but they do cover the flavour of an adventure. It also allows you to try damn fool things you'd never consider in LARP, like vaulting from the balcony and charging about on horses.

Initiative

Roll 1D20; actions are then resolved in descending order starting with the highest roll going 1st.

Initiative is rolled on the 1st turn only, and the order stays the same for the whole of that combat. (An exception to this is one-on-one duels, where it can be rolled every turn to keep the element of suspense up.) You can only choose to hold your action by choosing to go AFTER everyone else acts. It's an 'all or nothing' thing; this is because everything is happening in a 5 second timeframe. In the event of a person using "Lightning Strike" they then act first; should two (or more) people use it in the same round they will go in order of highest DAL, followed by a dice off if on equal levels of DAL.

Movement

Person: Walk 4 inches if in combat, 6 if not. Running away or chasing is 5+1D4 inches.

Mounted: Walk 6 inches, trot 10 Inches. Running away or Charging is 9 +1D6 inches

You must declare your movement and where your attacks are going before you do anything; if a monster is hit by multiple attacks and the first hit kills it, the other assigned attacks are still made against it. You may attack at any point in your movement, and may attack both before, during and after you move. If you are 'Prone' you may stand up (and you may still make ONE attack if you do), but you may not move if you do so. You may not measure distance before deciding where you are moving.

Combat

Roll as many D10s as you have attacks to hit (adding modifiers); opponent rolls 1 D10 to parry. Every attack number they match or beat fails to hit them.

Lightning strike will negate the ability to parry (auto hit); Lightning reactions will mean the normal roll-off to see if you hit. The first strike of the person Lightning Striking will be an auto hit, after that the rest of their attacks are rolled, but still happen at the start of the turn as normal.

If the target is 15ft in the air then melee weapons cannot hit it.

If it is 30ft + then it cannot be hit with anything but a bow, crossbow or magic spell.

Great Weapons may attack from up to one inch away (i.e. they can hit & the other person cannot hit back) unless common sense dictates the weapon is not big enough.

Attacks

Attacks represent not individual attacks, but the 'windows of opportunity' that open during the flurry of blows. Higher level characters will be more adept at spotting these and so they get more attacks a turn. Everyone gets 1 Attack; for every 2 levels your character has they get another one. Thus a 4th Level character gets 3 Attacks.

If you are ambidextrous and using two weapons then for each attack you roll 2 dice and use the highest. When defending you roll 2 D10 and use the highest.

If you jump, shift or anything of a similar nature you only get to roll one attack that turn. (Ambidextrous still roll 2 and use highest.)

If you are 'Prone' then you only get to defend, not to attack.

You can 'split' your attacks between more than one opponent, but each extra opponent will mean that ALL rolls that turn have a penalty of -1 (per each additional opponent) applied to them.

If you wish to use abilities like "Mighty Blow" then it will effect 1 Attack, i.e. even if you roll 3 dice in an attack it will only effect one of them; however you can use these kinds of abilities as many times in a turn as you like (number of blows permitting) so if you wanted to use up three "Mighty Blows" in one turn you could.

'Multi-dexterity'; this ability (normally possessed by large monsters) allows them to ignore the penalty for multiple opponents; your average tentacle horror will have this.

Grappling: do a round of 'Rock-scissors-paper'; the winner can choose to attack normally, break from grappling or hold his opponent. If they draw then they are still struggling this turn, and cannot do anything. Innates can be used as normal (Hitting your opponent with a Fireball for example).

Other things you can do in a turn (in addition to moving)

Attack enemies **OR** one of the following:

Cast Spells: You can cast two Level 4 or less spells in a turn, or one level 5 or higher.

Use Innates: You can use any Innates or Item effects (apart from ones that affect a weapon blow directly) two times in a turn. You may still make half your normal number of attacks (rounding down).

Read Scrolls: You can read 1 scroll in a turn.

Modifiers

To Hit

WEAPONS

No Use -3

Basic Use Only -1

Mastery +1

Enhanced Mastery +2

Grand Mastery +3

Natural Weapon Affinity +1

ABILITIES

+1 Strength +1

+2 Strength +2

+3 Strength +3

+4 Strength +4

SITUATION

Each extra opponent you attack -1

Blind -5

Called Shot (e.g. "head") -2

Charging (5+ squares movement) +5

Touch Effect +2

Every 15ft in the air -1

Attacking from behind +2

Each person who attacks your target before you do +1

(So the 2nd attacker gets +1, the 3rd gets +2 etc)

To Parry

No Use -3

Basic Use Only -1

Mastery (When using non-missile weapon) +1

Enhanced (When using non-missile weapon) +2

Grand Mastery (When using non-missile weapon) +3

Natural Weapon Affinity +1

DAL 1-2 +1

DAL 3-4 +2

DAL 5 +3

Shield +2

Forearm Parry +1

Each extra opponent you attacked -1

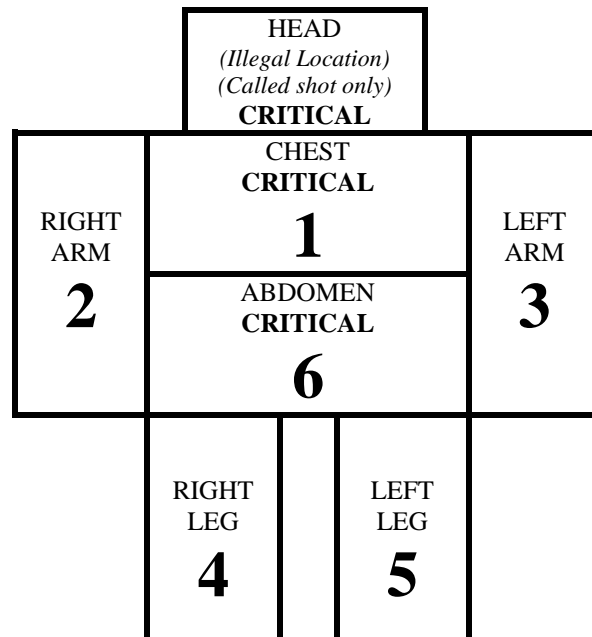
Blind -5

Prone -5

Forgo all attacks to only defend +2

If you hit

Roll 1D6:



Damage is applied as normal (i.e. you all get to learn how to battle board).

Online Gaming

There is a forum online for playing the game, where you can play as any of your characters along with other members of the group, and even some people who live all across the country.

URL <http://www.pathfinderlarp.org.uk/forum/index.php>

We also have a dedicated website, to which we have attached the forums.

URL www.pathfinderlarp.org.uk

We use the Tabletop rules for resolving things when needed, but there are a few points of '(n)etiquette' to help things stay clear and keep the game running smoothly.

Most Online activity will be either little bits of wrap-up from an adventure, or role-play in the online tavern, due to the time it takes to run them, it is unlikely we will run adventures online at this time.

- No moving others.
- No posting results of actions where it is random (attacking someone, grappling someone, using a spell, etc).
- If you use a skill or attack, always type the details as an OOC (Out Of Character) comment at the end of a post. E.g., (OOO: Discern Nature of Wounds) or (OOO: Dam = Holy Silver Quin).
- **It is possible to die online!**
- Try not to fight all the time; it slows the game to a crawl. Keep the dramatic tension though.

Owing to online Role-play taking longer to finish, we have to employ a form of 'elastic time' in that if your character also does a normal live adventure, we have to kludge it as to when the online events are happening. Please be flexible with this as the only other option we have is to lock a character played online out of playing any live events until they leave the online one, which is not really practical to do. Be responsible and accommodating with the ref team on this; we're trying to bring you the best game we can.

Monster Credits & Best Monster / Player Awards

We run a system where nobody pays to play; instead everyone contributes to pay for the insurance and running costs of events. Because of this we cannot reward monsterring with a discount to event cost; instead we operate a 'Monster Credit' (MC) system.

MC can be used to supplement the SIPs available on an adventure that you play to get more powerful items. To use MC you need to let the ref. know well ahead of time (on the booking sheet for preference) so that the items can be written onto the adventure for you.

MCs can be earned a few different ways, most commonly by turning up to monster, but also by writing setting info we use in the game world; hosting tavern nights, writing adventures, helping to run adventures and donations of kit. Basically if you help the system out with time, effort or props, we do what we can in reward with MC. MC are however a privilege NOT a right.

We also take a vote at the end of every game (in secret; you will be called over to the refs to give your votes). One is for the best player on the day and the other for the best monster. The Best Player receives a bonus 5 Exp for the day, and the Best Monster receives 5 Exp for the character of their choice.

Standard MC Awards:

Monsterring: 1 MC for every 2 sections on the Adventure (or part thereof, so a triple gets you 2).

Game Ref: +3 MC.

Player Ref or Monster Captain: +2 MC.

Writing an adventure: +1 MC and +5 Exp for character of Choice.

Donation of Kit: Variable.

Submitting a monster/world background idea then included in system: Variable.

Hosting a Tavern Night: 20 MC.

(Please note that bonuses stack, so if the Game Ref also writes the adventure and it is a triple in length they would receive 7 SIPs and 5 Exp to a character of their choice.)

Monsterring

For any adventure to work and be enjoyable it needs good quality monsterring. Remember that the more effort you put in when monsterring, then the more effort that player will put in when they monster for you. For this there are a few things that the monsterring party should keep in mind.

- 1 **I want to live!** Almost all monsters desire to keep on living, so don't be afraid to run or try to bargain your way out of a fight if you feel that to be appropriate, as long as this does not contradict your encounter brief.
- 2 **Talk to each other.** Some people find monsterring to be boring; remember that you can talk to other monsters in character, not just to the players. Indeed having the sound of in character conversation in the background can add real atmosphere to an encounter for the players and lets you stretch your role play.
- 3 **Stick to the Brief.** Listen to what the Ref. is trying to achieve in the encounter and the adventure as a whole. Ask questions if you're not sure about what you are meant to be doing, and **NEVER** alter the stats that you are given or discuss them in front of the players. Indeed if you are ever queried about what you can do rule-wise then just look blankly at the player; unless there is a problem in that case then refer them to the Ref.
- 4 **No Cheese!** Good monster deaths and names are fun and help the player get into the reality of the adventure. Cheesy names or overacted deaths can ruin their suspension of disbelief and also get the Ref. upset if you ruin the mood he is trying to create.
- 5 **Have Fun!** Most important of all, when monsterring you don't have the pressure of trying to keep a favourite character alive. Instead you get to try out a wide range of roles that you might not otherwise try, and get to break character while moving from place to place and waiting for the party to get to you. Plus you are privy to all the puzzles that the Ref. has devised to frustrate the players.
- 6 **Stay in Role!** Never start an out of character conversation during a time in situation; it is not fair on the players; as they get marked down for dropping out of character. Plus it destroys the mood for everyone else.
- 7 **Be Inventive!** If you have an idea that might add to encounter, ask the ref; he might go along with it and you might help make his life easier, but don't just do it without asking. An angry Ref. is not a nice thing.
- 8 **Share the Work!** If all the monsters share out the kit they need to carry then it's easy to move from place to place, and no one feels put upon.
- 9 **Have Input!** The Ref team encourage the crew to voice input into the adventure, however do keep in mind there is limited time and that we may say no. Examples would include asking if a monster can have Ambidextrous or use a shield when not noted on the brief, suggesting tactics, coming up with 'in encounter' colour such as how two monsters interact with each other or coming up with a trap idea.
- 10 **Know When to Leave it Alone!** Occasionally, you will be told something by a ref that involves a time frame, or something that needs to be monitored by the refs. Please have faith in the ref team that they are aware of this, and are keeping tabs on it. Constantly asking if the situation has changed, or if the time frame is up will not make it go any faster, and may, in some cases slow things down. Please leave it be and let the refs handle it. Similarly, sometimes a call will be made that you may not agree with. Constantly asking if anything has changed with the ref call will not necessarily change anything. Make your case once, and then leave it until such a point where the refs call for opinions, otherwise, you will not endear yourself to the ref team.

Other Monster crew tips

- 1 Wear a good solid under costume, avoiding blue jeans and T-Shirts with images if you can; basic black, brown and green are the best colours. Bring a second belt for securing tabards and a weapon loop if you have one. Try to make sure to bring a bottle of water with you, particularly on hot days, and try to avoid only having fizzy drinks, **especially** on hot days.
- 2 Take your turn carrying the kit; the monster crew will have a weapons bag, and one or two other bags with them in addition to any personal bags. If you each take a turn it really helps out.
- 3 Listen to the brief, and ask questions. Normally there will be two copies of the plot with the monster crew so take the time to read ahead and learn your stats for the next encounter.
- 4 Help the monster captain by sorting out a weapon boss and costume boss; if you can sort out what you need faster that's going to save time.
- 5 Be prepared to have to wait for players; they can sometimes have encounters that take a while, so a book or something to read is useful to read while you're waiting.
- 6 Offer ideas; you may have something useful or interesting to add to an encounter, so check with the monster captain to see if we can use it.

Monster Skills

Flight (Physical). You can go up or down by 5ft every step. If you are hit and take damage (not bruising) THEN YOU FALL TO THE GROUND! You may carry 1 person per +1 strength you have; if you do not have any strength then it takes 2 people flying to carry one person not flying (and FORGET lifting warriors in plate mail if you have no strength!). You must call out the height you are at as you move. You *cannot* fly backwards.

Flight (Magical). You can go up or down (Including levitating while hovering) by 5ft every step/second. If you are hit and take damage (not bruising) THEN YOU FALL TO THE GROUND! You may carry 1 person per +1 strength you have; if you do not have any strength then it takes 2 people flying to carry one person not flying (and FORGET lifting warriors in plate mail if you have no strength!). You must call out the height you are at as you move. You can fly in any direction.

Camouflage. This differs from a 'Hide in ...' as with Hide you cannot move once you use the ability or it is broken, but with camouflage as long as you don't move while anyone is looking at you then you are invisible; only when moving can you be seen to some degree. If you stand still after you move you are invisible once more; the ability lasts for 1 encounter.

Knife in the Ribs (Rogue Only. 50 Exp for 1/Ad). If the Rogue strikes a CRITICAL location from behind as if they had "Backstabbed" and causes damage then they INSTANTLY kill the victim. Can only be done with a dagger; other abilities can be stacked with it to 'up' the damage (will not work on some creatures). The only way to avoid dying is to use an INNATE Total Heal ability the moment you are hit by the damage call.

Mortal Blow (Warrior Only. 75 Exp for 1/Ad). If the warrior hits any CRITICAL location on his target with a weapon, and causes actual damage then he slays the victim INSTANTLY (will not work on some creatures). The only way to avoid dying is to use an INNATE Total Heal ability the moment you are hit by the damage call.

Sure Eye. This skill is used in conjunction with a Thrown, Missile or Bow weapon. When you use it you need only hit the person you are aiming at; you then call out the location on the body ("Head", "Gut", "Left arm" etc) then the damage. The target takes the damage to the named location, NOT to the location where they were hit.

Last Hit "xxx." Monsters with this ability are very rare. What it means is that while the monster might be beaten to the point of death, unless they are then struck by something with the property noted then they will not actually expire. Obviously there are some exceptions to this such as total destruction of the body. The monster STILL falls over at zero hits, and can still lose limbs etc from damage. The property might be a metal (such as Silver), a substance (such as Fire), a form of energy (such as Holy or Magical), or a particular type of Spell.

Blows: Hits to "xxx." Monsters with this ability only count off one point of damage to a location no matter how much they are hit by that gets past their armour. However, if they are struck by a call including the noted property then they take damage as normal. So for example you might have a Flesh hulk which is "Blows, Hits to Spiritual": this means when hit by spiritual damage they take damage normally, but anything else will only take off 1 blow if it gets past the armour no matter how much it would have done otherwise.

Thrown Weapons. Monsters sometimes are given bean-bags to represent throwing weapons; if this is the case unless instructed otherwise you are limited to the number of bags you are given; do not pick already thrown ones up off the ground and throw them. Partly this is for safety - mainly it is to control the damage in the encounter particularly if the 'Tru' call is being used.

Ambidexterity Monsters without this ability should remember that if they lose the use of their main arm, if they switch their weapon to the 'off' hand they will be limited to a call of 'Single' (unless they have 'Ambidexterous'). Any other properties the weapon had still apply, such as 'Holy' or 'Magic'.

Pick-Pocket (Rogue 15 Exp, Warrior 25 Exp, Caster 20 Exp for 1/Ad). This skill allows you to lift any one item (or the content of any 1 pouch or pocket) off the target. In order to allow for some fairness and realism, but to account for the fact a Player cannot do what a Character can; this is represented by the persons using the skill needing to clip a bulldog clip onto the target, without the target noticing this, near to the item they are after. The clip will have a 6 inch string attached to it, the string must be able to reach and touch the target item. It may pass through gaps in clothing etc, but the item must also be able to pass out through the gap. If the string touches the target item, then the 'Pick-Pocket' is successful, if not then it is used and wasted. If the target notices you clipping the bulldog clip on them, then they have caught you trying to steal from them. Please not that seeing the clip in a hand does NOT count as knowing what the person is doing.

Monster Role Playing Tips

Some monsters just crop up time and again. What follows are tips on how to portray these familiar antagonists.

Goblins These small green humanoids have high squeaky voices and tend to drop their H's and talk in slang; for example any creature that they don't like they tend to add the word 'Git' after their name such as "Umie Gits". They are sneaky and love setting traps and ambushes. In combat they attack in packs that try to gang up and overwhelm opponents by weight of numbers; they also tend to attack from behind without warning and love to use poison on their weapons. Fortunately they don't have much courage and will run from a tough fight, and while cunning they are not that bright.

Orcs Orcs are the larger cousins of goblins; they are as tall as a man is, bulky and have very large muscles, but are perhaps not as bright or cunning as a goblin. They speak in rough deep voices and tend to avoid words of more than two syllables. To them, subtlety is saying that they are not going to hit you just before their mate behind you hits you. They hate everyone else including Orcs from other tribes. In combat they have a simple motto "Run up and hit it till it falls over, then hit it again to be sure." However they are superstitious and if faced with magic they are more likely to run; also if they are losing a fight they will try to pull back and look for easier prey.

Wyldmen. These barbarians are superstitious; they tend to dislike or fear spell users and magic in general. They respect courage and strength and will always take the most direct method of dealing with a problem. Don't play them stupid, as they are very canny and wily. Think Conan from the films and you've got the idea. Wyldmen DO have a culture, which is divided into clans and also 'paths' which equate to a role in their society. It is common to find members of several different clans and paths in one band of Wyldmen.

Wolves Pack animals; they still plague the lands of Vara and especially the forests; they will tend to move together, and pounce on the weak or straggling members of a group. En-masse they will try to bring the victim to the ground and fend off all attempts at rescue; if there are any more of them than their prey, they will split themselves between the available food. They are most nasty when hungry; like many animals they are warded off by fire, but also are bolder than many other animals as well.

Undead There are several undead; Zombies are slow and lumbering, and not very bright; Skeletons are smarter and can use basic tactics, but neither kind can talk unless the ref. has used a special type of monster. Ghosts are unable to affect the physical world much, and normally hate the living for their ability to feel and touch things. It should be noted that most Undead see by 'Life Sight'; blinding them has little or no effect. Only a way of hiding your soul will remove you from their sight, only then will they not be able to detect you. The main thing to remember is that weak undead will take orders at face value; they rarely have any reasoning ability to speak of, and merely perform tasks set them by their master. The higher level ones can be incredibly smart, commanding large numbers of followers and wielding lethal abilities.

Standard Undead Effects:

'Knockout' effects, do not work on non-sentient Undead.

Bandaging repairs Location damage but not LF, even if the Medic Skill is possessed.

Sleep effects do not work on non-sentient Undead.

They cannot benefit from or be harmed by drunk/ingested potions or most contact potions (apart from Physical damage such as Acid).

They are unaffected by Pain effects.

Beast-men The Beast-men come in many different types: they are smart and organised and each type keeps to its natural abilities; try to think of the animal it is based on and work from there. To give an example a Squirrel-man can stay stock still, but when he moves it is with quick darting steps and changes of direction. A Bear-man is slow most of the time, but when he is roused his rage is violent and extremely destructive. Always remember that these are not men in fur but feral animals and they may be organised but they are savage and wild as well. Don't take any argument from those weaker than you. Kill if you have to but try to keep it only for food. Never betray the pack. Respect the skills of others, but be sure of your own as well.

Item Generation Table

All Costs are in SIPs.

(Please note this list is a guide to let you know how big an adventure the items you may request will require. It is not a 'shopping list' and not every race/class will be able to get certain abilities listed here.)

Magical Abilities		Physical Abilities		Other Abilities	
+0 Magic or Spirit Weapon (1 Handed or smaller)	4	+1 Level of Normal Life	5	Forearm Parry	10
+0 Magic or Spirit Weapon (2 Handed or larger)	5	+2 Levels of Normal Life	11	Repel Life / Undead 1/Ad	6
+0/+1 Vs one Group	+3	+3 Levels of Normal Life	17	Repel Good / Evil 1/Ad	4
+1 Magic or Spirit Weapon (Any Size)	12	+4 Levels of Normal Life	23	Rage (Hits to Blows, no Bruising Damage, armour still counts) 1/Ad	20
+0 Magical Shield	5	+1 Level of Warrior Life	10	Detect # 20' Radius (@ will, needs 5 sec concentration)	5
+0 Magic Armour (PAL 1-3)	10	+2 Levels of Warrior Life	22	Neutrality with # (Will not attack you and you cannot attack it)	20
+0 Magic Armour (PAL 4+)	15	+3 Levels of Warrior Life	34	Call to Hand 1/Ad	1
MAL 1 b3	4	+4 Levels of Warrior Life	46	Beneficially inseparable (Only user can remove it)	1/Ability of item
MAL 2 b3	24	Aura PAL 1 b3	2	Unshatterable	3
MAL 3 b3	60	Aura PAL 2 b3	6	Indestructible	10
Normal Spell 1/Adventure	2x Lv	Aura PAL 3 b3	10	Artefact (No max Damage) BY SYSTEM CREATOR APPROVAL ONLY!	40
Research Spell 1/Adventure	4x Lv	Added PAL 1 b3	10	Master Crafted Leather Armour (+1 PAL, -1 Bruising)	5
Aura (No Phys rep needed)	+ 50%	Added PAL 2 b3	20	Master Crafted Chain/Scale-mail (+1 PAL, -1 Bruising)	10
Turn Pure Magical 1/Ad	10	Added PAL 3 b3	30	Master Crafted Weapons or Plate-mail (+1 Damage or +1 PAL, -1 Bruising)	20
+1 Lv of Art in 1 Sphere	3	Aura -1b	+2	Extendable (can add SIPs)	10
+2 Lv of Art in 1 Sphere	8	Aura -2b	+6	Ability @ Will (Rare)	Cost x 10
+3 Lv of Art in 1 Sphere	18	Added -1b	+4	Lesser Artefact (Rare) (+1 Max Damage)	30
+1 Lv of Art in All Spheres	7	Added -2b	+12	Pure '...' Blade	20
+2 Lv of Art in All Spheres	14	Table Ability (per 10 Exp, buy as character)	1	Silver	+3
Magic Sight 1/Adventure	6	+1 Strength	11	Special Material	10
Spirit Sight 1/Adventure	6	DAL 1	4	Title (Per 50 Guilder gained each adventure)	5
Weapon is Holy/Unholy	+3	DAL 2	12	Manual Recipe	1
Mass Effect Spell (Rare)	Cost x10	DAL 3	20	Custom Recipe	2
Magic Focus	2	Mortal 1/Ad	20	Double Innates (1/2 Elf or Clearwater)	10
GUILD ABILITIES (Multiplier to Normal or as noted)		Knife in the Ribs 1/Ad	15	Double Innates (Elf or Halfling)	15
"#/Ad" Abilities	N x3	Knockout 1/Ad	2	Double Innates (8Pt Race)	30
'Passive' Abilities	N x3			Concussive (+1 Subdue)	3
+1 Strength	60				
'Guild' Item	15				
Skills (Based on most expensive cost for Class/Race that can join guild)	N x2				

The History of Vara.

<i>Before Time Began</i>	<i>War between the Gods and the Great Evil.</i>
<i>?</i>	<i>Creation of the world, the Elementals walk the land and the Dragons are born. Asamaru and Toluki, the first of the Elves, arrive on Vara.</i>
<i>?</i>	<i>Birth of the Elves.</i>
<i>?</i>	<i>The war against Evil begins; the Celestials enter into the fight against the Demons.</i>
<i>?</i>	<i>1st Battle of Mara. Toluki the father of Elves apparently dies.</i>
<i>?</i>	<i>Man begins to appear on Vara.</i>
<i>?</i>	<i>Iasu brother of Inelue dies.</i>
<i>?</i>	<i>Inelue leaves Vara to seek out and destroy the source of the evil plaguing the Elves.</i>
<i>?</i>	<i>The Shadowlings appear and the Northern forest of Azran is destroyed in fire. It soon becomes apparent that the Elves face a threat more serious than any they have known before in these new foes.</i>
<i>? Yr. Ago Mystic Age ends</i>	<i>The swords Light Hope and Elk'thran appear in the hands of the Elves. Light Hope is wielded by an Elf named Sunbow and together they push back the darkness. After the last battle against the Shadowling Lord, Asamaru shatters his sword and then withdraws from the Elves, ending both the first Shadowling war and also the Mystic Age. The Dragons begin to die or enter the sleep of ages. The Elven Nations are founded from the clans.</i>
<i>? +300 Yr. Ago</i>	<i>Birth of the nations of Man.</i>
<i>? +500 Yr. Ago</i>	<i>Men find the Gods. Birth of the first half-Elven child to the line of Sunbow, servants of Lanokash.</i>
<i>-800 (2316 Yr. Ago)</i>	<i>A settlement on the island of Kiral is founded and quickly grows into a centre of knowledge and lore.</i>
<i>-600 (2116 Yr. Ago)</i>	<i>The Dragons become invigorated and return to the mortal world as human Dragon Riders first appear and make their home at Mount Amistad in north-eastern Dralazar. The rise of human kingdoms begins.</i>
<i>-550 (2066 Yr. Ago)</i>	<i>Calsmeer is founded in the lands where once the great forests of Azran once stood.</i>
<i>0 (1516 Yr. Ago)</i>	<i>Mealnos of Kiral is crowned First High King; this marks the beginning of the modern calendar of Vara. Calsmeer changes to a hereditary monarchy from an elected emperor and the dynasty of Pedrianly is created.</i>
<i>856 (660 Yr. Ago)</i>	<i>High King Telefalion Amna Rio outlaws the Order of Incanters.</i>
<i>1070 (446 Yr. Ago)</i>	<i>Jenia is born to High King Kileran.</i>
<i>1075 (441 Yr. Ago)</i>	<i>The 2nd Shadowling war begins with a massive invasion of the borders of the five kingdoms; sheer weight of numbers allows the steady grind through the five the kingdoms over the next decade.</i>
<i>1085 (431 yr. Ago)</i>	<i>High King Jenia is crowned at age 15. He leads an army to battle against the Darkling Lord the same day.</i>
<i>1100 10th Augustus (416-yr. Ago)</i>	<i>In the south of the lands of the kingdom of Gralamire the 2nd battle of Mara is fought; in this last massive battle against the Shadowlings and their Troll allies the High King Jenia falls in battle and his line is lost. He succeeds in sealing away the Darkling Lord but is unable to kill him. The Shadowlings fade from Vara, while the Trolls and other allies of the Shadowlings are routed.</i>
<i>1420 (96 yr. Ago)</i>	<i>The Darkling lord escapes his confinement; how is unknown.</i>
<i>1445 (81 Yr. Ago)</i>	<i>Amatukiland invades Erinan across the River of Dreams; only the death of the King of the Treewalkers ends the hostilities.</i>
<i>1462 (54 yr. Ago)</i>	<i>King Robert Pedrianly takes the throne of his small kingdom Calsmeer.</i>
<i>1476 (40 yr. Ago)</i>	<i>King Robert Pedrianly marries the Elven Lady Katheryn; their twin son and daughter Ethan and Mirhan are born that same year.</i>
<i>1480 (36 yr. Ago)</i>	<i>The sword Light-Hope is lost into darkness at Solstarn Pass near Nasias, into the hands of the Nightshade Elves.</i>
<i>1481 (35 yr. Ago)</i>	<i>Princess Elenora of Erinan is born.</i>
<i>1483 (33 yr. Ago)</i>	<i>Princess Diem of Calsmeer is born, Sadly however Queen Katheryn dies in childbirth and her spirit cannot be returned.</i>
<i>1498 (18 yr. Ago)</i>	<i>Princess Elenora becomes Queen aged 17 when her father is killed by an assassin (thought to be from Amatukiland) while he is on a hunting expedition.</i>
<i>1498 (18 yr. Ago)</i>	<i>Lady Jailithe Pol-dever, Step-daughter of King Robert Pedrianly dies in combat with persons unknown as do her daughter and their Dragon mounts. At the same time Diem, youngest daughter of Pedrianly disappears. Ethan and Mirhan later return her body but are silent as to how she died.</i>
<i>1500</i>	<i>Darkness gathers at the borders of the land and ill omens are felt and seen as the Darkling Lord readies his plans.</i>

1500 2 nd Augustus	A large group of adventurers leaves from the grand tournament at the town of Clarion on a strange quest, lead by a mysterious, black-cloaked Embereye Elf.
1500 Late in Year	An assassin tries to kill Queen Elenora of Erinan, but her Bodyguards, who are known as 'The Red Falcons' stop him.
1501	Strange Beastmen are reported raiding the kingdoms of Vara, yet no trace of their movements can be found.
1502 Mid Spring	A raid captures a strange device used by the Beastmen to move troops around. It is placed under study by the Fellowship of Hermes.
1502 Summer	The King of Calsmeer, Robert Pedrianly, dies in his sleep. He is succeeded by his son, Ethan, and mourned by his daughter Mirhan.
1502 Summer	A new ballad is being sung by the Master-bard of Vara; it tells of the final defeat of the Demon Kethaches, and is a couple to the first ballad of Samuel Carmical.
1503 Mid Autumn	The raids into the kingdom of Gralamire by the Trolls cease.
1503 Late Autumn	There are rumours of a Troll king, the 1 st since the battle of Mara. An emissary approaches the kingdom of Gralamire from the Troll kingdom.
1503 Autumn – Winter	As the winter draws in, there are more and more attacks by Shadowlings from the south into Erinan; many outlying villages are destroyed completely.
1504 Summer	The Beast Invasion of Erinan: using their strange teleportation circles, the Beastman army invades Erinan from within. In days huge sections of the country are occupied and most of the populace that can retreats into the walled cities. The Compact of Erinan is called into force to defend them from the invaders. Even the capital of Pironeas is subject to a lengthy siege. However King Sourbelly and Stormclaw, high priest of Bronwen Stormbrow from the Troll lands, who are visiting the Queen, stay and act as war-leaders as the queen is suffering from a wasting illness during the siege.
1504 Midsummer	A small group of adventurers (Kyle Durant the Embereye Druid, Tammaroth Cym of the league of Pathfinders, Irash'i'ne'ell the martial minded Mystic and Briar the Warrior), are sent on a vital mission; to scout out and if possible destroy the main Beast-gate that supports the invading army. They eventually manage to discover that it is in fact a permanent gateway to the homeland of the Beastmen. With help from the Fellowship of Hermes they destroy the gate, leaving the invasion force stranded in Erinan with no way home, breaking the back of the offensive.
1504 Late Summer	The core force of the Beastman army make a last push on the besieged capital of Pironeas; during the furious day of fighting the Beastmen nearly overwhelm the defenders, but the timely arrival of a force of Trolls called by King Sourbelly, smashes the attackers between themselves and the walls of Pironeas; the routed Beastmen flee and in the following days the Erinan royal army hunts down the scattered groups. However a large area of the interior of Erinan is now held by the Beastmen as the royal army is still rebuilding its shattered manpower, too weak to reclaim these lost lands.
1504 Autumn	Queen Elenora remains ill, suffering from a draining malady that eludes the skills of her healers to cure; eventually a cure is found by the visiting High Priest of the Trolls.
1504 Winter	During a very bitter winter, it becomes apparent that the Beastman invasion has resulted in a severe shortage of the common plants needed for healing potions; there is a serious rise in the price of these potions, forcing a greater reliance on magical healing.
1505 Summer	Several members of the Order of the Wolf in Calsmeer die, at first this seems to be natural causes. However after the discovery of a very badly carried out assassination in which an entire keep was slaughtered, it has been surmised something is afoot in the lands of Calsmeer.
1505 Mid Summer	The League of Pathfinders wins the Recruitment competition at the Clarion Tournament. A new member wins the archery competition, and also with the help of a visiting bard saves a small child from a group of cultists living in the sewers below the town.
1505 Late Summer	Lord Johannes Algen of the royal Erinan court is stripped of his titles and lands in disgrace after poaching one too many times from his neighbour. His commitment to his people was called into question when he was found employing two Wyldman trackers rather than local men.
1505 Late Summer	King Ethan Pedrianly introduces a new form of punishment for those convicted of capital crimes; they are given the chance to duel an executioner to the death; if they win then they go free, fully pardoned. If they lose then their sentence has been carried out.
1507 Mid Summer	The highpoint of the Gladiatorial games to remember King Robert Pedrianly of Calsmeer culminate in a bout between a red dragon and a band of fighters, named "The Unmentionables" that include of all things a Priest of the Goddess Starsha. Also in the team was "Conan the Destroyer" a Wyldman warrior who suffered many bites from the dragon, "Hugo the Mighty" a warrior wielding a sword taller than most men, and "The Red Lady", a woman fighting with a barrage of throwing blades and possessing amazing dexterity.
1507 Autumn	A massive landslide blocks the northernmost caravan route in Calsmeer that serves Liathach, Illevar and Foinaven. Rumours of bandits, Wyldmen raids and Undead come from the area, although all but the Wyldmen are discounted by most. The Wyldmen are taken as credible as the whole border is suffering from a higher degree of such attacks.
1508 (Spring)	The Kingdom of Dralazar is shocked when news breaks that the fortress of the Knights of the Blazing Sun has been besieged by a massive force of undead; their only route to call for aid, the ritual circle, was sealed and only the actions of a valiant group of adventurers averted the inevitable loss of this heroic order of knights. William Grey, Deedlit the Treewalker mage, Zina a scout and blade-mistress, Purleck the druid, Storlock a warrior troll imbued with the powers of lightning, Squire Erildas Lightblaze (now knight of the Blazing Sun), Kilydd Canhastyr the druidic warrior and Reeb Walker the Bearman Mystic are hailed by the people of the desert lands as true heroes.

1508 (1 st Augustus)	<p>Jason Giantsbane is reported dead in battle against the Shadowlings; also rumours of a large army of Shadowlings massing beyond the borders of Vara begin to become widespread.</p> <p>The Legion of Battle High Guild-master issues a decree for all members to fight Shadowlings where they can; the Fellowship of Hermes pledges to aid them where and whenever that aid is asked for.</p>
1508 (Septander onwards)	<p>Many border villages in Erinan, Calsmeer and Gralamire are raided in a brutal manner; few if any inhabitants survive. The winter hinders any kind of aid getting to them and reports come in long after the attacks are over. It is a hard winter for the kingdoms of Vara.</p>
1508 (Septander onwards)	<p>A turf war between the organised criminal groups of The Black Wolves and The Black Orchids erupts; while normal banditry ebbs a little anyone caught in between these rival factions is in serious trouble. Scenes of merciless carnage are left after these foes meet.</p>
1509 Jonever 22 nd	<p>“The Night of Terror” occurs; every person of Elven blood suffers the same terrible nightmare.</p>
1510 29 th & 30 th July	<p>Calsmeer undergoes a spectacular change; after years of worsening conditions under the rule of King Ethan, in the space of two days he is removed from power and replaced by his father Robert who had long been thought dead. A group of adventurers arrived at the Grand Convocation of the church of Starsha, and there denounced the king’s sister Mirhan as being corrupted by some evil force. After proving this King Robert Pedrianly arrived at the head of a massive army made up of Legions thought lost or missing and took his son into custody. The brave band who returned order to this land included: Morden, a priest once thought heretic but now High Priest of Starsha for Calsmeer.</p> <p>Nerys Briar, now inheritor of the lands of her father Lord Dasmius who was executed for his crimes against Calsmeer, also recognised by many as “The Red Lady” who fought in the Blood Games in the year 1507.</p> <p>Storlock, a fearsome troll warrior famous already for his aid of the Knights of the Blazing Sun in Dralazar.</p> <p>Arwenna VorSael, a bard from the northern township of Foinaven, now a King’s Bard for Calsmeer.</p> <p>Sylvana, a Treewalker warrior also from the northern borders; her skill at arms and strength are becoming famous already.</p> <p>Storrel, once a wanderer but now newly elevated to the title of Baron of Navarre, a quiet warrior-scholar.</p> <p>King Robert has made known that anyone associated with the crimes perpetrated against the people of Calsmeer by Mirhan’s cult is guilty of high treason.</p> <p>Morden faced down and killed Mirhan in combat, destroying the taint that corrupted her.</p> <p>The Temple of Starsha now follows the lead of a single person, the young Priest Lucien, whom the group brought to the convocation at the behest of the Goddess herself.</p>
1510 Augustus	<p>King Robert’s armies sweep through Calsmeer, demanding the surrender of any legions loyal to Ethan; most surrender but some fight. A strange dome of black energy covers the temple of Starsha in the capital of Appia. However Morden, aided by a female bard and a strange nobleman bearing a symbol of a wolf on his coat of arms arrive ahead of Robert’s legions and disappear into the dome. Several hours later the dome fades.</p>
1510 (Remainder of Year)	<p>Calsmeer is slowly unified and begins to take stock of itself. While the borders are re-opened it is clear the country is in a sorry state. Its army full of divisions and badly in need of a new crop of loyal officers. Its are people weary and resources strained. Even the once trusted church of Starsha now suffers from the suspicion of many who do not know if the average priest is free from corruption. But a few beacons of light remain; The Barony of Navarre prospers slowly under the new Baron and the Starshian temple of Appia is at least a place now trusted for its aid and abilities of its new leader.</p>
1511 Late Mai	<p>The siege of the Troll capital of Mountainhome is broken by Storlock, Conan the Wyldman, Nermal and Baron Storrel of Navarre. Because of this the Troll army is free to go and aid the other Troll force at the Escarpment. Slaying the Arch-Demon Azodat outside the gates at the height of the battle, they clear the area round the main portal for long enough and demoralise the army to allow the siege force to be routed by the Troll heavy mammoth cavalry.</p>
1511 Yune	<p>There is a sudden upsurge in the number of Newfolk in Calsmeer training to be members of the Starshian Paladinic order, including children. All are of the same bloodline as Morden.</p>
1511 Late July	<p>A group of heroes, including Stormclaw; Princess Brightstar of the Trolls; Gerrant a strange warrior thought to be an exiled noble of Calsmeer from his wolf heraldry; Kiall Anarn and Purleck the druid aid in delaying the invasion of Erinan by facing and defeating the leader of the Orc army. The Council of Rulers also meets, during which news of a potential heir to the High King is revealed.</p>
1511 14 th Octander	<p>A massive ball of sky-fire falls in the Troll Lands. After a horrifying release of power from the temple upon the demonic army encircling Tastagol, the High Priest Stormclaw, Princess Brightstar and the Wyldman Conan race their enemies to the point of impact and discover a massive lump of Star-steel has fallen; they claim it in the name of the Troll nation.</p>
1511 15 th Decander	<p>In Erinan, near the town of Chendra in the Lands of the Lady Joanna De’alessa, a massive fight is seen in the air by several guides and sworn foresters of the Lady Joanna. On investigation it is found that a massive and beautiful dragon, along with High Priest Morden of Calsmeer, Lady Nerys Briar-Dasmius the Red Lady of Calsmeer and companions did battle against a Shadow-Dragon of unbelievable size as well as a cohort of Demons; while they did not slay the Shadow-Dragon it was driven off. Such strange events near the Mystic Mountain of Demovant hold some omen for the coming months, though what is unknown.</p>
1511 Decander	<p>The Shadowlings gain a foothold on the coast of Dralazar using strange beasts that magic cannot fight.</p>
1512 Jonever	<p>The Troll army musters at the top of the Escarpment, every Troll clad in armour of lustre both breathtaking and terrifying. Each suit is a work of superb artistry; no-more can the people of Vara think of the Trolls as mere brutes. However this action makes some wary of the Troll nation pondering expansionist ideas against the weakened, troubled kingdom of Calsmeer.</p>
1512 February	<p>Fully a third of Erinan is now behind the lines of the armies invading her from the south, yet Queen Elenora announces her plan to marry the Red Falcon knight Datalno De’Celtar as a living act of defiance to those invading her lands.</p>

1512 March	<i>Kiral flies the flag of the High King at three-quarter mast, announcing fully that the line of the High King has an heir to all Vara; in the darkness of these times a small light is kindled against the evil seeking to destroy all.</i>
1512 Astril	<i>A massive explosion in south central Erinan decimates a large area of the occupied Beastlands. The blast is heard all the way in the port city of Celtar and a bright flash sears the eyes of many who were looking in the direction of the explosion. As yet the cause of this event is unknown.</i>
1512 Mai	<i>In the North of Calsmeer, the siege of Foinaven is broken by a stout defence and aggressive attack on the occupying Wyldmen by both locals and also a group of powerful heroes from across all of Vara. This marks one of the first major offensives against the attacking armies that is not a holding action.</i>
1512 Early July	<i>A small group departs Vara on a ship from First Light. Sailing west they venture to a desperate goal. Leaving on the ship are many great and notable heroes of Vara, among them numbered; Lady Nerys Briar-Dasmius, The Master Mage Ashym, Baron Storel of Navarre, Carnak who is heir to the seat of the High King, Stormclaw the High Priest of Bronwen to the Troll Lands, the Newfolk healer Myst, Jakari who is emissary for the Lizardmen, the warrior Silverfrost and a rakish rogue by the name of Uushki Mag. Sailing under the care of Captain Elizabeth Jennison in the Sunspray, and accompanied by a master mage by the name of Millhouse, this group ventured further than any have before, across the sea far from land and after several adventures they eventually came to a small island. There they fulfilled a prophecy and finally brought rescue to the Twilight elves and Inelue, waking them from eons of sleep and in doing so forever ending the threat of the Shadowlings. It is said that lives were lost and only the grace and forethought of the High Priest Morden in sending with them scrolls to bring back the dead stopped such deaths being permanent.</i>
1512 10 th Augustus	<i>At almost the same time as the group were waking the sleepers the 3rd Battle of Mara occurs; after having been drawn to the battlefield by the blatant challenge of the Renraniay, the armies of the Shadowlings and their allies mass. Facing them is a weary and under-strength alliance of several of the kingdoms. However Calsmeer initially sends no legions to aid the fight. As the day dawns many on the side of the kingdoms look at the heaving mass of the army of the dark and lose all hope. With the morning of the battle no Shadowlings could be seen in the enemy force; no scouts reported them anywhere in the area, and standing in the middle of the Renraniay camp were those brave souls that had ventured across the sea. However just as battle is about to be joined on the plain of Mara and in a display of both tactical surprise and magical power the entire massed legions of Calsmeer teleport onto the field as both a massed line in front of the rest of the Varan forces, and also as a flying wedge cavalry charge so close to the lines of the enemy that they cannot brace for it. King Pedrianly and his men cut deep into the front of the battle line; in one move not only stunning the enemy but also bringing the Varan forces a much needed burst of hope that they have a chance to win this battle. The battle from that point onwards was a desperate struggle, but many long years of forging alliances and planning for this day supported the forces of Vara; many priests trained by Morden, high priest of Starsha in Calsmeer now took battle to the unnatural demons on the ground and in the skies. Wielding powers now rumoured to be the last gift of the long vanished Celestials, Paladins of Starsha engaged the largest and most fearsome of the cursed creatures. In the skies the Draconic followers of the dark were first met by a strange metal dragon from the Foinaven valley, then later more and more dragons began to arrive as the riders of Mount Amistad flocked to the battle, their arrival preserving the ground troops from slaughter from above. Even as the line of the legions began to break there was a mighty charge across the front of the Varan line by the heavy mammoth cavalry of the Trolls. However the charge was not without cost; a shadow dragon, easily the most massive of any dragon ever encountered attacked the King of the Trolls, and in a terrible fight King Sourbelly was slain, his sister avenging him with the blazing power of the Storm-Spear of Bronwen but moments before he passed from this world. The monarch's command area of the battle was breached by a force of Beastmen; charging in they aimed for the Queen of Erinan but the staunch loyalty of a handful of her knights protected her and she herself then joined in the fray against them, even as her husband was left on the floor behind them in the care of the healers from many deep arrow wounds. The final confrontation came late in the day, the Darkling Lord himself taking the field, and revealing that he was none other than Toluki, one of the first elves. Many heroes of Vara fought him in the press of melee and several were deeply wounded or left near death before at last Carnak faced him alone. The High King to be and the Leader of the forces opposing Vara met, and in a furious combat at last Toluki was battered to his knees then the floor, before Carnak finally took his head. With this last act the battle was decided as the remaining forces of Vara gathered one last push of strength and routed the dark from the field.</i>
1512 1 st Septander	<i>In the lands of the Trolls the funeral for King Sourbelly is held; the morning after his pyre is burned. In its place stands a stone dais with an altar on it for the funerals of other fallen warriors.</i>
1512 Late Year	<i>Refugees begin to return home; those lands occupied by the Shadowlings and their allies are slowly but surely reclaimed. However much of the farmland and stores are gone or tainted and the five kingdoms face a long and frugal winter. At Mara a wild and lush garden begins to grow; at the spot where Sourbelly fell a massive monolith begins to be erected onto which the names of the fallen are to be carved. Dralazar supports the other countries with its own laden grain stores; this alone stops massive famine in Erinan. In Gralamire the Queen retreats from much of the public engagements of her station, keeping in seclusion for reasons unknown to many. Kiral at last opens its doors to visitors, the entire island taking on an air of joy and celebration. Word is spread that out of respect for the fallen the High King will not be crowned until just after the first anniversary of the Battle at Mara.</i>
1513 (Early)	<i>As winter at last begins to release its grip the kingdoms begin to fully rebuild and take stock of the losses due to starvation and winter raiding. While there is much joy at the start of a year without war, many wonder what new perils will come to make themselves known to Vara.</i>
1513 March	<i>The area of Erinan known as "The Beastlands" is returned to crown authority; in the process of this a new Squire, one Ashym of the Fellowship of Hermes, is placed in control of a portion of this area.</i>

1513 Astril	<i>Spring breaks over Vara with a joy and energy that belies the hardship of the previous years; it is as if Ash'i'el herself has blessed the land and is trying to cover the scars of war with new growth. However the refugee camps in Dralazar are still home to lawlessness due to the number of people and the crowding in the camps.</i>
1513 Mid Astril	<i>The Troll nation finally is able to lift the watch on the area known as the Demon Gate after The Broken Sword once and for all close this entrance to Vara. The area is soon after tilled under to eradicate the entire history of the Dark Nursery from the world. However the rest of the Kingdom is still in a state of flux after the passing of King Sourbelly the summer before.</i>
1513 Mid Astril	<i>The head of one Roscoe Leagalow, a known outlaw and much sought criminal, is handed in and the bounty for it claimed.</i>
1513 Mid Astril	<i>The roads of Calsmeer begin to undergo a massive rebuilding project under the work of the Calsmeerian Legions; trade travel is renewed early as the constant patrols and assistance provide safety for drovers that is uncommon for this time of year. The Great Roads of Vara are also patrolled by the green cloaked guards of Kiral Keep; it would seem that the office of the High King is once again moving to take up its old duties.</i>
1513 Late Astril	<i>The notorious Incanter, Teller, is declared outlaw in Erinan along with lesser known companions after he causes great offence to local authority and assaults the guard in a town.</i>
1513 Late Astril	<i>The Maran garden shows unusual growth and life; many talk of Ash'i'el herself wandering the garden to heal the scar of the last battle of the War against the forces of the Shadowling Lord. Meanwhile in Amatukiland structures are found deeper into the interior than ever found before; the rainforest kingdom still has many secrets held in her bosom to be revealed it seems.</i>
1513 2 nd Mai	<i>The alarm bells of Appia are rung when an as yet unnamed supernatural threat is discovered at large in the city by the church of Starsha; the matter is resolved by the Shield-bearers in conjunction with the Appian Guard.</i>
1513 Mid Mai	<i>Reports of strange Fae creatures abroad in Vara increase. Once dismissed as folk tales they are shown to be frighteningly real, and also disturbingly strange.</i>
1513 Mid Mai	<i>The Red Falcons and the Chamberlain's Guard are more at odds with one another than ever before. Queen Elenora is forced to discipline several of her knights after serious scuffles occur.</i>
1513 Mid Mai	<i>Squire Ashym of Erinan takes in many of the maimed veterans of Mara, and openly offers a promise of lodgings and food, and healing if possible, in return for work on his estate. While small at first the numbers resident there swell, many finding peace and a new home under the protection of the mage of the Broken Sword.</i>
1513 Late Mai	<i>There is a mild increase in the number of wandering Undead in the area round First Light in Dralazar. However the army of the desert land quickly eradicates the threats.</i>
1513 22 nd Mai	<i>Many strange events occur in Kiralnu on this evening, such as weapons glowing, skeletons walking and other disturbances. Much of it is attributed by witnesses to a strange gentleman in "The Sweltering Monk" one of the main taverns; the man is said to be of a disturbed character. Whispers that it is the escaped deposed Prince Ethan of Calsmeer are soundly denounced by Calsmeerian authorities. At the same time, many new expeditions are planned into the interior of the country, and trading improves at the new way stations found on the roads discovered in the jungle.</i>
1513 Last day of Mai	<i>Lord Paragon De'Kerrion of Erinan weds Rebekka of Panessar in a full formal wedding; many notable guests attend including Duke Ashym and Lady and Lord Summoner.</i>
1513 Early Yune	<i>The Maran Garden is a riot of new growth; many of the workers there stay on as caretakers and rules are imposed in terms of respectful hunting and the permanent site of the Renraniay Camp.</i>
1513 Mid Yune	<i>A strange group of Newfolk and Dwarves arrive outside Celtar in Erinan. After an area of protection is set up by the Lord of Celtar some of these visitors are seen escorted by officials in Celtar and the surrounding area.</i>
1513 Late Yune	<i>The city of Tyras in Erinan, destroyed years past under mysterious circumstances, has a claim of inheritance upheld for it. The Queen of Erinan advises that should the city be re-founded then its Lord will receive full royal recognition.</i>
1513 1 st Augustus	<i>Strange events occur in (and under) Clarion at the tournament. However this pales behind the majesty and celebration for the coronation of High King Carnak in Kiral. Kiral, normally considered a place of grim grey, becomes a riot of colour and joy as the crown of the High King once more sits on a brow, and the flag flies from the Keep of Kiral at full mast. The morning of the day is marked by a solemn remembrance on the hilltop over the garden of Mara. Every country sends representatives to the place and the King of Calsmeer himself makes his appearance to honour those that died in the battle a year past. Meanwhile at the Troll capital of Mountain-Home the remembrance for King Sourbelly is an affair of pride and honour for the Troll Nation. During this ceremony the personal guard of Queen Brightstar reveal their new heraldry, that of a hammer over a shield.</i>
1513 Mid Augustus	<i>Queen Elenora and Prince Consort D'atalno of Erinan announce that the Queen is expected to give birth to the crown heir in Decander; this announcement leads to many an impromptu party in Pironeas.</i>
1513 22 nd Augustus	<i>A remote hospice of the Death-watch is converted into a guarded prison compound by several detachments of Calsmeerian Legionaries. The nature of the crimes committed by those inside is kept very closed lipped by those guarding the place.</i>
1513 Late Augustus	<i>The city of Tyras, destroyed many years ago, is finally granted status as an active city. The place is in disrepair; however a core of rangers in service to the past lord maintain the security of the city as best they can.</i>
1513 29 th Septander	<i>The Guild of Bards and Herald announces Varan wide that in the name of High King Carnak the outlaw status of the group of mages known as "The Incanters" has been repealed and while they are still responsible for any crimes they have committed, being a member of the order is no longer a crime. The founder of the order, Roland Trix, is however announced as a traitor to the High King and his remains are to be ritually destroyed past all hope of recall from death.</i>

1513 11 th Octander	<i>The port of Kiralnu is subject to a most strange occurrence as the Druidess Utgard, the Lizardman Jakari and a goblin by the name of Petal arrive in the ritual circle with a giant skull made of crystal. The skull is larger than the circle should have been but in some unfathomable way the circle expanded to accommodate it, moving buildings; yet none fell and there was no expansion of the other houses in the area. The Fellowship of Hermes is investigating the matter with great curiosity however the skull promptly disappeared along with the group as they transported out for parts unknown.</i>
1513 31 st Octander	<i>The town of Joret in Erinan plays host to a small but joyous tournament and feast held by the town, followed by a ritualised hunt by the Fae of the local woods who were in pursuit of a Trollish Hospitaller of Starsha. The Troll made it through the woods and back to the town unscathed but caked in mud. On the return of the hunt the rest of the night was spent carousing.</i>
1513 14 th Novander	<i>A large mobilisation of the Shieldbearers at the Appian temple of Starsha is noted; in a brief flurry of activity they go from guarding the circle and training drills to full armour and dispatch in a stunningly short time.</i>
1513 3 rd Decander	<i>King Shamizel of Dralazar dies peacefully in his sleep after a long period of illness. His third daughter Shalzeera is named as regent to his grandson Azharizad against all precedent of the Suntop kingdom. Disquiet fills the halls of First Light at this breach of tradition.</i>
1513 29 th Decander	<i>Queen Elenora gives birth to twins; a boy, Charles Etienne, and a girl, Cosette Éclair.</i>
1514 Early March	<i>The Calsmeerian Death-Watch hospice under the watch of the legions suffers a riot, fortunately the quick actions of Preator Antonius resolve the matter with the minimum loss of life.</i>
1514 2 nd Mai	<i>Deep in Dralazar's Great Northern desert the volcano known as Mount Kilara erupts with a blast that darkens the skies of the desert land for days and echoes of it are heard clear from the Western coast to the Inland Sea</i>
1514 15 th Mai	<i>In Northern Erinan the large village of Drenth is wiped out overnight in some massive attack that leaves the entire place in ruins and the famous tavern "The Tanner's Arms" little more than a half melted pile of rubble. No real explanation of what or who caused the destruction is yet known.</i>
1514 13 th Yune	<i>The training camp of the mercenary organisation known as the Silver Sword at Denny Mills in Calsmeer is attacked by a large force of undead, refugees flood into the Erinan camp and the numbers of these capable fighters are greatly reduced in the wake of the tragedy.</i>
1514 28 th Yune	<i>In Appia once again the Celestial Wings and the Paladins of Starsha mobilise in frighteningly short order in reply to a threat of supernatural origin. The Most Holy Sir Shaffer of the Celestial Wings leads the expedition; they return a few weeks later mud splattered but without a single casualty and with no report other than that the threat has been dealt with.</i>
1514 11 th July	<i>In Amatukiland a Solar Eclipse occurs and many flock to the steamy jungles of this land to both witness this rare event, and also to conduct rituals where it is of relevance. Many ships captains make a handsome profit with passenger runs and Kiralnu suffers from a lack of both accommodation and also medicines for those who fall afoul of the many dangers and sicknesses rife in the rainforest kingdom.</i>
1514 8 th Augustus	<i>Two mysterious events occur Varan-wide on this date. Firstly many people all over the land fall unconscious for no reason at the same time and remain that way for several minutes. Most arise without incident but almost every single one of them seems to change over the next few days. Many disappear, some lock themselves away, others appear to be invigorated and happily bewildered.</i> <i>The other event is the start of a massive spate of failed rituals. Across the lands sworn protectors and devout paladins are called in to help contain rampaging Ritual creatures. Every surviving Ritualist and group are sure they did everything correctly; the first clear knowledge that surfaces is all the rituals that fail are either religious or a mix of religious and arcane. Purely arcane rituals seem to be unaffected.</i>
1514 Mid Augustus	<i>After several weeks of ritually caused chaos the church of Lanokash comes forwards with a reason for the failing rituals. It seems that there has been a momentous change in the deities of the world. The deity once known as the Crone, tainted before the world came to be by the power of the Great Evil, has finally been healed and returned to her true state, that of Liren the Goddess of Endings. With Liren used as the correct balance to Ash'i'el in rituals things return to relative normal.</i> <i>At the same time word begins to spread of a religious group dedicated to Liren moving more openly about the world. Made up mostly of Orcs and Half-Orcs the group is denoted by the symbol of a fluted chalice rather than the cup associated with the Crone.</i> <i>Other tales told in taverns imply that one of the heroes of Mara, Kiall of the Silver Swords, sacrificed his life in order to help bring this Liren's healing to pass. Many who remember seeing him take a blow of unfathomable power from the Shadowling Lord himself and still stand to fight wonder what could have felled Kiall, and drink a quiet glass to his memory in uncomfortable silence.</i>
1514 3 rd Octander	<i>In Calsmeer the wedding of the Baron Martonicus is suddenly indefinitely postponed due to reasons unclear. What is known is that the Lady Nerys Briar-Dasmius and Baron Storel of Navarre had some hand in matters, and that King Robert himself as well as the Black Century attended the Baron's residence before matters were resolved and order restored. Many tavern bawds imply some conflict between the Barons over Martonicus' intended bride.</i>
1514 12 th Novander	<i>Viscount Eddish'salmak of Dralazar is summarily stripped of the majority of his holdings after he forgets himself at court and implies both that Crown Prince Azharizad is a poor choice to lead, with no will of his own, and that Princess Shalzeera is an empty headed chattel with thoughts more of fine clothing than of statecraft. The alacrity and artistry with which he is divested of holdings and left personally saddled with constructing a monument to honour King Shamizel leave the rest of the court treading with great caution round what seems to be a very adept pair wielding the full powers of the crown nearly as well as Shamizel himself did.</i>
1515 1 st Jonever	<i>Sir Madrigan Hammerheart of Clan Morri, Knight of Vara, passes in his sleep quietly after the feast to celebrate the new year; all of Kiral mourns his passing in a solemn state funeral four days later.</i>
1515 Spring	<i>King Robert Pedrianly announces that this year will be marked with a new holiday of "Legion Day" in remembrance of both the fallen of the Legions, and their remaining families.</i>

1515 15 th Mai	<i>The town of Trask-Upon-Whisper comes under attack from a Necromancer with a large force; luckily the South Essen regiment is at Trask and capably sees to its defence. While there are some casualties the South Essen acquit themselves well in conjunction with the militia formed when the compact of Erinan is enforced in the town.</i>
1515 28 th Mai	<i>Tensions along the southern Erinese border begin to rise as several logging camps start work as part of the planned expansion of Erinan southwards. Wyldmen in the area begin to raid the logging camps and soon the area becomes home to several mercenary groups and forces from the Legion of Battle acting as defence against these raids.</i>
1515 30 th July	<i>The Annual Clarion Tournament is held, and while in general it is an enjoyable event, there is much discussion of potential changes to the rules after some of the bouts have less than universal enjoyment due to the tactics employed including magic being used in the martial bouts.</i> <i>It is noted that Utgard VorOni, a notable druid of Calsmeer and member of the Fellowship of Hermes, is a particular source of controversy. However no-one disputes she won her bouts within the rules.</i> <i>Also noted was the increased presence of the visitors from beyond the sea; the textiles of the Calymnae gain a strong following, as does an appreciation of their love of bargaining trade rather than money.</i> <i>Notable fights include:</i> <i>In the Ambidextrous Tourney: a three way final between Lady Nerys Briar-Dasmius with daggers, a pugilist named Phayd and an Erinite man clothed in a red waistcoat wielding daggers named Andre. Lady Nerys takes the prize.</i> <i>In the Two Handed Tourney: A thrilling final between the Wyldman Conan, The Legion of Battle's Talwain wielding a Greatsword, and a woman with a slim fencing blade named Seren. Seren honourably stands aside while Talwain and Conan fight; once Talwain yields, Conan towering over the young Elven duellist and engages her in a blistering combat, which she yields to the Wyldman, leaving him the winner of the class.</i> <i>In the One Handed Tourney: a hotly contested tourney, the final came down to the Druidess Utgard and the Wyldman Conan, Utgard winning in a surprise turn of events.</i> <i>In the Mage Tourney: The Mage competition was, as normal, both eccentric and exciting. However the Druidess Utgard consistently climbed her way through the ranks to the final, wining when her opponent Taris yielded to her superior skills.</i> <i>In the Ranged Tourney: this tourney, sponsored by the League of Pathfinders, held some of the most back and forth byplay of front runners. Initially at the back of the pack Jonathan Archer of the League slowly built on his scoring as the increasing ranges of the targets began to defeat the other contenders. Ultimately he won the competition.</i> <i>In the Weapon & Shield Tourney: Baron Storel took the field for this class, impressively defeating Conan in his first round fight, going on to later beat an Amatukilander Treewalker in the final.</i>
1515 21 st Augustus	<i>In Gralamire a terrible disaster befalls a newly founded town nestled on the sides of a mountain, including some Calymnae granted leave to found a small colony enclave by the Queen. Reports tell of a rampaging dragon of some kind and also a monstrous creature of mud and rock that resembled a boar the size of the one of the Troll Cavalry Mammoths. The area is left a devastated ruin and many die during the whirlwind of destruction. The exact cause of this is not known at this time.</i>
1515 Late Augustus	<i>Rumours begin to spread along the Southern Border of sightings of a strange dragon and rider; the smoky grey and purple markings do not match any known breed of dragon. However in its wake hostilities seem to quiet for a while so it becomes a good luck sign to see the creature in flight.</i>
1515 27 th Augustus	<i>In the area of expansion on the Southern Erinite border the skirmishes continue to escalate. The Army begins to enforce protection of the logging camps against increasing Wyldman aggression. Matters come to a head when reports of a bloody massacre of a battle arrive. Fully two thirds of the Auldringham 7th regiment are killed as are a large number of Wyldmen, the bodies lying in open ground near a river. Some survivors do stagger back, but worse still are the undead that emerge from the carnage; it seems that bloody conflict is raising its own reply in the unquiet dead. Fortunately a rise in the presence of Nerozian priests at the logging camps allows at least some measure of peace to be given to these poor souls.</i>
1515 11 th Septander	<i>In Northern Erinan the town of Leetsford, dedicated to the Nerozian faith and home to an honoured cadre of Undead who helped defend it during the recent Shadowling war, suffers a calamity that many perceive to be deliberate in intent. A powerful light of a spiritual nature washes out from both the boneyard and to a lesser extent one of the taverns; while the light itself does little harm (aside from some damage to the sight of those looking directly at it), the damage to buildings causes much loss of life when they collapse on people. Worse still is the effect on the Undead; many are destroyed outright, while others seem to be driven mad by the light, changing from dedicated defenders and honoured ancestors into ravening monsters who kill many more than the initial blast of light.</i> <i>The priests work tirelessly to contain the Undead, where they can trying to salvage the loss in the hopes of restoring them to their right minds. However an irreplaceable legacy has been lost in what many of the church are considering a deliberate attack aimed at the destruction of the town and those that chose to serve it beyond death. They call for those responsible to be found and charged with no less than murder on a grand scale for the effects of the blast. As yet no group has claimed responsibility for the attack.</i>
1515 Late Octander	<i>In Celtar and Pironeas it becomes noticeable that the ranks of the Red Falcon trainees have been thinned in some way; the normally jovial Knights and aspirant knights become dour faced when mention of this is made, and at times the carousing takes a turn for the maudlin when the subject is raised. What is clear is that the Falcons now take steps to safeguard their aspirants more openly, and any assaults on their number are met with concerted, swift, and united reply, very often to the detriment of the attacker. It is rumoured that the Court may petition the crown to forbid duelling in the capital on the grounds of "persistent and unreasonable pursuance of grudges on the part of those sworn to uphold the law rather than abuse it".</i>
1516 1 st Astril	<i>The Baron De Balleme, ruler of Port De Balleme is murdered, and his daughter inherits the title. There is much grumbling among the Erinite court in the Chamberlain's faction as her sympathies lie more strongly with the Queen than her father's did.</i>

1516 22 nd Astril	<i>In Calsmeer the Capital city of Appia is thrown into disarray but a sudden mobilisation of part of the Legion stationed there to the Cathedral of Starsha. Joining them are a high number of Paladins of many faiths, notably members of the Celestial Wings, a highly expensive mercenary group of warlocks, and most curiously several half-orcs and orcs of the Lirenite faith. The exact particulars of the matter are unknown as the Cathedral was sealed and the tavern near the circle was locked down, however apart from the deployment of several ballistae and the resulting time needed to take them down again, no actual violence occurred. Rumours do persist however in regards to some kind of large beast, and what appears to be the battle form of a dragon seen in the circle during the incident.</i>
1516 29 th Astril	<i>The capital of Erinan, Pironeas, becomes the scene of a massive rolling riot, as tensions between the Red Falcons and the Chamberlains Guard finally boil over into full blown brawls. No few locals join in though most of those seem to have been either on the side of the Falcons, or just trying to protect their livelihoods. Fortunately there are very few actual fatalities, however a few long standing grudges are put to rest, more are started, and the Chamberlain pushes through with the grudging support of the Queen, an outright ban on any further duelling. Anyone found breaking the new law faces severe penalties. One of the more famous Captains of the Red Falcons, Palthos, is further reprimanded for his actions during the riot.</i>
1516 12 th Mai	<i>In Dralazar, near to the mountains that divide it from Erinan, an area of the desert that contains a Necropolis is declared protected territory and off limits to all apart from the local Orc Tribe (The Burning Sands Tribe), and the church of Osrose.</i>
1516 13 th Mai	<i>A pulse of great magical power is felt in all the ritual circles of Vara, but particularly those closer to Amatukiland. While there is great interest in what exactly happened, no ill effects are felt nor damage done. The Fellowship of Hermes offers a small reward to verifiable information about the matter.</i>
1516 8 th July	<i>The court of Erinan is saddened to hear the announcement of the death of the elderly and respected Sir Esrilon of the Red Falcons. He falls while in the course of protecting his home village from attacks by anarchists intent on the overthrow of the state. His mission is carried on and completed by two low ranking nobles of the country, one of whom is a prospective Red Falcon. The Chamberlain and the Queen both publicly condemn the acts of the Anarchists and supply support to the area where he fell.</i>
1516 21 st & 22 nd July	<i>The Annual Clarion tournament occurs, this year the changed rules are held in high regard and there are some very intense bouts in the competition. In the Ambidextrous Class the pugilist Phayd Black, a minor noble of Erinan beats the troll army veteran Kukiri, several pugilists are now requesting a specific class for this form of combat next year, despite a very unfortunate accident at the start of the competition. In the Single Handed Class the aspirant Red Falcon Justine De'Derrida beats Kukiri in the final. It would seem that style and panache trumps strength. In the Single Handed and Shield Class, the after a stunning and drawn out bout against Storel of Calsmeer earlier in the class, the Church Knight Sir Telerlas of Lanokash is beaten by the renown warrior Conan. In the Two-Handed Class the competition winner is revealed to be noted member of the Legion of Battle, Talwain. In the Ranged Class, there is some consternation from entrants using hand thrown weapons, however Kukiri of the Trolls puts much doubt into the minds of those who think such weapons cannot compete equally when he comes a strong second, beaten only by the supreme skills of Flambar of Erinan. In the Magic Class Seren of Erinan beats Phillipe in the tests of skill, Kessen, the ambassador to the Calymnae is again knocked out of the competition early on, though the reaction to the methods used is poor among the members of the Fellowship. During the night, there is a serious altercation at one of the taverns and much alarm is raised when the Lady Nerys of Calsmeer is brutally stabbed by an elf from the Calymnae in attendance. Fortunately with many healers on hand she was returned to life, however many questions are asked and the Calymnae are given a wide berth for the rest of the event. Balancing this dark moment, there is much joy and wonder at the event as once again the Fae are in attendance and at several points late in the evening people are treated to raucous serenades by Puka. During the finals on day two, the grudge matches are also fought. Barons Storel and Martonicus of Calsmeer take the matter very seriously, taking the combat all the way to blades of magical nature. Both men are left bloody and nearly dead on their feet from the combat, but Baron Storel takes the victory. Talwain, after being revealed as himself for the last bout, is then announced as being knighted as the first Knight of Vara in 400 years after the competition. Celebration for this lasts well into the next morning after the closing of the competition.</i>
1516 8 th Augustus	<i>Several pilgrimages begin from Nerozian temples, they all are heading for Calsmeer, and seem to be accompanied by followers of Liren, Extensive use of ritual circles in the progressions is noted.</i>
1516 18 th Augustus	<i>Many churches of Starsha make note of the sacrifice of one of their Priests, Brother Tobias, a wandering monk of the faith, who sacrifices his life to re-consecrate a Shieldbearer temple in Gralamire. His dedication is prayed on by many and the church honours him.</i>
1516 26 th Augustus	<i>A massive blast of light is fired towards the moon from somewhere in Eastern Vara. It lights up the sky for several minutes and is visible from most kingdoms. Several days later a green spot becomes visible on the moon's face and continues to remain there. Later investigation reveals the blast originated from somewhere within or to the North-East of Amatukiland.</i>
1516 15 th Octander	<i>The various pilgrimages of the Nerozians are complete with all of them ending in Calsmeer at the main Lirenite Temple. A grand rite occurs at the Lirenite temple where many followers of Neroz convert with his blessing to the Lirenite faith, notably many order of the Death-watch, and a small number of Silver Skulls convert to her faith. This date is declare to be a Lirenite religious festival, to be called 'The Day of Welcoming'.</i>
1516 31 st Octander	<i>Coinciding with the Nerozian festival of Baelmort, there are attacks across multiple kingdoms on settlements with notable Starshian presences. The attacks are all dealt with but with greatly varying levels of damage sustained, Nerozian icons are found on the undead at a high number of these.</i>

1516
21st Decander

At Midwinter, the court of Gralamire was out in force to witness the marriage of Baroness Chevalier Ragnhild Pure-Snow, head of the Valkyries, to Marquis Sir Ectheow Storm-Fjord, leader of the Storm Knights. After several years of a courtship that might better be described as professional one-upmanship, the two were married at the high temple of Bronwen in the north of the kingdom in a midnight ceremony. The torch lit procession to the temple was led not by Sethain, as would be expected with such a notable bride and groom, but by her heir, Prince Sethvir, in his first solo public function. Up until this point, questions had been raised as to whether he was ready to be considered as the heir to the kingdom, but after this, he has shown himself to be well suited to his future.

1517
Current Year

The Map of Vara

