
❖ RENEWAL ❖

SECOND EDITION RULES

These are the rules of play for the *Renewal* live action roleplaying (LARP) campaign run by Curious Pastimes. These rules can also be found in the wiki on the Curious Pastimes website.

The first edition rules were written and published when the *Renewal* campaign first began back in 1996. The game has evolved and expanded hugely in the nearly thirty years since then, prompting the publication of revised rules in 2003, 2012 and 2014. In 2022, it was decided to give the rules a complete review and rewrite, leading to the Second Edition rules you hold in your hands today.

The Second Edition is a living ruleset, and is expected to undergo revision from time to time in response to feedback from players and staff and as we see the newer rules in play (although from 2026 onwards we expect to publish amendments no more than about once a year). Please check the wiki for the most up to date version. This document is correct as of the **1st April 2025**.

The Curious Pastimes website can be found at curiouspastimes.co.uk. Aside from the rules wiki, the site includes many useful resources for players, including:

- **Portal:** Set up an account, book tickets, and create and maintain your character.
- **Events:** See the dates and brief introductions to upcoming events.
- **Policies:** Head to the *Policies* tab to see our conduct, safeguarding, safety and health and other relevant policies.
- **The World:** Curious Pastimes is a rich, magical setting full of adventure and heroism. The wiki includes a brief description of the world, a potted history, and descriptions of all current factions and most non-player organisations.
- **Getting Started:** If you're feeling a bit overwhelmed about character creation, head over to the *Getting Started* tab on the wiki and check out *Making Your Character*.

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❖ CHARACTER CREATION ❖

Characters are logged on the Curious Pastimes portal, which also allows you to track progression. You can have only one active character in the system at a time; once a character is retired or dies, it is out of play (i.e. you may not switch back and forth between characters from event to event).

What follows is the *mechanics* of character creation: archetypes, skills and so on. If you're feeling a little lost, the *Making Your Character* section on the Curious Pastimes wiki offers some tips on coming up with a concept, background and look for your character.

ARCHETYPES

Most characters in the Renewal campaign belong to one of four **archetypes**, broad character classes that unlock more powerful skills and avenues for research. They're described in more detail in the relevant sections:

- **Creator:** Whether weavers or alchemists, blacksmiths or surgeons, tattooists or jewellers, creators are artists who make, repair and alter lasting things (p. 5).
- **Magician:** Spellcasters, enchanters, summoners and necromancers, ritualists and oracles – magicians are scholars who channel magic and work miracles (p. 10).
- **Scout:** From burglars, assassins and pickpockets, to sappers and siege engineers, to trackers and hunters, scouts rely on wits, skills and guile to survive (p. 16).
- **Warrior:** Thugs and berserkers, duellists and tacticians, monster hunters and warleaders alike, warriors master all the arts and modes of warfare (p. 20).

Archetypes are similar to “character classes” in tabletop or computer RPGs, but less rigidly defined, providing access to a range of **archetype skills** rather than a set progression.

Each archetype also includes some suggested **study paths** (p. 32) for further research. Most characters may pursue **up to three study paths**, in any archetypes, and may develop **one** to the highest levels.

Finally, each archetype offers some ready-made example characters for inspiration.

You don't need to choose your character's archetype until they learn their first archetype skill; but once chosen, their archetype is fixed (although see *Changing Your Mind*, p. 4).

SKILLS

Your character starts with **20 experience points** to spend on general and archetype skills. You don't have to spend all your points up front; unspent points may be held back for later use.

The following restrictions apply:

- **Archetype:** You must choose an archetype (left) to take your first archetype skill, but once you have done so, you can choose whatever skills you like from your archetype's list (provided you meet the prerequisites).
- **Cross-Archetype Skills:** You can learn some skills from other archetypes, but may learn no more than **1 point** worth of cross-archetype skills (opposite) for every **2 points** worth of general skills and skills from your main archetype, combined.
- **Prerequisites:** Most archetype skills require you to know other skills before you can learn them, and many of the more powerful skills are limited to that archetype (i.e. they cannot be learned as **cross-archetype** skills, opposite). Skills are listed with their prerequisites.
- **Pinnacle Skills:** The most advanced skills (marked with a * on the archetype skill tables) require absolute focus and dedication. You must belong to the relevant archetype and cannot learn more than **one** such skill.
- **Points Cap:** There is a limit to mortals' potential to learn. No normal mortal character can learn more than **100 experience points** worth of skills, including abilities gained via magic (see p. 30).
- **No Repeat Picks:** All skills may be learned at most **once** each, unless they stipulate otherwise (Extra Magic Points, Extra Work Units, Income and Resources).

Some skills use **magic points** (p. 62) or **work units** (p. 79), or have a set number of uses per day.

A full list of all general and archetype skills can be found in the *Skills* chapter (p. 110).

RACE

Race no longer plays any part in character creation in the *Renewal* campaign, or indeed in the setting at all. Your character may belong to a specific local “culture” that may or may not have a distinctive appearance associated with it, but it won't affect which skills you can learn.

THINGS THAT AREN'T SKILLS

You don't need skills for everything! All characters can perform the following actions without having to buy skills with experience points:

- Read and write
- Count and perform arithmetic
- Make and read maps
- Fight with **small** and **one-handed weapons** (p. 42)

Note that fighting with *two* weapons (whether two small weapons, two one-handed weapons, or one small and one one-handed weapon) requires the Two Weapons skill.

GENERAL SKILLS

General skills are available to everyone, both at character creation and via experience or through training, with no restrictions aside from their total point cap.

These skills provide the foundation of every progression path in the game, from core weapon training to the simplest crafting designs, to basic skulking and tracking techniques or the least powerful spells.

COMBAT SKILLS

Skill	Cost	Use
Light Armour	2	Permanent
Long Weapons	4	Permanent
Projectile Weapons	6	Permanent
Shield	4	Permanent
Thrown Weapons	2	Permanent
Two Weapons	3	Permanent

CREATION SKILLS

Skill	Cost	Use
Alchemist	6	Work units
Artisan	6	Work units
Blacksmith	6	Work units
Jeweller	6	Work units
Surgeon	6	Work units

LORE SKILLS

Skill	Cost	Use
Evaluate	5	At will
Foraging	4	Once per day
Gathering	4	Once per day
Ranger	5	At will
Scholar	5	Twice per day
Scoundrel	5	At will
Scrounging	4	Once per day

MAGICAL SKILLS

Skill	Cost	Use
Corporeal Spellcasting	6	Magic points
Elemental Spellcasting	6	Magic points
Ritual Magic	6	At will
Sense Magic	5	At will
Spiritual Spellcasting	6	Magic points

PERSONAL SKILLS

Skill	Cost	Use
Body Development	6	Permanent
Fearlessness	4	Twice per day
Intuition	5	Twice per day
Income	4+	Permanent
Iron Body	5	Twice per day
Iron Will	6	Twice per day
Resist Disease	4	Twice per day
Resist Magic	6	Twice per day
Resist Poison	5	Twice per day
Resources	4+	Permanent

ARCHETYPE SKILLS

Archetype skills are the more advanced techniques known to accomplished experts in their fields, such as a warrior's trick moves and mighty blows, or a magician's mighty sorceries and esoteric workings.

Almost all archetype skills require prerequisites; most are organised into "skill trees" with multiple levels of prerequisites.

See each archetype chapter (from p. 5 on) for a list of their archetype skills.

CROSS-ARCHETYPE SKILLS

Not everyone fits neatly into one of the four archetypes, of course – you may wish to play a spellcasting warrior or a crafter trained in siege weaponry. This is fine, with two restrictions:

- Any character can have a maximum of **1 point worth of skills in other archetypes** for every **2 points worth of skills they have in their main archetype and general skills combined**.
- No character may have more points worth of skills in all other archetypes combined than they have skills in their main archetype.

This limitation doesn't apply to general skills at all; you can always learn as many of them as you wish.

Example

Hunter of undead Torian Gravearrow, with the magician archetype, has the **general** skills Body Development (6 points), Corporeal Spellcasting (6 points), Iron Will (6 points), Light Armour (2 points), Spiritual Spellcasting (6 points) and Two Weapons (3 points), and the **magician** skills Greater Corporeal Spellcasting (8 points), Immune to Enthral (6 points) and Necromancy (8 points). This comes to a total of 51 points worth of skills, including 22 magician skills.

This allows them to learn the **warrior** skills Armoured Caster (8 points), Greater Body Development (6 points) and Medium Armour (2 points) and the **scout** skill Tracking Proficiency (5 points), for a total of 21 points worth of cross-archetype skills.

MAGIC POINTS AND WORK UNITS

Characters with magical or creation skills may have either (or both) of the following resources:

- **Magic points** (p. 62) fuel spells, rites, invocations and other sorcerous acts.
- **Work units** (p. 79) drive crafting, surgery, alchemy and other actions that create or alter things.

These pools are shared between all relevant skills. Anyone with creation skills has a single pool of work units, which they may spend on any of their creation skills. Anyone with magic skills has a single pool of magic points, which they may spend on any known spells or rites or other magical abilities.

Both pools refresh to full every morning at **time in** (p. 37).

The base value of these pools depends on how many relevant skills your characters knows:

- Your first four qualifying skills grant you **5 magic points or work units** each, for **20 points** total in each pool.
- The creator and magician archetypes grant access to the skills Extra Work Units and Extra Magic Points respectively, increasing these pools to a maximum of **30 Magic Points** or **25 Work Units**. These skills cannot be learned by other archetypes.

Example

Lellian of the Forge has the skills Artisan, Blacksmith, Elemental Spellcasting, Weaponsmith and 5 levels of Extra Work Units, granting them 20 work units and 5 magic points per day.

CHARACTER CARDS

All of your skills will be assigned to you on your **character card**. This card is given to you at the **game organisation desk** (p. 39) at the beginning of every event and includes the following information:

- Your name
- Your character name
- Your faction
- The event details
- Your character skills

You must have your character card with you at all times during the event and it must be easily accessible in case of emergency. If your character dies or you choose to retire them during an event, the game organisation desk will produce a new character card for you.

If you gain any skills during the game in addition to the permanent skills listed on your character card (see *Special Characters*, p. 30), you will be issued a **special character card**. This will need to be carried with your character card during game time if you wish to use those skills.

CHANGING YOUR MIND

It's entirely possible to find, after an event or two with a new character, that the archetype and skills you've chosen don't seem to fit – or you want to go in a different direction, or you just don't find the skills fun – even though you still want to keep playing the character.

Despair not! Any new character's archetype or skills can be tweaked, or completely discarded and re-chosen, until **the character's third event**. As of the start of the third event, the character is fixed.

Changing your character's skills after that point generally requires effort of some sort, including ritual transformation; a number of routes are available in the game.

Of course, if you wish to change for **out of character** reasons (such as no longer being able to take the battlefield), please contact the game organisation desk to discuss.

❖ CREATOR ❖

Whether soot-smearing blacksmiths or ink-stained tattooists, artful poisoners or elegant tailors, creators pride themselves on the patience, the perfectionism and the training to create and alter things of utility and beauty.

Creator skill paths largely revolve around five trades, each costing 6 points:

- The potioning Alchemist
- The Artisan crafting sundry goods from all materials
- The Blacksmith forging arms and armour
- The Jeweller crafting precious things and mechanisms
- The Surgeon healing injury and curing illness

Within each path are several specialisms, unlocking more complex recipes in narrower areas, and special abilities.

ADVICE FOR CREATOR CHARACTERS

Most creators at least dabble in several skill areas, but for greater impact, be sure to take at least one specialism. Foraging, Gathering or Resources will secure a source of materials to work with, while Extra Work Units will maximise their productivity.

Surgeons should consider Resist Disease, especially if they pursue the Physician sub-path, while Alchemists may benefit from Resist Poison. Tattooists can always collaborate with magicians to invest their creations, but it's not unusual for them to learn at least some Invocation skill so they can invest them themselves.

CREATOR SKILLS

No character can learn more than **one** of the skills Concoction or Jury Rig (marked with a * below). Note that most of these skills cost (and provide) **work units** (p. 79).

ALCHEMIST

Skill	Cost	Prerequisites	Use
Apothecary	6	Alchemist	Work units
Concoction*	12	Creator Archetype and Apothecary	Once per day
Imbuer	6	Alchemist	Work units
Amalgams	8	Creator Archetype and Imbuer	Work units
Poisoner	6	Alchemist	Work units
Antidotes	8	Creator Archetype and Poisoner	Twice per day
Alchemical Analysis	8	Creator Archetype and any 2 of Apothecary, Imbuer and Poisoner	Work units

ARTISAN

Skill	Cost	Pre-requisites	Use
Carpenter	3	Artisan	Work units
Glassblower	3	Artisan	Work units
Papermaker	3	Artisan	Work units
Sculptor	3	Artisan	Work units
Sapper	5	Artisan	Special
Tailor	3	Artisan	Work units
Jury Rig*	12	Creator Archetype and any 3 of Carpenter, Glassblower, Papermaker, Sculptor and Tailor	Once per day

BLACKSMITH

Skill	Cost	Prerequisites	Use
Armourer	6	Blacksmith	Work units
Ironmonger	4	Blacksmith	Work units
Weaponsmith	6	Blacksmith	Work units

JEWELLER

Skill	Cost	Prerequisites	Use
Device Proficiency	5	Scoundrel	Twice per day
Gemcutter	6	Jeweller	Work units
Gem Cleansing	8	Creator Archetype and Gemcutter	Work units
Goldsmith	6	Jeweller	Work units
Mechanician	6	Jeweller	Work units

SURGEON

Skill	Cost	Prerequisites	Use
Anatomist	6	Surgeon	Work units
Improved Surgery	6	Surgeon	At will
Improved Sanctuary	6	Creator Archetype and Improved Surgery	At will
Physician	6	Surgeon	Work units
Tattooist	6	Surgeon	Work units

EXTRA WORK UNITS

Skill Name	Cost	Prerequisite	Use
Extra Work Units†	1-5	Creator Archetype	Permanent

†Maximum of 5 extra work units.

RESISTANCES

Skill Name	Cost	Prerequisite	Use
Immune to [Disease]†	4	Resist Disease	Permanent
Immune to [Poison]†	5	Resist Poison	Permanent

†Any character may have a maximum of 3 immunities in total.

OTHER

Skill	Cost	Prerequisites	Use
Creator's Insight	5	Any Creator skill	Twice per day

CREATOR STUDY PATHS

Each of the five creator **study paths** (p. 32) relates to one of the core creation skills: Alchemist, Artisan, Blacksmith, Jeweller and Surgeon. Note that knowledge of one or more **archetype skills** is still required to undertake research.

The most common route for study as a creator is researching new alchemical recipes (p. 175), crafting designs (p. 185) and surgical procedures (p. 195). More broadly, creators can research general **processes** that apply to many endeavours: for example, working with exotic materials, refining and strengthening components, working more swiftly or efficiently.

For the purposes of assigning experience points to researched abilities, each path is divided into three or more **sub-paths**.

Study paths include the following:

ALCHEMIST PATH

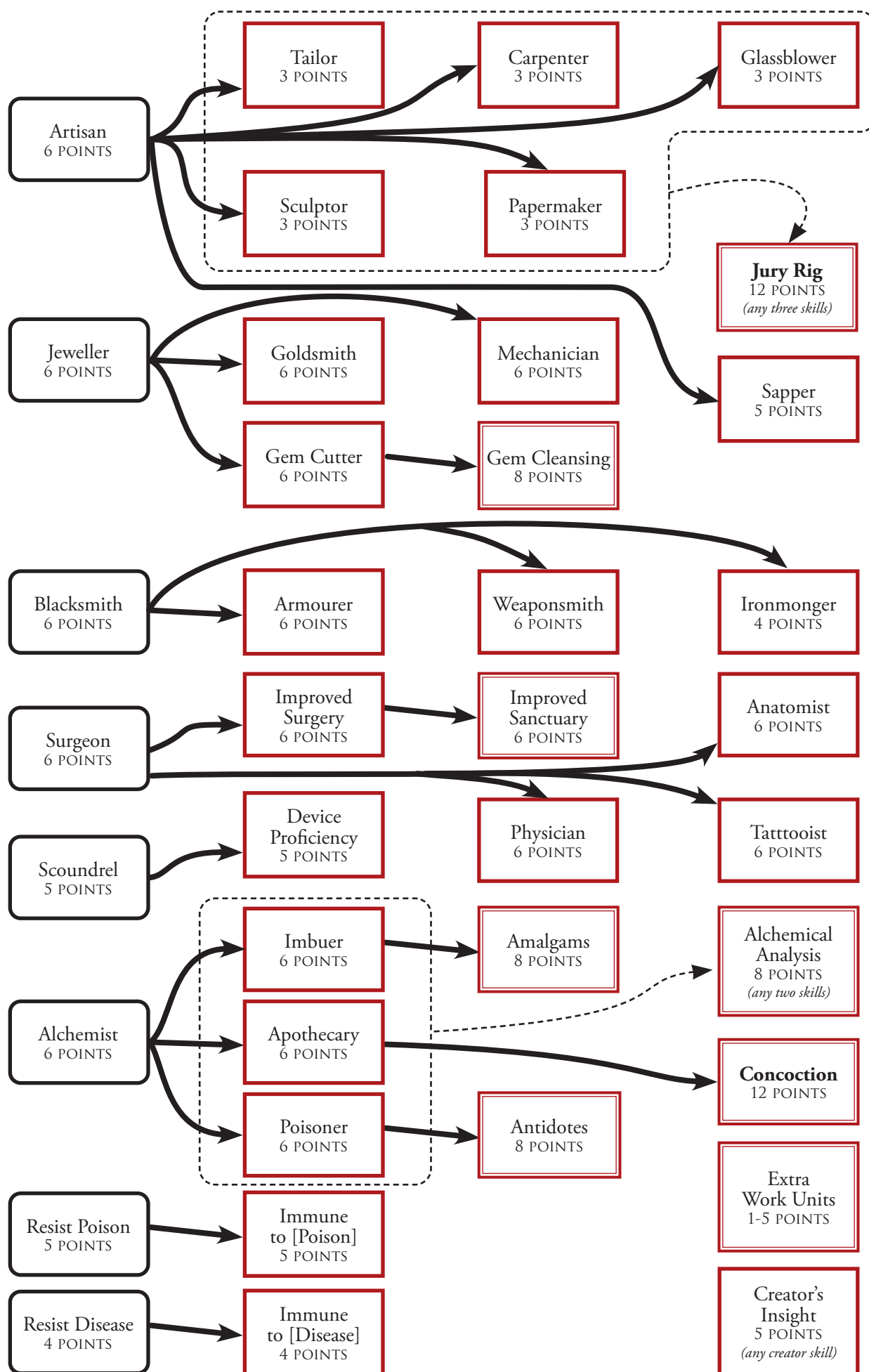
Alchemists delve deep into the magical properties of herbs, venoms, animal parts and other special materials from across all the worlds, blending and combining them to achieve remarkable effects. Alchemists can produce a plethora of potions, poisons, venoms, inks, powders and lacquers – some as powerful as any magic.

Includes research building on the Apothecary, Imbuer and Poisoner skills.

Sub-Paths

There are three standard sub-paths in the Alchemist path:

- Applied Recipes
- Ingested Recipes
- Empowerments



ARTISAN PATH

The Artisan path is the broadest of any of the creator paths, working with every manner of materials and design, including cloth, leather, stone, clay, wood, glass, paper and bone. Artisans explore sophisticated constructions and intricate designs, finding the line between mundane and magical workings and pushing it past breaking point. More than either jewellers or blacksmiths, they work with natural materials, exploring the properties of dragon's hide, unicorn horns, the bones of basilisks or the strange plants that grow on other worlds. Sappers can improve on their knowledge of the weaknesses of structures, destroying them more swiftly on the battlefield.

Artisans are the best friends of invokers (p. 71), fashioning clothes threaded with metallic scripts, cups and bowls chased with magical sigils and musical instruments decorated with mystic insignia. They are likewise the closest allies of thaumaturges (p. 69), creating the lifeless mannequins they will animate as loyal simulacra.

Includes research based on the Carpenter, Glassblower, Papermaker, Sculptor and Tailor skills.

Sub-Paths

Regardless of the archetype skills known, all Artisan research belongs to two sub-paths:

- Preparations
- Properties and Materials

BLACKSMITH PATH

More than anything, Blacksmiths specialise in armour and weapons, fashioning swords that pierce armour, axes that split shields or armour that resists crushing weapons. They are some of the most active creators on battlefields, repairing armour so their warrior allies can rush back into the fray – with research and resources, they can learn to do more, sharpening or silvering weapons on the fly, changing the properties of armour from one clash to the next.

Includes research based on the Armourer, Ironmonger and Weaponsmith skills.

Sub-Paths

Regardless of the archetype skills known, all Blacksmith research belongs to two sub-paths:

- Preparations
- Properties and Materials

JEWELLER PATH

Jewellery is valued chiefly for its beauty, and jewellers may research ever finer, more elegant and more intricate pieces, and create unique, signature pieces that cannot be copied by less skilled crafters. Mechanics can research more complex devices: cunning traps and mechanisms that administer poisons, activate charged magic sigils or perform other functions.

The most spectacular branch of the jeweller's craft relates to the powerful and little-understood properties of gems. Gemcutters can learn to cut gems to finer and finer degrees, improving their quality and value and preparing them for invokers and other magicians to channel magic into them for their workings. Gems have mystical properties by nature, which can be studied and harnessed; and cleansing gems, to remove cloudiness and purify the colour, can simplify and strengthen these properties, at the cost of variety.

Includes research based on the Gemcutter, Goldsmith and Mechanician skills.

Sub-Paths

Regardless of the archetype skills known, all Jeweller research belongs to three sub-paths:

- Preparations and Materials
- Properties
- Mechanisms

SURGEON PATH

Surgery looks into the workings of the living body. Some surgeons focus on the skill's value on the battlefield, healing their allies more quickly and effectively.

Anatomists make gross changes to the body, removing and replacing organs and extremities. Body parts can even be "crafted" before returning, changing their function. Physicians investigate diseases, learning to cure new and strange sicknesses as they encounter them, or even learning how to inflict diseases, or create new ones; beyond sickness, they can learn to manipulate the flows of magic in the body, temporarily altering the patient's abilities and behaviour. Tattooists working alongside invokers can develop more complex and involved designs, incorporating sigils and working with powerful magical inks to produce spectacular effects.

Includes research based on the Anatomist, Physician, Improved Surgery and Tattooist skills.

Sub-Paths

There are three standard sub-paths in the Surgeon path:

- Healing
- Alteration
- Tattoos

EXAMPLE CREATOR CHARACTERS

ARMOURER

Born to a mountain-dwelling tribe of crafters and miners, the armourer has devoted years of their life to their trade, and travels with the warband to put their skills to best use. Thick-thewed from the forge, they repair their comrades' hauberks and breastplates in the field, and wade into battle with a great hammer.

Skills: Blacksmith (6), Body Development (6), Long Weapons (4), Resources 1: Metal (Ordinary) (4)

Description: Heavy sideburns or beard and grey, stony skin around the temples; sturdy, bulked-out clothes including leather armour and a large, two-handed hammer.

PHYSICIAN

A student of life rather than a mere sawbones, the physician studies diseases, poisons and potions and their effects on the body. They treat the sick, but also seek always to understand the body more, and to share that knowledge with others.

Skills: Alchemist (6), Physician (6), Surgeon (6), 2 unspent points

Description: Shaded blue forehead, dotted with red spots; a long coat over a fine shirt and trousers, and a satchel holding medical implements and jars for samples.

TATTOOIST

The tattooist met their teacher by chance while travelling in their youth, and was immediately enthralled by the ancient and beautiful craft. Although their passion is for the tattooing itself, they have studied a little of how to brew inks well.

Skills: Alchemist (6), Tattooist (6), Surgeon (6), 2 unspent points

Description: Face and arms covered in tattoos; scruffy, ink-stained clothes and a belt with tattooing tools, bottles of ink etc. hanging from pouches.

❖ MAGICIAN ❖

From powerful healers and flame-hurling mages to canny summoners and the creators of wands, magicians wield powers beyond the ken of mortal folk.

Spellcasting (p. 64) skill paths include the three spheres:

- **Corporeal** magics that heal and harm
- **Elemental** magics that change, move and destroy
- **Spiritual** magics that govern spirits and influence minds

And the three conjunctual magics (p. 69):

- Dealing with elemental and oathbound creatures via **demonology**
- Raising and commanding the undead via **necromancy**
- Creating and controlling soulless constructs via **thaumaturgy**

Beyond these are two disciplines concerned with weaving subtler, more enduring enchantments, creating charged charms and talismans via **invocation** or channelling the vast powers of the leylines via **ritual magic**.

ADVICE FOR MAGICIAN CHARACTERS

Almost every magician learns some spellcasting, and most will pursue at least one sphere to greater level. Many magicians pick up one level of Ritual Magic, to contribute to rituals. Extra Magic Points are essential.

Combat spellcasters can conserve magic by taking Iron Will or Resist Magic to save them from having to counter enemy spells.

Invokers may dip into creation skills including Artisan for scrolls and trinkets or Alchemist for inks, although it's more effective to collaborate with dedicated creators.

MAGICIAN SKILLS

No character can learn more than **one** exalted spellcasting skill (all marked with a * below). Note that most of these skills cost (and provide) **magic points** (p. 62).

CORPOREAL SORCERY

Skill Name	Cost	Prerequisite	Use
Greater Corporeal Spellcasting	8	Corporeal Spellcasting	Magic points
Corporeal Resistance	8	Magician Archetype and Greater Corporeal Spellcasting	Magic points
Diamond Body	8	Magician Archetype and Greater Corporeal Spellcasting	Magic points
Exalted Corporeal Spellcasting*	12	Magician Archetype and Greater Corporeal Spellcasting	Magic points
Fast Healing	8	Magician Archetype and Greater Corporeal Spellcasting	Permanent

ELEMENTAL SORCERY

Skill Name	Cost	Prerequisite	Use
Greater Elemental Spellcasting	8	Elemental Spellcasting	Magic points
Exalted Elemental Spellcasting*	12	Magician Archetype and Greater Elemental Spellcasting	Magic points
Gift of Air	6	Magician Archetype and Greater Elemental Spellcasting	Magic points
Gift of Earth	6	Magician Archetype and Greater Elemental Spellcasting	Magic points
Gift of Fire	8	Magician Archetype and Greater Elemental Spellcasting	Magic points
Gift of Water	4	Magician Archetype and Greater Elemental Spellcasting	Magic points

SPIRITUAL SORCERY

Skill Name	Cost	Prerequisite	Use
Greater Spiritual Spellcasting	8	Spiritual Spellcasting	Magic points
Blessing of Chance	8	Magician Archetype and Greater Spiritual Spellcasting	Magic points
Exalted Spiritual Spellcasting*	12	Magician Archetype and Greater Spiritual Spellcasting	Magic points
Unbreakable Will	8	Magician Archetype and Greater Spiritual Spellcasting	Magic points
Oracle	4	Spiritual Spellcasting	Magic points

DEMONOLOGY

Skill Name	Cost	Prerequisite	Use
Demonology	8	Elemental Spellcasting and Spiritual Spellcasting	Magic points
Demonic Insight	5	Magician Archetype and Demonology	Twice per day
Exalted Demonology*	12	Magician Archetype and Demonology	Magic points

NECROMANCY

Skill Name	Cost	Prerequisite	Use
Necromancy	8	Corporeal Spellcasting and Spiritual Spellcasting	Magic points
Exalted Necromancy*	12	Magician Archetype and Necromancy	Magic points

THAUMATURGY

Skill Name	Cost	Prerequisite	Use
Thaumaturgy	8	Corporeal Spellcasting and Elemental Spellcasting	Magic points
Exalted Thaumaturgy*	12	Magician Archetype and Thaumaturgy	Magic points

INVOCATION

Skill Name	Cost	Prerequisite	Use
Charm Invocation	5	Any spellcasting skill	Magic points
Talisman Invocation	5	Magician Archetype and Charm Invocation	Magic points

RITUAL MAGIC

Skill Name	Cost	Prerequisite	Use
Greater Ritual Magic	6	Ritual Magic	At will
Higher Ritual Magic	8	Magician Archetype and Greater Ritual Magic	At will

EXTRA MAGIC POINTS

Skill Name	Cost	Prerequisite	Use
Extra Magic Points†	1-10	Magician Archetype	Permanent

†Maximum of 10 Extra Magic Points.

RESISTANCES

Skill Name	Cost	Prerequisite	Use
Immune to [Mind Effect]†	6	Iron Will	Permanent
Resist Exalted Magic	8	Resist Magic	Once per day

†Any character may have a maximum of 3 immunities in total.

MAGICIAN STUDY PATHS

Each of the eight magician **study paths** (p. 32) relates to one of the core magical disciplines: the three spheres of spellcasting, the three conjunctive magics, invocation and ritual magic.

Much study as a magician entails researching new rites or improved versions of spells, but other routes are possible, including building on the various magical **gifts** (such as Oracle or Gift of Fire).

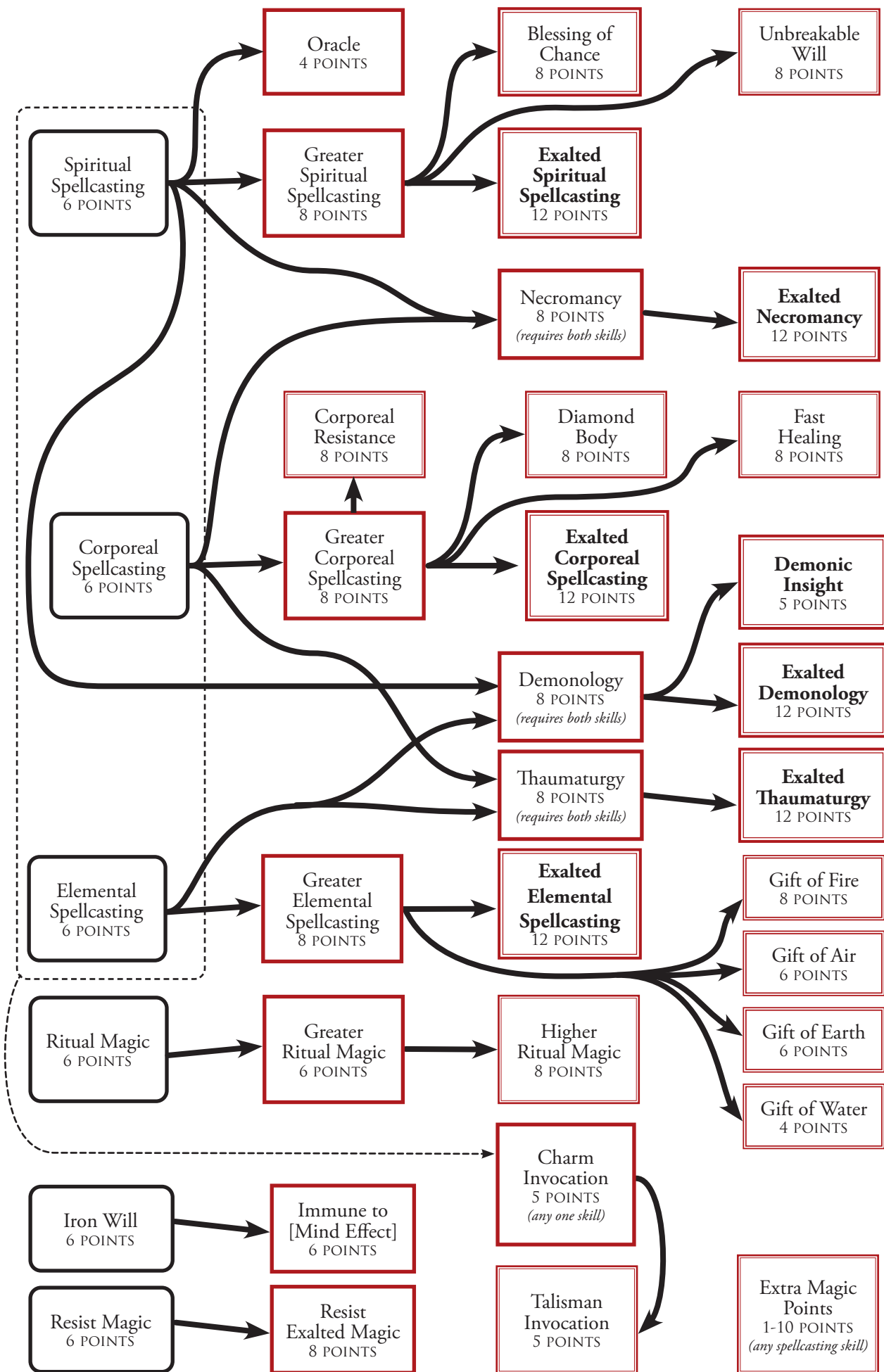
For the purposes of assigning experience points to researched abilities, each path is divided into two or more **sub-paths**.

Study paths include the following:

CORPOREAL SORCERY PATH

Corporeal magic holds in its two hands the twin powers of life and death. Healers can investigate faster, more powerful and more versatile treatments for the wounded and heal even the most terrible diseases' venoms. Corporeal magic also allows transformations and enhancements of the living form, or explorations of the natures of plants or other life forms. Some attempt to create new herbs or other things for alchemy to use. Some seek even to create life (although no-one yet has succeeded in reversing death).

More combative corporealists can inflict terrible harm on their foes, overcoming magical defences, twisting their enemies' bodies away from their natures – or just killing them outright.



Includes research based on the Greater Corporeal Spellcasting skill and the various gifts based on it.

Sub-Paths

Corporeal research falls under two sub-paths:

- Healing & Harming
- Corporeal Manipulation

ELEMENTAL SORCERY PATH

Elemental magic is the power of the natural world, the substance of which all things are made and the natural forces – light, heat, movement – that govern them. It is also the magic of change and transformation. Elementalists can learn to charge, power or modify objects or materials, to manipulate their environment or to snatch energy away, bringing cold, darkness and stillness. Elemental magic excels on the battlefield, hurling fire, lightning or cold about to destroy opponents and objects.

Many elemental magicians specialise by **element**, focusing on fire (and on harmful spells, or spells that control energy), earth (and spells that strengthen and defend), air (and spells that create movement, or that repel attacks) or water (and spells that transform and change).

Includes research based on the Greater Elemental Spellcasting skill and the various gifts based on it.

Sub-Paths

The four elemental sub-paths relate to the four elements, and to the physical properties associated with them:

- Air/Movement
- Earth/Substance
- Fire/Energy
- Water/Transformation

SPIRITUAL SORCERY PATH

Spiritual magic governs minds, emotions and feelings; sorcerers on this path look to magics that control others – or free or protect them from control. It also influences fate and destiny, including the powers of chance. This is a risky proposition, as the forces of fate dislike being controlled, and those who proceed incautiously may find their enchantments turning against them.

Most importantly, spiritual magic governs spirits themselves, especially **free spirits**, neither undead nor demons: the ancestors, the spirits of nature, of place, of trades and mortal endeavour; the spirits of stories, even the gods themselves. Starting by researching the *Call Spirit* rite, spiritual sorcerers can attempt to make relationships with these prickly, proud beings.

Includes research based on the Greater Spiritual Spellcasting skill and the various gifts based on it, and on the Oracle skill.

Sub-Paths

The three sub-paths of spiritual sorcery relate to the three things governed by spiritual magic:

- Chance
- Mind
- Spirits

DEMONOLOGY PATH

The powers of demonologists all relate to the denizens of the Demonic Plane, which tends to influence the nature of the practice. Anyone can deal with demons, but a demonologist *excels* at it, commanding and dominating elementals or bargaining and trading with the oathbound. This often means summoning demons (starting with researching the *Summon Demon* rite) and usually building on summoning, warding against and controlling progressively more powerful creatures. This requires more specialised rites with greater magical and material costs.

The scope for power moves far beyond that, including learning to bind demons into people or physical objects, enhance or weaken them or change their natures, or to travel to and from the Demonic Plane.

It is also possible to make dealing with demons more reliable or controllable: this includes researching **Pacts**, formulaic transactions with fixed costs and standard outcomes, or learning to create, remove or manipulate **demonic marks** – or to use them for the demonologist's own ends.

Includes research based on the Demonology skill.

Sub-Paths

The three sub-paths of demonology relate to dealing with demons directly, binding them into objects and binding them into people:

- Core Rites
- Object Investment
- Mortal Investment

NECROMANCY PATH

The powers of necromancy straddle the line between life and death, and this influences the approach of those who study it. Those who wish to command the dead will need to learn to raise (per the *Raise Dead* rite) or summon them, as well as focusing on strengthening their powers to summon and control, requiring more specialised rites with greater magical and material costs.

From there, the necromancer can learn to enhance or alter their servants. Some, conversely, study this path specifically to *combat* the undead, learning powerful banishment and protection rites, and powers to weaken the undead or remove their powers.

Beyond the study of the creatures, necromancers can learn to channel the powers of the Plane of Undeath directly, with **maledictions** that inflict a taste of undeath on their victims, or **emulations** that allow the caster to adopt some of their powers themselves. The final goal for many necromancers is to seek undeath themselves.

Includes research based on the Necromancy skill.

Sub-Paths

The three sub-paths of necromancy relate to dealing with the undead directly, protecting mortals against them or channelling their powers:

- Core Rites
- Protection
- Emulation

THAUMATURGY PATH

Thaumaturgy is the miracle of creation, giving life to the lifeless. Most thaumaturges research a range of **devices**, weapons or tools fuelled by the magics of the Plane of Constructs to grant them extraordinary powers and qualities, but the ultimate expression of this is the creation, control and programming of **simulacra**, animate but soulless beings with the semblance of life. Thaumaturges are also masters of materials, learning to shape, alter or enhance the properties of mundane things.

There *are* things native to the Plane of Constructs; while most thaumaturges concern themselves with creating their own constructs, some learn to conjure them from their own world, or travel there themselves. They hold that there is vast power there to be tapped, although the creatures of that world can be dangerous and unpredictable.

Includes research based on the Thaumaturgy skill.

Sub-Paths

The two sub-paths of thaumaturgy relate to dealing with constructs, and creating them:

- Core Rites
- Constructs

INVOCATION PATH

Invocation is the investment of mundane things with magic, to be called forth at the will of the bearer. With research, invokers can invest charms and talismans with more power, or create items in forms other than wands, brands and amulets, investing clothing, tools or musical instruments with power.

But the true power of invocation is unlocked through the **sigils** (p. 72), the ancient language of magic. With the right combination of sigils, the invoker can express their will in a host of more complex ways, even capturing effects beyond the standard spell lists.

Includes research based on the Charm Invocation skill.

Sub-Paths

The two sub-paths of invocation research involve either improving on or modifying the standard charged items, or unlocking the greater potential of sigils.

- Charms and Talismans
- Sigilism

RITUAL MAGIC PATH

To be a ritualist is to govern powers akin to the gods – the potential for power is greater than any other path, as are the risks. Many ritualists specialise in certain types of ritual – divinations, summonings, the enchantment of objects, the enchantment of people, the magic of one sphere or another – but there are many other routes.

Some learn to better channel (or briefly boost) the magic of the circle, or to manipulate the **wards** (p. 73), expanding them or changing their shape or properties. Some learn to draw power from an audience, inviting spectators to cheer, play music or support the ritual through chanting and response. Some embrace **wild magic** (p. 77), finding power in unpredictability, or learn to manipulate ether spheres.

Some eschew the circle altogether, finding ways to more safely (although never entirely safely!) tap the powers of the leylines. Some expand their knowledge to accessing **places of power** (p. 74) such as holy shrines or trees of life.

Includes research based on the Ritual Magic skill.

Sub-Paths

The three sub-paths of ritual research relate to controlling the power of the circle, wielding its powers against others, or embracing the powers of the wild:

- Power Control
- Offensive Magics
- Wild Magic

PRIEST CHARACTERS

There's no "religious" archetype, covering priests and paladins who channel the powers of the gods. This is mostly because the gods themselves choose to whom they grant their boons; it's not up to mortals to train for these powers, so much as to make themselves worthy of them. That said, players interested in this type of character have a number of routes open to them to seek out the approval of the gods:

- **Spiritual Sorcery:** Spiritual spellcasters can research rites allowing them to call out to powerful spirits, dedicate shrines to them and make offerings to them, creating a connection through which a spirit may grant blessings.
- **Ritual Magic:** Ritual magicians can learn how to access **places of power** (p. 74) such as holy shrines, in the same way they can open and draw on ritual circles, praying to the gods to grant them miracles in the name of their flocks.
- **Faction Specials:** Every faction offers tests and trials to become **special characters** (p. 30) with powers granted by the gods, or by the beliefs of the community.

All of these paths require the character to demonstrate strong and persistent faith; in many cases the gods may require the character to adhere to particular moral values.

EXAMPLE MAGICIAN CHARACTERS

COSMOLOGIST

Showing promise in the village school, the cosmologist was chosen as an apprentice by a powerful sorcerer, but after a few frustrating years struck out on their own: the world is far too *interesting* to get bogged down in great enchantments. They just want to study and understand the universe, and apply their arts to cracking its mysteries.

Skills: Elemental Spellcasting (6), Intuition (5), Sense Magic (5), 4 unspent points

Description: Blue and black makeup around the eyes, speckled with stars; a worn, patched robe festooned with pockets and pouches full of notepaper, pens, eyeglasses and jars for collecting things to study.

HIEROPHANT

A dedicated servant of the gods, the hierophant has spent years as a novice in a holy order, learning the ceremonies and observances of their church. Beyond learning mere ritual, though, they have learned to open their souls to the other world, speaking to the spirits of holy places – and listening to their answers.

Skills: Greater Spiritual Spellcasting (8), Ritual Magic (6), Spiritual Spellcasting (6)

Description: A sparkly white stripe across the eyes; heavy robes and a stole decorated with the symbols of their faith.

SUMMONER

Not all factions see demonology as evil, of course; the summoner is from a kingdom with a proud tradition in the art, and went to a college and studied under a master as did their forebears before them. But summoning and bargaining with demons isn't for the faint-hearted – they must combine magical knowledge with ironclad resolve.

Skills: Demonology (8), Elemental Spellcasting (6), Spiritual Spellcasting (6)

Description: Purple skin with red highlights; long, immaculate robes dressed with mystical sigils.

❖ SCOUT ❖

Some are assassins or pickpockets, some trackers or hunters; some are artful saboteurs, or skilled in siege engines and battlefield traps. But scouts all have one thing in common: lacking either powerful magic or great might, they must rely on their talents and their wits to survive.

Most scouting skills align with four broad paths:

- Theft and treachery
- Tracking and woodcraft
- Influencing others
- Battlefield engineering

Many scouts, of course, dabble with multiple paths.

ADVICE FOR SCOUT CHARACTERS

Ranger or Scoundrel skill is essential, of course – if not both – and most learn at least a couple of the skills branching off them. Scouts tend to eschew noisy heavy armour, so Body Development is invaluable. Resist Poison is useful for beastmasters risking venomous bites or thieves fearing treachery, while Iron Body aids in escape.

Assassins may dabble in Alchemist to brew their own poisons, while thieves use Evaluate to determine which treasures are worth stealing. One of the greatest assets of any scout is surprise – most scouts will take at least some skills their enemies don't expect, especially magic.

SCOUT SKILLS

No character can learn both Hunter's Mark and Killing Blow (both marked with a * below).

COMBAT ENGINEER

Skill Name	Cost	Prerequisites	Use
Device Proficiency	5	Scoundrel	Twice per day
Wardbreaker	8	Scout Archetype and Device Proficiency	Permanent
Sapper	5	Artisan	Special
Siege Weapons	4	Projectile Weapons	Permanent
Siege Engineer	6	Siege Weapons	Permanent
Trapper	6	Ranger	Twice per day

POLITICIAN

Skill Name	Cost	Prerequisites	Use
Detect Lies	6	Intuition	Twice per day
Diplomat's Insight	6	Intuition	Twice per day
Friendly Face	8	Scout Archetype and Diplomat's Insight	Twice per day
Silver Tongue	8	Scout Archetype and Diplomat's Insight	Twice per day
Subterfuge	5	Scoundrel	Twice per day

ROGUE

Skill Name	Cost	Prerequisites	Use
Chameleon	6	Ranger or Scoundrel	Twice per day
Move in Cover	10	Scout Archetype and Chameleon	Once per day
Device Proficiency	5	Scoundrel	Twice per day
Wardbreaker	8	Scout Archetype and Device Proficiency	Once per day
Dirty Fighting	5	Scoundrel	Twice per day
Treacherous Blow	5	Scoundrel	Twice per day
Killing Blow*	12	Scout Archetype and Treacherous Blow	Twice per day
Knockout Blow	10	Scout Archetype and Treacherous Blow	Twice per day
Poisoned Blow	8	Scout Archetype and Treacherous Blow	Twice per day
Subterfuge	5	Scoundrel	Twice per day

WOODCRAFT

Skill Name	Cost	Prerequisites	Use
Beast Empathy	6	Ranger	Twice per day
Beast Command	8	Scout Archetype and Beast Empathy	Twice per day
Chameleon	6	Ranger or Scoundrel	Twice per day
Move in Cover	10	Scout Archetype and Chameleon	Once per day
Hunter's Insight	8	Ranger	Twice per day
Hunter's Mark*	12	Scout Archetype and Hunter's Insight	Once per day
Tracking Proficiency	5	Ranger	Twice per day
Pathfinder	8	Scout Archetype and Tracking Proficiency	Twice per day

ARMOUR

Skill Name	Cost	Prerequisites	Use
Medium Armour	2	Light Armour	Permanent

RESISTANCES

Skill Name	Cost	Prerequisite	Use
Immune to [Body Effect]†	6	Iron Body	Permanent
Immune to [Disease]†	4	Resist Disease	Permanent
Immune to [Poison]†	5	Resist Poison	Permanent

†Any character may have a maximum of 3 immunities in total.

SCOUT STUDY PATHS

The four scout **study paths** (p. 32) aren't defined by individual skills but by a scout's *role* or profession. As such, there is some overlap between paths (e.g. both rogues and politicians are skilled liars, and both survivalists and rogues are trained in stealth). When a scout completes a research project that could come under multiple paths, they should discuss with the research referee which path they are advancing.

Much study as a scout involves improving existing skills (using them more often, overcoming their limitations, extending durations etc.) rather than devising new abilities. There are exceptions: developing a Wardbreaker rite to slip through a ritual circle ward, for instance, or a Beast Command technique to summon a wild animal.

Study paths include the following:

COMBAT ENGINEER PATH

A combat engineer is devoted to shaping the battlefield: breaking defences, setting traps and maintaining and operating terrible siege engines against their foes. Research in this path may include more devious or destructive traps, more swiftly destroying structures, and doing more damage with siege weapons (or disabling them more quickly). Working with a skilled mechanic or invoker, a combat engineer may learn to incorporate flasks of poisons or magical charms in their traps; alongside a wardbreaker or a leyline magician, they may

learn how to break down even magically-reinforced defences and sabotage leylines.

Includes research building on the Device Proficiency, Sapper, Siege Weapons and Trapper skills.

POLITICIAN PATH

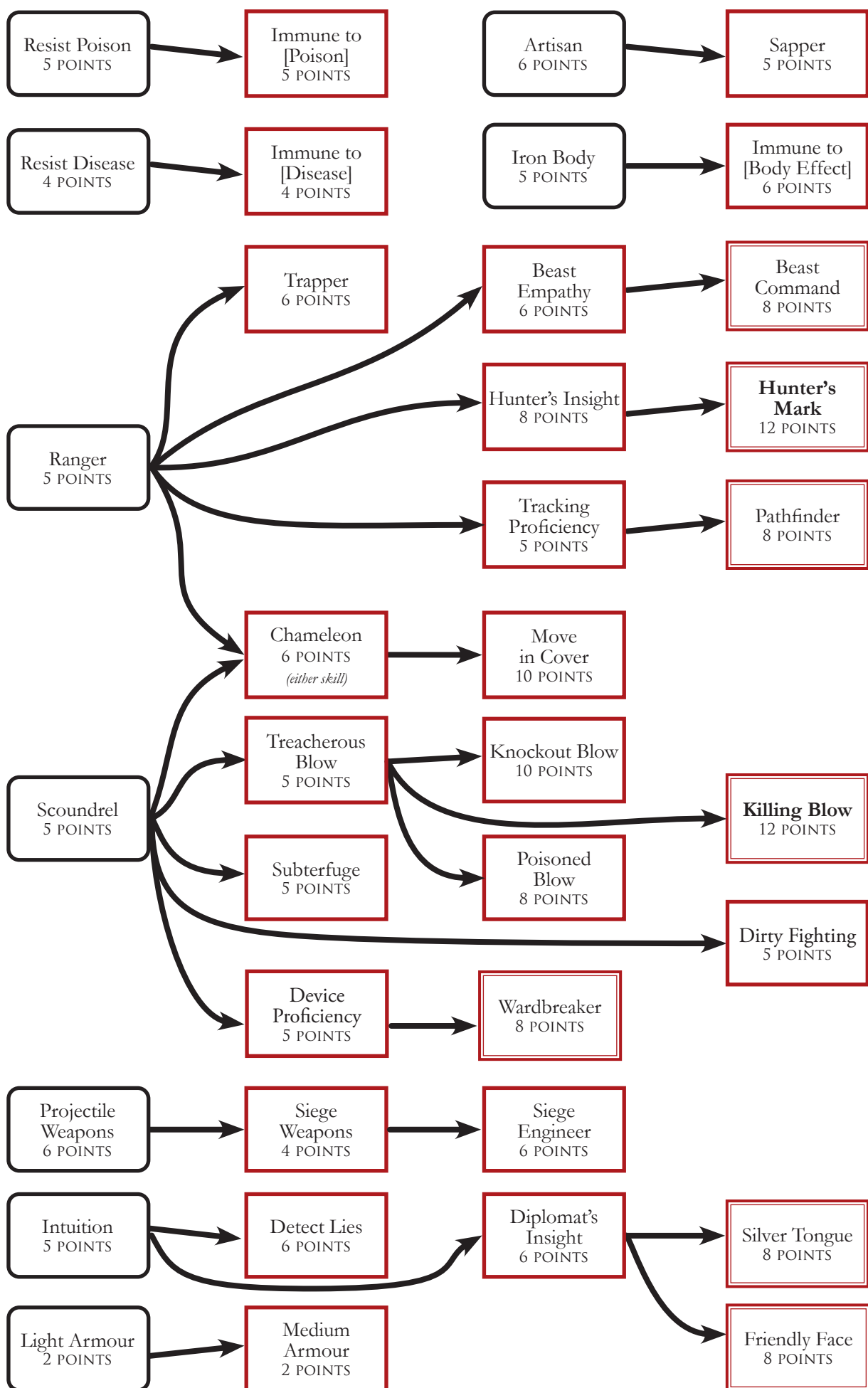
A politician's battlefield is the hearts and minds of others. Research on this path can extend to duplicating various **mind effects** (p. 54), or achieving levels of insight similar to mind-reading. The most talented liars can foil truth potions, magical compulsions, and even attempts via ritual divination to uncover the truth – or to tell a lie so persuasive that it seems to briefly alter reality.

Includes research building on the Diplomat's Insight, Detect Lies and Subterfuge skills.

ROGUE PATH

Masters of theft and guile, rogues sneak past guards, overcome traps and locks, lie and deceive, and dispatch their foes quietly and efficiently. Research on this path covers greater feats of stealth – masters are said to be able to become beings of shadow – and the ability to lie even under magical compulsion and truth potions. The slyest killers can slaughter even creatures with magical defences; the greatest lockbreakers can slip through wards, open magical portals and disable magical hexes.

Includes research building on the Chameleon, Treacherous Blow, Subterfuge and Device Proficiency skills.



WOODCRAFT PATH

The arts of the tracker, the hunter and the trapper fall under this heading. Research on this path covers greater stealth in the wild and deeper insight into reading the world around them; true masters are said to be able to commune with nature spirits and travel between trees like dryads do. The keenest hunters can sense any target's weakness and shrug off their powers, while those most attuned to the beasts can summon animals to serve them, or even assume the powers and features of beasts themselves.

Includes research building on the Beast Empathy, Hunter's Insight, Chameleon and Tracking Proficiency skills.

EXAMPLE SCOUT CHARACTERS

ASSASSIN

Dragging themselves up from the streets in a major city, the assassin became a murderer for hire. They pay only lip service to the faction they travel with – those who can afford their services know how to reach them. They have the skills they need to close in on their prey and strike when least expected, for the most deadly effect.

Skills: Chameleon (6), Light Armour (2), Scoundrel (5), Treacherous Blow (6), 1 unspent point

Description: No make-up; dark, close-fitting clothes including light leather armour and a cloak, and a short sword and several daggers worn about the body.

RANGER

Born of a tribe of self-appointed guardians of the wilderness, the ranger is a skilled hunter and tracker, able to slip into the trees and disappear. While their duty – and their devotion – is to the forest of their birth, they're travelling with the warband for a time to see more of the world.

Skills: Chameleon (6), Light Armour (2), Projectile Weapons (6), Ranger (5), 1 unspent point

Description: Pointed ears and a stripe of greenish-white across the eyes; rugged clothing including leather armour and a cloak in greens and browns, with a bow and a quiver of arrows and a light axe.

TREASURE HUNTER

Sent to study history at a college from a young age, the treasure hunter abandoned their studies to work in the field. Ruined temples, fallen castles, dusty tombs – all these are the stock in trade for the treasure hunter, who is a master of locks, traps and unexpected dangers.

Skills: Device Proficiency (5), Resist Poison (5), Scholar (5), Scoundrel (5)

Description: Fine red stripes across the temples and cheeks; rugged travelling clothes, with a coil of rope and digging tools.

❖ WARRIOR ❖

Whether a hulking brute or an artful fencer, a raging berserker or a keen strategist, a warrior is first and foremost someone who gives battle. Some fight alone and some lead others; some rely on skill and some on power, but all devote their lives to warfare.

Warrior skills are grouped into skill paths based on different fighting styles: use of the call *Strength*; attacks to disarm, daze or pierce armour; terrible blows with long weapons; stalwart defence with a shield; berserk rage. Warriors can also build their bodies up to take more punishment and learn to make better use of armour. Generals can make inspiring speeches and learn keen tactical acumen.

ADVICE FOR WARRIOR CHARACTERS

No warrior would be without some weapon skills, of course; and it's advisable to supplement the basic skill with some of the special attacks in the below list, such as Disarming, Strikedown Blow or Strong Blow. Body Development as a minimum is a must, and most warriors will learn at least Medium Armour. Iron Body, Iron Will and Resist Magic offer defence against magical attacks, given warriors are unable to **counter** (p. 47) spells in armour.

Blacksmith will give a warrior an eye for the quality of weapons and armour – and the skills to repair them after the battle. Warrior-mages might combine spellcasting skill (with the Armoured Caster skill) with more martial training.

WARRIOR SKILLS

No character may learn more than **one** of the skills Berserker, Rallying Cry and Strength (marked with a * below).

BERSERKER

Skill Name	Cost	Prerequisites	Use
Greater Body Development	6	Body Development	Permanent
Exceptional Body Development	10	Warrior Archetype and Greater Body Development	Permanent
Heroic Charge	6	Fearlessness	Twice per day
Berserker*	12	Warrior Archetype and Heroic Charge	Once per day
Strikedown Blow	6	Long Weapons	Twice per day
Crushing Blow	10	Warrior Archetype and Strikedown Blow	Twice per day

BRUTE

Skill Name	Cost	Prerequisites	Use
Carry Others	6	Body Development	Twice per day
Greater Body Development	6	Body Development	Permanent
Exceptional Body Development	10	Warrior Archetype and Greater Body Development	Permanent
Strikedown Blow	6	Long Weapons	Twice per day
Crushing Blow	10	Warrior Archetype and Strikedown Blow	Twice per day
Strong Blow	6	Body Development	Twice per day
Strength*	12	Warrior Archetype, Greater Body Development and Strong Blow	Twice per day

DEFENDER

Skill Name	Cost	Prerequisites	Use
Armour Proficiency	6	Light Armour	At will
Through Defence	6	Warrior Archetype and Armour Proficiency	Twice per day
Carry Others	6	Body Development	Twice per day
Defend Others	6	Sense Magic	Twice per day
Sturdy Shield	6	Shield	Twice per day
Immovable Shield	8	Warrior Archetype and Sturdy Shield	Twice per day

DUELLIST

Skill Name	Cost	Prerequisites	Use
Armour Proficiency	6	Light Armour	At will
Through Defence	6	Warrior Archetype and Armour Proficiency	Twice per day
Dirty Fighting	5	Scoundrel	Twice per day
Disarming	6	None	Twice per day
Confusing Blow	6	Warrior Archetype and Disarming	Twice per day
Piercing Blow	10	Warrior Archetype and Disarming	Twice per day

LEADER

Skill Name	Cost	Prerequisites	Use
Battlefield Insight	5	Intuition	Twice per day
Strategic Insight	6	Warrior Archetype and Battlefield Insight	Twice per day
Inspiration	6	Iron Will	Twice per day
Rallying Cry*	12	Warrior Archetype and Inspiration	Once per day
Sturdy Shield	6	Shield	Twice per day
Immovable Shield	8	Warrior Archetype and Sturdy Shield	Twice per day

MAGICAL WARRIOR

Skill Name	Cost	Prerequisites	Use
Armoured Caster	8	Light Armour	Twice per day
Armour Proficiency	6	Light Armour	At will
Through Defence	6	Warrior Archetype and Armour Proficiency	Twice per day
Defend Others	6	Sense Magic	Twice per day

ARMOUR

Skill Name	Cost	Prerequisites	Use
Medium Armour	2	Light Armour	Permanent
Heavy Armour	2	Medium Armour	Permanent

RESISTANCES

Skill Name	Cost	Prerequisites	Use
Immune to Fear†	6	Fearlessness	Permanent
Immune to [Body Effect]†	6	Iron Body	Permanent
Resist Exalted Magic	8	Resist Magic	Once per day

†Any character may have a maximum of 3 immunities in total.

WARRIOR STUDY PATHS

Similar to scouts, the six warrior **study paths** (p. 32) are defined more by a warrior's *fighting style* than their individual skills. As such, there is some overlap between paths (e.g. both berserkers and brutes are trained in inflicting terrible blows). When a warrior completes a research project that could come under multiple paths, they should discuss with the research referee which path they are advancing.

Warrior study largely involves improving existing skills (using them more often, overcoming limitations, extending durations etc.) rather than devising new abilities. There are exceptions: a berserker may learn to call *Strength* (p. 49) while in the grip of their frenzy, for

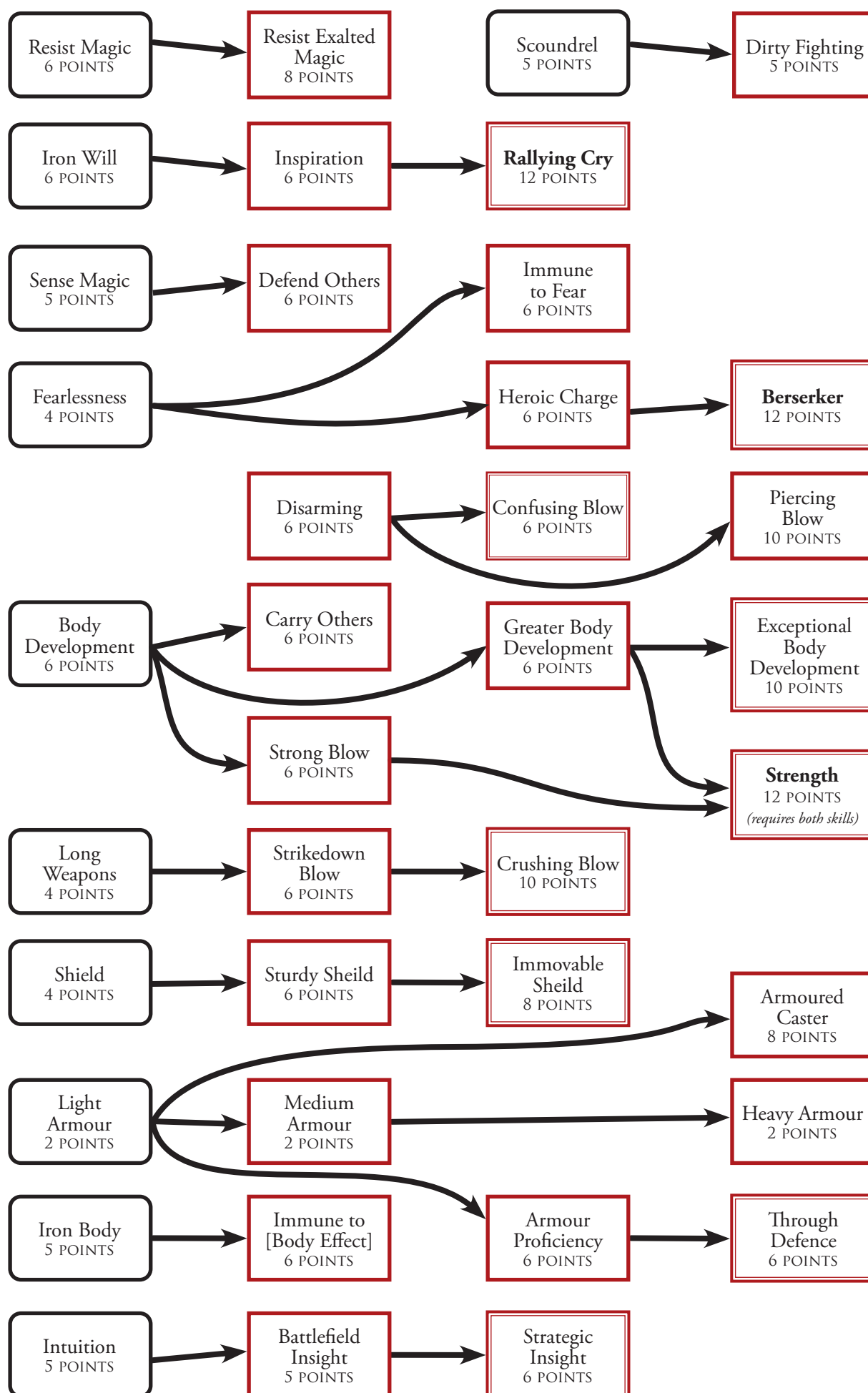
instance, or a magical warrior could learn how to channel magic through their weapons.

Study paths include the following:

BERSERKER PATH

The berserker abandons all self-preservation to terrify and destroy their enemies. With research, they can enter their battle frenzy more often, or for longer, gain great strength or inflict terrible blows in the throes of their rage. They can make their bodies tougher, to stay on their feet longer in their frenzy, or learn to shrug off even magical damage.

Includes research building on the Greater Body Development, Heroic Charge and Strikedown Blow skills.



BRUTE PATH

Might makes right, they say; or at least it does for those who pursue this path. With training or research, warriors can draw on the *Strength* call more often or for longer – masters may even wield it *permanently* – or add spectacular effects, hurling their opponents around or shaking the ground with their might. Brutes can become ever larger and tougher, with skin that can turn aside even the sharpest blades.

Includes research building on the Greater Body Development, Strikedown Blow and Strong Blow skills.

DEFENDER PATH

The shield is, for many, a greater tool than any weapon. Beyond the Immovable Shield skill, warriors can learn to hold their ground even against magical assault; those also trained to Defend Others can learn to extend their defences to those behind or around them. Armour can be toughened to protect against any attack.

Includes research building on the Armour Proficiency, Carry Others, Defend Others and Sturdy Shield skills.

DUELLIST PATH

The elegant duellist can further develop their command of the single blade beyond the Disarming skill, piercing armour more readily, scratching their opponents' foreheads to cause them to bleed into their eyes, cutting straps on their opponents' armour. Some are said to pursue these techniques to a near-mystical degree, piercing even magical defences. Dirty Fighting techniques can confuse, distract and paralyse opponents.

Includes research building on the Armour Proficiency, Dirty Fighting and Disarming skills.

LEADER PATH

Generals and warleaders make battle with their minds – and with the inspiration they give those who follow them. Beyond Rallying Cry is a route to spurring the warrior's soldiers to greater feats; and beyond Strategic Insight is research into not just anticipating but manipulating the battlefield, plotting the disposition of traps, siege engines and troop movements to decide the outcome before a single soldier has taken the field.

Includes research building on the Battlefield Insight, Inspiration and Sturdy Shield skills.

MAGICAL WARRIOR PATH

Those who wield both spells and blades walk a line between two worlds. Dipping often into the magician

archetype, this warrior improves on the Armoured Caster skill, casting spells more often or in heavier armour – and there are more secrets open to them, channelling magics through their hands and blades, finding the weaknesses in magical opponents' defences and shrugging off the effects of enemy magics.

Includes research building on the Armoured Caster, Armour Proficiency and Defend Others skills.

EXAMPLE WARRIOR CHARACTERS

BERSERKER

Born in a harsh, dangerous land, the berserker has dedicated their life to a god of war and fury. Let others pray in the temple or the sacred grove – the berserker makes their worship in battle. Heedless of their own safety, they throw themselves at their enemies without reserve.

Skills: Body Development (6), Fearlessness (4), Heroic Charge (6), Two Weapons (3), 1 unspent point

Description: Runes and tattoos around the face and arms; furs and two one-handed axes.

DUELLIST

The child of a wealthy merchant in a major city, the duellist devoted their life to the study of swordplay. They sneer at warriors trudging under layers of armour and bristling with weapons – the beauty and precision of a simple blade is enough for them. Joining the warband to travel the world, they are always seeking an opponent worthy of them.

Skills: Confusing Blow (6), Disarming (6), Light Armour (2), Scoundrel (5), 1 unspent point

Description: Green skin with grey highlights and a single horn; light, fashionable clothes including leather armour and a cape, a single rapier and a dagger.

MONSTER SLAYER

Driven to revenge for loved ones lost to vampires, the monster slayer is an implacable foe of all undead, training to wield both magic and the blade to defeat their terrible quarry – and honing their mind to throw off the vampires' famed spiritual powers.

Skills: Iron Will (6), Light Armour (2), Spiritual Spellcasting (6), Two Weapons (3). 3 unspent points

Description: A long scar on the face; rugged, practical clothes with pockets for tools and charms, a prominent holy symbol and two swords.

❖ EQUIPMENT AND RESOURCES ❖

The clothing and armour a character wears, the weapons and tools they wield, the charms and potions they use and the materials they consume all exist as both physical props in the field (known as **physical representations** or **phys reps**) and as items in the game, governed by the rules in this wiki.

EQUIPMENT

Equipment refers to all the enduring things a character must wear, hold or use in play to make full use of their skills: weapons and armour, tools and workshops and laboratories, magic wands and amulets, and so on.

Character equipment falls under five broad headings.

- **Weapons:** Every character can fight with at least a single one-handed or small weapon; fighting with larger weapons, two weapons or a weapon and shield requires specific skills. All weapons must be constructed to specific standards (p. 58) and regularly checked for safety and suitability.
- **Armour:** Armour comes in various weights and constructions, and requires specific skills to wear; note that wearing armour can limit spellcasting ability (p. 64). Characters must be wearing a suitable representation of their armour on any given location to benefit from it. Armour must look the part and provide reasonable coverage, and must be constructed to safe and suitable standards (p. 43).

- **Tools:** Scoundrel, Invocation and Gathering all require **tools** (p. 192) or implements for some of their functions. Magicians don't require tools for basic spellcasting and rites, but at higher levels, they may make use of wands, staves and rods, amulets, mirrors, censers and braziers and other mystical tools (see also the *Bind Path Focus* rite).
- **Workshops:** Creation skills all require some sort of facility in which to do their work: an alchemist's laboratory (p. 80), a crafter's workshop (p. 86) or a surgeon's bed (p. 92). At minimum, a workspace should include a surface to work on – a table, bench, mat or bed – and at least three tools, fixtures or fittings as appropriate.
- **Miscellaneous:** Beyond the necessities are a world of items that add depth and character to the game: chests and boxes (which may have locks or traps on them, p. 100), benches and tables, tapestries and banners, musical instruments, religious symbols and shrines, boardgames, dishes and drinking vessels, to name just a few.

Equipment should always be represented by a **phys rep** where possible. It is understood that a player may not have a phys rep to hand for a newly crafted item, but they must source a phys rep before making use of any item or benefiting from its effects.

SOURCING PHYS REPS

Curious Pastimes understands that not every player can afford to kit themselves out with all the weapons, armour and tools they might want from their first event – or even knows where to look. Any sincere effort is perfectly acceptable, and players and staff alike will gladly make allowance for new players.

Vendors can be found onsite at every main Curious Pastimes event, selling LARP weapons and armour, costumes, tools, tent dressings and other items. Any number of online stores offer a range of products as well, although players are encouraged to visit Curious Pastimes' social media spaces (at www.curiouspastimes.co.uk/website/socials) to ask for advice on known and trusted vendors – especially for LARP weapons.

For players of a crafty bent, online instructions and tutorials cover almost anything one can imagine, and sewing pattern catalogues such as Simplicity offer patterns for a huge range of period and fantasy clothes for fancy-dress, which work very well for LARP when made from more durable fabrics.

Second-hand shops and car boot sales can be a rich resource, especially for tankards and dishes, throws, tent decorations and other dressings to give an in character space more of a natural, lived-in feel.

Lastly, other players may be happy to lend weapons, armour and other phys reps to new players. Faction commands may have a cache of lendable kit, or be able to point newcomers to players who may be able to help. Always feel welcome to ask for help.

DAMAGED AND BROKEN ITEMS

Any item may be damaged in game, with weapons, by spells such as *Shatter*, by acids or burning or by other means. There are three degrees of damage.

- **Damaged:** The item is bent or shattered, straps snapped, moving parts misaligned etc. Armour that has taken hits in battle is always considered damaged.
- **Broken:** The item has been burned, partially melted or dissolved, badly rusted or preternaturally weakened or otherwise damaged beyond easy repair.
- **Destroyed:** The item has been wholly melted or dissolved, disintegrated or otherwise damaged beyond all recovery.

The requirements for repairing items depend on the degree of damage, as follows.

- **Damaged** items can be repaired quickly and easily by a crafter at their workshop, or repaired in the field with armour staples or via the *Mend* or *Repair* spells.
- **Broken** items must be substantially recrafted, at a cost in work units and materials.
- **Destroyed** items cannot be repaired, but must be created again from scratch.

Repairing an object made up of many easily removable parts (e.g. an alchemist's laboratory) may additionally require a skilled character to spend work units assembling and identifying components; a referee can give guidance on requirements.

See *Repairing Crafted Items* (p. 90) for more details.

EQUIPMENT QUALITY

Equipment comes at various levels of quality, types of material or other features construction.

- **Standard:** By default, all equipment is **standard** quality, with no game effect beyond meeting the need for the item. Players never need to spend in-character money or resources on standard equipment – a crafter can simply roleplay making or repairing it in their workspace, without spending work units or materials (although costs for making some common items are listed in the *Crafting Designs* chapter, p. 185, for those who wish to do so). It requires a **phys rep** but no item card.
- **Superior and Mastercrafted:** Higher quality **superior** and **mastercrafted** items always have an in-character cost, and need to be purchased from traders or made by a skilled crafter using work units and materials. Higher quality equipment generally grants some skill

MAGIC VS. COLD IRON

Aside from granting the relevant damage call, all cold iron items are **completely immune** to direct magical effects, including spells or magical abilities that alter (e.g. *Transmute*), damage (e.g. *Shatter*), enhance (e.g. *Corporeal Weapon*) or repair items (e.g. *Mend*). Cold iron cannot be enchanted or invested by Invocation, Thaumaturgy, Ritual Magic or other magical disciplines.

Cold iron items *are* subject to spells or abilities that indirectly affect them, including information spells (such as *Identify Materials*), or spells that move or manipulate them without harming or altering them (such as *Fumble* or *Telekinesis*).

This immunity doesn't apply to abilities that use the *Mundane* call (p. 55).

bonus or enhances magical or other effects. Such items must have an **item card** (p. 27), which may need to be presented to a referee to receive any bonus.

- **Ornate and Signature:** Richly decorated **ornate** items (p. 90) are plated or inlaid with precious metals, inset with gems, baroque with fine carvings and embellishments etc., adding to the value of the item but otherwise having no game effect. Distinctive **signature** items are made by specific named crafters and can be identified on sight by knowledgeable merchants; they have additional scarcity value, and in some cases may have further game effects. Like high quality items, they have a specific in-game cost, and must carry an item card; the value of any embellishments, in materials and work, is listed separately on the back of the card.
- **Silver, Cold Iron and Other Materials:** In a world where werewolves and magical beasts are real, items made from **silver** alloy, from the rare unrefined metal known as **cold iron** and other more exotic materials are cherished. Weapons made from such metals may grant special damage calls (p. 50), and cold iron items in particular are immune to magic (see box). Like higher quality or ornate items, these items must carry item cards.

Crafted items lose quality over time, becoming standard items, unless **maintained** (p. 90) at a cost in work units and materials. An item which has expired can be **restored** (p. 91) at a greater cost.

ENCHANTMENT AND INVESTMENT

Any piece of equipment (except those made from cold iron) may also be **enchanted**, invested with magic power by various means. Enchanted objects may have any imaginable properties or abilities, which may apply either to the item (e.g. a staff with a special damage call) or to the wielder (e.g. an amulet that grants an extra physical hit).

Enchanted items are subject to various limits.

- **Continuous and At Will:** A **continuous** enchantment applies constantly, while an **at will** enchantment must be activated, but may be used as often as wished. Note that at will enchantments still require **vocal components** (p. 65), if relevant.
- **Uses Per Day and Magic Points:** Some items can be used a certain number of **times per day**, or have a pool of **magic points** (p. 62) that can be spent on the item's powers (unless the item card says otherwise, magic points can only be used to activate the item's listed powers, not accessed by the wielder for their own use). These limits apply to the *item*, not the wielder: an item that grants three uses per day, for instance, may be used twice by one character and once by a second character in the same day (for a total of three times), not three times by each character. The pool refreshes each day; unused points or uses do not carry over.
- **Charges:** Some items – including all items made by Invocation – are created with a total pool of **charges**, which are held over from one day to the next (provided the item doesn't expire, e.g. trinkets expire at the end of the day they are created). Unless the item card says otherwise, charged items cannot be recharged; once the last charge is expended, the enchantment ends (and, in some cases, the item is destroyed).

Enchanted and invested items must carry an **item card** (p. 27), which may need to be presented to a referee to use their abilities. All enchanted items lose

SPELLS VS. MAGIC ITEMS

Like cold iron items, enchanted items are largely **immune** to **lesser** and **greater** spells that directly affect them, including spells or magical abilities that alter or damage them (e.g. *Transmute* or *Shatter*), but not to information spells (e.g. *Detect Magic*) or spells that affect them indirectly (e.g. *Telekinesis* or *Fumble*). This applies even to items temporarily enchanted by spells and abilities such as *Magic Armour*.

Some **exalted** spells can affect magic items to various extents, including *Disenchantment* and *Disintegrate*.

their enchantment over time (although some can be **maintained**, p. 75), becoming mundane items again or being destroyed altogether.

Most items can be used by any character, but some are more restricted:

- An item may require a specific **skill** to use (e.g. a hammer that grants bonus work units that must be used by a character with Blacksmith skill).
- Unless the item card says otherwise, weapons always require the relevant combat skill to wield.
- Items may instead be **bound** to a specific user, or group of users.

Skilled and bound items will state any relevant requirements on the item card.

ARTEFACTS

Every faction is home to a tiny handful of very rare and special items called **artefacts**. Most are said to have been fashioned by the gods themselves; all are tied, in some way, to the legends and beliefs of the peoples that wield them.

Artefacts have powerful mystical properties, especially as weapons. Not every creature can be killed outright by the *Artefact* damage call, but there is nothing in creation that cannot at least be badly injured by one of these weapons.

Like magic items, artefacts are resistant to most spells. Even exalted magic is largely unable to affect them directly.

CONSUMABLES

Many items with game effects work for one use only before being destroyed or transformed. Unlike equipment, there is no uncarded level of quality with no game effect; all consumables are carded and have an in-game value.

Unlike equipment, consumables are rarely represented by **phys reps**, although any effort to represent them is applauded. Players may use or trade **tearable cards** without a phys rep if they are unable to suitably represent consumable items.

ONE-SHOT ITEMS

One-shot items are low-cost enchanted or crafted items which have a game effect – often similar to casting a spell, using a martial skill etc. – and are consumed in the process (i.e. they're essentially **charged items**, above, with a single charge).

- **Potions and Poisons:** Brewed by an alchemist and variously drunk, rubbed onto the skin, inhaled, or applied via a weapon, potions (p. 175) are formulas

that heal or otherwise benefit the subject, while poisons harm or afflict them in some way. A potion or poison must be represented with a flask, bottle or pot with a capacity of around 35ml.

- **Trinkets and Sigil Stones:** Crafted from various materials and invested via invocation, trinkets and sigil stones (p. 71) are small, disposable items – a wooden chip, a twist of wire, a glass disk, a leather thong or similar – with symbols on them, which can be snapped or crushed, releasing a single casting of a spell. A stone should take the form of a small wooden, clay or stone tablet; a trinket can be represented by any suitable small, disposable object.
- **Scrolls:** Drawn with magical ink onto good paper or vellum, a scroll (p. 71) likewise stores a spell until read out loud. A scroll must be represented by a sheet of A5 or larger paper.

All one-shot items expire over time, after which they lose their effectiveness or crumble to nothing.

RESOURCES

Resources are the materials from which other items are made. All resources decay over time and will expire.

Resources can be acquired in many ways:

- Bought or bartered from non-player characters
- Looted from monsters or otherwise gained from plot
- Gained automatically through the Resources skill
- Via the skills Foraging, Gathering or Scrounging
- Harvested from the bodies of fallen foes

Some resources must be refined from other resources, preparing them for later use in other processes.

Resources include the following:

- **Creator Resources:** These include **ingredients** (p. 81) such as herbs, seeds, animal blood or venom, ground horns and other natural materials foraged from the wild, and **materials** (p. 87) such as timber from trees, ore dug from the earth, fleece gathered from animals and other natural materials, paper, cloth, glass, gemstones and other materials both raw and refined. These resources are fashioned by alchemists and crafters into potions and poisons, weapons and armour, clothes and scrolls and all manner of things. Some materials come in varying levels of **quality** (p. 25). Some resources may bear a specific description on the card (e.g. wood may stipulate *oak* or *pine*, or a high quality cloth may state *linen* or *silk*). Some projects require specific materials, but if no such requirement is given, this description has no mechanical effect.

STAPLES AND BANDAGES

Two special consumables exist primarily to allow crafters to store work units to use in the field:

- **Armour Staples:** Used by a blacksmith to quickly repair damaged armour (p. 90).
- **Surgeon's Bandages:** Used by a surgeon to keep a mortally wounded character alive, heal them, or clean a poisoned or infected wound (p. 95).

Very skilled blacksmiths and surgeons can learn to make better use of these resources, or to produce other resources with more dramatic effects.

- **Ether Spheres:** Appearing in the world shortly after the construction of the cante frame in 1123, **ether** (p. 77) is linked to the remaking of the world in ways not yet understood. A mystical gas or vapour found in places of strong magical potential, ether is trapped into spheres by the Worshipful Guild of Ethermongers, in which form it can be used by ritualists to govern the newly-unpredictable circles – and for other purposes besides.
- **Magical Inks and Amalgams:** Brewed by alchemists like potions and poisons, **magical inks** and **amalgams** (p. 83) are used by invokers to trap magic into scrolls, talismans and other items.
- **Other Materials:** Powders and candles, incense and oils, bandages and staples and other items – many skills in the game use resources made, found or bartered for various purposes.

All resources lose potency over time, after which they become useless.

ITEM TRACKING

All items – other than **standard** quality items (i.e. a player's personal phys reps) – are labelled. These labels hold information about the items' mechanical effects (if any), and are used for recording ownership and tracking charges and upkeep. They also play a role in **in-character theft**.

- **Item Cards:** Any high-quality or enchanted item, or item made of special materials, is always accompanied by an **item card** detailing its properties and effects, which must be kept with the phys rep at all times.
- **Tearable Cards:** Resources and one-shot items are always accompanied by an item card detailing its properties and effects, which must be kept with the item at all times. The card is torn in half when the item is used, which means that the item has been used (and usually destroyed).

EXPIRY

Every carded item in the game except artefacts expires sooner or later, including resources, crafted items, and one-shot and enchanted items.

- **Resources:** By default, raw resources spoil **two years** after harvesting, unless refined or used. Finished resources spoil **three years** after refining, unless used.
- **Crafted Items:** Mundane superior and mastercrafted items last **three years** until degrading to standard items, but can be maintained (p. 90) by a crafter. Expired items can be restored by skilled crafters.
- **Potions and Poisons:** Potions, poisons, inks, alloys and other items created via alchemy last **three years** until they spoil, becoming useless. The expiry of more complex and rare potions may differ.
- **Invocation Items:** Trinkets, sigil stones, scrolls and talismans have durations between **one day** and **one year**, listed on the card, after which they crumble to dust.
- **Enchanted Items:** Ritually-enchanted items may have a set duration, or require maintenance (p. 75). When the enchantment expires or is allowed to lapse, the item turns back into a standard quality mundane item.

The expiry date of any item is listed on the item card, along with any item-specific maintenance requirements.

CHARGES, USES PER DAY AND MAGIC POINTS

Items with **charges**, **uses per day** or **magic points** are accompanied with item cards, but must also bear some means of tracking uses, such as tearable cards, one card with tick boxes or a string of beads.

OWNERSHIP

The character that owns any given enchanted item is recorded on the item database for reference, and in some cases (especially **bound** items, or items that require continuous upkeep) printed on the card. Crafted items aren't usually registered in this way.

In the event an item is given to (or stolen by) another character, the item will need to be presented to the **game organisation desk** (p. 39) to have the registered owner updated. This also facilitates the return of a stolen item's phys rep.

UNIQUE AND PLOT ITEMS

Typically only items with game effects are tagged and tracked, but from time to time an item with a storied past – a famed former ritualist's ceremonial robes, a book of scripture, the weapon used to kill a legendary enemy – may be entered into the item database even if it is a mundane, standard-quality item. Unique items like this are given item cards like other special items.

❖ CHARACTER PROGRESSION ❖

Characters aren't limited to the 20 experience points worth of skills they start with. Over time, they gain new skills or improve on the ones they know, learn new recipes and rites, and grow in power through blessings and enchantments.

Progression in the *Renewal* campaign is by three routes: with **experience**, through **training and research**, and by becoming a **special character**.

EXPERIENCE

Every character gains fresh insight or learns from their errors, simply through having adventures and surviving battles. This growth is represented by an award of **experience points** granted after each event.

These points may be spent on **general** and **archetype** skills just as they would at character creation (p. 2), with similar need to meet any prerequisites and follow any stated limitations.

Experience is awarded as follows.

- **Main Events Only:** Experience is only awarded for attending the main events run by Curious Pastimes.
- **First Event Per Year:** After the first event a character attends in a year, they receive **5 experience points**.
- **Subsequent Events:** For each of the next three events the character attends in a year, they receive **1 experience point** per event, for a **maximum of 8 experience points** for a character in any one year.

Experience points may be spent immediately after the event in which they're earned, or saved up for later use, along with any unspent points from character creation. Any unspent experience points, whether earned or left over from character creation, are lost when the character dies or retires.

Note that the above rules apply to the *character*, not the *player* – it's possible for a player to receive 5 points four times in a year, if their characters died every event.

TRAINING AND RESEARCH

Characters can also learn new abilities in play, through in character effort. This occurs in one of two ways.

- **Training:** The Bastion offers training in all the standard general and archetype skills appearing in this rulebook. Other organisations may offer different

abilities in future. Characters may only train in the abilities on offer, never invent their own. See p. 31.

- **Research:** Characters may research *new* abilities (such as new alchemical recipes or magical rites), or improve on abilities they already know, through independent investigation and experimentation, questing and trials and other methods. Some research routes are already mapped out, but characters may forge wholly new paths, limited only by the laws of the world. See p. 32.

Training and research are overseen by dedicated **training** and **research referees** (p. 38). Every project must in the first instance be registered with one of these dedicated referees, although daily progress may in some cases be logged with other staff members.

STUDY UNITS

Training and research are both tracked by a resource called **study units**. Every character may spend up to 5 study units per day, split any way they wish between projects (e.g. 5 study units on one project, or 2 on one project and 3 on another). Any character may spend a maximum of 70 study units on all projects per year.

Study requires at least 30 minutes of roleplay per project each day, regardless of the number of study units spent. A character focusing on one project need spend only 30 minutes a day on it, while a character splitting study units on five different projects will need to devote half an hour to *each project*, for a total of two and a half hours a day.

Unlike experience points, study units cannot be saved up. If a character doesn't do any research or training roleplay on a particular day, they spend no study units that day. If a player completes the required roleplay but is unable to find a referee to log study units on the day, the relevant staff member can (if they can confirm the roleplay took place) log the progress retroactively.

STUDY AND EXPERIENCE POINTS

Abilities learned through study don't *cost* experience points; players earn them through in-character effort during **time in**, tracked via study units. They do, however, have a *value* in points, which is added to the character's total and counts against their points cap. Details are listed in the *Training* (p. 31) and *Research* (p. 32) sections, respectively.

SPECIAL CHARACTERS

Characters can also be empowered by *external forces*, rendering them a **special character**. Like experience, training and research, these abilities have a point value that counts against the character's **points cap** (right).

Unlike those routes, they are almost always temporary or require regular upkeep. It is *possible* to permanently change a character this way, but the routes are difficult and costly.

Various routes to empowerment can be uncovered in play; some of the most common follow.

- **Ritual Magic:** A character can be enchanted in the **ritual circle** (p. 73), granting them special abilities. This requires the services of a ritual team, and – for substantial or reliable results – may have a cost in ether spheres (p. 77). Most enchantments are either strictly temporary, lasting a year or less, or require **maintenance** by a bound ritualist.
- **Blessings:** The gods – or the beliefs of communities – can bestow special powers on those characters who most demonstrate the virtues the gods most cherish, sometimes known as **faction specials**. This entails tests and trials to prove their worth. Petitioners have to undertake further trials at regular intervals to retain their gifts. This is the sole exception to the points cap; divine blessings like this can take a character over 100 experience points.
- **Bargains:** Supernatural beings such as demons and undead can be persuaded to bestow special powers in exchange for some payment or service. This requires the character to seek out a patron, then to agree terms and – sooner or later – to settle the debt. Characters must make more bargains every year to hold onto their borrowed power.
- **Surgery and Alchemy:** Surgery (p. 92) can graft or transplant parts from more powerful creatures or alter the functioning of internal organs, while alchemy

(p. 80) can enhance, empower or modify the body in a host of ways. Without a steady supply of potions, or regular surgical interventions, the body may reject the alterations, develop disease – or simply break down.

Abilities gained by these routes have no **prerequisites**, even if they normally would. In turn, however, they may not serve as prerequisites for other skills, since the character has not earned a true understanding on which to build.

POINTS CAP

All progression via experience, training, research or magical investment increases a character's **point total**, with the sole exception of abilities granted by divine blessings (**faction specials**).

There is a limit to this progress: **No normal mortal can have more than 100 experience points total, including their initial 20 points.**

Routes exist in play to forget skills or re-spend points, usually at some cost, difficulty or danger; although if you have an **out of character** reason for wanting to change skills (e.g. becoming a non-combatant due to health or mobility), please get in touch with the **game organisation desk** (p. 39) to discuss options.

BLAZE OF GLORY

A character may be allowed to exceed the standard points cap, or otherwise step outside normal restrictions on characters (e.g. by rising to master skill level in their study path), by consciously abandoning mortality. The routes to doing so are difficult and dangerous, but they exist.

Having taken this route, the character must either die or retire (becoming a **non-player character**, p. 38) no more than *one* calendar year after exceeding the cap. A member of staff will flag this decision to the player in advance and discuss options, but once made, the decision is irreversible.

❖ TRAINING ❖

Training is provided by the Bastion, an unaligned institute of learning that offers instruction to people of all factions. Other in character organisations may offer training in future, some secret and some public.

These organisations are always facilitated by a training referee (p. 38), a staff member who logs participation and tracks progress – usually while also playing a tutor **non-player character** in the game – although most organisations also make use of player volunteers to support and oversee activities.

TRAINING OBJECTIVE

Training can provide any of the standard **general** or **archetype skills** (p. 2), except for Income and Resources. Some unique skills may become available through specific organisations.

What it *cannot* do is allow a character to invent their own abilities – characters must choose a skill from a list offered by the organisation training them.

REGISTERING FOR TRAINING

To begin training, a character must register with a training referee. The referee will then discuss available abilities with them, tell them the experience point value of the ability (so they can check whether it will take them over the points cap) and a likely timescale for completing training, and open a **project**.

Most trained abilities have **prerequisites** (p. 2), which the character must meet before learning them.

All training is tracked by **study units** (p. 29). By default, characters are assumed to be spending the full 5 study units every day on one project; if a character is pursuing multiple projects, whether training or research, they will have to decide how to split their 5 study units between them.

TRAINING SESSIONS

Every organisation holds one or more training sessions per day at posted times. Sessions generally last around an hour. To spend study units, a character must be logged in by the attending staff member, and take part in the activity. A trainee need only attend one session per day to spend their study units, although they may attend more if they wish.

Training sessions take many forms:

- Magical or technical characters may prefer to attend lectures, symposiums, debates or demonstrations, generally led by other players; aside from training, this can often convey valuable insights into the cosmology of the world (tutors can also sometimes be *wrong*, providing the opportunity to uncover new truths).
- More martial characters, in turn, may be more comfortable taking part in drills or exercises, or playing tactical games or boardgames; aside from training, these sessions can help the player hone their real-world skills in combat or tactics.

It's not strictly necessary for the sessions a character attends to directly relate to the skill they're trying to learn. It's an extreme example, but a character *can* spend study units on the Body Development skill by playing chess – perhaps the mental discipline aids them in their physical training! Players are invited to roleplay their own rationale for why a particular session grants insight into the skill they're learning.

Above all, training sessions should be *fun*, at least to those attending. The session represents in character effort, but LARP is still a hobby, and we'd much rather have you playing king of the hill for half an hour than doing fifty press-ups in armour.

COMPLETING THE TRAINING

On meeting the study units target, the character will be awarded the new ability, which will appear either on their **character card** (p. 4) next event or via an individual card for that ability. If the ability doesn't appear in the rulebook, the player may also be given a lore sheet or card with the mechanics of their ability printed on it for reference.

Abilities learned through training are always **permanent**, requiring no upkeep.

EXPERIENCE POINTS

Trained abilities don't *cost* experience points; the character earns them by attending training sessions, represented by the study units they allocate to the project.

But they do have a *value* in experience points, equal to the normal cost of learning that skill. These points are awarded to the character with the skill, and count against the character's points cap.

❖ RESEARCH ❖

Research allows the character to probe the limitations of their knowledge, via investigation and experimentation, to improve on their skills – or even to unlock wholly *new* abilities.

While training takes place in scheduled group sessions, research is conducted by players in their own time, either individually or alongside other researchers.

Research must be monitored by a **research referee** (p. 38), a staff member who observes and feeds back on the work and tracks progress (sometimes while also playing a tutor **non-player character** in the game). Research referees vary as to when and where they can be found, but the best place to start is the Bastion.

STUDY PATHS

All research advances the character along a **study path**, a loosely-defined area of knowledge and expertise. All study paths build on **archetype** skills; most encompass several skills.

Examples

- The Alchemist path builds on the skills Apothecary, Imbuer and Poisoner.
- The Duellist path builds on the skills Armour Proficiency, Dirty Fighting and Disarming.

Standard paths are listed within each archetype's description.

Characters may pursue a **maximum of three study paths**, which don't all have to belong to their archetype. Most may learn **adept complexity** or harder (right) abilities in at most **one** path, which must belong to their archetype.

Creators, specifically, may pursue **two** creator paths to **adept** complexity, but only one to expert or higher.

SUB-PATHS

For the purpose of calculating the experience point value of researched abilities (p. 35), **creator** and **magician** study paths are further divided into **sub-paths**, e.g. a character researching within the elemental sorcery study path might progress in the fire/energy sub-path (p. 13). **Scout** and **warrior** paths aren't divided in this way, as each ability is costed individually.

Learning abilities in multiple sub-paths within the same path still only counts as having researched one path.

COMPLEXITY AND SKILL LEVEL

All researched abilities have a **complexity**, from **novice** to **adept**, **expert** and **master**. The research referee will advise the player of the complexity of the ability they're attempting to research. More complex abilities always cost more **study units** to learn (p. 29), and generally have a higher experience point value (p. 25).

Most players may learn **adept or harder** abilities in at most **one** study path, which must be linked to their archetype. Creators, specifically, may proceed to **adept** (only) in a second path. Players are not normally expected to achieve **master** level at all, but see *Blaze of Glory* (p. 30).

SKILL LEVEL

A character's **skill level** reflects the number and complexity of abilities they know:

- **Novice:** One novice ability.
- **Adept:** Five novice abilities and one adept ability.
- **Expert:** Five novice abilities, five adept abilities and one expert ability.
- **Master:** Five novice abilities, five adept abilities, five expert abilities and one master ability.

Skill level influences how hard abilities are to research. Any character can begin learning any ability at any time, but learning abilities of a higher complexity than your skill level is harder and takes longer, reflected in a higher cost in study units. Since, per the above list, one must learn an ability of the relevant complexity before achieving that skill level, this means that the first ability at each level of complexity will take longer to learn.

Skill level only affects study unit costs; it has no bearing on the experience point value of the character's abilities.

PURE RESEARCH

Not all investigation into the cosmology of the world has to lead to researching a new technique; characters are welcome (indeed, encouraged) to delve into the world for no reason other than discovery. As with any research, this might involve the use of skills and spells to make observations, debate and discussion to glean insights, and experimentation to confirm conclusions.

Pure research *never* costs study units – just the characters' time and effort.

RESEARCH OBJECTIVES

A research project begins with an **objective**. This could be anything: a new rite, recipe or design, a new combat move, an improvement on an existing ability.

Examples

- A duellist mastering a special attack to carve a symbol onto their opponent's shirt
- A rogue learning to use the Move in Cover skill multiple times per day
- A blacksmith investigating an unshatterable alloy
- A necromancer tackling the rites to raise a powerful death knight

The researcher should always have a practical mechanical effect in mind.

All research is based on archetype skills (e.g. learning to summon a wild animal requires Beast Empathy skill, while researching a new healing potion requires at least Apothecary skill). Some research requires higher level skills (e.g. learning exalted spells requires the relevant Exalted Spellcasting skill). General skills do not unlock research.

Every researched ability is part of a study path. Standard study paths are listed under each archetype.

STARTING A PROJECT

The character starts by seeking out the relevant **research referee** (p. 38) to discuss their objective. They should go prepared with some ideas about how to proceed. The research referee will give some initial feedback on the project, including:

- Whether it is possible at all (and if it is not, what might be a more realistic goal)
- Appropriate mechanical effects of the ability
- The experience point value of the ability, if relevant
- A rough timescale for achieving it

The referee will review new projects with the rest of the research team between events, and may provide updated feedback at a later date.

Once an objective is agreed, the referee will open the project on the system and begin logging progress.

All research is tracked by study units. By default, characters are assumed to be spending the full 5 study units every day on one project, but if a character is pursuing multiple projects, whether training or research, they will have to decide how to split their 5 study units between them.

MODIFIERS TO RESEARCH TARGETS

A number of things can reduce the study units target to complete a research project, including the following:

- Magical research may progress more quickly using a **path focus** (p. 140).
- Crafting, alchemy and surgery research can benefit from using higher **quality** workshops (p. 86).
- Warriors and scouts can benefit from using higher-quality weapons, armour and other tools.
- Consuming work units, magic points, alchemical ingredients, crafting materials or other resources can aid work.
- The research referee can grant discounts for exceptional roleplay, outstanding use of props or difficult and dangerous research.
- A teacher can shoulder some of the burden, spending their own study units on the student's behalf (p. 36).
- Group research reduces the target for all those involved (p. 35).

Discounts do not stack endlessly; there is a limit to the applicable benefit. All discounts are applied at the referee's discretion and the exact details may not be revealed to a player.

RESEARCH STEPS

There is no one correct way to go about researching a project, but some possible steps are discussed below. Most projects will repeat some steps multiple times (e.g. unsuccessful **experiments** might grant fresh insights for **investigation**, inspiring further experiments).

Research is a roleplaying-led process. It should arise from the researcher's understanding of the world and their approach to their skills. A magician's research, in particular, is a perfect chance to showcase their magical method, while a creator's research should reflect their creative method.

The research referee assigned to the project will attempt to attend some of these stages when available. When the research referee is not present, the researcher should always ensure their efforts are witnessed by a referee so they can be logged.

THEORETICAL RESEARCH

A research project for a more academic character might look something like this.

- **Investigation:** Completing many projects requires a clear understanding of the relevant cosmology. Investigation can include pure research into the laws of magic, asking questions and debating conclusions with other players and scholarly NPCs, poring over libraries and texts, and comparing notes with those who have unlocked similar abilities.
- **Theory:** While investigation creates a picture of how the *world* works, a theory is a guess at how to make the *ability* work – an alchemist might assemble a list of ingredients and processes for mixing them, for instance, while a magician outlines where a proposed rite channels magic from, where to, and in what form. A good theory should reflect the cosmological basis of their project, translated into a practical application.
- **Experiment:** An experiment is an attempt to produce the desired effect, usually observed by the research referee. Conducting an experiment will consume the relevant materials, work units or magic points. After the experiment, the referee will confirm whether it was a success or failure, and provide some feedback on how and why it did or didn't work.

TRIAL-AND-ERROR RESEARCH

A more practical, hands-on research project might involve the following.

- **Trial (Theory):** The character puts themselves into situations where they might use the desired ability, and reflects on what using it might feel like. Existing abilities can be improved by testing them under difficult or dangerous circumstances – fighting a battle without armour, tackling multiple opponents, casting spells under a barrage of distraction.
- **Explore (Investigation):** Bolder characters might seek out insights through exploration. A warrior might track down a particularly challenging monster to fight, while a demonologist could travel to the Demonic Plane to better understand the creatures they deal with. The world is large and full of wonders, and much can be learned by venturing into it.
- **Demonstration (Experiment):** Similar to an experiment, above, a demonstration is a bid to make use of the ability, usually observed by the research referee. Demonstrations consume the relevant resources, and may succeed or fail depending on how well the researcher has explained the intent.

MYSTICAL RESEARCH

A seeker after deeper truths might approach research something like this.

- **Meditation (Theory):** Whether from the Intuition or Oracle skills, or by drinking a Philtre of Visions, or through prayer or other forms of meditation, the character seeks new insights from pure inspiration, prompting further discussion of how the desired ability might work.
- **Spirit Communication (Investigation):** The researcher consults with spirits for wisdom, either through the Oracle skill, by summoning a spirit or demon, or by simply seeking them out in the world. Some mystics establish a relationship with one spirit to act as a guide. Insights from the spirit world are often abstract, symbolic or obscure; puzzling out their meaning and applying them to research is half the task.
- **Celebration (Experiment):** Similar to an experiment or demonstration, a celebration is a ceremony in which the researcher attempts to use the new ability in front of fellow believers, as an act of devotion. Celebrations consume the relevant resources, and may succeed or fail depending on the researcher's understanding.

A successful experiment (or demonstration or celebration) produces an imperfect outcome with a very short duration (i.e. only as long as the attending referee is present). It cannot produce a carded item. The researcher can then perfect the method in the final stage of research.

Having performed a successful experiment, the researcher will be told how long the project will take to complete.

COMPLETING THE PROJECT

After a successful experiment, demonstration or celebration, the researcher knows in theory how the skill or technique works, but cannot yet pull it off reliably or perfectly. The work continues, now focused wholly on refining and practising the technique they've discovered, until the researcher has met the study units target for the project.

Practice generally doesn't require the research referee to attend; it can be completed at the researcher's convenience and logged by any referee. For appropriate research projects, attending **training sessions** (p. 31) can count towards practice.

On meeting the target, the character will be awarded the new ability, which will appear on their character card or a separate card at the next event. If it doesn't appear in the rules, the player may also be given a lore sheet or card with the mechanics of their ability printed on it for reference.

Skills learned through research are always **permanent**, requiring no upkeep, and have a point value counting against the character's points cap (p. 30).

EXPERIENCE POINTS

Researched abilities don't *cost* experience points; players earn them through in character effort during **time in**, tracked via **study units** (p. 29). They do, however, have a *value* in experience points, which is added to the character's total and counts against their points cap.

For **scout** and **warrior** skills, the character is awarded points for each ability they research.

For **creator** and **magician** skills, the character is awarded a block of points on first learning an ability of a given complexity in a given sub-path, as follows:

Complexity	Experience Value
Novice	2 points
Adept	5 points
Expert	10 points
Master	20 points (but see <i>Blaze of Glory</i> , p. 30)

Having been assigned these points, the character can learn as many new abilities of that complexity in that sub-path as they wish without increasing their point total.

Values are cumulative, and a character must be awarded all lower complexities before being awarded a higher complexity (e.g. a character with an expert ability in a sub-path must be awarded the experience for Novice, Adept *and* Expert complexities in that sub-path, for a total of 17 points, even if they don't know any novice or adept abilities).

Example

The necromancer Godfroie du Lac has previously researched novice- and adept-complexity protection rites (one of three Necromancy sub-paths), worth 2 points and 5 points respectively.

He completes research in *Untouchable Heart*, an expert-complexity protection rite. The research referee awards him the trait expert protection, worth 10 experience points.

Godfroie can now research more expert-complexity (and below) protection rites without further raising his point total. If he researches a master-complexity protection rite, or an expert-complexity emulation or summoning rite, his point total will rise again.

Researched abilities never count as a character's "pinnacle skill" (p. 2).

GROUP RESEARCH

A group of between three and nine researchers on the same study path can research an ability together, registering a **group research project**. All members of the group must have the prerequisite skills for the project.

Working together as a group speeds progress, as researchers share notes and discuss ideas together. Each researcher learns the ability individually, tracking their study units separately – they don't "pool" their points – but the whole group need only perform one successful experiment between them, and the study units target for all members is reduced by 25%. However, if any member of the group logs any work on the project away from the group, they lose both benefits for the duration of the project.

Any number of researchers can leave the group at any time without the remaining members losing the benefits, as long as at least three researchers remain through to the completion of the project. Researchers cannot join the group after the project has begun, although the whole group can abandon the project and start again if wished. Those who leave the group will not benefit from any completed research.

Example

Four characters with the Apothecary skill – Mhairi Mac Roth (expert), Jan von Hanover (adept), Running Stag (adept) and Sembling Meg (who has not yet completed her first novice project) – choose to work together on a healing poultice, which the research referee has determined is a novice complexity potion, with a research target of 30 study units (lowered to 23 study units as this is a group project). On the first three days, all four researchers spend the maximum 5 study units, bringing them to a total of 15 study units.

On the fourth day, Running Stag can't find the time to meet up with the other three, so sits down on his own to work on it, spending another 5 study units. At this point, he has left the group project; his target is raised back to 30 units, and he must perform a successful experiment on his own before completing it.

Mhairi, Jan and Meg continue to work together, conducting one successful experiment between the three of them on the fourth day, and each spending another 8 study units to complete the project. All three now know the formula for the poultice.

COLLABORATION

Multiple researchers can work together on a **collaborative project**, where each is learning a different part of the whole. This is especially suitable for a project combining different study paths.

Examples

- A gemcutter preparing a diamond for a ritualist to invest with ritual power.
- An alchemist mixing a magical amalgam, a carpenter inlaying the amalgam in a wand, and an invoker investing it with power.

Where possible, a collaborative project will be managed by a single research referee familiar with all associated areas.

Each character is set separate research requirements and study units targets; unlike group research projects, there is no discount for working together, although they will tend to find investigation and experiment goes quicker than if they worked apart. Each member of the collaboration learns only their own part of the project.

It is possible for characters with the same skill to work collaboratively, by breaking a project down into parts: for example, three apothecaries could research a philtre, a powder and a cream respectively, which individually do nothing, but are the three ingredients of a more powerful potion than any of them could readily research on their own. This is a lot quicker than a group research project, but since each researcher only learns their part, and all three parts are needed, the knowledge is at greater risk of being lost if e.g. one of them dies.

It is possible to combine collaboration and group research, with several groups each working to complete one part of a collaborative whole.

TEACHING

A character may **teach** any researched abilities they know to another character with the prerequisite skill and level to learn it. They can only teach abilities of a complexity *lower* than their skill level:

- **Novices** cannot teach at all,
- **Adepts** can only teach novice abilities,
- **Experts** can teach adept and novice abilities, and
- **Masters** can teach abilities up to expert.

Learning an ability from a teacher has the same study units target as researching it independently; the main benefit to teaching is allowing the student to shortcut the **investigation** and **experiment** requirements for learning the ability.

The teacher explains the ability to the student, detailing the process and materials required and explaining the underlying cosmology, and then leads them, in sight of the relevant **research referee**, to perform an experiment. If the research referee is satisfied that the student has understood the lesson and performed the experiment successfully, the student may now proceed to refining and practising; the teacher is not required after this point, but can continue to work with the student as they complete the project if they wish.

As with all study, this process should entail at least 30 minutes of roleplay. Both the teacher and student must spend at least 1 study unit each, and all study units spent by both teacher and student count towards the student's target to learn the ability. In total (in the initial session and in any later sessions) the teacher may meet a maximum of 25% of the study unit target for the student to learn the ability.

One teacher can teach multiple students in a single lesson, but must spend at least 1 study unit per student they are teaching (thus, a teacher can teach a maximum of five students at once). Each student must perform a successful experiment.

Example

Presta Magnifico, an adept elemental sorcerer, teaches a novice rite, *Burning Grasp*, to her apprentice Gema Brightflame. The rite has a research cost of 30 study units.

Presta spends 2 study units teaching, while Gema spends her maximum 5 study units learning. At the end of the lesson, Gema is able to briefly explain the cosmological basis of the ability to the research referee, and perform a successful experiment, and can now progress to practising and refining her knowledge of the rite independently. She has logged 7 study units on the rite: her own 5 study units, plus 2 study unit from Presta.

The next day, Gema meets with Presta for further tuition. Gema and Presta each spend the maximum 5 study units on the lesson, bringing Gema's total to 17 study units: her own 10 study units, plus 7 from Presta.

Presta has now contributed 25% of the final target of 30 study units (rounded down) and cannot help anymore; Gema will have to spend the final 13 study units on her own.

❖ GENERAL RULES ❖

Specific rules for character creation, combat and other areas of play can be found elsewhere on this rulebook, but the general, basic rules that apply to all players follow.

TIME IN AND TIME OUT

The game takes place from **Friday to Monday** at the May and August events, and from **Friday to Sunday** at the June and July events. Players can purchase early entry tickets to arrive on Thursday at the longer events, to get their camps set up and to socialise.

Play occurs continuously between the following times at all events, during which all game areas are live (“**timed in**”) unless a member of staff specifies otherwise. All participants are expected to remain **in character** (below) throughout all live areas during time in, although certain areas – around the toilet blocks and the onsite vendors, for instance – tend to be “in character-ish” areas where people generally drop character.

Players will be called on to drop **out of character** at various times, including to participate in a monster slot or to monster a battle (p. 39). When all or most of a camp are out monsterring, the whole camp may be timed out, in which case it should be regarded as an out of character area (and players may not take any in character action in the camp, including theft or assassination, p. 107).

Any player may otherwise drop out of character at any time to take a break, but should, if possible, try and leave the game area or at least withdraw somewhere out of the way of people still playing.

Day of Event	Time In	Time Out
First Day	7pm	1am
Middle Day(s)	10am	1am
Final Day	10am	By announcement

Time out on the final day varies, but is generally called a half-hour or so after the end of that day’s battle or skirmish (or other climactic event). As a rule, we try to time out by mid-afternoon so players can strike camps and get off site in a timely fashion.

IN AND OUT OF CHARACTER

Throughout these rules, the term **in character** refers to when a participant is acting the role of their *character*, speaking as them etc. in the game, while the term **out of character** refers to when they are speaking or acting as *themselves*.

These terms may be used to describe various things as existing in or out of the game, for example to refer to one’s “in character motivations” (i.e. why the *character* is doing something) or “out of character knowledge” (i.e. what the *player* knows), or to actions such as “out of character conversation,” “in character theft” or “in character effort.”

To an extent this is an artificial distinction (since e.g. whatever your *character’s* motivation, it was still *you* that made that choice), but in some cases it matters. For example, out of character **calls** (p. 49) are never audible in character, with the exception of spell vocals; characters may not react in character to a call heard out of character unless the effects of that call would be readily seen or heard (such as the fiery blaze of an *Elemental Missile*).

GAME CALLS

“Calls” are words or phrases used by players or staff to relay that something mechanical or game-related is happening. These calls are themselves always **out of character** (i.e. no one else “hears” them in character) although they may have in character effects. A range of calls for use in combat is presented in the *Calls* chapter (p. 49).

The following **game calls** are used to govern game time.

Call	Description
<i>Time In</i>	Called at the start of play each day, or to resume play after a <i>Time Freeze</i> , <i>Time Out</i> or <i>Man Down</i> call (below).
<i>Man Down</i>	Called when a participant appears to have suffered a real life injury. Stop what you are doing and wait for a member of staff to assess the situation. Staff may ask you to kneel down for visibility. Please do not automatically repeat the call as it can cause confusion and disruption.
<i>Time Freeze</i>	Called when staff wish to make a seemingly instantaneous change, e.g. to make a monster suddenly appear or disappear. Stop what you are doing, stay where you are and close your eyes. At the call <i>Time In</i> , resume roleplaying as though no time has passed.
<i>Time Out</i>	Called at the end of play each day, or to temporarily stop play without explicitly “freezing” time. In the latter case, as per <i>Time Freeze</i> , but you don’t need to close your eyes and can relax and chat out of character, etc.

GAME STAFF

It takes *hundreds* of volunteers to run a Curious Pastimes event, from carpark attendants to ritual markers to battle referees. Staff are there to ensure safe and fair play, to facilitate the game and to answer questions. Keep in mind that staff are also people, and almost all unpaid volunteers. Please treat them with the patience and dignity you would hope to receive in their place. In particular, abusive or aggressive behaviour toward staff is not tolerated.

Most staff wear radios with earpieces most of the time; some wear high-visibility jackets or white referee tabards (see below). All staff are issued with **staff cards** listing their name and date of issue, which they can present if asked.

Participants will encounter staff in many areas of the game, but player-facing staff generally fall into one of three groups.

EVENT TEAM

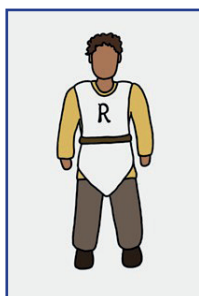
The Event Team are responsible for all aspects of the event outside gameplay itself, from safety to logistics to lost and found. Members of this team can be recognised by their **yellow high-visibility vests or jackets** (pictured). The team is based in **Event HQ**, which will be marked on the site map and signposted on site.



If a member of the Event Team instructs you to do something, follow their instructions **promptly and without question**. They will generally not be able to deal with challenges or queries – there is a good chance that they are responding to a potential safety hazard!

REFEREES

Referees are responsible for all aspects of the game itself, from rules to fair play and from faction identity to facilitating research. Referees may appear in a **white tabard with a large R on the front** (pictured), in which case they should be ignored in character (they are, effectively, *not there* in game), or they may be dressed in costume, especially if playing a **non-player character**. Referees aren't all based out of the same building, but are broadly coordinated out of **Ref HQ**, which will be marked on the site map and signposted on site.



NON-PLAYER CHARACTERS

Full-time staff members may sometimes adopt a character in play, with skills and abilities like a player character might have, with a name and backstory and dressed in costume. Known as **non-player characters** or **NPCs**, these characters generally serve to advance the plot or to liaise with the players in some way, in some cases for years (NPCs are sometimes contrasted with **monsters**, whose lives are destined to be rather shorter and less conversational).

Some staff members (such as **faction command** and **research referees**) play the same non-player character continuously, while some (especially the **game team**) play many non-player characters every event.

Note that *part-time* staff members, when encountered in play, are emphatically *not* playing non-player characters, but are player characters in their own right.

If a referee instructs you to do something, please follow their directions promptly and hold any challenges or queries until after the immediate situation has passed. A player may appeal a referee's ruling after the fact if they think the rules were applied incorrectly or unfairly.

Referees belong to several teams. Some of the teams players will encounter include the following.

- **Faction Team:** Every faction has a team of three full-time non-player characters (usually but not always playing the rulers, generals or other leaders of the faction) known as **faction command**, supported by several **faction referees** playing in the faction. As well as leading the factions in character, the Faction Team write plot, manage logistics and set up camp for the faction and support the players out of character. They also (usually) run one or more faction events in the off-season.
- **Game Team:** Many of the game's plots are written, and most of the non-player characters supplied, by the dedicated Game Team, who also support scouting (p. 105), manage monster slots, watch rituals (p. 78) and run battles and skirmishes.
- **Research Referees:** Players researching new potions and crafting designs, new mystical rites and improved martial techniques or other skills do so with the support of full-time **research referees**, who also run training sessions at the Bastion.

GAME ORGANISATION DESK

Players can collect character cards (or create new characters, if they've died), go foraging, gathering or scrounging, make known potions or crafted items or otherwise engage in game admin at the **game organisation desk** (or **GOD**) which will be marked on the map and signposted onsite.

This desk is run by the **GOD Team** with temporary support from other teams, working long days to ensure the smooth running of the game.

OTHER TEAMS

A few other smaller teams, or teams-within-teams, that the players are likely to encounter onsite include:

- **Paramedics:** There are trained paramedics onsite at all hours during the game, based out of a tent or building close to Event HQ. Paramedics can be recognised by their **green high-visibility jackets**. They are always present on the field during battles. As with Event Team members, always follow any directions from a paramedic; they are unlikely to give players directions, but if so it will always be in order to get to someone needing help.
- **SFX Team:** Some members of the Event Team are trained to safely operate and oversee pyrotechnics and other effects. The SFX Team can be recognised by their **orange high-visibility vests**. If an SFX Team member gives you a direction, follow it *immediately*; something may be about to explode!
- **Media Team:** Curious Pastimes officially licences a number of photographers and videographers – some of them players, some part-time or full-time staff – to take photographs or film at events. The Media Team can be recognised by their **blue high-visibility vests**. Photographers don't give players directions – they'll work around you, not the other way around – although it may be polite to give them space to take a particularly cool shot!
- **Weapons Checkers:** Various members of all teams are specially trained as **weapons checkers**, and able to check weapons for safety and suitability (p. 58). Weapons checkers will have a special mark on their staff card.

INDEPENDENT REFEREES

Some participants carry referee cards in spite of being paying players with no routine duties in the game. Known as “independent referees,” these players are always former staff members who have returned to play, but who have agreed to be available for Curious Pastimes to call on to support the game in battles or at other times when needed.

MONSTERING

The *Renewal* campaign is a “player versus enemy” LARP, in which every battle and skirmish is fought between a force of player characters and an army of non-player opponents called “**monsters**.” Between battles, every camp is raided several times a day by smaller bands of monsters, or visited by groups of people (traders, fortune tellers, plague victims, local villagers, etc.) asking for help, making a nuisance of themselves or posing the players challenges.

This requires a large number of volunteers – far more than the Game Team can field – and so players are asked to give up a little of their time every event to fill these roles. This is called “**monstering**.” In general, every faction supplies a group of monsters for two hours (a **monster slot**), once or twice every event, and takes the battlefield as a monstering faction for two battles and one skirmish a year.

Every player is encouraged to offer up some time monstering if possible. This is a sort of social contract – your “hero moments” come at the cost of another player volunteering their time as a monster, so it's only fair to give up some of your own time to give them the same moments. It can also be *fun* – monstering is a chance to use weapons or skills you don't normally use, or to roleplay in a different way from your usual character, and to throw yourself into encounters with no regard to your character's survival. Enjoy it!

NON-COMBATANT MONSTERS

Players with impaired mobility or who otherwise cannot safely engage in combat can still participate in monstering. Almost every monster slot includes at least one or two **non-combatant encounters**, generally emphasising talking, spying or trade. Your **faction team** can radio ahead to confirm whether any such opportunities are available.

When monstering, non-combatant rules (p. 60) apply as normal: if the players draw weapons and threaten the monster, declare yourself non-combatant, accept a wound if appropriate and withdraw to somewhere safe.

MONSTERING AS A YOUNG PLAYER

Young players – i.e. those under 16 years of age – may take part in monstering slots until 8pm or nightfall (whichever is sooner). Players at 14 or 15 years of age can participate in camp attacks and other fighting roles, while players at 13 years of age or under can only participate in non-combatant slots (above).

Note that young players under 16 years of age **cannot participate in battles or skirmishes**, whether as a player or as a monster.

MONSTERING GUIDELINES

- **Be safe:** As always, observe safe play. Fight sensibly, be conscious of your environment (especially tents and fires during camp attacks), stop and back off if you feel like a situation is getting out of hand, follow any referee's or Event Team member's instructions.
- **Roleplay hard:** Set the standard for how you'd like people to play. Use big, heroic swings when fighting, react dramatically to spell effects, respond to player taunting. The encounter you're providing is a set piece in someone's story; make it feel like one.
- **Give the players fun:** Remember you're not there to "win," but to give the players a challenge. This doesn't mean every encounter should be a gimme – use tactics and countering if briefed to, and make players work for their wins – but in general, player tactics should work and planning or heroism should be rewarded.
- **Don't be spiteful:** In particular, **never execute** (p. 47) **fallen players unless you've been briefed to** – and you will almost never be briefed to. An intelligent monster may check if a player is feigning death ("possuming"), especially if they're being obvious about it (healing fallen friends etc.), but after striking them (*carefully*, given they're on the floor) to mortally wound them, move on.
- **Follow the brief:** The referee taking you out will not only give you your monster's hits and abilities and brief you on what to do, they will also give you advice on *how* to play the monster. They may be disciplined and tactical, or brutish and chaotic; they may use cunning and guile, or be honourable to a fault. They may even be wild beasts, or mindless zombies! Playing an encounter the right way enhances the players' experience, and may be important to the plot.

CHEATING

This is a large ruleset with a lot to remember, and inevitably sometimes people will make mistakes, or forget themselves in the moment. This is understood, and referees are there to help players get the rules right rather than to attack them for getting them wrong. But deliberately or persistently flouting the rules unbalances the game – making it harder for staff to provide an entertaining challenge – and is frustrating for those players trying to play by the rules.

Players who are observed to be breaking the rules will have this pointed out to them by a staff member, including specifically what it is they are doing incorrectly. If a player has been flagged as rulebreaking by another player, the complaints procedure applies. See *Feedback, Complaints and Concerns at Curious Pastimes* on the *Policies* page (www.curiouspastimes.co.uk/website/Policies).

Persistent cheats soon come to the attention of the staff. A suspected cheat will be spoken to by at least one member of staff, to address the pattern of behaviour and suggest ways to improve. If the player continues to cheat, then they may be subject to various sanctions, including the removal of some skills, the removal of their current character altogether or a temporary or permanent ban. A player may appeal any decision per the *Feedback, Complaints and Concerns at Curious Pastimes* procedure mentioned above.

Players should also be aware that staff are sometimes required by the rules or under specific instructions to check a character's skills, items etc., and should not take this as a slight against themselves. It is impossible for an individual referee to immediately know everything that is going on in the game, and such an enquiry is more likely intended to aid the referee's understanding than anything else.

KIT AND TENT STANDARDS

Players are expected to look and act **in character** at all times in game areas during **time in**. This includes their appearance. The *Renewal* campaign is set in a fantasy world with (very) loosely medieval technology and cultures, and players should make some attempt to fit into that style (e.g. t-shirts with corporate logos or modern military clothing are not appropriate). The intention is not to be strongly prescriptive! Any sincere attempt is accepted, and players and staff will readily make allowances, especially for new players. See also *Sourcing Phys Reps* (p. 24) for advice on kitting out your character.

This also applies to any in character spaces in the game, including group tents. If players intend to play in their own tents in the in character area, they should ensure they are “dressed,” using chests and crates for storage, wooden chairs and other appropriate decorations and hiding obviously modern possessions under throws or behind curtains. If a tent is not intended to be used for play (especially a sleeping tent), the entrance should be kept closed and the tent should be clearly marked as **out of character**.

TECHNOLOGY IN THE IN CHARACTER AREA

Modern technology, including phones and tablets, or modern machinery of any sort, should be kept out of sight in the in character area. You can have these things with you – in some cases, people need to be contactable – but don’t openly use them unless strictly necessary.

Note that this restriction does not apply to mobility aids or other accessibility needs. Players with such needs are actively encouraged to keep and use any technology they need in the in character area, and players and staff are asked to politely ignore the presence of such devices.

POLICIES

All players agree to abide by Curious Pastimes’s codes of conduct and other policies when they book to play. Some of the rules on this page reflect or paraphrase those documents. All policies are found on the *Policies* page at www.curiouspastimes.co.uk/website/Policies.

SAFETY

Safety is our first concern, in all areas, at all times, and at all levels of the game. Players are asked to follow safe and sensible play, including the following.

- **Follow Directions:** Follow any instructions from any member of Event Team or any referee promptly and without argument, as they may be reacting to a potential hazard. Queries or challenges can be raised after the immediate situation has passed.
- **Fight Safely:** Note the list of actions considered dangerous by Curious Pastimes (p. 48), and for which a player may be pulled out of battle and potentially subject to sanctions including being banned from the game.
- **Use Safe Weapons:** Ensure all your weapons are checked (p. 58) before time in every event and again before every battle or skirmish. If you have a bow or crossbow, ensure you have a current **bow safety licence** and that your weapon is tagged with a current **bow poundage card**.

CONTACT RULES

All players and staff are asked to get any other person’s consent before touching them. If not given, any in-game “touch” effect, such as a healing spell or grappling, can be achieved by hovering one’s hand a few inches over the other subject’s body and declaring your action.

In active combat, this may not be possible (especially since some attacks, such as the spell *Wounding*, require touch, and the hover-hands rule opens arguments about whether the touch was dodged or not), but in this case touch should be deliberate, light and fleeting, and ideally reserved to arms and shoulders. See *Touch Attacks* (p. 46).

It is understood that in the moment, players and staff may forget to ask consent, but any person felt to be deliberately or persistently ignoring this rule will be subject to sanctions including being banned from the game.

YOUNG PLAYERS

Young players (i.e. those under 16 years of age) are encouraged to participate in as much of the game as they are able to, with some reasonable restrictions and safeguarding requirements. Young players must attend events with a **responsible adult at Curious Pastimes (RAACP)**. For more information about how to engage with events as a young player (or as a responsible adult), search *Young Players at Curious Pastimes* on the wiki.

CONTACTING US

If you have any questions, requests or feedback, please contact us by email to info@curiouspastimes.co.uk, or via the contact form on the website at www.curiouspastimes.co.uk/website/contactus/.

❖ COMBAT ❖

Renewal is a light contact game, in which participants fight with specially-made weapons (p. 58), following strict rules to minimise the risk of harm.

Every character can automatically fight with a single **small** or **one-handed weapon** (see box, below). Fighting with other weapons or a shield, or using a bow, a crossbow or thrown weapon, requires the relevant character skill.

There is no one correct fighting technique, although participants are expected to fight theatrically. Over-rapid “drum-rolling” in particular is not permitted; a good guideline is to launch one attack per second or so with a melee weapon (or every five seconds with a touch attack).

Participants must fight safely, including **pulling their blows** before connecting, so that the weapon lands with a light but perceptible tap; **thrusting attacks** are strictly forbidden except with approved **stab-safe weapons** (p. 45). A list of behaviours considered dangerous is provided at the end of this chapter (p. 48).

WEAPON CATEGORIES

There are four categories of melee weapon in the *Renewal* campaign:

- **Small:** Daggers, hand-axes, coshes etc. Small weapons must be between 7” (17.5cm) and 18” (45cm) in length.
- **One-Handed:** Swords, axes, clubs etc. One-handed weapons must be between 18” (45cm) and 42” (105cm) in length.
- **Two-Handed:** Greatswords, battle-axes, war clubs etc., wielded with both hands on the grip near one end. Two-handed weapons must be between 42” (105cm) and 72” (180cm) in length.
- **Polearm:** Spears, staves and other pole weapons. Generally wielded with both hands along the shaft, but note that stab-safe weapons between 48” (120cm) and 72” (180cm) length can be wielded with one hand in the middle of the shaft, with a shield. Polearms must be between 48” (120cm) and 84” (210cm) in length.

All characters can wield a single small or one-handed weapon by default; wielding longer weapons, two weapons together or a weapon and shield requires the relevant skills.

TAKING A KNEE

There are several calls that require participants to roleplay being knocked off their feet or falling over when in receipt of combat or spell effects such as *Strike Down*.

While we encourage participants to perform the full motion when they are able, we understand that some may have physical limitations or find the repeated motion fatiguing. As an alternative, participants are welcome to drop to one knee and pause for 3 seconds, instead of fully going to the floor.

This alternative may also be used in situations where conditions may make it unsafe to fall, e.g. poor ground conditions or being in close proximity to a lot of other players. Participants should not feel pressured to perform actions that pose a risk to the safety or well-being of them or anyone around them.

This alternative is not a replacement for the non-combat rule (p. 60), which still applies for those who cannot safely engage in combat at all.

Players who are new to LARP or unsure how to fight safely, as well as attending the new player briefing at their first event, can ask a referee to arrange some basic training.

ROLEPLAY IN COMBAT

When engaging in combat, participants should react to wounds or spells in a theatrical, immersive, yet safe manner.

Characters should respond as though the blow struck hurts, reacting appropriately to the severity of the attack. This can include staggering, wincing, roaring in agony, or falling to the ground, depending on the intensity of the hit or spell.

If a fall is required, always check the ground behind you to ensure it's clear of obstacles before lowering yourself in a dramatic but safe way.

For spell effects, respond according to the description, such as freezing in place (per *Paralysis*) or mimicking a magical knockback (per *Repel*), while always prioritizing safety. Balancing dramatic reactions with caution enhances the immersive experience while keeping everyone safe.

ARMOUR CATEGORIES

There are three levels of armour in the *Renewal* campaign:

- **Light:** Leather, fur or padded armour. Grants 1 **armour hit** (right) per location.
- **Medium:** Thick leather armour, or light armour with substantially overlapping scales or added metal studs or plates. Grants 2 armour hits per location.
- **Heavy:** Metal armour (including fiberglass, foam or polyurethane styled to look like metal), whether plate or chain. Grants 4 armour hits per location.

Wearing armour of any weight requires the Light Armour, Medium Armour or Heavy Armour skills.

Note that characters can repair (p. 44) any armour they can wear in the field.

HIT LOCATIONS

For combat purposes, the body is divided into six locations:

- Each of the **arms** up to the shoulders
- Each of the **legs** up to the hips
- The **head** including the neck
- The **torso**

Damage to each location is tracked separately, and persists from one encounter to the next, unless healed or repaired.

By default, a single blow from a weapon that lands on the target's body inflicts one **hit** of damage to that location; damage is inflicted to the target's **armour hits** first, then to their **physical hits**. Some special attacks may inflict more damage per the relevant damage call (p. 51).

PHYSICAL HITS

A character's physical hits are the number of normal blows required to **incapacitate** (p. 44) a given unarmoured location. By default, every character has **one physical hit per location**; the Body Development, Greater Body Development and Exceptional Body Development skills grant additional hits, as follows:

Level of Body Development	Physical Hits per Location
None	1
Body Development	2
Greater Body Development	3
Exceptional Body Development	5

Various enchantments, potions and other enhancements can add further hits.

ARMOUR HITS

A character's armour hits are the number of normal blows their armour can absorb before becoming useless. There are three levels of armour (see box). Wearing armour of any weight requires the relevant skill.

Level of Armour	Armour Hits per Location
None	0
Light Armour	1
Medium Armour	2
Heavy Armour	4

The skill Armour Proficiency adds protection, as do various potions, enchantments and special crafting techniques. "Stacking" armour (e.g. wearing a chain shirt over a leather jerkin) doesn't add extra protection – only the heaviest visible layer applies.

Example

Renna the Relentless has Greater Body Development and the Heavy Armour skill and wears plate armour, giving her three physical hits and four armour hits. In the first wave of a battle, she sustains one axe blow to the head, damaging her helmet, and is shot in the head with an arrow, which bypasses her helmet and inflicts two hits.

She now has one physical hit left on her head (having lost two to the arrow), and three armour hits on her helmet (having lost one to an axe blow).

Armour that has taken hits in battle is considered **damaged** and can be repaired normally.

REPRESENTING ARMOUR

Players must wear a **physical representation** (or **phys rep**) of their armour on each location in order to receive protection. Armour must be clearly intended for the purpose – there is no minimum coverage, but it must be obvious to a casual observer that the location is

DAMAGE IMMUNITY

Some rare monsters are magically protected (or even physically intangible) and cannot be hurt *at all* by mundane weapons. Such creatures can always be hurt by some means, usually magical damage or weapons made of particular metals.

Some monsters have **partial immunity**; it's much *easier* to kill them with the right source of damage, but enough mundane damage will eventually wear them down. Participants playing such monsters will be briefed on how to track damage.

armoured. Protection applies to *whole* locations, i.e. the whole of any visibly-armoured location is protected, while the whole of any location not obviously armoured is unprotected.

Example

A breastplate protects the whole torso, including the back, as it is obviously intended as armour, while leather trousers do not protect the legs at all as they may be intended merely as clothing.

Armour should be of safe, suitable construction, with no sharp edges or protrusions. Helmets must be worn with adequate padding to ensure a secure, comfortable fit, and must not impair the wearer's hearing or vision – a player whose helmet prevents them from hearing calls or referee instructions may be asked to remove it. Your armour will normally be checked as part of a **weapons check** (p. 58).

HEALING AND ARMOUR REPAIR

Lost **physical hits** can be healed by the corporeal spells *Lesser Healing* and *Greater Healing* and *Total Heal*, and by various potions and special abilities that mimic their effects. A character with the Surgeon skill can restore an **incapacitated** (right) location to one physical hit in 30 seconds, consuming one bandage.

In many cases, injury from diseases, poisons (p. 55) and curses cannot be healed until the affliction is removed, although some forms of healing overcome this requirement.

Lost **armour hits** can be repaired in the field by anyone trained to wear the armour or by anyone with the Blacksmith skill, knocking out dents, tugging torn edges over holes and retying broken straps, etc. A character can repair another character's armour while worn, but must remove their own armour to repair it. Repair takes about two minutes' suitable roleplay and restores a whole suit of armour to full effectiveness.

DAMAGE CALLS AND ARMOUR

Some attacks – including arrows and crossbow bolts, most offensive spells and various damage calls – either bypass armour, or do additional damage, or both (see *Damage Calls*, p. 50).

In turn, enchanted or specially crafted armour or certain skills may negate or modify these calls (e.g. when under the spell *Magic Armour*, arrows, mundane *Through* and *Smite* attacks and the spell *Elemental Missile* all damage one's armour rather than bypassing it). Refer to the spell, skill or item description for relevant effects.

A character with the Blacksmith skill can instead repair the armour on one location to full hits in **15 seconds**, consuming one **armour staple** (p. 186), or a full suit of armour in **30 seconds**, consuming three armour staples. The elemental spell *Mend* restores the armour on one location to full hits instantly, and the spell *Repair* restores a whole suit.

INCAPACITATION AND DEATH

If any location is reduced to **zero physical hits**, it is **incapacitated**. Some effects (such as Beggars Poison) may incapacitate a location without inflicting damage.

- A character whose **arm** is incapacitated must immediately drop anything held in that hand (or place it safely out of the way if items cannot be safely dropped, e.g. a fragile object in a battle), and must allow the arm to hang limply at their side, not using it for any purpose, until healed.
- If their **leg** is incapacitated, they must immediately fall to that knee. They may not hop, but may crawl, or hobble slowly with another person's support. If both legs succumb, they must fall to the floor, and are reduced to dragging themselves along the ground or being carried.
- If their **head** or **torso** is incapacitated, they are **mortally wounded** and dying. They fall unconscious, immediately collapsing to the floor, and must start a silent two-minute **death count** (below).

DYING

Two minutes after a character's **death count** begins, the character dies, unless one of the following applies:

- They are being kept alive by some means (such as the corporeal spell *Sanctuary* or the equivalent use of the Surgeon skill)
- Their mortal wound (or *wounds*, see box, right) has begun receiving some form of healing

A referee may mark the player's character card on their character's death, particularly during battles or skirmishes, but this isn't necessary.

A dead player may represent their own corpse for a short while, so that their friends can react to their death (unless instructed otherwise by a referee, e.g. after an assassination, p. 108), but should withdraw and go **out of character** as soon as practical. At that time all items and in character money on their person should be handed to a referee or taken to the **game organisation desk** (p. 39).

MULTIPLE MORTAL WOUNDS

If a character has mortal wounds to *both* the head and torso, their death count continues until both locations have begun being healed. This generally doesn't concern greater spellcasters or more skilled surgeons, who can heal all locations simultaneously, but less skilled healers may have to choose between healing one location or keeping the patient alive per *Sanctuary*, if time is pressing. It is entirely possible for a character to die of a chest wound even as a healer tends to their head.

THE NON-COM RULE

We are aware that there are many people who do not wish to, or are unable to, take part in combat for out of character reasons at Curious Pastimes events. However, Curious Pastimes games are live sites from **time in** to **time out**, and thus it is possible that a character may encounter combat at any time during this period.

The **non-combatant rules** (p. 60) are designed to allow participants to safely manage their own involvement in combat encounters, while also providing as full a game experience as possible.

Each player should decide if they are declaring themselves as acting under the non-com rule when encountering a combat situation, and other players are required to acknowledge that decision and react accordingly. Curious Pastimes recognises that there are a number of variable conditions that may mean people's capabilities and desire to engage in combat scenarios can change during an event; as such, a declaration does not have to be made at the start of an event, nor be maintained throughout.

SPECIFIC WEAPONS

Specific rules apply to attacks with certain weapons.

BOWS AND CROSSBOWS

A successful blow from an arrow or bolt inflicts **two physical hits** of damage, bypassing ordinary armour. This applies to any arrow or bolt, i.e. the archer need not give any **damage call** (p. 50) to have this effect.

An arrow hit will break the concentration of any magician who is casting a spell. The spell is uncast, but the magic points are not lost, as the spell has not been completed. If not incapacitated, the caster may start casting again, but any interruption of this type will take 5 seconds of recovery time before a new spell can be cast.

Bows and crossbows may not be used with any **attack calls** (p. 49).

Any participant must have a current **bow safety licence** to use a bow or crossbow, and their weapon must have a **bow poundage card** affixed to it at all times. Archers should observe safe use and good conduct (p. 58), including minimising head shots and controlling draw.

THROWN WEAPONS

A successful blow from a thrown weapon inflicts **one hit** of damage. Unlike arrows and crossbow bolts, armour normally protects against thrown weapons.

Thrown weapons may use **attack calls** (p. 49), but only with special abilities or weapons that explicitly say so.

STAB-SAFE WEAPONS

Specially-constructed stab-safe weapons with collapsing heads may be used to make **thrusting** attacks in combat, provided they have been checked (p. 58) and issued a **white ribbon**. It is the wielder's responsibility to ensure that their weapon has been checked; they may not assume a weapon with a ribbon is safe to use. Standard rules for skill and handedness apply, and stab-safe weapons may also be used for swinging attacks or to parry attacks as normal.

Thrusts should be **pulled**, as with any other attack, and the wielder must keep control of the weapon; neither hand should slide along the shaft, and deliberate "pool-cueing" especially is forbidden. The head is a legitimate location to hit, but the wielder must avoid stabbing targets in the face if possible. If in doubt, do not make the attack.

Special rules apply to wielding a long weapon (p. 42) with a shield: a character with the Shield skill may wield a stab-safe weapon of between 42" (102cm) and 72" (180cm) length one-handed, holding the weapon roughly halfway along its length, with a shield in the other hand. When fighting with a weapon over 42" (105cm) long held this way, the wielder may only make thrusting attacks, and may not use it to parry.

SIEGE WEAPONS

Siege Weapons have special requirements to use, including minimum crews and the skills Siege Weapons and Siege Engineer, detailed on a card attached to the weapon. In some cases, interested players will be asked to attend a short training session ahead of a battle before they may crew the weapons; this will be communicated to faction camps beforehand.

Siege Weapons inflict significantly more damage than regular attacks, and may have other effects. A referee will always be on hand to give damage calls and convey effects.

ATTACK CALLS

Exceptional attacks (e.g. by very strong, highly trained or supernatural combatants, with specially crafted or enchanted weapons, or by weapons carrying blade venoms or infections) may be accompanied by some combination of **calls** (p. 49).

- Most calls take effect on any successful (i.e. not blocked or parried) blow
- Poison and disease calls (other than *Acid Kiss*) only take effect on a blow to an unarmoured location – or a location with no remaining **armour hits** (p. 43)
- *Strength* takes effect on *any* blow, even if blocked or parried!

In all cases, a blow that misses altogether has no effect.

MONSTER ATTACKS

Most monsters are armed with weapons as above in the same way as player characters, but a few make attacks in other ways, including with claws, magically-charged touch attacks or other ways.

It's possible for player characters to acquire some of these attacks in play, including through special research or training, ritual enchantment and other means.

CLAWS

Some bestial monsters have claws as part of their costume, which function as weapons. Curious Pastimes' LARP weapon construction guidelines include rules for claws.

Claws are part of the creature's body, and are unaffected by the spells *Shatter*, *Fumble*, *Magnetise* and *Heat Object*, unless otherwise specified. The striking part of the prop can parry attacks as a weapon, takes no damage from weapon blows and is unaffected by poisons etc., but any blow to the rest of the prop (i.e. where it straps to the forearm) counts in all respects as an attack to the limb.

TOUCH ATTACKS

Some magically powerful creatures can inflict harm with a mere touch. Such attacks will always be accompanied by a **call** (p. 49). Note that as with other types of attack, any **effect call** (other than poison or disease) affects the target regardless of armour.

Unless accompanied by a **damage call** (p. 50), touch attacks inflict **no damage**.

Examples

- A fire elemental touches for *Elemental Through*, inflicting a single point of damage (as the

touch is accompanied by a damage call) that ignores armour.

- A lesser ghoul touches for *Paralysis*, which does **no damage** (as there is no damage call).

Touch attacks should be exaggerated and deliberate, and much slower than weapon blows; a good guideline is to launch one touch attack every five seconds or so. Touch attacks should make *brief* contact, keeping conscious of safety and personal comfort. Participants found slapping, poking or clutching their targets or otherwise acting unsafely may have the privilege of using the attack withdrawn.

NON-STANDARD ATTACKS

A small number of monsters are briefed with unusual attacks, such as a vampire's bite or a water elemental's drowning power. To make such an attack, the monster places a hand on (or over) the target hit location and mimes the attack, describing what they are doing and stating any relevant effect. Note that a bite attack can only be administered to a helpless (e.g. grappled or paralysed) target.

A referee will usually be on hand to clarify the effect and answer any questions. If not instructed otherwise, assume any such attack inflicts one hit of damage, per a normal weapon blow.

GRAPPLING

In most circumstances, real-life grappling, wrestling or manhandling is strictly forbidden at Curious Pastimes events.

To simulate grappling, **three characters** must place their hands on (or over) a target character's arms or shoulders and declare that they are grappling them. A grappled character must willingly accompany their grapplers where taken, even if asleep or mortally wounded. A conscious character may roleplay ineffectually struggling if appropriate, but may not physically resist in any way.

Special grappling rules apply to characters with the damage call *Strength* (p. 49).

FRIENDLY GRAPPLING

Curious Pastimes understands that some players feel that a degree of contact enhances their immersion. As such, provided *all* participants give their explicit, mutual consent and no-one else is close enough to be impacted, players may engage in safe, restrained physical grappling. Physical grappling is **never** permitted in any battle or skirmish, even between consenting participants.

DISMEMBERING LIVE VICTIMS

It is possible to sever one of a living **monster's** or **non-player character's** extremities, or cut out an organ, with suitable roleplay (see *Butchery and Bloodletting*, p. 93), provided they are helpless or unresisting.

This reduces the location to zero **physical hits**; the damage may be healed normally, but the dismembered part remains lost (i.e. they have a healed stump) until surgically transplanted or restored with the spell *Regrowth* or equivalent.

Note that removing the heart or head instantly kills the subject, regardless of *Sanctuary* or equivalent effects.

It is **never permitted to dismember another player character in this way**, unless the *player* specifically requests it (e.g. making a sacrifice to their god).

EXECUTION

Rather than waiting for them to expire, a character may dispatch a dying foe with one dramatic, simulated blow to their head or chest (taking particular care given their opponent is already on the ground and can't move with the blow), coupled with the call *Execute*. The target, provided they are already **mortally wounded** and not under the effects of the *Sanctuary* spell, is immediately killed with no **death count** (p. 44).

If the target is *not* mortally wounded (e.g. grappled, playing possum, unconscious, paralysed or similarly afflicted) they take a **single hit** as normal but are otherwise unaffected (a staged scene in which e.g. a convicted criminal is beheaded before a baying crowd may ignore this rule, with the victim's permission). Creatures with **damage immunity** (p. 43) are unaffected unless the *Execute* call is coupled with the appropriate damage type.

Note that execution must be by a standard (simulated) blow; "throat-cutting" is strictly forbidden.

SPELLCASTING IN COMBAT

To cast a spell, the caster must recite **vocals** (p. 65) of suitable length and including the appropriate components, usually ending in the name of the spell. They must clearly indicate the intended target, by pointing and if necessary by verbal description (e.g. "The person in the red tabard!"). Every spell has a casting cost in **magic points** (p. 62); spellcasters must carry some visible way to track magic.

Spells that are frequently used in combat (tagged as "combat spells" in the spell description) end in a relevant **damage call** (p. 50) or **effect call** (p. 52).

Ranged spells automatically hit the indicated target (i.e. ranged spells cannot be "dodged" or "blocked" except by certain special abilities) and always have the specified effect unless the spell is countered or resisted.

Touch spells require the caster to successfully touch the target at the end of the vocals, or in the 15 seconds after the vocals are completed, to have the specified effect (similar to a **touch attack**, left), and *can* thus be dodged or blocked.

Spells can be **countered** by other spellcasters, or **resisted** with skills such as Fearlessness, Iron Body or Iron Will. See *Countering, Resistance and Immunity* (below).

Striking a caster a blow during the casting of a spell does not automatically disrupt the spell: provided the caster has enough hits to withstand the attack, and can complete the spell's vocals without interruption, the spell is still executed. The exception is hits from bows and crossbows (p. 45).

A caster may *choose* to stop casting a spell in the middle of vocals for any reason (e.g. to counter a spell from an enemy caster). The caster need not pay any magic points for the discarded spell.

See *Spellcasting* (p. 64) for more rules.

COUNTERING, RESISTANCE AND IMMUNITY

There are three main defences against spells and effects: countering, resistance, and immunity.

COUNTERING

Spellcasters can counter spells and magical effects with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

The following rules apply:

- The countering caster must perform the vocals before or immediately after the enemy spell or effect call is completed.
- The countering caster must indicate which effect they are countering.
- It is not possible to counter two simultaneous effects.
- It is only possible to counter a **mass call** (p. 55) for **one target** within the area of effect.
- The caster **can** counter an effect that would have rendered them unable to cast (e.g. by silencing or mortally wounding them), since if they successfully counter it, the effect does not occur.
- It is **not** possible to counter **mundane**, **poison** or **disease** (p. 55) effects.

If successful, the target spell does not occur at all, although the original caster's **magic points** (p. 62), if any, are still spent.

RESISTANCE

Various skills allow the character to resist spells, effects, poisons and diseases, including Fearlessness, Iron Body, Iron Will, Resist Disease, Resist Poison, Resist Magic and Resist Exalted Magic, or more specific abilities like Sturdy Shield.

The following rules apply:

- They are automatically aware of the effect (although not necessarily the source).
- They may choose whether or not to resist it.
- They may not resist two simultaneous effects.
- They must invoke their resistance before or immediately after the effect call is given.
- They **can** resist an ability that would otherwise render them unconscious.
- It is **only** possible to resist **poisons and diseases** with the skills Resist Disease and Resist Poison.
- It is possible to resist **mundane** effects, **except** with the skills Resist Magic and Resist Exalted Magic.

If successful, the spell or effect still occurs, but the character is unaffected.

All such abilities have a certain number of uses per day; players should have some method of tracking them.

IMMUNITY

Some skills temporarily or permanently grant the character **total immunity** to one **specific** spell, effect, poison or disease (e.g. the spell and effect *Fumble*, or the poison Bitter Kiss).

Some supernatural monsters may have broader immunities (e.g. constructs have no spirits and thus cannot be affected by mind effects of any sort other than *Possession*).

The exalted spell *Reflective Shield* grants a special form of immunity (calling *Reflect*, p. 56), returning effects to their sources.

A character with immunity is simply **unaffected** by the named effect, calling *No Effect*. They cannot choose whether or not to be affected, and their immunity extends to any number of simultaneous effects.

DANGEROUS PLAY

All participants in any combat at any Curious Pastimes event must fight safely. This means being aware of their environment and following the directions of all Referees and the Event team.

Any player or staff member found behaving unsafely in combat will be pulled out of combat. Any weapon or

prop being misused may be confiscated until after the combat has finished. In extreme cases, the offender may be sent off the field or even barred from future events.

Below is a list of examples of dangerous play. Note that this is not an exhaustive list! All participants should exercise common sense – if unsure whether an action is safe or appropriate, don't do it.

- **Colliding with or leaping at shield users.** Line charges are permitted, but attackers must pull up short of collision.
- **Striking or parrying with anything other than a foam weapon.** Bows and crossbows especially must be used exclusively for ranged attacks.
- **Any form of physical combat.** Kicking, punching and martial arts are expressly forbidden. Friendly grappling (p. 46) may be permitted in a controlled environment, but **never** in a skirmish or battle.
- **Thrusting with any non-stab-safe weapon.** Thrusting attacks may only be made with properly checked stab-safe weapons with prominently displayed ribbons.
- **Persistently striking other combatants on the head.** The head is a legitimate target, and Curious Pastimes recognises that sometimes it's the only target, but persistently and unnecessarily targeting the head is unsafe.
- **Engaging in combat while intoxicated.** This includes the use of alcohol or any narcotic substances. Intoxicated players and staff members may be asked not to get involved in combat until sober.
- **Arguing with staff during combat.** Staff direction should be followed immediately and without question. Staff are there to ensure the safety and smooth running of combat and will likely have information you do not. It is fine to ask for context after the battle has finished, but in the moment, please do as asked.

Thankfully dangerous play is a rare occurrence at Curious Pastimes events, and is more often the result of genuine ignorance or inexperience than malice. We ask that all customers are aware of how they conduct themselves at events, for everybody's safety and enjoyment.

❖ CALLS ❖

Some characters and monsters have abilities with in-game effects (inflicting damage, disorienting or incapacitating the target, etc.) that need to be immediately and clearly conveyed to the target in combat. These effects are usually communicated through a **call**, a short (generally one- or two-word) phrase with a specific mechanical effect. The following general rules apply to calls:

- Calls should be loud and clear, and easy to distinguish from in-character dialogue. Where necessary, the speaker should also indicate the intended target, by pointing and if necessary description (e.g. “The person in the red tabard!”).
- Attacks may have multiple calls, which should be given in the order **Strength**, **damage type**, **damage indicator**, **effect**, **poison or disease**.
- In general, participants should avoid using more than **three calls** on any one attack, even if they are entitled to using more, and may never use more than one damage indicator – try and judge which call or calls are best applied to a given attack.
- Arrows and crossbow bolts (p. 45) automatically bypass armour – the attacker does not need to call *Through*. Aside from this, these weapons cannot be accompanied by any calls.
- Calls are an **out of character** mechanic. With the exception of spellcasting, listeners should assume the call was not spoken in character.
- Players must *never* use a call that they have not been specifically authorised to use (e.g. because they have a relevant skill), or say anything in character that could be misconstrued as a call. Calls are an integral part of the rules, and misusing them can disrupt play.

USES, CHARGES AND MAGIC POINTS

Some calls expend a limited resource, e.g. skills such as Disarming can only be used twice per day, spells cost magic points (p. 62), and Gift of Fire allows the character to use a call twice in one minute.

For the purposes of these abilities, the resource is used **when the character says the call**, generally accompanied by indicating a target, attempting a touch attack, swinging a weapon etc. If the call is resisted or countered, or the touch or blow misses or is prevented from hitting its target, the magic points, use or charge is still expended.

KNOCKDOWN

Various effects, including the calls *Strength*, *Strike Down* and the damage calls *Missile* and *Bolt*, knock the target over. These are called **knockdown effects**.

Knockdown causes the target to fall to the ground. If possible the target should fall completely off their feet (so that their hip or buttock touches the ground) before rising again.

If the target’s mobility is impaired, if falling to the ground would be dangerous, or if repeatedly falling to the ground could be fatiguing, they may instead lower themselves to one knee, wait 3 seconds, and then rise. See *Taking a Knee* (p. 42).

Some knockdown effects may be parried, resisted or countered. These defences are specified in the relevant sections.

STRENGTH

Strength should be called first on any attack, before any damage, effect, poison or disease call.

Any blow knocks the target off their feet, causing them to fall to the ground, unless the target is also capable of continuously calling *Strength*. The knockdown effect (but not any damage) applies even if the attack is blocked or parried, or strikes their weapon or shield.

This call does not have any special damaging effect. If it is not paired with a **damage indicator** (p. 51), the target sustains a single point of mundane damage.

GRAPPLING WITH STRENGTH

A character able to call *Strength* continuously (e.g. for one minute, or permanently, rather than a number of calls per day) can also use this call to **grapple** (p. 46) a target on their own, without requiring three people. In turn, such a character may only themselves be grappled by three other characters with *Strength*.

The call may have other effects in play, e.g. a character capable of calling *Strength* may be able to lift and carry a heavy stone unassisted. Relevant phys reps will either have signs explaining any effects, or will be attended by a referee.

STRIKE DOWN VS. STRENGTH

The calls *Strike Down* and *Strength* have about the same effect, but with some differences.

Any blow with the call *Strength* knocks the target over, even if parried or blocked, while a touch or weapon attack with the call *Strike Down* only knocks the target over if it lands on the target.

A character able to continuously call *Strength* (e.g. for one minute, or permanently, rather than a number of calls per day) is themselves unaffected by *Strength* calls while their ability is active, but is not immune to *Strike Down* unless they have an ability that says they are.

Strength always reflects that the attacker is either very large or very physically powerful, while *Strike Down* represents some magical force, and *Mundane Strike Down* usually represents special training in techniques to trip or overbear the opponent.

ATTACKING WEAPONS WITH STRENGTH

Anyone using the *Strength* call is asked not to use it when aiming for weapons; they must e.g. knock a defender's weapon aside (carefully) *without* calling *Strength*, then follow up with a *Strength* attack aimed at the defender themselves.

For ease of refereeing, however, the target must take the effect of any *Strength* attack that connects with their weapon or shield, regardless of the attacker's intention.

A player or monster found repeatedly treating this as a "loophole" – i.e. deliberately attacking weapons with the *Strength* call knowing the target has to take the effect – may have the privilege of using the call taken away.

DAMAGE CALLS

An attack that bypasses defences or causes more damage than a normal blow uses a **damage call**.

There are two types of damage calls: **damage type** and **damage indicator**. Many special attacks include at least one of each, e.g. a wraith's enervating touch calls *Spirit Through*.

Damage calls apply to any successful weapon blow or touch attack. If the attack misses, or is parried or blocked, it has no effect.

DAMAGE TYPE

An attack's **damage type** reflects the source of the damage, including the sphere(s) of magic powering it or the material from which the weapon is made. An attack might have multiple damage types, e.g. a spear invested with a bound demon might call *Elemental Spirit*.

These calls don't affect how much damage the attack does – the target's immunities or vulnerabilities, if any, determine how they're affected. A player character on the receiving end of one of these calls is unlikely to need to account for it.

Note that damage calls with the magical types *Corporeal*, *Elemental*, *Spiritual* and *Artefact* cannot be "stacked" with mundane calls (see box, p. 52).

Call	Description
<i>Silver</i>	The weapon is made from a silver alloy. These weapons are said to be effective against creatures whose nature is divided or changing, such as shapeshifters.
<i>Cold Iron</i>	Weapons fashioned from this rare, costly metal are believed to be effective against very strongly magical creatures, such as fae and magical beasts.
<i>Corporeal</i>	Attacks charged with corporeal magic are effective against supernatural creatures such as undead and constructs.
<i>Elemental</i>	Attacks charged with elemental magic are treasured by those who fight supernatural creatures such as demons and constructs.
<i>Spirit</i>	Attacks are charged with spiritual magic, and can injure even intangible spirits, like ghosts, oathbound and wraiths.
<i>Artefact</i>	The weapon is one of a handful of potent weapons of myth, charged with corporeal, elemental and spiritual magic all at once. It is said that even the gods themselves can be hurt by artefact weapons...

WEAPONS MADE OF OTHER MATERIALS

A handful of weapons exist in the game that are made of gold, or the exotic ore known as "star metal"; many, of course, are made of wood or bone. No standard monsters in the *Renewal* campaign have any specific vulnerability to these weapons, so there is generally no need to call, e.g. *Gold* or *Bone* in combat. Any encounter- or event-specific exceptions will be communicated to players ahead of time.

DAMAGE INDICATOR

An attack's **damage indicator** reflects how harmful it is: it might bypass armour, devastate the location struck or merely stun the target without doing lasting hurt. Each has a default **level** (greater or exalted), indicating how hard they are to **counter** or **resist** (right). No attack call can include more than *one* damage indicator.

Call	Description
<i>Through</i> GREATER	The attack bypasses any armour and inflicts one physical hit (p. 43) to the location struck, leaving the armour undamaged. Arrows and bolts inflict <i>Through</i> damage by default, there is no need to make the call with these weapons.
<i>Crush</i> GREATER	One blow to any armoured location instantly reduces it to zero armour hits (p. 43). One hit to any unarmoured location – or a location with no remaining armour hits – reduces it to zero physical hits , incapacitating (p. 44) it.
<i>Wounding</i> GREATER	One blow with this attack bypasses any armour and reduces the location struck to zero physical hits , incapacitating it and leaving the armour undamaged.
<i>Smite</i> EXALTED	One blow with this attack reduces the location to zero armour hits and zero physical hits , incapacitating it.
<i>Fatal</i> EXALTED	One blow with this attack to any location reduces <i>all</i> locations to zero physical hits , incapacitating all locations and triggering the target's death count, and leaving the armour undamaged. This call may be accompanied by <i>Smite</i> (i.e. <i>Fatal Smite</i>) – most often for siege weapons – in which case the attack reduces all locations to zero armour hits and zero physical hits .
<i>Subdual</i> N/A	The target of this attack is stunned rather than injured; their armour is disarrayed rather than damaged. Effects are as per a normal attack, but all physical hits are recovered automatically after two minutes, and all armour hits may be restored by a few seconds' roleplaying adjusting and retightening straps. A character whose head or torso location has been incapacitated by <i>Subdual</i> damage is unconscious rather than mortally wounded. Subdual damage can be healed with the <i>Recovery</i> spell.

POWERFUL FOES AND DAMAGE CALLS

Most players, non-player characters and monsters in the *Renewal* campaign are reduced to zero physical hits by the calls *Crush*, *Wounding*, *Smite* and *Fatal* as described below, but some exceptionally strong or magically powerful creatures are so resilient that these calls injure them without incapacitating them outright. Staff members and volunteers will be briefed how to take such calls.

RANGED DAMAGE INDICATOR

These special damage indicators are used at range, to represent offensive spells (e.g. a necromancer's withering hex) or equivalent magical attacks (e.g. a dragon's vile breath).

Like spells and other effect calls, a ranged damage call invariably hits its target, as long as it is within range, and cannot be "dodged" or "parried" except by certain special abilities. It can be resisted or countered as appropriate.

Ranged damage calls may be given as area effects.

Call	Description
<i>Missile</i> GREATER	The attack bypasses any armour, inflicts 2 physical hits (p. 43) to every location, and knocks the target over (p. 49). It has a range of 30ft (10m) .
<i>Bolt</i> EXALTED	The attack bypasses any armour, inflicts 5 physical hits to every location, and knocks the target over. It has a range of 60ft (20m) .

MAGICAL AND MUNDANE DAMAGE CALLS

Generally, if a damage call includes a magical damage type (i.e. *Corporeal*, *Elemental*, *Spiritual* or *Artefact*) and any damage indicator, the damaging effect is assumed to be magical in nature, e.g. an *Elemental Crush* axe might be wreathed in magical flame that burns as it cleaves, while a wraith touching for *Spirit Through* reaches through the target's armour with its ethereal grasp.

If a damage call does not include one of those types, then the damage is assumed to be mundane in nature, e.g. a rogue calls *Through* with a dagger by finding gaps in armour, while a great beast calls *Strength Crush* due to its sheer brute power.

This has no particular mechanical effect, but can inform how to interpret any attack's effects.

Ranged damage calls will usually be accompanied by a magical damage type (e.g. *Spirit Missile* or *Elemental Bolt*). Ranged, non-magical attacks are almost always represented by an actual physical projectile.

COUNTERING DAMAGE CALLS

Magical damage calls (i.e. those with the damage types *Corporeal*, *Elemental*, *Spiritual* or *Artefact*) can be **resisted** or **countered** (p. 47) similarly to spells as follows:

- Magical *Through*, *Crush*, *Wounding* and *Missile* calls can be resisted with Resist Magic or countered with *Greater Countermagic* as though they were **greater spells**.
- Magical *Smite*, *Fatal* and *Bolt* can be resisted with Resist Exalted Magic or countered with *Nullify* as though they were **exalted spells**.

STACKING CALLS

Attacks may include multiple calls from one source – a mace may be enchanted with the call *Elemental Crush*, for example, while a wraith’s enervating touch could call *Spirit Wounding*.

But a **magical** damage or effect call (or combination of calls) from any one source (e.g. ritual enchantment, spells like *Elemental Weapon* or potions like Verdant Lotion), may not be combined with any call from another source (other than *Strength*), including:

- Special martial training (such as the skills Disarming or Treacherous Blow), except for *Strength*
- The material from which a weapon is made (such as the calls *Silver* or *Cold Iron*)
- Poisons (such as Bitter Kiss)
- Another magical source

Nonmagical calls may be combined freely, and the call *Strength* may always be combined with other calls.

Where an attacker has access to calls that cannot be combined, they may choose which call to use from one blow to the next, but cannot “stack” them (i.e. they cannot use them together on a single blow).

Example:

Henri de Montford has a silver greatsword and the skill Crushing Blow. His friend Godfroie du Lac casts the spell *Weapon of Power* on the sword. Henri may now call *Elemental Through* (per the spell) or *Silver Crush*, but he **may not** call, e.g. *Silver Elemental* or *Elemental Crush*, since the magical call cannot be stacked.

Countering or resisting the call prevents the special effects of that call from taking place, but (where the call is delivered with a weapon) doesn’t stop the weapon blow itself; the target will still sustain one normal hit from the attack.

Mundane damage calls (i.e. those without any of the four magical damage types listed above) cannot be resisted or countered in this way.

EFFECT CALLS

Ideally, all players should aim to familiarise themselves with all the spells in the *Renewal* campaign (see *Spells and Rites*, p. 137), but much of the time, the caster or an attending referee can explain any effects the target is unfamiliar with. The exceptions are **combat spells** (box, p. 137), which players should react to without referee intervention, and which use either standard **damage calls** (above) or the following list of **effect calls**.

Effect calls may also be used to convey a special ability or supernatural power, such as a basilisk’s petrifying attack (*Paralysis*), a vampire’s hypnotic gaze (*Enthral*), a cloud of soporific spores (*Poison Sleep*), or a duellist’s disarming move (*Mundane Fumble*).

These calls are grouped by sphere; effects are assumed to be magical unless accompanied by the calls *Mundane*, *Poison* or *Disease* (p. 55). Each has a default **level** (lesser, greater or exalted), indicating how hard they are to **counter** or **resist** (p. 47).

All effects calls obey the standard rules for range (unless applied with a weapon, see right), duration and maximum size (p. 65). Any exceptions will be communicated along with the call or by an attending referee.

FUNDAMENTAL EFFECTS

The following effect is always magical and fundamental in nature.

Call	Effect
<i>Disenchantment</i> EXALTED	The target magical item is disenchanting for one minute (unless accompanied by the call <i>Extension</i> , below). This effect does not function on artefacts (p. 26).

CORPOREAL EFFECTS

Unless accompanied by another sphere indicator or the *Mundane*, *Poison* or *Disease* (p. 55) calls, all the following effects are assumed to be magical and corporeal in nature.

Call	Effect
<i>Blinding</i> GREATER	The target creature is blinded for 30 seconds . Please exercise caution when taking this effect: if it is not safe to close your eyes, just roleplay being unable to see.
<i>Fumble</i> LESSER	The target creature must immediately drop whatever they are holding.
<i>Mute</i> LESSER	The target creature may not make any vocal sounds for 30 seconds .
<i>Paralysis</i> GREATER	The target creature cannot move, act or make a noise for 30 seconds , even if attacked.
<i>Retribution</i> LESSER	The target of this spell receives one point of <i>Corporeal Through</i> damage on the equivalent location for every blow they strike upon another creature (even those stopped by armour) for 30 seconds .

ELEMENTAL EFFECTS

Unless accompanied by another sphere indicator or the *Mundane*, *Poison* or *Disease* (p. 55) calls, all the following effects are assumed to be magical and elemental in nature.

Call	Effect
<i>Disintegrate</i> EXALTED	The target item is destroyed (p. 25) beyond repair. This spell <i>does</i> function on magical items, but <i>not</i> on artefacts.
<i>Entangle</i> LESSER	The target creature is rooted to the spot for 30 seconds . They may take any action that does not require moving their legs. Characters able to continuously call <i>Strength</i> are unaffected.
<i>Flare</i> GREATER	Three adjacent target creatures are temporarily blinded (per <i>Blinding</i> , above) for five seconds .
<i>Heat Object</i> GREATER	The target item becomes white hot for 1 minute . Any location in contact with the object suffers two physical hits , bypassing armour, as though struck twice by the call <i>Elemental Through</i> , after every 10 seconds they remain in contact. This spell does not function on magical items.
<i>Magnetise</i> GREATER	The target item is drawn immediately to the ground and cannot be moved for 30 seconds . This spell does not function on magical items.

REPLACING DAMAGED ITEMS

On a battlefield, a player may replace a damaged, broken or destroyed item (e.g. by the spells *Shatter* or *Disintegrate*) by “looting a corpse.” This requires around 30 seconds’ roleplay, rummaging around the ground where the corpses of slain monsters are presumably lying, after which the player may resume using their own phys rep. The replacement item is always of **standard** quality and materials (p. 25), with no enchantment or other special properties.

Call	Effect
<i>Repel</i> LESSER	The target creature or object is forced away from the caster in a straight line for 10ft (3m) , stopping only if they come into contact with a solid obstacle.
<i>Shatter</i> LESSER	The target item is shattered into several pieces, leaving it damaged (p. 25). The prop must be immediately dropped, or its mechanical effects ignored if not easily dropped. The item may not be used again until repaired. This spell does not function on magical items.
<i>Strike Down</i> LESSER	The target creature is knocked off their feet. Note that creatures able to continuously call <i>Strength</i> are not automatically immune to this effect.

EFFECTS AS WEAPON OR TOUCH CALLS

When calling an **effect** with a weapon blow or touch attack (e.g., calling *Fumble* with a sword blow), the effect’s usual **range** (p. 65) doesn’t apply.

The effect call only works if the blow lands on its target. If the call normally targets a **person**, parrying the blow prevents the effect; if it normally targets an **object**, parrying the blow inflicts the effect on the parrying weapon. If the call fails, the uses, magic points etc. are still spent (p. 49). Effect calls work even if the damage is stopped by the target’s armour.

An effect given with a touch or weapon attack only affects the target struck, even if the call would normally apply to multiple targets (e.g. *Flare*).

Special rules apply to **poison** calls (p. 55).

SPIRITUAL EFFECTS

Unless accompanied by another sphere indicator or the *Mundane*, *Poison* or *Disease* calls (right), all the following effects are assumed to be magical and spiritual in nature.

Call	Effect
<i>Command</i> LESSER	The target creature must obey the specified one-word command (e.g. “run,” “dance,” “kneel”) to the best of their ability for 30 seconds . The target is free to take any other action that doesn’t prevent them obeying the command. Any physical blow or magical attack breaks the spell immediately.
<i>Confusion</i> LESSER	The target creature is disorientated and confused for 30 seconds . They may parry or block attacks, but not attack, cast spells or use any abilities themselves.
<i>Enthral</i> LESSER	The target creature remains enthralled by the caster for as long the caster speaks in meaningful sentences. The target will follow the caster at a normal walk unless they lead them into obvious danger. Any damage to the caster or target breaks the spell.
<i>Fear</i> LESSER	The target creature must flee from the caster for 30 seconds ; if cornered or grappled, they must cower on the spot.
<i>Sleep</i> GREATER	The target creature instantly falls into a deep sleep for 30 seconds . If the target is deliberately awakened or takes any damage, the spell is broken.
<i>Suggestion</i> GREATER	As per <i>Command</i> , but the caster can give a command up to eight words in length.
<i>Spirit Wrack</i> EXALTED	The target creature’s spirit is attacked, causing them intense suffering for 1 minute . The target may decide how to roleplay this effect – e.g. writhing in screaming agony on the floor, curling up in a silent ball, moaning in dread and horror – but they are unable to speak, act or defend themselves for the duration.

BODY EFFECTS, MIND EFFECTS AND FEAR

These rules sometimes use the terms **body effect**, **mind effect** and **fear effects**. For clarification:

- **Body effects** hinder the target’s limbs or senses but don’t cause damage, e.g. *Blinding*, *Fumble*, *Mute* and *Paralysis*. The skill Iron Body can be used to resist any of these effects, whether magical or mundane, unless caused by poison or disease.
- **Mind effects** influence the target’s thoughts or emotions, e.g. *Befriend*, *Command*, *Confusion*, *Distract*, *Enthral*, *False Memory*, *Forget*, *Possession*, *Sleep* and *Suggestion*. The skill Iron Will can be used to resist any of these effects, whether magical or mundane, unless caused by poison or disease
- **Fear** is a special mind effect, which must be resisted with Fearlessness rather than Iron Will.

POSSESSION

Some intangible spirits are able to step into another creature’s form, supplanting the resident spirit. The person playing the spirit will indicate this by placing a hand on (or over) the target’s shoulder and calling *Possession*.

This can be **resisted** (p. 48) by the skill Iron Will or **countered** (p. 47) as if it were a **greater** spiritual spell; if resisted or countered, the spirit cannot attempt to possess the same target for at least **10 minutes**.

While the possessing spirit is in control, they can move the host’s body as if it were their own, but cannot cause it to take any action that will directly harm it – if they attempt to do so, the possession immediately ends. They can use any skill the spirit knows, but cannot access the *host’s* skills or memories unless the host is willing. The host is conscious throughout the possession and remembers what happened when the possession ends.

While in possession, the spirit is not visible to the spell *Detect Spirits*, but can be detected by the spells *Spirit Reading* and *Discern Spiritual Nature*. They can be targeted by any relevant *Banish* spell (e.g. *Banish Spirit* or *Banish Demon*) or driven out via *Exorcism*.

Any attack calling *Artefact* or *Spirit* injures the spirit as well as the host. If the host is **incapacitated** (p. 44), the possession immediately ends. By default, possession has no time limit; to end the effect, the spirit must be destroyed or driven out.

Note that **constructs**, who are otherwise immune to spiritual effects, can be possessed (if anything, their lack of a spirit means there is no resistance).

SPECIAL RULES FOR MUNDANE EFFECTS

The call *Mundane* indicates that the named effect is non-magical in origin, e.g. a duellist can disarm their opponent with a flick of their sword, calling *Mundane Fumble*.

Some mundane effects impose specific restrictions on the attacker, like a *Mundane Strike Down* attack that must be aimed at the legs, or a *Mundane Shatter* ability that only works on shields. It is always up to the **attacker** to remember and apply these restrictions, never the **target**: if a character with a *Mundane* attack unintentionally fails to meet this restriction (e.g. they aim an attack at the target's leg, but the target moves and takes the blow on their back), but has still struck the target, the call still takes effect.

As with attacking weapons with *Strength* (p. 49), any fighter caught treating this as a “loophole” and persistently ignoring the restrictions on a *Mundane* ability may have it removed.

MASS CALLS

Some powerful attacks, accompanied by the call *Mass*, apply to groups of targets. *Mass* calls apply to everyone within a radius of the target.

- Mass versions of **lesser** calls (e.g. *Mass Strike Down*) affect everyone within **30ft (10m)** of the target.
- Mass versions of **greater** calls (e.g. *Mass Elemental Missile*) affect everyone within **10ft (3m)** of the target.

Each character targeted by a mass spell can **counter** or **resist** (p. 47), for themselves only, at the **original** level of the effect.

Example

A character in the area of a *Mass Confusion* call can defend themselves with *Countermagic* (as *Confusion* is a **lesser** effect) or throw it off with *Iron Will*.

It is not possible to counter the effect for **all** targets, even with *Nullify* – this requires a special item or ability.

SPECIAL MODIFIERS

In general, aside from how the effect should be narrated or roleplayed, the rules for any effect call are exactly the same as the spell, including range, duration, resistance, or any limitations as above. Where it differs from the spell in any way, the person using the effect (or the attending referee) will explain at the time. Some common modifiers follow.

Call	Effect
<i>Mundane</i>	The named effect may not be countered (p. 47) by a spellcaster, nor resisted (p. 48) with the skills Resist Magic or Resist Exalted Magic. It can still be resisted with the skills Fearlessness, Iron Body or Iron Will. Relevant immunities (p. 48) work as normal against mundane attacks.
<i>Irresistible</i>	The named effect may not be resisted or countered by any means. Immunity works as normal against irresistible attacks.
<i>Extended</i>	The named spell or effect's duration is increased to 10 minutes , or longer as indicated (e.g. <i>Extended Confusion</i> , <i>One Hour</i>).
<i>Permanent</i>	The named spell or effect will continue until removed. This generally only applies to poisons and diseases that need purging or curing (p. 97).

POISONS AND DISEASES

The calls *Poison* and *Disease* may be used, generally with another damage or effect call, to convey an envenomed or infectious attack or the like, as follows:

- *Poison* and *Disease* calls apply to any successful blow to an **unarmoured** hit location, to any blow to a location with no remaining **armour hits** (p. 43), or to any blow that bypasses armour (e.g. with the *Through* call).
- Poison and disease calls that hit an **armoured** location (with the exception of *Acid Kiss*), or are blocked or parried, or miss altogether, have **no effect**.
- All poisons can be **resisted** (p. 48) with the skill Resist Poison, and all diseases can be **resisted** with the skill Resist Disease.

Once a blade is envenomed, the next blow with that weapon **must** be accompanied by the relevant *Poison* call (i.e. the attacker cannot normally choose when to call it). If it hits an **armoured** location, or is blocked or parried, the dose of poison is expended (per *Uses, Charges and Magic Points*, p. 49). However, if a poison attack misses altogether, the venom is **not** expended, and the attacker must call it again on the next blow.

Poison calls cannot be “stacked” with calls from any magical source (p. 52).

Poison Name	Description
<i>Acid Kiss</i> POISON	This poison inflicts one hit to the location struck every 10 seconds for one minute (for a total of six hits), inflicting the first hit 10 seconds after contact. Damage applies to any armour hits (p. 43) first, until reduced to zero armour hits, and then to physical hits (p. 43). If the armour is removed before the acid burns through it, no damage is applied to physical hits. Damage can be healed and repaired (p. 44) as normal. Acid Kiss can be cleaned or cured (p. 97) as per any poison; in addition, if the location is washed with a cupful of water, the venom stops working after 30 seconds (i.e. three hits).
<i>Bitter Kiss</i> POISON	Reduces the location struck to zero physical hits instantly, incapacitating it (p. 44). The wound can be healed as normal.
<i>Corrupted Wound</i> DISEASE	The attack inflicts damage as usual, but the wound is now tainted and cannot be healed until the wound is cleaned or cured (p. 97).
<i>Disease</i> [Effect] DISEASE	The attack inflicts a disease that causes the named effect. Diseases can only be resisted (p. 48) by the skill Resist Disease. By default, diseases require curing (p. 97) to end the effects.
<i>Poison</i> [Effect] POISON	The attack inflicts a poison that causes the named effect. Poisons can only be resisted by the skill Resist Poison. Unless accompanied by the call <i>Permanent</i> (p. 55), the poison does <i>not</i> require purging, but elapses in the usual timescale for the effect call (although it may be purged to end the effects early, p. 97).

More complex poisons do not use calls and will instead be conveyed by the poisoner or attending referee.

CURING POISONS AND DISEASES

Poisons accompanied by the call *Permanent*, and all diseases, must first be cured or cleaned (p. 97) before they can be healed. Rare magical diseases and poisons (p. 97) cannot be cured unless certain special conditions are met. These afflictions can be resisted normally; the restriction only applies to curing them if not resisted. A referee will generally be on hand to administer any effects.

DEFENCE CALLS

Certain spells, skills and other abilities allow characters to counter or resist effects, or render them immune, indicated by one of the below calls.

All defence calls must be given during or immediately after the spell or effect to be countered or resisted.

Name of Defence	Description
<i>Countermagic</i>	The indicated lesser spell (or equivalent magical effect) is prevented from occurring. If called against a mass spell or effect (p. 55), only the character calling this defence is protected.
<i>Greater Countermagic</i>	The indicated greater spell (or equivalent magical effect) is prevented from occurring. If called against a mass spell or effect, only the character calling this defence is protected.
<i>Nullify</i>	The indicated exalted spell (or equivalent magical effect) is prevented from occurring. If called against a mass spell or effect, only the character calling this defence is protected.
<i>Resist</i>	The character calling this defence shrugs off the indicated spell or effect; the defence does not prevent the effect from occurring, but the character calling this defence is unaffected.
<i>No Effect</i>	The character calling this defence is wholly unaffected by the indicated spell or effect; the defence does not prevent the effect from occurring, but the character calling this defence is unaffected. Against a melee attack, this usually indicates that the attack caused no visible injury.

NON-STANDARD DEFENCE CALLS

Some spells and abilities, e.g. the skills Diamond Body or Defend Others, have slightly different effects and require characters to call the names of the abilities they are using as an aid to referees. Most are not listed here as they do not require anyone *else* on the field to react any differently, but the following two are noted.

Name of Defence	Description
<i>Defend Others</i>	The character calling this defence, who must be within 5ft (1.5m) of the target of the effect, becomes the target in their place. The new target may not counter (p. 47) or resist (p. 48) the effect at all, even if they have the ability to do so.
<i>Reflect</i>	The indicated lesser or greater spell (or equivalent magical effect) affects the source (i.e. the caster) instead of the character calling this defence. If called against a mass spell or effect (p. 55), only the effect on the character calling this defence is reflected.

EFFECTS WITHOUT CALLS

Not all effects use calls. Many spells, potions, poisons and crafted items have more complex effects that need to be explained to the subject, and event- or plot-specific effects may only appear in the game for a short term, making it impractical to introduce a specific call.

Non-standard effects are described by a referee at the time they are used. Note that while these effects may be phrased in general or descriptive terms, they should still be followed just as you would a standard call.

Examples

“You feel apprehensive and twitchy as long as you are in this shrine.”

“For ten minutes after touching the tree you feel weak and achy; you can’t run, and can only block or parry in battle.”

Some effects without calls can still be **resisted** (p. 48) or **countered** (p. 47); in the first example above, for instance, Iron Will may protect you, while the second example may be resistible with Iron Body. Please ask the attending referee if you think a particular skill or effect may apply.

❖ LARP WEAPONS ❖

Combat in the *Renewal* campaign uses special foam and latex melee weapons and low-power bows and crossbows, collectively known as **LARP weapons**. These weapons must be constructed to strict guidelines, which are regularly reviewed and updated to reflect changes in the industry. Guidelines are available on the wiki.

Suitable weapons are available to buy from traders on site at every Curious Pastimes event. They are also widely available online, although players are advised to visit one of Curious Pastimes' social media spaces to be directed to known and trusted vendors.

LARP weapons degrade with use and over time, eventually becoming unsafe. To maximise their lifespan, weapons should be cleaned and protected after every event and stored flat in a cool, dry place.

SPECIAL WEAPONS

Specific safety rules apply to the following weapons:

- **Bows and Crossbows:** Every bow or crossbow must be tested for draw weight and issued a **poundage card**, which must be affixed to the weapon at all times.
- **Flails and Exotic Weapons:** Any flail or other non-standard LARP weapon must be examined and approved by the head weapons checker before it may be used at any Curious Pastimes event – even if identical to another weapon that has previously been approved.
- **Stab-Safe Weapons:** Any **stab-safe** weapon (p. 45) must be weapons checked and issued with a white ribbon by a referee, which must be affixed near the head at all times.
- **Thrown Weapons:** Special rules apply to the construction of thrown weapons; weapons suitable for melee combat are never suitable for throwing, and vice versa.

FORBIDDEN WEAPONS

The following weapons are *not* permitted:

- **Cold Climate Weapons:** Weapons made for the Northern European market are typically made of lower-density foam, for outdoor use in a colder climate. These weapons are unsafe for use in the warmer British summer.

- **Comedy Weapons:** Even if constructed to the required standards, unrealistic weapons such as rubber chickens, fish or wedges of cheese should never be used in combat. This restriction doesn't apply to unlikely but plausible weapons such as LARP-safe frying pans or broken bottles.
- **Guns and Black Powder Weapons:** Black powder doesn't – and will not ever – exist in the world of the *Renewal* campaign.
- **Stab-Safe Swords:** Regardless of construction, no swords – nor any weapon not properly weapons checked and tagged with a ribbon – may be used for thrusting attacks.

WEAPONS CHECKING

Every weapon must be examined by an authorised **weapons checker** (p. 39) every event before it may be used in combat, and again immediately before every skirmish or battle. Staff members will coordinate a general check of all weapons in every camp at the relevant times. Armour (p. 43) will usually be checked for safety and suitability as part of this check. Weapons cannot be approved outside events, based on a photograph or description, but must be checked in person.

If a weapon is found unsafe, it will be returned to its wielder with a red tag affixed to it, with an explanation of why it has failed. The weapon must then be put safely out of reach (ideally out of the play area entirely) and may not be used in combat until it has been corrected and re-checked. Any decision may be appealed to a weapons checking lead; ultimately, the head weapons checker has final authority over all matters of weapon safety.

Weapons may become damaged, or degrade to the point of becoming unsafe, during the course of the event. It is the wielder's responsibility to get their weapon re-checked if unsure, or simply take it out of play immediately, even if it has previously been passed at the same event.

BOW SAFETY

Anybody wishing to use a bow or crossbow of any description must possess a **bow safety licence**, which they must carry on their person and present on demand. Licences are awarded after a **bow safety test**, which takes the form of a short training session and a

demonstration of safe bow use. Sessions take place at every Curious Pastimes event; players may enquire at the **game organisation desk** (p. 39) for times and locations. Licences last for a maximum of three years.

Archers should keep head shots to a minimum, aiming for the target's body where possible. Archers must carefully judge draw, only pulling the string all the way back to shoot targets at a safe distance, and not shooting at all if the target is too close. An archer must never engage in hand to hand combat with a bow or crossbow in their hands.

Any member of staff can assign an archer one or two **strikes** for unsafe bow use, which they will record on the back of their licence and report to the bow safety team.

An archer with two strikes may no longer use a bow or crossbow of any description until they have attended a new bow safety test. In extreme cases, an archer may be banned from using bows and crossbows altogether.

Every bow must also have a **bow poundage card** attached to it. This lets referees know that the bow has been tested and is in line with Curious Pastimes rules.

Both **bow safety licences** and **poundage cards** are issued at our **bow safety tests** held at every event. If you change your bow or your licence expires, you will need to attend one of these sessions to be issued new cards.

❖ NON-COMBATANTS ❖

We are aware that there are many people who do not wish to or are unable to take part in combat for **out of character** reasons at Curious Pastimes events. However, Curious Pastimes games are live sites from **time in** to **time out** and thus it is possible that a character may encounter combat at any time during this period.

The following rules are designed to allow participants to safely manage their own involvement in combat encounters, while also providing as full a game experience as possible.

Each player should decide if they are declaring themselves as acting under the **non-com rule** (below) when encountering a combat situation. Curious Pastimes recognises that there are a number of variable conditions that may mean people's capabilities and desire to engage in combat scenarios can change during an event; as such a declaration does not have to be made at the start of an event nor be maintained throughout.

WHAT CONSTITUTES 'ENGAGING IN COMBAT'?

At its most basic, this is defined by any interaction involving roleplayed physical violence. This can be with melee or ranged weapons, as well as non-physical engagement with spells and abilities that target players themselves, or the area around combat. This includes both offensive and defensive spells and skills, and so those who may wish to enter a combat area to engage in healing or similar should only do so once the combat has moved to a safe distance (this is at the discretion of the individual player, but fighting should have obviously moved away from the location they want to enter, otherwise they should follow the **non-com rule** as outlined below).

THE NON-COM RULE

When a non-combatant finds themselves in a combat situation, they should **raise their hand** and **clearly state they are a non-combatant**.

They should also then **remove themselves from the situation** to a safe location nearby to roleplay out the in character damage they have sustained (see below). Please choose the *nearest* convenient place – unless their character is still ambulatory, players should not return to an area of safety such as within an in character tent, or to where their group or friends are (unless that area is in immediate proximity).

A BALANCING ACT

For a long time, the Curious Pastimes rules system has had a set of rules in place for participants who are unable to take part in LARP combat commonly known as the "non-com rules." The thinking behind these rules was to try and find a way to facilitate as much interaction with the game world as possible for those who, for whatever reason, could not or did not want to be involved in physical combat at Curious Pastimes events.

As the basis for this decision often flows from medical needs, the main aim of the current non-com rules has been safety – i.e. allowing participants to extract themselves quickly and safely from the area, with about the same in-character risk any character would face in such a situation. These rules have always been a balancing act between allowing as much participation as possible whilst promoting high levels of safety.

The individual should then take some in character damage at their own discretion, based on their perception of the intensity of the combat situation. Possibilities (in rising order of intensity) include:

- A minimum of one limb reduced to zero **physical hits** (p. 43), **incapacitating** it (p. 44).
- Head *or* chest reduced to zero **physical hits**, leaving them **mortally wounded** (p. 44).
- Additional hits to multiple limbs.

If they have sustained a **mortal wound**, the player should sit or lie down if necessary or feasible (players should use their own judgement about what is safe and/or comfortable here) and begin their **death count**. From this point the player should the standard rules for incapacitation and dying.

Example

- When encountering a small melee fight on the path, the player feels that losing the use of one arm and stumbling clear is an appropriate level of damage.
- When caught by surprise and trapped during a large camp attack, the player decides that a mortal wound, and a single hit to one arm and one leg, is more in line with the situation.

Due to the live nature of the game, there is a chance that a non-combatant is caught by surprise and struck by a ranged or melee weapon before they have the opportunity to declare their status.

If caught by surprise, non-combatants should follow the non-com rules outlined above as soon as possible. If they have received any damage at this point, they do not need to choose any additional damage.

REACTING TO A PLAYER DECLARING THEMSELVES NON-COMBATANT

Any player who has openly declared themselves to be under the non-com rule should not be specifically targeted by any physical roleplayed violence with either melee or ranged weapons, or by any touch-based spells or effects.

They may still be the subject of ranged and mass spells or effects; if they sustain any damage this way, they do not need to choose any additional damage under the non-com rule.

If you target or engage in combat with someone who then declares themselves a non-combatant, you should stop targeting them immediately and disengage from combat.

MASS COMBAT (BATTLES AND SKIRMISHES)

Curious Pastimes are well-known for their **battles**, but due to their size and free-flow nature, unfortunately there is no reasonable adjustment that can be made to allow non-combatants to safely access this part of the game.

Despite being smaller and shorter in duration, **skirmishes** are also inherently chaotic and free-flowing, and are generally unsuitable for those who are unable to be involved in combat situations.

There may be some skirmishes that have specific goals or aspects that allow non-combatants to safely be involved. These will be discussed and agreed by the Battle Team, Event Team and Faction Team (p. 38), and communicated in advance.

If a skirmish is suitable for non-combatants, the onus is on individual players to assess their own physical capabilities, and make a judgement call, in conjunction with their Faction Team, as to whether they are able to participate in a skirmish safely.

❖ MAGIC ❖

Strictly speaking, *everything* in the world of *Renewal* is made of, and governed by, magic – but the term “magic” generally refers to the active, deliberate use of esoteric power, eschewing mundane methods to directly affect the fabric of reality. As such, magic is a function of will shaped by belief, and every magician practices magic in their own way.

There are five main categories of magical workings.

- **Spellcasting:** Spell magic is the most common form of magical power. Spells are short-lived, close-range magics produced by the will of the caster, with consistent and reliable effects. Most spells are defined by **sphere** based on the class of things it affects; all spells have a **level** (lesser, greater or exalted) indicating their general power. See p. 64.
- **Rites:** Found across all the magical disciplines, **rites** are longer-lasting, more powerful effects, requiring preparation of a special space and consuming certain materials. Like spells, most rites are defined by **sphere** based on the class of things it affects. See p. 67.
- **Conjunctural Magic:** Conjunctural magics are special spellcasting disciplines drawing on the **supernatural** planes, the esoteric worlds of constructs, demons and undead, among stranger things. Like spellcasting skills, conjunctural magic grants both spells and rites. Learning each of these skills requires knowledge of a combination of lesser spheres, and grants a mix of greater spells in those spheres. They also grant power over the denizens of those planes—initially to destroy, trap or control them. See p. 69.
- **Invocation:** The creation and investment of mystically charged items – scrolls, wands, amulets and other objects of power – is the preserve of the Invocation skill. The defining feature is the creation of **charged** items (p. 26), which can be used a limited number of times before being destroyed. See p. 71.
- **Ritual Magic:** Drawing on the raw, powerful magic of the ley lines, ritual magic can achieve almost anything – popular uses are to enhance people as special characters, enchant items with continuous or daily powers or to alter the world in some way. Rituals are long rites requiring a group of magicians working together in a place of power, generally a ritual circle. See p. 73.

MAGICAL METHOD

How magic *works* is a discoverable part of the *Renewal* setting, but how it's *done* is as varied as magicians themselves.

One magician might be a bookish academic, who forms their magic through sacred geometries and astrological correspondences; another might be a fervent mystic, pleading with the spirits to hear their entreaties. A pious priest might perform their magics as prayers, clutching the symbol of their faith; an ascetic might focus their will on their inner self, using meditation to unlock the powers within.

Mechanically, a character's method has little effect on the game, but it can influence vocals and generate roleplay (especially when performing rites, p. 67), and will play a significant role in research (p. 32).

All five paths offer deeper secrets, for those with the patience to explore them: spellcasters explore the extraordinary powers of **sorcery**, while conjunctural magicians delve into **summoning** and **binding** supernatural creatures and items, and invokers unlock the mysteries of **sigils** (p. 72). Ritualists learn to make greater or more flexible use of ritual circles – or of the leylines that fuel them – or can eschew the circle altogether to make use of holy shrines, trees of life and other places of power.

MAGIC POINTS

Most magical skills grant a number of **magic points**, which fuel their spells and rites: a character with any such skills has a base of **5 magic points per day per skill**, up to 20 points per day for four skills.

Characters with the **magician archetype** can purchase up to **10 additional magic points** via the skill Extra Magic Points, for a maximum of **30 magic points per day**.

Magic points are a literal reserve of power that the magician's body absorbs from the world around them, and on which they draw for their spells. Various items, potions and other means exist in the game to replenish them, transfer them between people and vessels or store them.

Player spellcasters must have a visible means of tracking magic points, such as tearable cards or beads on a lace, and keep it on their person at all time.

COSMOLOGY

Renewal is a world of magic – not just a world in which magic exists, but one formed of magic and governed by its rules. It looks much like our world, and seems to function in much the same way, but attempting to unlock its secrets based on ideas like gravity, evolution, germ theory or electromagnetism is doomed to failure. The study of the world and the rules governing it is referred to in the game as **cosmology**.

The basic principles are well known. Magic is threefold, split into three **spheres**.

- **Elemental:** Elemental magic is the most coarse, granting all things substance, fluidity and energy and driving them to change (and destroying them to take on new forms). It is generally held to have four natures – air, earth, fire and water – which can be found in some mix in all things.
- **Corporeal:** Corporeal magic organises elemental stuff, granting it form and complexity. Things strong in this magic assert their own form, resisting change, healing injury and copying themselves, either by reproduction or infection. It is thus strongly associated with life, death and health.
- **Spiritual:** Spiritual magic governs material patterns, giving them will and identity. A thing strong in spiritual magic has a name and a purpose, forms bonds that exert influence over time and distance, and by this means has a destiny, forming a web between all things in existence.

Living things, like the people of the world, have all three spheres, more or less in balance; but **supernatural** creatures have them in strongly unbalanced amounts, especially **demons** (which lack any corporeal magic), **undead** (which lack any elemental magic, but for the inert remains of the substance they had when they died), **constructs** (which lack any spiritual magic), and **spirits** (which consist solely of spiritual magic).

All things have **patterns**, describing the mix of magics within them and how they are organised. Patterns shift and change, and can be recalled or passed on. Those with the right tools can alter them, temporarily or permanently.

More than this, players can unlock for themselves. There is already much knowledge out in the game, and a great deal yet to be discovered, for those driven by the search.

❖ SPELLCASTING ❖

Spells are simple, reliable incantations – taking only a few seconds to perform – that can be used at any time and place and with no preparation, requiring only **magic points** (p. 62) to fuel them.

The various Corporeal, Elemental and Spiritual Spellcasting, Demonology, Necromancy and Thaumaturgy skills all provide knowledge of many spells. Many spellcasting skills also include knowledge of several **rites** (p. 67).

All spells are listed in *Spells and Rites* (p. 137). Research (p. 32) can unlock new and different abilities.

THE SPHERES

The three spellcasting skills are based on the three **spheres** of influence.

- **Corporeal:** Corporeal spells and rites affect the bodies of living and unliving creatures, healing their injuries, boosting or undermining their health or affecting the functions of the limbs, senses and organs.
- **Elemental:** Elemental spells and rites alter the properties of matter and the forces of the natural world, burning, breaking, mending or transforming objects, or inciting or hindering movement.
- **Spiritual:** Spiritual spells and rites wield the esoteric powers of the mind and soul, influencing thoughts, feelings and actions, interacting with the world of the unseen, or appealing to the fickle powers of destiny.

A handful of **fundamental** spells either transcend these boundaries or relate to magic itself. They are independent of these spheres – any spellcaster can learn or cast them.

BASIC SPELLCASTING RULES

- The caster must be conscious to cast any spell.
- A spellcaster may **not** cast **exalted** spells in **any** armour, **greater** spells in **medium** armour (p. 43), or **any** spells in **heavy** armour, without a special ability to do so (like Armoured Caster).
- The caster must be able to see or perceive their target (either mundanely or via spells such as *Detect Spirits*), who must be within range.
- They must express their intent via the spell's **vocal component** (right) – and if casting a **combat spell** (p. 137), they must conclude the vocals with the appropriate **call** (p. 49) given in the spell description.

- The caster must complete the vocals to cast the spell; if the caster stops or falters, is shot with an arrow or bolt (p. 45) or is **incapacitated** (p. 44), the spell does not occur.
- The caster must clearly indicate their target, by pointing and if necessary by spoken description (e.g. “The person in the red tabard!”) or name if known.
- The effects of the spell occur immediately after the vocals are completed, unless specified otherwise in the spell description. One common exception is offensive **touch spells** (below).
- Every spell has a cost in **magic points** {p. 62}. The caster must track the expenditure as soon as practical after casting the spell, ideally within sight of the attending referee.

TOUCH SPELLS

Offensive touch spells – i.e. **combat** spells (p. 137) with a range of **touch** – such as *Wounding* and *Paralysis* are a general exception to the rule that spells occur at the end of the vocals, as follows:

- On completing the vocals of such a spell, the caster may “hold” the spell in their hand for **up to fifteen seconds**, to get into position to deliver the attack.
- They complete the spell by touching their target, accompanied with the spell's **effect** (p. 52) or **damage call** (p. 50).
- If the caster does not deliver the effect within those fifteen seconds, the spell is wasted (along with the **magic points**).
- If the caster casts any other spells or uses any other skills during this time (e.g. to counter another spell), the “held” spell is immediately dropped and the magic points are spent.
- As with all touch or weapon attacks (p. 53), the spell occurs **at the moment the caster says the call** – if, at that time, the touch misses or is prevented from making contact with its target, the attack fails and the magic points are spent.
- Touch spells may be **countered** (p. 47) at any point in the window between the vocals and the call, as well as immediately after the call.

DEFAULT LIMITATIONS

Every spell has specific limitations: maximum effective range and duration, maximum size of target, etc. These limitations are listed with each spell description, but with specified exceptions, most spells conform to the following.

Spell Level	Lesser	Greater	Exalted
Range	30ft (10m)	30ft (10m)	60ft (20m)
Duration	30 seconds	30 seconds	1 minute
Size	One handed weapon (p. 42), small shield under 24" (60cm) in its shortest dimension, or the armour on a single location other than the torso	One handed weapon (p. 42), small shield under 24" (60cm) in its shortest dimension, or the armour on a single location other than the torso	Person sized object, two-handed weapon or polearm, shield of any size, or full suit of armour

COMPOSITE OBJECTS

For objects made up of multiple smaller parts, apply these rules:

- If the object is generally treated as a single whole (e.g. as a chain shirt is made of links, or an axe is made of a striking head and a shaft), treat as one object for spellcasting purposes.
- If the parts are separate or easily removable (e.g. as an alchemy laboratory consists of mortar and pestle, flasks and alembics, etc.), treat as separate objects.

Please apply common sense, or ask for a referee ruling in cases where you are uncertain.

Armour is a special case: a full suit of armour may be treated as either one person-sized object *or* six location-sized objects for various spells, regardless of how many parts it's actually made of. See individual spells (p. 137) for specifics.

ENCHANTED AND COLD IRON ITEMS

By default, any **enchanted** item (including an item temporarily enchanted by e.g. the spell *Elemental Weapon*) is immune to **lesser** and **greater** spells that directly affect them, i.e. by damaging, transforming or enhancing them (p. 26). **Cold iron** items are immune even to **exalted** spells (p. 25).

VOCAL COMPONENT

A spell's **vocal component** (or **vocals**) must be clearly spoken out loud. Ideally the target should hear it, with the exception of delayed spells or **covert spellcasting** (see over).

Every spell description includes a recommended vocal component, but individual casters may alter these words, or replace them with other wording altogether, provided they meet these requirements.

- **Power:** More powerful spells must begin with an indicator of the spell's power, i.e. **greater** spells open with the words "By my power" and **exalted** spells with the words "By my exalted might."
- **Sphere:** Spells must begin with an indicator of their sphere, i.e. **corporeal** spells should call on "Life," **elemental** spells should address "the Elements" and **spiritual** spells should appeal to "the Spirits." **Conjunctional** (p. 69) magic spells should mention both relevant spheres.
- **Length:** A spell's vocal component should take about 3 seconds to recite.
- **Effect:** Spells should conclude with the name of the spell; **combat spells** (p. 137) specifically must end with the spell's **damage** or **effect call** (p. 49).

Example

Hilda Stormcrow, a worshipper of Odin, casts the spell *Elemental Missile* with the vocals "By my power and the power of the Elements, I call on Odin Glad-of-War to burn thee – Elemental Missile."

CREATURE VS. OBJECT

Some spells target **creatures**, some target **objects**, some both; and some have different effects depending on whether the target is a creature or an object. So what's the difference?

A **creature** is any living or unliving being (including supernatural beings such as demons, undead and constructs), while an **object** is any inanimate thing. For simplicity's sake, assume anything represented in the game by a person (whether a player or a member of crew) and moving around is a creature.

Once a creature has been killed or destroyed, its remains become an object.

COVERT SPELLCASTING

It is possible to cast a spell *covertly*, speaking the vocal component of the spell too quietly for the target to hear. All limitations (i.e. range, size etc., see above) still apply, and the caster must still speak audibly, if softly. The caster will need to alert a referee of their intention to cast covertly, and cast the spell within the referee's hearing. The referee will then inform the target of the spell's casting and effects.

The target is aware that a spell has been cast on them, and may **resist** (p. 48) or **counter** (p. 47) it if they are able to do so, but they do not know where the spell came from.

SORCERY

At higher levels of skill, spellcasters start to become attuned to the spheres of magic they wield, moving beyond simply casting spells and rites to channelling power directly through their bodies. Known as **sorcery**, these gifts include special defences and extraordinary feats.

- **Corporeal Sorcery:** Corporeal sorcerers draw on the Fountain of Life to speed up their own body's healing (Fast Healing), shrug off diseases and poisons (Corporeal Resistance) or harden their body against lethal attacks (Diamond Body).
- **Elemental Sorcery:** The gifts available to elemental sorcerers draw on individual elements, to grant free movement (Gift of Air), to make them immovable (Gift of Earth), to transform things in their hands (Gift of Water) and to channel spells through their weapons (Gift of Fire).
- **Spiritual Sorcery:** Spiritual sorcerers can shield their minds from influence (Unbreakable Will), tap into the web of fate to make themselves fortunate (Blessing of Chance), or call to the spirits for inspiration or guidance (Oracle).

Sorcery abilities are bought as skills, through experience (p. 29) or training (p. 31); all sorcery skills have a spellcasting skill as a prerequisite.

❖ RITES ❖

Rites are magical ceremonies with longer or more dramatic effects. As well as taking rather longer than spells – all rites are at least 30 seconds long – rites always require the expenditure of some material **resources** (below) as well as **magic points** (p. 62), and the ceremonial preparation of a space in which to work the magic.

Some longer rites (see over) may be performed by multiple magicians, pooling their magic to achieve a larger effect. Every magician in the rite must contribute at least 1 magic point. Details for how many performers can contribute to a rite appear in each rite's description.

By default, rites have a single target, who may not be the performer. Rites that can affect multiple targets, or which the performer can perform on themselves, will specify in the description.

The various invocation, ritual magic, greater spellcasting and conjunctive magic skills all provide knowledge of a number of rites.

Detailed descriptions of all rites can be found in *Spells and Rites* (p. 137).

PREPARING THE SPACE

The caster must prepare an area as part of the rite, marking it with appropriate lines, patterns or symbols using the **materials** below. This can include drawing an unbroken circle, especially when raising a ward. This consumes some material resources, mostly produced by crafters (p. 89).

Type of Rite	Minimum Material Cost
Corporeal	1 unit of ash
Elemental	1 unit of sand
Spiritual	1 unit of chalk
Fundamental	1 unit of powdered gemstone
Demonology	1 unit of powdered dye
Necromancy	1 unit of powdered bone
Thaumaturgy	1 unit of powdered metal
Invocation	By sphere of effect
Ritual Magic	1 unit of powdered gemstone

The cost for ritual magic rites is for rites performed outside the ritual circle (such as *Leyline Magic* and *Appanage*); the ritual circle itself already has a permanent boundary and does not require preparation (although ritualists usually make a point of ceremonially “cleansing” the circle in lieu of preparing a space).

ADVICE FOR PERFORMING RITES

Some players may feel overwhelmed by the thought of performing a minutes-long rite, but with practice it can become second nature. Keep these tips in mind:

- **Planning:** Make a mental list of what your rite needs to include: preparing the space, expressing your intentions, describing how you're achieving them, mentioning the relevant sphere(s), etc.
- **Structure:** Have a rough outline in mind. Three-part “beginning, middle and end” structures are always helpful; one common approach with rites is, “Say what you're going to do, say what you're doing, say what you've done.”
- **Participation:** If the rite has a subject, get them involved: add question-and-answer elements or simple choreography. Discuss with them what you'd like them to do in advance.
- **Props:** Be sure to incorporate the required materials into the performance. Consider using ceremonial tools such as staves, rods, knives or masks, musical instruments, candles or incense or other props, even if not required. This applies *especially* to your path focus (p. 140)!

The material costs for invocation rites (p. 71) depend on the sphere of the effect, e.g. investing a wand with the corporeal spell *Fumble* requires a circle of ash.

More powerful or complex rites may require other materials (p. 190), including candles, incense, ink, scroll paper or other items.

THE PERFORMANCE

The rite itself is an improvised performance, expressing the caster's intention and describing how they are achieving the effect (e.g. where they're drawing power from and channelling it to, what form it will take and what it will do).

There are four lengths of rite, reflecting the power and complexity of the intended effect. Rites should begin and end in sight of a referee.

Type of Rite	Length	No. of Performers	Examples
Very Short	30 seconds	1	Simple blessings
Short	2 minutes	1	Complex blessings, simple wards and invocations
Average	5 minutes	1-3	Major summoning and binding rites, complex invocations
Long	10 minutes	3-9	Rituals

Very short and **short** rites are always performed by one magician alone. Longer rites may permit (or require) multiple magicians to pool their efforts; see individual rite descriptions for details. Magicians may research (p. 32) longer, group versions of existing short rites for greater effect. A **ritual** (p. 73) is a **long** rite performed collaboratively by a group of magicians in a place of power.

A rite must as a minimum include the relevant sphere indicator (p. 65) and state the desired objective in order to take effect. Rites can incorporate music, movement, props and participation by the subject and audience. Rites should strongly reflect the caster’s **magical method** (p. 62), showcasing their personality and beliefs.

THE OUTCOME

At the end of the rite, the attending referee will administer any effects, including handing over a tearable card to the subject if needed. The standard effects of a rite are automatic, provided the caster meets the minimum requirements for the rite and spends the required **magic points**.

rites and research

A character with a relevant spellcasting skill may spend study units to research rites related to that skill, provided they have selected that skill as one of their three **study paths** (p. 32).

Several of the rites in this book, marked with an asterisk (*) in the rites lists (p. 173), aren’t available with starting skills, but are included as initial projects for research.

Magicians can also invent rites *not* listed there, including rites to summon or create more powerful supernatural creatures, bind creatures into physical objects or to invest thaumaturgical devices or other items. Some progression paths are suggested under *Magician Study Paths* (p. 11).

Magicians may also research improved versions of any rite they know, with longer duration, multiple subjects, or more potent or versatile effects, e.g. *Regeneration* may be improved to allow the subject to heal multiple locations simultaneously, or *Resilience* may be improved so that the subject can use charges interchangeably to resist fear or mind effects (rather than choosing one or the other at the time of casting).

Note that improved and new rites are likely to have magical and material costs above the minimum.

❖ CONJUNCTIONAL MAGIC ❖

Rather than drawing on the spheres for power, practitioners of **conjunctional magics** call on the **supernatural planes** to power their spells and rites.

As a native of a more mundane world, a mortal magician must learn first to cast spells in both **spheres** (p. 64) connecting a supernatural plane (hence “conjunctional”) before they can learn to tap into that plane’s otherworldly powers.

There are three supernatural planes whose powers are easily accessed from the True Plane.

- **Demonology:** Demonological spells and rites draw on the Demonic Plane, which lies between the **elemental** and **spiritual** poles.
- **Necromancy:** Necromantic spells and rites draw on the Plane of Undeath, which lies between the **corporeal** and **spiritual** poles.
- **Thaumaturgy:** Thaumaturgical spells and rites draw on the Plane of Constructs, which lies between the **corporeal** and **elemental** poles.

There are six other supernatural planes – Artifice, Chance, Fate, Love, Hope and Mastery – but they are further removed from the True Plane, and practitioners of their strange powers are rare in this world.

CONJUNCTIONAL SPELLS AND RITES

The spells and rites known to practitioners of the various conjunctional magics are listed under each skill.

Magicians learn various spells and rites from both spheres associated with their disciplines (e.g. demonologists learn the elemental spell *Aura of Defence* and the spiritual spell *Spirit Missile*; necromancers learn the spiritual spell *Spirit Shield* and the corporeal spell *Paralysis*).

But the most important secrets taught in each of these disciplines are those relating to the *creatures* of these worlds. Every conjunctional magician learns to identify and destroy creatures of the planes they study, via the respective *Discern Nature* and *Banish* spells, and how to assert control of them with the relevant *Control* rite. Demonologists and necromancers learn how to raise mystical **wards** (next page) to contain or exclude them.

All spells and rites that directly affect supernatural creatures must specify a target **level** (next page), which impacts the rite’s cost in magic points and is subject to caps based on the caster’s skill and power.

BLOOD MAGIC

The wise keep well clear of the little-understood discipline of **blood magic**, which uses blood to transfer and distort the magic of the world. The most notorious use of this terrible magic is to gain power from bloodshed, but other, stranger applications await the reckless student.

Exploring blood magic will require in character investigation; it’s not possible to start play as a blood magician. The curious and foolhardy are warned – this path is known to be seductive and addictive, and it is said that once someone has set their foot on it, there is no leaving it...

With research, conjunctional magicians can learn how to create or summon creatures to serve them.

DEALING WITH THE SUPERNATURAL

The primary focus of all the conjunctional magics is dealing with creatures of other planes; and as such, the different character of those creatures influences the practice of those magics.

- **Demons** are defined by obligation: to the spiritually-dominant oathbound, this means contracts and debts and influence, while to their elemental counterparts, that means domination and control. Demonologists who routinely deal with the former tend to be very careful in their choice of words, while those who work with the latter may grow blunt and forceful. These obligations are represented by **marks**, spiritual brands reflecting bonds of debt or domination, which can be seen with the *Identify Demon Mark* spell. Rites generally focus on summoning demons and either compelling or enticing them into sharing powers or empowering items.
- **Undead** yield to authority: to spiritually-inclined shades and haunts, this means history and tradition, while to corporeally-strong puppets and carrion dead, this means strength and hunger. Necromancers must find a way to navigate the affiliations of the undead world and assume as high a position of authority as they can. Necromantic rites either create or raise undead as servants, or focus on the caster themselves, granting them power and emulating the strengths of the undead.

- **Constructs** have no identities or desires at all, and exist wholly in response to their environment. Thaumaturges must create their own constructs, or else capture or study constructs for their purposes; their magics thus focus on analysing, manipulating or altering systems and mechanisms.

WARDS

A **ward** is a magical barrier, impassable to a specific class of **supernatural** creatures up to a specific **level** (see box). Sensible magicians summon creatures into an active ward to contain them until they gain control of them, while monster hunters surround themselves or their allies with wards for defence.

Creating a ward requires a rite (p. 67) such as *Demonic Ward* or *Necromantic Ward*, in which the caster draws a circle in a suitable powder and invests it with magic. The descriptions of each rite specify their default limitations (diameter, duration, maximum level); more advanced magicians can produce larger, longer-lasting or more powerful wards.

For the duration of the rite, no supernatural creature of the ward's type and up to the ward's level can cross the boundary at all, although creatures above that level, or any other types of creature, can pass it normally.

If a ward's caster crosses the line, or the line is physically broken, the ward drops instantly.

SUPERNATURAL LEVEL

Every supernatural creature has a **level**, a measure of their connection to their plane. A supernatural's level is a measure of how hard they are to summon, control or destroy, and a broad indicator of how powerful they are. Spells such as *Banish Undead* and rites such as *Control Construct* or *Demonic Ward* are also cast at a particular level, which defines the level of supernatural they affect.

As a very rough indicator:

- **Level 1-5:** Minor creatures (e.g. most zombies or imps).
- **Level 6-15:** Stronger creatures with distinctive traits (e.g. ghouls or nightmares).
- **Level 16-30:** Powerful creatures with a range of abilities (e.g. hell hounds or wraiths).
- **Level 31-50:** Major threats that can only be killed by special means (e.g. liches or elemental lords).

Creatures above level 50 exist; they are extremely powerful creatures and generally very rare. Banishing very high-level creatures may require forming a wedge (p. 143).

❖ INVOCATION ❖

Invocation is the art of charging an object with magic, allowing it to be later used to cast a specific **spell** (p. 64), or to use a **damage call** (p. 50) or some other magical ability. Much of the time, invocation is a collaboration, combining the efforts of a crafter, an alchemist and a magician. The skills Charm Invocation and Talisman Invocation grant knowledge of several **rites** (p. 67).

USING INVOCATION ITEMS

Invocation items always have a limited number of **charges** and an **expiry**. Once all charges are used, or when the item expires (p. 28), the invocation fades and the item is destroyed. Invocation items cannot be recharged or extended.

Using an item created by invocation requires neither invocation skill nor skill in the spell magics invested in it, and doesn't spend the user's own **magic points** (p. 62). Items can be activated in any weight of armour.

Otherwise, using such items follows all the same rules as casting a spell. This absolutely includes **full spell vocals** (p. 65) – these items do not allow “snap casting”!

INVOCATION ITEMS

There are two types of invocation item.

CHARMS

Charms are simple investments holding **1 charge of one spell**. Investing these requires knowledge of the skill Charm Invocation. Common charms include:

- **Trinkets:** Trifling baubles marked with mundane ink and invested with the *Invest Trinket* rite, that can hold **1 lesser spell** until the **end of the day**.
- **Sigil stones:** Stone or clay tablets marked with sigils in magical ink and invested with the *Invest Stone* rite, that can hold **any 1 spell** until the **end of the event**.
- **Scrolls:** Paper or vellum sheets inscribed with spell vocals in magical ink and invested with the *Invest Scroll* rite, that can hold **any 1 spell** for **1 year**.

TALISMANS

Talismans are more complex invocations inlaid with symbols in magical alloy and invested to hold **9 charges of one spell**. All talismans last for **1 year**. Investing talismans requires knowledge of the skill Talisman Invocation and uses the *Invest Talisman* rite.

TATTOOS

Tattoos made with magical ink can be invested with the same rites used to invest charms and talismans. This has the advantage that a tattoo cannot be lost or stolen, although in turn it cannot be shared around; only the recipient of the tattoo can use it. Specific mechanics for tattoos are given in the description for each rite.

Common types of talisman include:

- **Amulets:** Items of jewellery invested to hold **personal, defensive or information spells**.
- **Brands:** Weapons invested to inflict **magical damage**.
- **Wands:** Short batons invested to hold **ranged spells**.

The greatest of invokers are said to be able to create a **staff**, a powerful talisman invested with many spells and abilities. Every staff's powers are different, and this path requires considerable research and investment.

INVESTMENT

There are typically four parts to an invocation. The description of each rite details its specific requirements.

- **Base:** Invocation items are usually crafted things (p. 190), like scrolls, stones, wands, jewellery or weapons. With tattoos, the subject's *body* is the base.
- **Medium:** All invocations require a magically-rich substance to convey the magic into the base. Mundane ink or powder is sufficient for an investment lasting no longer than a day, but anything longer than that requires **magical inks** or **amalgams** (p. 83) brewed by alchemists.
- **Inscription:** The medium is applied to the base in the form of an inscription representing the magics used: this could be the name (or full vocal component) of the spell; a symbol, pattern or colour representing the spell; the name or image of a god the invoker associates with the spell; or anything else that indicates the intention of the investment. It is not necessary to use **sigils** for most items (except sigil stones), but invokers who master the sigils can unlock greater power and versatility through further research (see over).

- **Rite:** The investment itself takes the form of a rite (p. 67); many invokers inscribe the base as part of the rite, although the inscription can be applied separately beforehand and merely invested in the rite. The standard rites are as listed below.

INVOCATION RITES

Invest Scroll

Invest Stone

Invest Talisman

Invest Trinket

SIGILISTIC INVOCATION

For all standard investments other than sigil stones, any representation of the magics invoked will suffice as an **inscription**; but to unlock the full potential of invocation, the magician must use the **sigils**, the ancient language of symbols discovered by the fae at the dawn of creation.

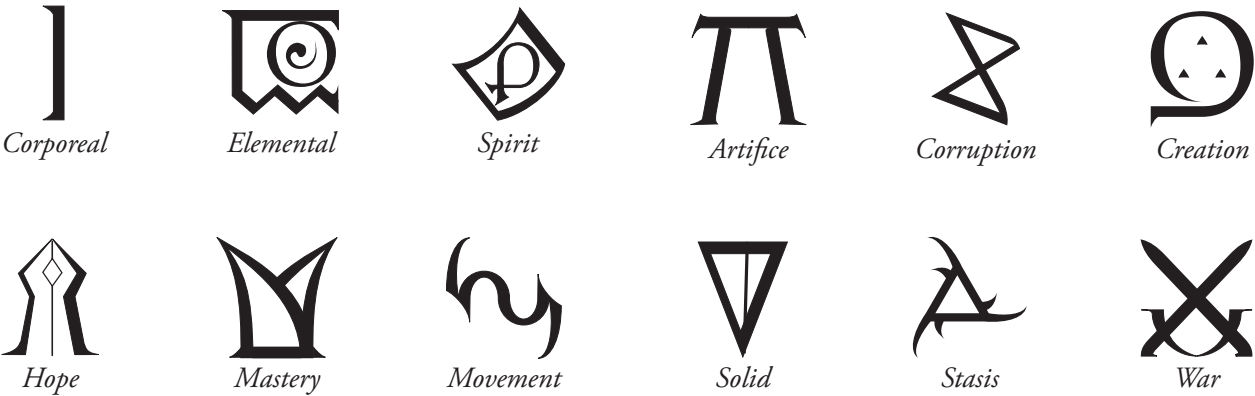
To inscribe a sigil stone – or any invocation item one wishes to invest using the sigils – requires the correct combination of sigils for any given investment.

Some combinations are well known; others are yet to be unlocked.

Spell	Names of Sigils
<i>Aura of Defence</i>	Elemental, War, Mastery
<i>Fear</i>	Spirit, War
<i>Fumble</i>	Corporeal, Corruption
<i>Lesser Healing</i>	Corporeal, Creation
<i>Mend</i>	Elemental, Artifice
<i>Paralysis</i>	Corporeal, Solid, Stasis
<i>Repel</i>	Elemental, Movement
<i>Sleep</i>	Spirit, Mastery, Stasis
<i>Spirit Reading</i>	Spirit, Hope

Once an invoker has identified the correct combination of sigils to represent the spell itself, further research can find sigils to *enhance* the investment: adding multiple charges, increasing the duration of the spell, triggering automatically when the inscription is broken or touched, altering the spell’s effects or even devising new effects entirely.

Some sigils will require more than the standard amount of ink, or even require *special* inks that require separate research (p. 32).



❖ RITUALS ❖

The most powerful of the mystical arts, ritual magic is unique in not drawing on the magician's own magic but on an external source of power, the **ritual circle**.

A **ritual** is a long **rite** (p. 67) performed in a ritual circle by a group of magicians with the Ritual Magic skill, called **ritualists**. Every ritual has a **lead ritualist**, who initiates the ritual, and a number of **contributors** supporting them (control can be handed from one lead to another during a ritual, but this can be risky!).

Every ritual is witnessed by a servant of the circles called a **Watcher** (p. 78), who marks the ritual out of character and feeds back on its success or failure.

Unlike spellcasting, conjunctual magic or invocation, ritual magic is not limited to certain kinds of effects; rituals can achieve almost anything the ritualists can imagine, with enough power.

THE RITUAL CIRCLE

Magic is in constant flux in the world, scattered over the Land by the celestial spheres and returning to the poles (see *Cosmology*, p. 63); and the balance of magics is maintained, in part, by **leylines** (right), underground channels of raw magic flowing from place to place. Where leylines meet is a nexus of power called a **ritual circle**, bound within a **ward** (see box) and governed by a spirit. Ritualists can open the ward, address the spirit and call upon it to weave the leylines' power at their direction.

Where possible, ritualists must book the ritual circle for use in advance. Each faction is allocated a number of slots each event, and the ranking ritualist in each faction generally coordinates with all ritualists to book their rituals onto the timetable and to lodge their objectives with the Watchers. A few slots are kept back every event for unscheduled rituals, but they fill up quickly.

In times past, ritualists had to pay a tithe of blood to use the circle; for the past two decades or so, they have instead paid the circle's guardians in coin. Now, as the changes wrought by the remaking of the world are felt, there is no charge for using the circle, although every ritual must still be scheduled with the Watchers.

Circles vary in size (**lesser**, **average** and **greater**) reflecting the number of leylines connecting to them. Larger circles have the potential to channel more **power** (p. 75), but are also more subject to wild magic.

RITUAL CIRCLE WARDS

The wards around a ritual circle are among the strongest barriers in existence, to contain the vast powers within, and few beings (not ancient demons, nor fierce giants, nor even the avatars of gods) can lightly cross the bounds. The leading ritualist in the circle can raise or lower the wards at will, but for anyone other than a Watcher to lower them from without requires the concerted effort of many ritual magicians working together.

In total, opening a circle from outside requires at least **three times** as much **ritual skill** (p. 75) as the group inside the circle, and the expenditure of **one more ether spheres** (p. 77) than the circle is using. The group opening the circle must stand in contact with each other (like a banishing wedge, p. 143), with the leading ritualist at the edge of the circle and handling the ether. All ritualists in the attempt must chant or recite together to show their intent.

Once the circle is open, there will be an immediate release of magic from the wards, including damaging effects and various mass effects (p. 55). The circle itself will be affected by the damage for a time, although it can be repaired and rebalanced again by a ritual for the purpose.

LEYLINES

Leylines are underground channels funnelling raw magic across the landscape from areas of high magic to regions of low magic. The largest leylines run deep underground, but smaller lines run closer to the surface, making their presence felt in the world around them.

Leylines may follow surface features reflecting natural flows of magic in the world: spiritual magic may follow roads and paths made by people, while elemental magic may follow rivers and corporeal magic may course around the edges of forests.

Leylines come in **lesser**, **average** and **greater** power, with more powerful leylines fuelling larger circles and having more noticeable effects on their environments.

Very skilled (or extremely foolhardy) ritualists can attempt to draw directly on the magic of leylines away from the circle. Tapping leylines is risky at best: even if everything goes perfectly, there's still a good chance

of the rite failing out of hand, often with spectacular consequences. See the *Leyline Magic* rite for more details.

PLACES OF POWER

Ritual circles are not the only places where rituals can be performed. A **place of power** is any bounded place with a source of raw magic, mediated by a powerful spirit. Other places include holy **shrines**, presided over by envoys of the gods; corporeal **trees of life**, governed by nature spirits; primal **fonts**, home to elemental spirits; and sites of **story**, controlled by abstract beings of myth and legend. Characters with the Ritual Magic skill can, as a minimum, sense these places and address the spirits guarding them – in some cases, they can use them.

The main difference between these places and ritual circles is that the guardian spirit chooses on what terms to make the place's power available: a shrine's guardian may only serve faithful believers in their pantheon, while a tree's guardian might refuse to grant any magics other than healing or growth. This may be reflected in the effects of using such a place.

With research (p. 32), ritualists can learn to better unlock the secrets of these places.

RITUAL OBJECTIVE

What can rituals do?

The short answer is “almost anything,” with the possible exceptions of reversing time or restoring the dead to true life. In practice, ritual magic is most often used either to turn a willing subject into a **special character** (p. 30) with additional abilities, to enchant a **magic item** (p. 26) with special properties or powers, or for **divination** of obscure knowledge.

Other ritual outcomes are possible, including:

- Changing the conditions of a battlefield
- Awakening the spirits of a forest
- Opening a portal to another plane
- Inflicting curses on one's enemies

Imaginative and interesting ideas are welcomed!

Enchantments can be balanced with limitations or drawbacks. Ensure that limitations and drawbacks have meaningful **game-mechanical** effects; roleplay effects and requirements can add considerable flavour to an item, but won't significantly reduce the difficulty of an enchantment unless they meaningfully limit a character's choices.

The ritualist never requires specialised knowledge: they can raise undead without knowing Necromancy, for instance, or create charged items despite having no skill

DEVOTIONAL RITUALS

Rituals with no mechanical objectives, known as **devotional** rituals, are common: coronations, investitures and weddings; sacrifices or acts of worship; or expressions of community, solidarity or remembrance.

Generally, devotional rituals have no game effects, but the gods are always listening – there may be consequences depending on the performance, circumstances of the ritual or ongoing plot.

in Invocation. The spirit of the circle can reproduce all magics, as long as the ritualist clearly visualises their objective. That said, if someone in the circle *does* have the knowledge to perform a task, the ritual team can instead use the power of the circle to *boost* their efforts – in some cases, this can substantially reduce the difficulty of the ritual.

Any ritualist can turn to the Watchers for advice on whether an idea is possible or practical. Ambitious projects can be brought within reach by splitting objectives over two or more rituals.

DURATION OF ENCHANTMENT

When submitting objectives for a ritual, it's important to stipulate the enchantment's intended **duration**, which impacts the difficulty of enchanting it. Possible durations, from easiest to hardest, are as follows.

- **Temporary:** A temporary effect requires no maintenance, but has a duration (typically **1 day**, **1 event** or **1 year**) set in the initial enchantment, and which cannot be renewed or extended. At the end of this time, the enchantment ends (and the item, if any, returns to being a mundane object).
- **Charged:** Like items created by invocation (p. 71), a charged effect is created with a duration (by default, **1 year**) *and* a set number of charges, which are held over from one day to the next. Once the last charge is expended or the duration elapses, the enchantment ends (and the item, if any, returns to being a mundane object). Charged items cannot usually be recharged, renewed or extended, unless they were initially enchanted with a method of recharging.
- **Maintained:** Particularly cherished enchantments may be created to be preserved from year to year. The requires the enchantment to be **bound** to a ritualist, who must perform the *Appanage* rite once a year, expending ether to extend the enchantment.

- **Permanent:** Special characters can be enchanted so as to alter the subject's very pattern, making the effect **permanent**. As well as being harder and more taxing than the above durations, this adds to the subject's point total, bringing them closer to their **points cap** (p. 30). Items can never be permanently enchanted.

The duration of any item enchantment is limited by the item's **quality** (p. 25):

- **Superior** items can hold **temporary** or **charged** enchantments.
- **Mastercrafted** items can hold **temporary**, **charged** or **maintained** enchantments.

RITUAL BONDS AND MAINTENANCE

Any enchantment created with a **maintained** duration (i.e., not temporary, charged or permanent) will need to be **bound** to a ritualist. By default, the enchantment is bound to the lead ritualist, but the ritual group can assign it to any ritualist in the circle, if they consent.

The Watcher (p. 78) will assign the enchantment a **level**, with most enchantments falling at level 3 or lower.

- A ritualist with the Ritual Magic skill can maintain **one level 1 enchantment**.
- A ritualist with the Greater Ritual Magic skill can maintain a further 5 levels, for a total of **6 levels** of enchantments (e.g. six level 1 enchantments, or two level 3 enchantments, or any combination).
- A ritualist with the Higher Ritual Magic skill can maintain a further 3 levels, for a total of **9 levels**.

Every year, the bound Ritualist must maintain the enchantment with the *Appanage* rite, expending **ether spheres** (p. 77) equal to the level of the enchantment, to remain bound to the enchantment. A bound ritualist can deliberately sever the bond at any time as an act of will, and must inform a referee (ideally one that plays a Watcher) as soon as possible after doing so.

If a maintained item becomes unbound (because the ritualist has died, deliberately severed their bond or missed an *Appanage* rite) the enchantment becomes **dormant**; the enchantment will cease to function (although it remains immune to lesser and greater magics) until the enchantment can be bound to a skilled ritualist in a new ritual.

If, a year after an enchantment goes dormant, it has not been bound to another ritualist, the enchantment ends, and the item returns a mundane object. If a ritualist is unable to perform this rite for out of character reasons, speak to the **game organisation desk** (p. 39) or a **Watcher** (p. 78) to discuss extensions.

LEGACIES

Some long-standing enchanted items (called **Legacies**) are fuelled by the beliefs and identity of a faction. These items do not need to be bound to a ritualist to be maintained.

For a legacy's enchantment to be sustained, the community's connection to it must be renewed once every three years via a ritual, which must be performed by a ritualist of that faction, with an audience of at least 12 members of the faction, including at least one ranking member. If the item is not renewed within three years, the enchantment ends as above.

POWER, SKILL AND SACRIFICE

Going into a ritual, three factors significantly affect the likelihood of success: the **power** of the circle, the **skill** of the ritualists, and any **sacrifice** they may offer.

- **Power:** By default, the circle operates at **base power**, regardless of the circle's **size** (p. 73). Ritualists can increase the circle's power by expending **ether** in the circle; up to 1 ether sphere in a **lesser** circle, 2 in an **average** circle and up to 3 in a **greater** circle. This can also serve to control the circle's wild magic.
- **Skill:** Every ritualist provides one or more levels of **ritual skill**, depending on their skills. No **contributor** can provide more skill than the **lead ritualist** (i.e. if the lead ritualist is a greater ritualist, with a skill of 2, each contributor may contribute no more than 2 levels of skill, even if they have more skill). No ritual team can wield more than 9 levels of skill in total, regardless of the skill of the lead (although this means that a more skilled lead can hit the limit with fewer contributors, allowing them to plan tighter, more dynamic performances).
- **Sacrifice:** A ritual can sacrifice something of worth in the circle for more power, destroying an item of value, giving up a power or skill or accepting a painful restriction. A sacrifice should have a meaningful game effect or value in coin, *and* should have some personal importance to someone in the circle.

PERFORMANCE

The ritual itself is a **long** (approx. 10 minutes) **rite** (p. 67), conveying the ritual's intentions. How it does this is up to the ritual team:

- Appeal to spirits or gods to ask for their favour
- Call power out of the circle and wield it directly
- Physically make or shape the subject in the circle

- Place the subject in the centre and direct magic towards it
- Discuss, explain, teach or even *argue* about their intentions
- A trial or challenge, to establish why the ritual is needed, test the subject's worthiness or prove the effectiveness of the ritual at the end

Most rituals begin by sealing the wards and cleansing the circle of magics (often in some form of the “calling the corners” formula, invoking the elements, cardinal directions or spheres of magic) and then end by cleansing the circle once more and leaving it ready for the next ritual (it's not known whether this is necessary but, they say, better safe than sorry!).

The ritual performance is marked on three primary criteria:

- **Expression:** How persuasively did the ritualists convey their intentions? This isn't necessarily about volume or passion (indeed, if the narrative of the ritual is passive or subtle, the expression should reflect that), or even acting skill, but about clarity of intent.
- **Structure:** How well did the ritual use the time and space of the ritual? Did the narrative of the ritual progress logically from a beginning, through a middle, to an end? Did they use the space well and fully? And if not, was that obviously deliberate and effective?
- **Cohesion:** How well did the ritual team work together, and how clearly was the lead ritualist in control? Did they operate smoothly and with unity, and follow each other's cues? If the performance was messy or chaotic, did that feel planned and deliberate?

In addition, there are two elements that don't *have* to play a part in your ritual, but which can improve your result.

- **Equipment:** Specific outfits – not your usual costumes, but ritual robes, headdresses and the like – and props, musical instruments or other paraphernalia.
- **Cosmology:** Correctly citing the proper spheres, celestial bodies, currents of magic and other cosmological or magical principles underlying the effect you're trying to achieve and accurately describing how their magic behaves and relates to the desired effect.

ADVICE FOR PERFORMING RITUALS

Much the same advice applies as to any rite (p. 67), except that the rite is longer and the stakes higher. Some advice specific to rituals follows:

- **Planning:** You've got 10 minutes to fill, so planning can be key to making sure the ritual doesn't meander or lose direction. Many groups write scripts and rehearse beforehand, or at least outline and block their rituals out.
- **Structure:** The three-part structure is your friend here, including an initial statement of intent, a brief narrative in which the ritual group carries out the working, then a closing summary of what they achieved (bracketed by initial and final cleansings). Use what you have: if you're using certain spheres of magic, or creating an item with several parts, structure the ritual around those things.
- **Participation:** Use your group – every contributor should have some lines, or some job to do. If you have a large group, some of them can serve as a “chorus,” performing as a group. If the subject of the ritual is in the circle, incorporate them.
- **Props:** Use any props or equipment you bring into the circle – try to avoid just showing something around and then forgetting it. Interact with them, move them around and tie them to what you're doing.

THE OUTCOME

At the end of the ritual – after a short time to total up the score and deliberate around wild magic effects – the Watcher will feed back on the results of the ritual.

Outcome	Effect
Exceptional Success	The requested effect, plus some unexpected benefit
Complete Success	The requested effect
Partial Success	A limited or incomplete version of the requested effect
Complete Failure	No effect
Catastrophic Failure	Some disastrous negative effect

This result will be further modified by any **wild magic** effects (next page), if relevant.

WILD MAGIC

Since the world was remade in 1123, the circles have started to awaken. At the festival of Renewal in 1124, the circles began flowing with **wild magic** that shifts and changes from one ritual to the next, **aligning** the circle to one or more random **spheres** of magic (p. 64) or **aspects** (such as Illusion or Number) each time they are used.

Any ritualist can sense a circle's alignment, either from inside or outside the circle, at any time from the **beginning of their ritual's time slot**.

The larger the circle, the more subject it is to wild magic, as follows:

Size of Circle	Wild Alignments	Maximum Ether Spheres
Lesser	1	1
Average	2	2
Greater	3	3

A circle's alignments influence the outcome of any ritual performed in it, potentially introducing unintended or unpredictable effects: aiding the ritualists' efforts when the alignments are matched to the ritual's intentions (and hindering them when directly opposed), or distorting or altering the outcomes if they are simply different.

Ritualists using ether spheres can minimise this randomness, to some extent. Every ether sphere has its *own* alignment, which replaces one of the circle's wild alignments. Thus the ritualists can attempt to source appropriate ether for their intentions in advance, reducing this unpredictability.

Per the table above, each circle's capacity to accept ether is equal to its number of wild alignments, so that a ritual team taking the maximum ether into a circle can replace all of the circle's alignments.

Example

Gethin the Wise leads a ritual team to enchant a sword to call *Spirit*. He's using a greater circle, so unbeknownst to Gethin, the Watcher randomly selects three wild alignments for the ritual – Corporeal, Love and Sorrow – not revealing them to Gethin until the start of his time slot, shortly before he enters the circle.

Gethin's ritual team have decided to expend two ether spheres during their ritual, to boost the circle and align it closer to their objectives. They have been able to source Moon and War ether, which (since the Moon is associated with spirit) seem ideal for a spirit sword.

The Watcher randomly replaces Love with Moon, then Corporeal with War, meaning that the final ritual is aligned to Moon, Sorrow and War.

The ritual team's efforts are aided by the Moon and War aspects, and the ritual is an exceptional success, improving the outcome. The Watcher decides that the sword will call *Spirit* at all times as requested, but can also be activated once a day to call *Spirit Through* for 1 minute, at the cost that the wielder is wracked with sadness, leaving them unable to resist or counter any fear or mind effect, for 10 minutes afterwards.

ETHER SPHERES

One of the strangest recent changes to the world is the discovery of **ether**, a magic-rich vapor that appears randomly nearby ritual circles, rising in one place for a few hours or days and then vanishing. To most people, ether is invisible and intangible, but ritual magicians can sense it the same way they can feel the presence of a ritual circle or place of power. Ether is always **aligned**, either to one of the three **spheres** of magic (p. 64) or another aspect such as Hope, Artifice or Solidity.

Where ether comes from is a matter of much speculation. Some say it leaks from the **leylines** beneath the ground (p. 73); if so, will the leaks worsen? Others believe it is all that remains of the "Cantles" – the shards of reality with which the world was reformed in 1123 – after their spectacular destruction; if so, will the supply of ether be short-lived? Whatever the answer, for now ether is a precious and potent resource.

A band of magicians has mastered the tricky and dangerous art of capturing this mysterious stuff and sealing it into special glass spheres. They've promptly formed a guild, the **Worshipful Company of Ethermongers**, to gather and sell these spheres at regulated prices.

Ether can be incorporated into crafted items, potions and invocations (or even simply broken and inhaled, for brief and spectacular effects) but its most dramatic benefits are felt by ritualists, allowing them to boost a circle's power or to tame the forces of wild magic. Ether is also expended to maintain enchantments, to keep them from fading over time, and to invest path focuses.

THE WATCHERS

The history of the ritual circles has been turbulent. For many years, the circles were under the control of an evil being called the Nything; after the Nything's destruction, he was replaced by a magician called Gabriel, who was later exposed as a power-hungry demon. When Gabriel was overthrown, a man calling himself "Messenger" assumed his duties, introducing an order of guardians called Watchers.

Drawn from all peoples and all walks of life, from ancient Fae magicians to humble mortal gamblers, Watchers are appointed to witness every ritual and to protect the

circles themselves from harm. The Watchers schedule use of the circles, ensuring fair and equal access for all, and offer advice to magicians planning rituals.

On their appointment, Watchers swear an oath to perform their duties with strict impartiality, showing no fear or favour – either to any of the Factions of the world or to any other groups, even those that stand as enemies of the mortal nations. The oath isn't mystically binding, but no Watcher will break it lightly, for fear of reprisals by their fellow Watchers.

❖ CREATION ❖

Where magic is the use of *esoteric* power, the various “mundane” arts of the creator all work via the *material* world. Alchemists, crafters and surgeons weave the magic of the world, but they do so through the application of the blade, the hammer, and the mortar and pestle, applying their will through the work of their hands.

There are three main categories of creation.

- **Alchemy:** Alchemy is the most mystical of the “mundane” arts, refining and concentrating the power in herbs, animal parts and other natural substances (p. 81) to produce powerful potions, vicious poisons, and the many inks and amalgams, resins, pastes and other mixtures for which they’re known. See p. 80.
- **Crafting:** The broadest of the creator’s arts, crafting is the manufacture of tools, weapons, clothing, jewellery and other worked things. Artisans, blacksmiths and jewellers work with wood, metal, leather, gemstones and all manner of gathered materials (p. 87) to fashion all the things their friends and clients need. See p. 85.
- **Surgery:** The workings of the body are the preoccupation of the surgeon. Whether tending to their comrades’ wounds in battle or tending the sick when struck down by disease, whether grafting and

CREATIVE METHOD

Although alchemy, crafting and surgery are constrained by the natural laws within which they work, they are still strongly shaped by the creator’s beliefs and worldview, much as a magician’s arts are.

One creator might be stringently theoretical, analysing and measuring everything before picking up a tool; another might be wildly experimental, trialling every idea as it comes to mind. One might think exclusively in terms of the flows of magic from one form or state to another, while another might concern themselves entirely with the materials with which they are working, and a third might obsess over form and structure.

The fae were said to transcend the difference between mundane and magical working, changing a thing’s underlying pattern through pure will.

Mechanically, a crafter’s, alchemist’s or surgeon’s method has little effect on the game, but it can influence what tools they use and generate roleplay, and will play a significant role in research (p. 32).

“MUNDANE” COSMOLOGY

The world of *Renewal* is a magical one, and while the creator’s mechanical actions – cutting and moulding, sewing and staining – directly shape the objects of their work, it’s ultimately the creator’s will and intent that changes their underlying **pattern**. That is, both the physical act and the will of the creator are essential.

And since all things are made of magic, what mundane work does, in the end, is move magic around: crafting tends to strip magic out to clear impurities; alchemy tends to concentrate magic to enhance its properties; and surgery does neither – since magic constantly flows through the body – but blocks, dams or redirects magic to change the body’s functioning.

This affects how the products of mundane work interact with magical skills. Crafted objects, being low in magic, are eminently suited to receiving magical investment, while it is notoriously dangerous to try to add more magic to already magically-dense alchemical brews.

transplanting organs, enhancing people’s natural powers or altering them beyond recognition, the surgeon is both healer and transformer. See p. 92.

All three disciplines offer deeper secrets, for those with an eye for experimentation: alchemists can uncover new formulas and processes, while crafters can develop complex devices or remarkable new materials, and surgeons can explore radical new changes to the living body.

WORK UNITS

Most creator skills grant a number of **work units**, required to create or alter anything: a character with any such skills has a base of **5 work units per day per skill**, up to 20 points per day for four skills.

Characters with the **creator archetype** can purchase up to **5 additional work units** with the skill Extra Work Units, for a maximum of **25 work units per day**.

Work units represent the creator’s capacity to concentrate and exert themselves every day. Higher quality workspaces grant more work units.

Unlike magic points, the player does not need any visible way of tracking these points; all work units must be spent at the character’s **workspace** (p. 86), and are logged and tracked by the referee dispensing the relevant cards.

❖ ALCHEMY ❖

The closest to esoteric magic among the “mundane” arts, alchemy exploits the magical properties of herbs, venoms and other natural substances (right). Alchemists reduce, transform and combine these ingredients to produce potent potions, lethal poisons and other preparations with near-magical effects. With rare and special ingredients, taken from the bodies of powerful beasts or harvested from other worlds, alchemy can produce truly miraculous formulas.

ALCHEMY SKILLS

The general skill of Alchemist allows the character to refine magically rich ingredients into **essences** and separate blood into the three **humours** (see *Finished Ingredients*, p. 82). They can also brew any recipe from the basic Alchemist list, or identify any alchemical brew.

Alchemist is the prerequisite of the following archetype skills:

- **Apothecary:** Apothecary grants knowledge of more complex beneficial potions. Apothecary is the prerequisite for Concoction, which enables the alchemist to improvise unstable brews in the field.
- **Imbuer:** Imbuer grants knowledge of more complex formulas that affect, alter or enrich mundane materials rather than living bodies. Imbuer is the prerequisite for Amalgams, which allows the alchemist to make powerful magical alloys.
- **Poisoner:** Poisoner grants knowledge of more complex poisons and antidotes. Poisoner is the prerequisite for Antidotes, which enables the alchemist to improvise antidotes for poisons in the field.

An alchemist with any two of the above three skills can learn the skill Alchemical Analysis, which allows them to test the properties of alchemical ingredients in their laboratories.

IDENTIFYING ALCHEMICAL ITEMS

Any Alchemist can, after a few seconds’ handling and examination, identify alchemically brewed items: if they know how to brew the item, they recognise exactly what it is, including the ingredients and work units required to make it, and any specific mechanical effects it has. If they *don’t* know how to brew it, they know if it’s a potion, a poison, an ink or enhancement, and a brief summary of its effects.

Example

Kharan Melloch, an alchemist and apothecary, is examining a blade venom that will paralyse the victim for 1 minute. Kharan knows it’s a blade venom that causes a body effect, but they don’t know the specific mechanical effects.

LABORATORIES

Any use of any alchemy skills that expends work units or study units, including brewing, analysis or research, requires the use of a suitably equipped **alchemist’s laboratory**. As with all equipment, a standard quality laboratory has no in-character cost; all that’s needed is a physical representation. Higher-quality laboratories must be bought or made in play and provided with an item card. Research specifically requires a superior or higher quality laboratory.

Although consisting of several parts, a laboratory is treated as a single item in game; a higher quality laboratory receives one **item card** (p. 27) to track its existence, which must be attached to the work surface (table, bench etc.).

REPRESENTING A LABORATORY

At minimum, a **phys rep** of a laboratory must consist of a surface to work on – a table, bench or bed, or even a roll-up mat or blanket – and at least three appropriate tools or fixtures, e.g. mortar and pestle, retorts, retort stands and burners, alembics, cauldrons and other bowls or vessels.

Tools do not necessarily have to be constructed to the same standards as LARP weapons, but should be safe and suitable for use in play, e.g. glass items must only ever be used in camp, at the alchemist’s laboratory, and away from areas where fighting is likely to occur.

Very enthusiastic players may wish to bring phys reps that incorporate real fire, moving water, smoke or other practical effects. Anything along these lines must be submitted to the player’s Faction Command and members of the Event Team to ensure they are safe and that suitable precautions (including e.g. access to fire extinguishers) are being taken, and must never be left unattended.

The intent is to promote an engaging and immersive experience, not to present an insurmountable barrier! As with all phys reps (p. 24), any sincere effort will be accommodated, and other players and staff may be able to lend props or give advice on how to source them.

TRANSPORTING A LABORATORY

Transporting a laboratory (e.g. to steal it) does not require any special skills or numbers of people; as long as the players carrying the laboratory can physically move it, they can move it in character. This requires transporting the table, bench or mat and at least three tools or fixtures, although it is permissible to pack it up or carry it in parts.

LABORATORY QUALITY

Like all equipment, laboratories vary in **quality** (p. 25). Like a crafter's workshop, a higher-quality laboratory can be **configured** by its owner (see *Workshop Quality*, p. 86), granting them bonuses for certain actions. Other characters can still use the laboratory (i.e. can make use of the **phys rep**), but gain no benefits from it.

MAKING A LABORATORY

Laboratories are made via the Artisan skill, at a cost in materials and work units. See *Making a Workshop* (p. 87).

TOOLS

By default, an alchemist's **tools** don't receive separate item cards from their laboratory; in game terms, the tools are part of the laboratory. That said, some of an alchemist's actions can be performed away from their laboratory, e.g. with the Antidotes or Concoction skills; this requires some phys reps of suitable tools, which do not need to be carded.

A artisan or ironmonger *may* make separate high quality tools, if wished (e.g. so that they can be enchanted); designs are listed on p. 192. By default, this has no mechanical effect when using a laboratory, but with research (p. 32), special tools may grant specific benefits.

ALCHEMY INGREDIENTS

Alchemy makes use of a range of **ingredients** available in the *Renewal* campaign, substances rich in magic from the natural world, which alchemy extracts, refines and combines to great effect.

There are three main types of ingredients in the game:

- **Raw** ingredients, which can be gathered in the wild in play using the Foraging skill.
- **Finished** ingredients, which may be created in game via Alchemy.
- **Passive** ingredients, which may be created in game or produced as a **byproduct** of other processes.

All ingredients can also be received via the Resources skill, bought from traders, received as a reward in plot or otherwise acquired in play.

RARITY

A resource's **rarity** is a measure of how common it is. Standard resources come in four degrees of rarity:

- Very Common (VC)
- Common (C)
- Uncommon (U)
- Rare (R)

Rarity reflects how easy it is to find in the game, and should roughly indicate value.

ALCHEMICAL TRAITS

Alchemy ingredients have three mystical alchemical traits: one **primary**, one **secondary** and one **tertiary**.

Traits including the **spheres** of magic (p. 64), mystical **aspects** (such as Illusion or Death) and other properties. These traits will suggest how best to use the ingredient in brewing and research.

Examples

A flower that grows only on battlefields might have the traits "corporeal/healing," "anti-hope" and "sorrow."

The skill Alchemical Analysis allows the character to identify an ingredient's primary alchemical trait.

RAW INGREDIENTS

Raw ingredients can be gathered in play using the Foraging skill. Alchemists can refine these materials in various ways, creating finished ingredients.

A list of standard raw ingredients follow, chiefly herbs that grow in the wild; a few other ingredients, including some venoms, bloods and animal parts, are also shown. Others exist, but may be harder to source, or require specific in character actions such as **harvesting** the bodies of fallen foes (see *Butchery and Bloodletting*, p. 93).

Alchemy makes some use of **crafting materials** (p. 87) too; in particular metals and gems to smelt amalgams.

By default, all raw ingredients **expire** (p. 28) **two years** after being harvested, unless refined or used.

PRESERVATION

Items **harvested** from dead bodies (p. 93) spoil **1 hour** after they are removed, and must be preserved before being issued an item card as a resource.

Preservation must take place in an **alchemist's laboratory** (left), at a cost of **1 work unit** per item (body part, hide, blood etc.). It consumes 1 **passive ingredient** per item,

Ingredient	Rarity	Ingredient	Rarity	Ingredient	Rarity	Ingredient	Rarity
Abscess Root	C	Cayenne	C	Hyssop	C	Rosemary	C
Acacia	C	Chokeweed	C	Jambul seeds	C	Scarlet radish	C
Acorn	C	Colewort	C	Jewel weed	C	Scopolia	C
Agaric	C	Comfrey	C	Lotus leaves	C	Skullcap	C
Agrimony	C	Cumin seeds	C	Lucerne	C	Spider Venom	C
Amaranth	C	Digitalis	C	Lycopodium	C	Spikenard	C
Ammoniacum	C	Fenugreek	C	Majoram	C	Stag horn	C
Belladonna	C	Fireweed	C	Master wort	C	Sweet geranium	C
Benne	C	Gelsemium	C	Mistletoe	C	Unicorn horn	C
Beth root	C	Gentian	C	Moon flower seeds	C	Viper venom	C
Black horehound	C	Grave root	C	Muir puama	C	White bryony	C
Black mushroom	C	Hawthorn	C	Nux vomica	C	White horehound	C
Box leaves	C	Hellebore	C	Oidium sano	C	Yellow fungus	C
Bugle	C	Hemlock	C	Raknid blood	C		

typically oil, fluid, cream or powder. The alchemist performing the preservation hands the harvesting card and passive ingredient over to the referee logging the work, who issues an **item card** (p. 27) for the preserved item in turn.

If it is important (e.g. for plot or roleplay purposes), the form of the preserved item may reflect the passive ingredient used: an item preserved with cream may be tanned or leathery, for instance, while an item preserved with powder may be dry and somewhat crystallised.

FINISHED INGREDIENTS

The following finished ingredients can be created from various raw materials. The required skills, materials and cost in work units vary, and are listed below.

By default, all finished ingredients **expire** (p. 28) **three years** after being refined, unless used.

- **Essences:** Any alchemist can, at a cost of **1 work unit**, refine 3 units of a given herb and 1 oil, steeping and pressing the herbs to produce 1 unit of a concentrated oil known as an **essence**. Essences have a **rarity** (p. 81) one step higher than the rarity of the raw herb.

Example

Sergey Kostova steeps 3 units of **lycopodium** (common) in 1 oil and presses them, spending **1 work unit** and yielding **1 unit of essence of lycopodium** (uncommon).

- **Humours:** Students of the natural world know that **blood** (p. 93) is not one fluid but an admixture of three **humours**, the near-mystical substances that carry the body's magic. Alchemists have learned to separate blood into its parts, to better study or use them in their work: thick, yellow-white **chymos**; thin, blackish-green **cruur** and rich purple **ichor**.

There are two approaches to separating blood.

Wasteful alchemists with plenty of blood to hand can draw **1 unit of one humour** from **1 unit of blood**, discarding the rest, at a cost of **1 work unit**. More careful alchemists can separate **1 unit of blood** into **1 unit each of the three humours** at a cost of **4 work units** total.

PASSIVE INGREDIENTS

Already largely stripped of magic, **passive** ingredients and materials (below and p. 87) have use to both alchemists and crafters (p. 85) – tailors use cream to make leather, papermakers use fluid to bleach vellum, alchemists use oil as a base for their potions.

By default, all passive ingredients **expire** (p. 28) **two years** after being refined, unless used.

Material	Rarity	Skill	Costs	Work units
Cream (3 units)	VC	Alchemist	1 oil	1
Fluid (3 units)	VC	Alchemist	1 oil	1
Ink (3 units)	VC	Alchemist or Artisan	1 charcoal	1
Oil (3 units)	VC	Alchemist	1 herb†	1
Powder (3 units)	VC	Alchemist	1 herb†	1
Powdered dye (3 units)	VC	Alchemist or Artisan	1 herb†	1

†Any herb can be used; this has no mechanical effect unless specified otherwise.

BREWING ALCHEMY ITEMS

An alchemist may brew any of the standard recipes known to them per their **skills**, or any unique formulas they have learned through research or teaching. All common formulas are described in the *Alchemy Recipes* chapter (p. 175).

Every recipe has a cost in **work units** (p. 79) and **ingredients** (p. 81).

ROLEPLAYING AND LOGGING WORK

To brew any day, the player must engage in at least 30 minutes' suitable roleplay at their laboratory, either all at once or spread out over several tasks through the day. Roleplay includes using their phys reps to mime grinding, mixing, distilling etc. as appropriate.

They must then log their work with a referee, who will confirm that the character knows how to brew the formula (checking the **recipe card**, if relevant), confirm any benefit they get from using a **configured laboratory** (see *Workshop Quality*, p. 86), collect the resources consumed, and note how many **work units** (p. 79) the alchemist is using.

An alchemist may brew a recipe over more than one day to spread the cost, handing over all required resources when they start working. An Alchemist can work on multiple recipes at a time in this way.

COMPLETING THE RECIPE

Once the alchemist has accumulated enough work units to complete the recipe, the referee will issue a tearable card (p. 27) for the brew. Every potion, poison or other formula must be represented by a suitable phys rep – typically a bottle, jar or other vessel with a capacity of about 35 ml – to which the card must be attached.

By default all brews **expire** (p. 28) **three years** after being brewed. Achemists may be able to research (p. 32) longer-lasting brews.

COVENS

Three alchemists can work together as a **coven** to brew more complex formulas. One alchemist is designated the **lead alchemist** on the brew, although all three alchemists must know the recipe for the brew being undertaken. All members of the coven may use their own laboratories.

All points are pooled towards completing the recipe.

MAGICAL INKS

Magical inks are special magically-enriched inks essential to **invocation** (p. 71), which uses them to convey and trap magic into specially crafted low-magic items such as scrolls and stones (p. 190).

Lesser and greater scrolls, sigil stones and tattoos are all created using the same strength of ink; but different applications use different amounts.

The ink recipes listed in this book (p. 176) all produce one **pot** of ink. The tearable card for a pot of ink is marked with six boxes, and using ink requires ticking off a number of boxes as follows:

- **Scrolls:** Writing a **lesser scroll** consumes **one third of a pot** (i.e. ticking 2 boxes), while writing a **greater scroll** consumes **one whole pot** (or ticking off 6 boxes).
- **Sigils:** Writing one sigil consumes **one sixth of a pot** (i.e. ticking off 1 box). A **lesser sigil stone** requires **two sigils**, while a **greater sigil stone** requires **three sigils**. Some special effects may require more sigils (p. 72).

All common inks are the same strength, but more specialised (i.e. sphere-specific) ink is easier to brew – and requires less expensive ingredients – than more general purpose ink. Sensible alchemists will research (p. 32) spell-specific inks, which are the cheapest of all.

There are no general purpose **exalted** inks; at this power, all exalted inks must be researched and brewed for each spell specifically.

AMALGAMS

Amalgams are alchemically-created alloys incorporating precious metals and gemstones.

In talismans, they serve a similar function to the magical ink on a scroll or sigil stone: the crafter making the wand, amulet or brand works the amalgam into a fine inscription representing the spell to be charged in the wooden or metal surface, which acts as a high-magic medium to convey the invoker's magic into the low-magic base.

Like ink, amalgams can be made in (from most costly to cheapest) general, sphere- or sigil-specific, and spell-specific forms.

They may have other properties and uses, creating mystical metals with extraordinary properties. Some claim they're the path to immortality, or the purification of the soul.

THE GREAT WORK

Some alchemists look beyond common lotions and philtres to unlock great, fundamental truths about the world through a deeper understanding of matter – this is sometimes known as “The Great Work.” What this looks like varies from one master to the next, but some alchemists have sought (and some claim to have discovered!) the following formulas:

- **Universal Solvent:** Also known as “alkahest,” this potent acid can dissolve anything into its constituent stuff. A true master of alchemy may be able to use such a formula to separate the alchemical traits of ingredients and recombine them, creating wholly new ingredients found nowhere in nature.
- **Universal Curative:** Also known as “azoth,” this powerful potion is said to be able to heal all injury, illness or poison (including any magical diseases or poisons) at a stroke – even to stop or reverse aging.
- **The Philosopher’s Stone:** Also known as “chrysopoeia,” this remarkable substance is said to transform base matter into higher forms, e.g. to turn lead to gold.

For some, the Great Work includes the search for “primal matter,” the true, noble substance of which all other matter is a debasement; for some, it extends beyond the material to the spiritual, attempting to understand how to refine and purify the soul the same way they do ordinary matter.

❖ CRAFTING ❖

Crafting is the art of refining, cleaning, and shaping mundane **materials** (p. 87) – cloth, stone and metal, wood, glass or gemstones – into useful forms. Skilled crafters can make items of higher **quality** (p. 25) or special properties, or temporarily improve or enhance normal objects. Crafting is also ideal for preparing items or materials to receive magic, via **invocation** (p. 71), **ritual magic** (p. 73) or other forms of investment.

CRAFTING SKILLS

There are three main crafting skills, each of which paves the way for two or more specialised **archetype skills**:

ARTISAN

A character with Artisan skill can **refine** (p. 88) bone, cloth, glass, leather, paper, stone or wood from the relevant raw materials. They can also craft most **superior** quality (p. 25) items other than weapons, armour, jewellery and mechanisms (see *Crafting Designs*, p. 185), or identify any item made with this skill or any of the below skills.

Artisan is a prerequisite for the following archetype skills:

- **Carpenter:** A carpenter can craft **mastercrafted** items from wood.
- **Glassblower:** A glassblower can craft **mastercrafted** items from glass.
- **Papermaker:** A papermaker can craft **mastercrafted** items from paper.
- **Sculptor:** A sculptor can craft **mastercrafted** items from stone or clay.
- **Tailor:** A tailor can craft **mastercrafted** items from cloth, leather and fur.

Sapper allows an artisan to damage structures in battle. A character with **three** of the above specialisms can also learn the skill Jury Rig, which draws on the breadth of their knowledge to improvise structures and simple devices in the field.

BLACKSMITH

A character with Blacksmith skill can **refine** (p. 88) metal, wood or leather from the relevant raw materials. They can craft any **superior** quality weapons or armour, or most items made from base metal (see *Crafting Designs*, p. 185), or identify any item made with this skill or any of the below skills. They can repair (p. 44) any armour, even if they don't have the skill to wear it; with armour staples (p. 186), they can do so in a fraction of the time.

Blacksmith is a prerequisite for the following archetype skills:

- **Armourer:** An armourer can craft **mastercrafted** armour and shields.
- **Ironmonger:** An ironmonger can craft **mastercrafted** items made of metal (not jewellery metal) other than weapons and armour, and **superior** and **mastercrafted** tools of all sorts.
- **Weaponsmith:** A weaponsmith can craft **mastercrafted** weapons.

JEWELLER

A character with the Jeweller skill can **refine** (p. 88) copper, silver and gold from the relevant ores. They can craft any **superior** quality jewellery and mechanisms (see *Crafting Designs*, p. 185), or identify any item made with this skill or any of the below skills.

Jeweller is a prerequisite for the following archetype skills:

- **Gemcutter:** A gemcutter can **cut** gems (p. 189) to make them more magically accessible and increase their value. Gem Cleansing allows them to **cleanse** gems to focus and enrich their magics.
- **Goldsmith:** A goldsmith can craft **mastercrafted** jewellery.
- **Mechanician:** A mechanician can craft **mastercrafted** locks, superior or mastercrafted traps, and other mechanisms.

IDENTIFYING CRAFTED ITEMS

Any crafter can, after a few seconds' handling and examination, identify crafted items as follows:

- **If the crafter knows how to make the item**, they recognise exactly what it is, including its quality, the materials and work units required to make it, and any specific mechanical effects it has.
- **If they *don't* know how to make the item**, but it lies within their skill tree (e.g. a character with the Artisan skill examining an item that requires the Carpenter skill to make), they can identify its quality, and a brief summary of its effects.

Any crafter examining a signature item made with any skill within their skill tree can recognise the crafter's distinctive style.

Example

Torja the Mighty has the skill **Weaponsmith**, and is examining a suit of mastercrafted armour hardened to resist the call *Through* three times per day. She knows it's mastercrafted, and that it has been reinforced in some way, but not the specific mechanical effects.

WORKSHOPS

Any use of crafting skills that expends **work units** (p. 79) or **study units** (p. 29), including creation, alteration, repair or research, requires the use of a suitably equipped **workshop**.

As with all equipment, a **standard** quality (p. 25) workshop has no in-character cost; all that's needed is a physical representation. Higher-quality workshops must be bought or made in play and provided with item cards. Research specifically requires a **superior** or higher quality workshop.

There are five standard types of workshop, corresponding to the **general skills** required to use them: an **alchemist's laboratory** (p. 80), an **artisan's workshop**, a **blacksmith's forge**, a **jeweller's bench** or a **surgeon's bed** (p. 92).

Although consisting of several parts, a workshop is treated as a single item in game; a higher quality workshop receives a single **item card** (p. 27) to track its existence, which must be attached to the work surface (table, bench etc.).

REPRESENTING A WORKSHOP

At minimum, a **phys rep** of a workshop must consist of a surface to work on – a table, bench or bed, or even a roll-up mat or blanket – and at least three appropriate tools or fixtures, as follows:

- **Artisan's Workshop:** Tools and fixtures for a workshop vary hugely depending on the materials the creator is working on, such as chisels, hammers, saws and files, lathes and vices, potter's wheels, crucibles and blow irons, needles and thread, looms, frames and shuttles.
- **Blacksmith's Forge:** Tools and fixtures for a forge may include hammers, tongs, files and anvils, crucibles and moulds, and furnace and bellows.
- **Jeweller's Bench:** Tools and fixtures for a jeweller's bench may include hammers, pliers, vices and dowels, crucibles and moulds and jeweller's loupes.

Tools do not necessarily have to be constructed to the same standards as LARP weapons (p. 58), but should be safe and suitable for use in play, e.g. no sharp blades, saws or needles or delicate glass vessels.

Very enthusiastic players may wish to bring phys reps that incorporate real fire, moving water, smoke or other practical effects. Anything along these lines must be submitted to the player's **Faction Team** and members of the **Event Team** (p. 38) to ensure they are safe and that suitable precautions (including e.g. access to fire extinguishers) are being taken, and must never be left unattended.

The intent is to promote an engaging and immersive experience, not to present an insurmountable barrier! As with all phys reps (p. 24), any sincere effort will be accommodated, and other players and staff may be able to lend props or give advice on how to source them.

TRANSPORTING A WORKSHOP

Transporting a workshop (e.g. to steal it) does not require any special skills or numbers of people; as long as the players carrying the workshop can physically move it, they can move it in character. This requires transporting the table, bench or mat and at least three tools or fixtures, although it is permissible to pack it up or carry it in parts.

WORKSHOP QUALITY

Like all equipment, workshops vary in **quality** (p. 25). A higher-quality workshop can be **configured** by its owner, optimising it for their use. A configured workshop grants the crafter who has configured it (only) bonus **work units** (p. 79). Other characters can *use* the workshop (i.e. can make use of the **phys rep**), but gain no benefits from the workshop's quality unless and until they reconfigure it for themselves.

To configure a new workshop, the owner must register it with a **crafting referee** (p. 38), and then spend a day using it without any benefit (as they work out how to arrange it best, etc.). The benefits come into effect the next day.

- **Standard:** As with all standard equipment, a standard workshop is uncared and has no in character cost; the player need only provide suitable props to represent it.
- **Superior:** Once configured, a superior workshop allows research (p. 32), and grants its owner **3 bonus work units per day**.
- **Mastercrafted:** Once configured, a mastercrafted workshop allows research and grants its owner **6 bonus work units per day**.

With research, a crafter may learn to configure a workshop to give different benefits for specific tasks.

A **damaged** or **broken** (p. 25) workshop becomes unconfigured; once repaired, it will need to be configured again as though new.

A stolen workshop, or one that has been sold or traded in play, can be reconfigured by its new owner to benefit them. In both cases, this requires the owner (or new owner) to register the change with a crafting referee and use the workshop for a day without benefit. The new owner of a stolen or traded workshop cannot start reconfiguring it until the day *after* acquiring it.

MAKING A WORKSHOP

Any crafter can make their own higher-quality workshop, at a cost in materials and work units. The costs and skill requirements are in the table below.

TOOLS

By default, a crafter's **tools** don't receive separate item cards from their workshop; in game terms, the tools are part of the workshop. That said, some of a crafter's actions can be performed away from their workshop, e.g. a blacksmith can repair armour in the field with an armour staple (p. 186), or a sapper can destroy a wall or open a gate; this requires some phys reps of suitable tools, which need not be carded.

A creator *may* make separate high quality tools, if wished (e.g. so that they can be enchanted); designs are listed on p. 192. By default, this has no mechanical effect when using a workshop, but with research (p. 32), special tools may grant specific benefits. All crafters can make their own tools; the Ironmonger skill grants knowledge of *all* tools.

Workshops	Skill	Costs	Work units
Superior artisan's workshop	Artisan	2 metal (H), 5 metal (O), 2 wood (O), 7 charcoal, 2 oil	40
Mastercrafted artisan's workshop	Carpenter, Glassblower, Papermaker, Sculptor or Tailor	9 metal (H), 2 wood (O), 9 charcoal, 2 oil	70
Superior blacksmith's forge	Blacksmith	2 metal (H), 5 metal (O), 2 wood (O), 7 charcoal, 2 oil	40
Mastercrafted blacksmith's forge	Armourer, Ironmonger or Weaponsmith	9 metal (H), 2 wood (O), 9 charcoal, 2 oil	70
Superior jeweller's bench	Jeweller	2 metal (H), 3 metal (O), 2 glass (O), 2 wood (O), 7 charcoal, 2 oil	40
Mastercrafted jeweller's bench	Gemcutter, Goldsmith or Mechanician	6 metal (H), 2 glass (H), 3 glass (O), 2 wood (O), 11 charcoal, 2 oil	70
Superior alchemist's laboratory	Artisan	2 metal (H) 4 glass (H), 2 wood (O), 6 charcoal, 2 oil	40
Mastercrafted alchemist's laboratory	Glassblower	3 metal (H), 6 glass (H), 2 wood (O), 9 charcoal, 2 oil	70
Superior surgeon's bed	Artisan	1 metal (H), 3 metal (O), 3 cloth (O), 2 wood (O), 4 charcoal, 2 oil	40
Mastercrafted surgeon's bed	Carpenter or Tailor	6 metal (H), 3 cloth (O), 2 wood (O), 6 charcoal, 2 oil	70

All designs using charcoal yield **1 unit of ash** as a **byproduct**, and all designs using metal yield **1 unit of powdered metal**.

RARITY

A resource's **rarity** is a measure of how common it is. Standard resources come in four degrees of rarity:

- Very Common (VC)
- Common (C)
- Uncommon (U)
- Rare (R)

Rarity reflects how easy it is to find in the game, and should roughly indicate value.

CRAFTING MATERIALS

Crafting makes use of a range of materials available in the *Renewal* campaign: stone, wood, metal, leather and other workable substances suitable for shaping as required.

There are three main types of materials in the game:

- **Raw** materials, which can be gathered in the wild in play using the Gathering skill.
- **Finished** materials, which may be created in game through the various crafting skills.
- **Passive** materials, which may be created in game or produced as a **byproduct** of other processes.

All materials can also be received via the Resources skill, bought from traders, received as a reward in plot or otherwise acquired in play.

RAW MATERIALS

Raw materials can be gathered in play using the Gathering skill. Crafters can **refine** these materials in various ways, creating finished materials; some designs for doing so are listed below.

A list of standard raw materials follow. Others exist, but may be harder to source, or require specific in character actions such as harvesting (p. 93) the bodies of fallen foes.

By default, all raw materials **expire** (p. 28) **two years** after being gathered, unless refined or used.

Common Materials	Rarity	Common Materials	Rarity
Chalk	VC	Rock	VC
Clay	VC	Sand	VC
Fleece	VC	Timber	VC
Hide	VC	Wax	VC
Ore	VC		

FINISHED MATERIALS

The following **finished materials** can be created from various raw materials. The required skills, materials and cost in work units vary, and are listed below. Most finished materials come in two qualities: **ordinary** (O) and **high** (H).

Note that refining cold iron ore and platinum ore are both specialised tasks requiring **research** (p. 32).

By default, all finished materials **expire** (p. 28) **three years** after being refined, unless used.

Material	Rarity	Skill	Costs	Work units
Bone (O)	C	Artisan	1 body part, 1 sand	1
Bone (H)	U	Artisan	3 body part, 1 sand	3
Cloth (O)	C	Artisan	1 fleece, 1 fluid	1
Cloth (H)	U	Artisan	3 fleece, 1 fluid	3
Copper metal	R	Blacksmith or Jeweller	1 copper ore, 1 charcoal	9
Glass (O)	C	Artisan or Jeweller	1 sand, 1 charcoal	1
Glass (H)	U	Artisan or Jeweller	3 sand, 1 charcoal	3
Gold metal	R	Blacksmith or Jeweller	1 gold ore, 1 charcoal	9
Lead metal	U	Blacksmith or Jeweller	1 lead ore, 1 charcoal	3
Leather (O)	C	Artisan or Blacksmith	1 hide, 1 cream	1
Leather (H)	U	Artisan or Blacksmith	3 hide, 1 cream	3
Metal (O)	C	Blacksmith	1 ore, 1 charcoal	1
Metal (H)	U	Blacksmith	3 ore, 1 charcoal	3
Nickel metal	U	Blacksmith or Jeweller	1 nickel ore, 1 charcoal	3
Paper (O)	C	Artisan	1 timber, 1 fluid	1
Paper (H)	U	Artisan	3 timber, 1 fluid	3
Silver metal	R	Blacksmith or Jeweller	1 silver ore, 1 charcoal	9
Stone (O)	C	Artisan	1 rock, 1 sand	1
Stone (H)	U	Artisan	3 rock, 1 sand	3
Tin metal	U	Blacksmith or Jeweller	1 tin ore, 1 charcoal	3
Wood (O)	C	Artisan or Blacksmith	1 timber, 1 fluid	1
Wood (H)	U	Artisan or Blacksmith	3 timber, 1 fluid	3

All designs using charcoal yield **1 unit of ash** as a **byproduct**.

Ores	Rarity	Ores	Rarity
Cold iron ore	R	Nickel ore	C
Copper ore	U	Platinum ore	R
Gold ore	U	Silver ore	U
Lead ore	C	Tin ore	C

Note that characters may not choose specific-colour gems with the Resources skill. They must specify **agates**, **topazes** or **quartzes**, but will receive random-coloured gems of that type each event.

Gems	Rarity	Gems	Rarity
Blue agate	U	Red agate	U
Crimson quartz	U	Sage quartz	U
Green agate	U	Turquoise topaz	U
Navy quartz	U	Yellow topaz	U
Purple topaz	U		

GEMSTONES

Jewellers can refine gems in two ways. When gathered in the wild, gems start out **impure**, with mixed colours, and **uncut**, with no facets. The Gemcutter skill allows the jeweller to **cut** stones, focusing their magic; and the Gem Cleansing skill allows them to **cleanse** them, which simplifies and aligns the magics within them. See p. 189.

By default, a cut gem expires (p. 28) **three years** after receiving its **first cut**. Cleansing a gem does not affect its expiry.

PASSIVE MATERIALS

Already largely stripped of magic, **passive** materials and ingredients (below and p. 81) have use to both crafters and alchemists (p. 80) – blacksmiths burn charcoal to melt metal, tailors use cream to make leather, alchemists use fluid or oil as a base for their potions.

Costs and materials to produce passive materials are listed below. Many passive materials are also produced as a **byproduct** of other processes: cutting gems yields powdered gemstone, burning charcoal produces ash, working metal yields powdered metal etc. Byproducts are listed under the respective designs.

By default, all passive materials **expire** (p. 28) **two years** after being produced, unless used.

Material	Rarity	Skill	Costs	Work units
Ash (3 units)	VC	Artisan or Blacksmith	1 timber	1
Charcoal (3 units)	VC	Artisan or Blacksmith	1 timber	1
Ink (3 units)	VC	Alchemist or Artisan	1 charcoal	1
Powdered bone (3 units)	VC	Artisan	1 bone	1
Powdered dye (3 units)	VC	Alchemist or Artisan	1 herb†	1
Powdered gemstone (3 units)	C	Jeweller	1 gem	1
Powdered metal (3 units)	VC	Blacksmith	1 metal	1

†Any herb can be used; this has no mechanical effect unless specified otherwise.

MAKING CRAFTED ITEMS

A crafter may make any of the items known to them per their skills, or any unique designs they have learned through research or teaching. If a crafter wishes to produce a common item not listed in these rules, they may usually do so without special research; discuss with a crafting referee.

Every design has a cost in **work units** (p. 79) and **materials**.

ROLEPLAYING AND LOGGING WORK

To craft on any day, the player must engage in at least 30 minutes' suitable roleplay at their **workshop** (p. 86), either all at once or spread out over several tasks through the day. Roleplay includes using their phys reps to mime cutting, sewing, grinding, polishing, melting etc. as appropriate to their craft.

They must then log their work with a referee, who will confirm that the character knows how to craft the items (checking **design cards**, if relevant), confirm any benefit they get from using a **configured** workshop (see *Workshop Quality*, p. 86), collect the resources consumed, and note how many **work units** the crafter is using.

A crafter may produce an item over more than one day to spread the cost, handing over all required resources when they start working; they don't need to finish one item before starting the next. In this way, they can have multiple projects in progress at a time.

COMPLETING THE DESIGN

Once the crafter has accumulated enough **work units** to complete the project, the referee will confirm any **features** or **signature style** (p. 25) the crafter wishes to add to the item and then issue an **item card** (p. 27) for the item. Every crafted item must be represented by a suitable phys rep, to which the card must be attached.

By default, superior and mastercrafted items **expire** (p. 28) after **three years**, degrading (e.g. rusting, blunting, fading, cracking etc.) to uselessness. Crafted items may be **maintained** (p. 90) before expiring, at a cost in **materials** and **work units**, extending their useful life. Expired items may be **restored** (p. 91) by a crafter with the skill to create the original, at the same cost in **materials** and **work units** as making the item.

FEATURES AND DETAILS

Generally, purely cosmetic details of a crafted item needn't be noted on the item card; but if the crafter wishes (e.g. if it is important for plot purposes), they may stipulate an item's appearance, colour or other details, which will be

recorded on the item card. Any crafter may add a “maker’s mark” to an item at this time, to show it is their work, although note that such a mark can be imitated by others.

Very skilled crafters can research how to make **signature items**, crafted in highly distinctive style that is unique to them, and which can be readily recognised by characters with the Evaluate skill, even without a maker’s mark. A crafter’s signature style cannot usually be imitated by another crafter.

ORNATE ITEMS

The costs listed under *Crafting Designs* (p. 185) reflect the **minimum** materials and labour to produce functional but plain items; crafters may wish to spend more on materials and finishing to make their goods *beautiful*. These items are referred to as **ornate**.

Ornate isn’t a standard trait, but a range of options: bright dyes for cloth or leather, intricate woven patterns and engraving, gold or silver flourishes, gems and cut glass stones. Material costs vary depending on how the item is embellished, but the work unit cost of an ornate item is always 1.5× the **base cost** of the item.

When making an ornate item, the crafter describes the embellishments they wish to add and discusses costs with the crafting referee. An ornate item’s extra features are described on the item card.

Example

Tornak Goldentouch fashions an ornate superior longsword for a wealthy prince. The item card describes it as “a longsword with an engraved blade and a gilt hilt set with 3 gemstones,” and the Evaluate box lists it as “Superior Longsword (3 common + 3 uncommon + 8 WU), Ornate (4 uncommon + 4 WU).”

REPAIRING CRAFTED ITEMS

Any crafter can repair any **damaged** or **broken** (p. 25) item they already know how to make.

- **Damaged:** Repairing a damaged item is trivial; the crafter can restore it in their **workshop** (p. 86) with about 2 minutes’ roleplayed effort (retying straps, welding cracks or knocking out dents etc.), at no cost in **work units** or **materials**. If for some reason a damaged item must be repaired *perfectly*, this generally costs 1 **work unit** and 1 **unit** of an appropriate resource.

- **Broken:** Repairing a broken item (e.g. burned, melted or heavily rusted) requires substantially recrafting it, at some fraction of the **work units** and **materials** (p. 87) needed to make it, depending on how badly broken it is (minimum 25%, rounded up).

It is not possible to repair a **destroyed** item.

Repairing an object made up of many easily removable parts (e.g. a workshop) may take longer, and additionally require **work units** from someone skilled in its use, to assemble and identify components; a referee can give guidance on requirements.

FIELD REPAIR

A character with the Blacksmith skill can quickly repair battle-damaged armour in the field, using a phys rep of smithing tools and consuming **armour staples** (p. 186):

- Repairing the armour on **one location** takes 15 **seconds** and consumes 1 **armour staple**
- Repairing a **whole suit** of armour takes 30 **seconds** and consumes 3 **armour staples**.

MAINTAINING CRAFTED ITEMS

Crafted items may be **maintained** at regular intervals to extend their useful life, at a cost in work units and materials. Items must be maintained before they expire (but see right for **restoring** expired items).

A crafter does not need to be able to produce the original item in order to maintain it, provided they have the corresponding **general** skill (e.g. a character with the Blacksmith skill can maintain a mastercrafted sword, even though they would need the Weaponsmith skill to make it).

The cost to maintain a crafted item depends on the quality of the original item:

- **Superior** items may be maintained at a cost of 60% of the work units and materials required to create them (rounded up).
- **Mastercrafted** items may be maintained at a cost of 40% of the work units and materials required to create them (rounded up).

The cost of any ornate features, if any, must be factored into the above costs.

Example

Keira Ironsdaughter is maintaining a mastercrafted one-handed sword (6 metal (H), 6 charcoal and 12 WU to make) with a silver inlay design (adds 1 silver metal, 1 charcoal and 6 WU, for a total cost of 6 metal (H), 1 silver metal, 7 charcoal and 18 WU).

Maintaining the weapon will cost 40% of the costs to produce the sword, rounded up, or 3 metal (H), 1 silver metal, 4 charcoal and 8 WU.

Maintaining a crafted item resets the item's expiry date to three years after the date it was last maintained.

RESTORING CRAFTED ITEMS

If a crafted item has actually expired, it can no longer be maintained, but may be **restored**. Unlike maintenance, a crafter must be sufficiently skilled to produce the original item to restore it (e.g. if the original item required Weaponsmith skill to create, it requires the same skill to restore), although they don't have to know the specific design.

The cost to restore an expired item, in work units and materials, is equal to 100% of the original cost of creating it in the first place.

Restoring an item will reset its **expiry date** (p. 28) to **three years** after the date it was restored.

APPRENTICES

A crafter can work with the aid of an **apprentice**, a junior crafter aiding them in their efforts. The apprentice must at least know the relevant **general** skill (Artisan, Blacksmith or Jeweller) for the project, but does not need to know the design for the project – or the **archetype** skill, if any, the project is based on. The apprentice does not need their own **workshop**.

For every 2 **work units** contributed by the apprentice, 1 **work unit** is added to the crafter's total. The apprentice cannot contribute more work units (*after* halving) than the crafter.

Example

Tythus Garmaul spends 15 work units on a suit of mastercrafted heavy armour. His apprentice Genevieve Beauchamps spends 16 work units, which adds 8 work units to Tythus's efforts, for a total of 23 work units for the day.

A crafter cannot benefit from more than one apprentice on any day, although that crafter and apprentice can work on multiple designs in that day.

❖ SURGERY ❖

Though grisly to outsiders, and oft regarded with a mix of fear and distaste, surgery is the indispensable study of healing and transforming living bodies – or of maiming or weakening them. Skilled surgeons can graft or implant body parts, alter the functions of people's bodies, cure or inflict diseases, or produce intricate tattoos. Surgery can also play a part in conjunctional magics, preparing bodies for animation as **simulacrums** or resurrection as **undead**.

SURGERY SKILLS

The general skill of Surgeon allows the character to diagnose illness or injury and treat some wounds in the field; with a **surgeon's bed** (p. 92), they can **heal** more serious injuries (p. 195) or produce simple **tattoos** (p. 196).

Surgeon is the prerequisite for the following archetype skills:

- **Anatomist:** An anatomist can perform the most basic **grafts and transplants** (p. 196), strictly between mortal bodies.
- **Physician:** A physician can cure the most common **diseases** (p. 195), by draining fluids, cleaning the body and rebalancing the **humours** (p. 82).
- **Tattooist:** A tattooist can perform more complex **tattoos**, including the larger tattoos required for investment as talismans.

Surgeons can also learn the special skills Improved Surgery and Improved Sanctuary, which enhance their medical prowess in the field.

SURGICAL DIAGNOSIS

Any surgeon can, after a few seconds' examination, diagnose a living creature's ailments, including any injuries, diseases, poisons and afflictions, per the spell *Diagnosis*. This consumes one **fluid** (p. 82) to clean the patient's skin to aid examination.

With about two minutes' investigation on their **surgeon's bed** (p. 92), they can determine a dead creature's ailments at the time of death, including what likely killed them, although if there are several possible causes (e.g. the victim was mortally wounded, poisoned and under the effects of a lethal spell at the time they died) it may be hard to determine which specifically led to their death.

They can also identify any surgical alteration or tattoo they know how to perform, including any **materials** and **work units** required and specific mechanical effects.

When examining an alteration they *don't* know how to perform, they can identify approximately what was done, but not the effects.

Example

Dafydd ap Gwedon is examining a creature who staggered into camp, firing off spells uncontrollably before dying. Opening the creature up, he can see their liver had at some point been surgically altered, enlarging one of the lobes and shrinking the other two. He infers it's connected to how the creature behaved before dying, but would need further research to be sure.

SURGEON'S BEDS

Any use of surgery skills that expends **work units** (p. 79) or **study units** (p. 29), including procedures or research (p. 32), requires the use of a suitably equipped surgeon's bed. As with all equipment, a **standard** quality (p. 25) bed has no in-character cost; all that's needed is a physical representation. Higher quality beds must be bought or made in play and provided with **item cards** (p. 27). Research specifically requires a **superior** or higher quality bed.

Although consisting of several parts, a surgeon's bed is treated as a single item in game; a higher quality bed receives a single item card to track its existence, which must be attached to the bed itself.

REPRESENTING A BED

At minimum, a **phys rep** of a surgeon's bed must consist of a surface large enough to accommodate a patient (a table or bed, a stretcher, or even a roll-up mat or blanket) and at least three appropriate tools or fixtures, e.g. scalpels, saws, awls, hooks, tweezers, retractors and forceps and cauteries, and lamps to see by or straps to hold the patient still.

Tools do not necessarily have to be constructed to the same standards as LARP weapons (p. 58), but should be safe and suitable for use in play, e.g. no sharp scalpels, saws or needles or delicate glass vessels.

The intent is to promote an engaging and immersive experience, not to present an insurmountable barrier! As with all phys reps (p. 24), any sincere effort will be accommodated, and other players and staff may be able to lend props or give advice on how to source them.

TRANSPORTING A BED

Transporting a bed (e.g. to steal it) does not require any special skills or numbers of people; as long as the players carrying the bed can physically move it, they can move it in character. This requires transporting the bed itself and at least three tools or fixtures, although it is permissible to pack it up or carry it in parts.

BED QUALITY

Like all equipment, beds vary in quality. Like a crafter's workshop, a higher-quality bed can be **configured** by its owner, granting the owner bonuses (see *Workshop Quality*, p. 86). Other characters can still *use* the bed (i.e. can make use of the **phys rep**), but gain no benefits from it.

MAKING A SURGEON'S BED

Beds are made via the Artisan skill, at a cost in **materials** and **work units**. See *Making a Workshop* (p. 87).

TOOLS

By default, a surgeon's **tools** don't receive separate item cards from their bed; in game terms, the tools are part of the bed. That said, some of a surgeon's actions can be performed away from their bed, e.g. healing injuries with a surgeon's bandage; this requires some **phys reps** of suitable tools, which do not need to be carded.

A surgeon or ironmonger may make separate high quality (p. 25) tools, if wished (e.g. so that the tool can be enchanted); designs are listed on p. 192. By default, this has no mechanical effect when using a laboratory, but with research (p. 32), special tools may grant specific benefits.

BUTCHERY AND BLOODLETTING

Many useful **ingredients** (p. 81) and **materials** (p. 87) come from the bodies of mortal creatures: hide for leather, fleece for cloth, bone, blood and venom. These can be collected using Foraging and Gathering skills or chosen via the Resources skill like other resources (see *Resource Collection*, p. 120), but they can also be harvested directly from the bodies of slain (or still living!) creatures in the field.

Any part of a body can be collected in this way, but harvesting generally comes down to the following items:

- **Body Parts:** Including any limb or extremity (or the head). Body parts may be grafted (p. 196) to a new creature, altered for incorporation into a thaumaturgical construct, or refined into bone for crafting (p. 88).
- **Organs:** Includes any identifiable internal body part (heart, lung, kidney, venom sac, eye). Organs can be transplanted (p. 196) to a new creature or modified for use in thaumaturgy; some organs serve as unusual alchemy ingredients.
- **Hide:** The whole, intact skin of the creature. Hide's most obvious use is to be refined into leather for crafting (p. 88); some rare hides may be able to provide particularly fine leather.
- **Blood:** Surgery itself makes use of blood in several procedures (p. 195), and certain creatures' blood is useful in various potions. Alchemists can refine blood into humours (p. 82), of use in both alchemy and surgery.

HARVESTING RULES

If a character wants to collect a trophy from a slain foe for roleplaying purposes – e.g. to hang up in their tent or add to their kit – they can just go ahead and do it; this has no game effect beyond bragging rights. But in order to yield a carded **raw material** or **ingredient**, the following rules apply.

The body must be butchered immediately, and in sight of a referee who witnessed the creature's death, and who will confirm whether the body will yield any useful materials – in the same way that not all trees can be cut down for timber, not all bodies can be harvested!

What the character can harvest depends on their skills:

- **Unskilled:** An unskilled character can collect 1 **body part** and drain 1 unit of **blood**.
- **Ranger:** A ranger can collect 3 **body parts** or 1 **hide**, and can drain 3 units of **blood**.
- **Surgeon:** A surgeon can collect a total of 3 **body parts** and **internal organs**, and can drain 3 units of **blood**.

These are mutually exclusive; once, for example, an unskilled character has hacked off a limb, the body is too badly mangled for a ranger to cleanly butcher.

Harvesting requires a **phys rep** of suitable tools and a reasonable period of roleplay, e.g. cutting off a limb requires only a few seconds with a hatchet, while extracting any organ demands at least **one minute** with surgeon's tools.

The attending referee will then issue a temporary **harvesting card**, describing what has been harvested and giving the time and date. Harvested items need to be **preserved** (p. 81) by an alchemist within **one hour**, which will exchange the harvesting card for a suitable **item card**; any item not yet preserved by that time is spoiled.

HARVESTING LIVING CREATURES

Anyone can collect one unit of **blood** from a living creature, inflicting one **physical hit** to the location the blood is collected from, which can be healed normally.

Someone with the relevant skills can cut one **body part** or **organ** from a living creature, reducing the location to zero **physical hits** in the process. The location can be healed, closing the skin and restoring the hits, but this does not restore the lost part (i.e. they will be left with a healed stump). If a character's head or heart is removed, **they are instantly killed**, with no **death count**. Removing other body parts may have other specific effects, which can be discovered in play.

It is **never permitted to dismember a player character** without their express out of character permission (e.g. because the character is sacrificing a body part to a god). See *Dismembering Live Victims* (p. 47).

PERFORMING SURGICAL PROCEDURES

A Surgeon may perform any of the standard **procedures** (p. 195) known to them per their skills, or any unique surgeries they have learned through research (p. 32).

Every procedure has a cost in **work units** (p. 79) and **resources** (p. 81 and p. 87).

MATERIALS FOR SURGERY

Surgeons use a mix of different materials, including **crafting materials** (p. 87), especially cloth for bandages and charcoal for cauterising, and **alchemy ingredients** (p. 81), especially humours, and fluid for diagnosis.

They can also make use of body parts, to graft them from one creature to another, and are unique in being able to **extract** internal organs, which they can transplant (see *Butchery and Bloodletting*, p. 93).

ROLEPLAYING AND LOGGING WORK

To perform surgery on any particular day, the player must engage in at least 30 minutes' suitable roleplay at their **surgeon's bed** (p. 92), either all at once or spread out over several tasks through the day. Roleplay includes using their phys reps to mime cutting, cleaning, stitching and cauterising etc. as appropriate.

One patient need not stay on the bed the whole time, unless all the surgeon's **work units** for the day are being spent on them! Time can be assigned to each patient proportionate to the work being done on them, e.g. if a surgeon is performing the same procedure three times, each patient should lie in the bed for around 10 minutes.

Unlike crafters and alchemists, Surgeons cannot perform any procedure over more than one day to spread the cost, since the patient must be sewn up and allowed to go about their day. To complete larger projects, they must split them into multiple smaller procedures, work with a surgery team, or both.

Having completed the roleplay, the surgeon must then log their work with a referee, who will confirm that the character knows how to perform the procedure (checking the **procedure card**, if relevant), confirm any benefit they get from using a configured **surgeon's bed** (see *Workshop Quality*, p. 86), collect the **resources** consumed, and note how many **work units** the surgeon has used.

If a patient is **mortally wounded** (p. 44) through any procedure (i.e. because it requires opening up their head or chest), and the procedure isn't explicitly to provide healing, the patient will need to be kept alive via the spell *Sanctuary* or the equivalent surgical ability (right), which the surgeon themselves cannot do; they will need an **assistant** (right) to keep the patient alive.

COMPLETING THE PROCEDURE

Much of the time, surgery heals or cures the patient, restoring them to their usual state, but some surgical procedures have enduring mechanical effects, e.g. to grant them a special ability or defence. Like items and rites, this requires some sort of record.

If the procedure gives a **charged** or **one-shot** effect, such as a resistance or a chargeable tattoo, the referee will grant them a **tearable card** (p. 27), with the details of the alteration recorded on it, including the name of the patient; if the procedure grants an enduring trait, they will arrange for a **special character card** (p. 30).

FIELD SURGERY

Surgeons do their best work at a **surgeon's bed** (p. 92), given time and resources, but there isn't always time to drag a wounded person to them for help – sometimes the surgeon has to come to them.

Using a **phys rep** of suitable tools, any surgeon can consume **surgeon's bandages** (p. 195) to perform field surgery as follows:

- **Healing:** A surgeon can heal one **incapacitated** (p. 44) location to **one physical hit** (p. 43) only (regardless of how many hits the patient normally has) in 30 seconds, at a cost of **one bandage**.
- **Cleaning:** A surgeon can cauterise and **clean** poisoned or infected (p. 97) wounds on one location in 30 seconds, at a cost of **one bandage** and **one charcoal** to heat the cautery.
- **Sanctuary:** A surgeon can keep a **mortally wounded** (p. 44) character alive, per the spell *Sanctuary*, at a cost of **one bandage**. The surgeon may speak normally, but may not take any other action while maintaining the effect. This effect does not apply to characters who are on their **death count** for reasons other than **mortal wounds** (e.g. from drinking Beggars Poison).

The skills Improved Surgery and Improved Sanctuary enhance a surgeon's ability to perform field surgery.

SURGERY TEAM

A surgeon can lead a team of skilled surgeons, including an apprentice and an assistant. Both must at least have the Surgeon skill, but do not need to know the **procedure** (p. 195) for the project. The apprentice and assistant do not need their own **surgeon's beds** (p. 92).

- The **apprentice** directly aids the surgeon in their work, in the same manner as a crafter's apprentice (p. 91). For every **2 work units** contributed by the apprentice, **1 work unit** is added to the surgeon's total for completing the procedure. The apprentice cannot contribute more work units (*after* halving) than the surgeon.

- The **assistant** provides them both with support, chiefly keeping the patient alive (per the *Sanctuary* spell) while the surgeon and apprentice work (this does not consume bandages, as they are working on a surgeon's bed and not in the field). For every **3 work units** contributed by the assistant, **1 work unit** is added to the surgeon's total. The assistant cannot contribute more work units (*after* dividing by three) than the apprentice.

A surgeon cannot belong to more than one surgery team on any day, although that team can work on multiple procedures in that day.

Example

Emilia Forêtère is performing an exhaustive procedure on a patient, altering his heart, kidneys and liver, so she has drafted the aid of her apprentice Markus von Schmeck and an assistant, Tenniel Kalivian. Emilia has the skill Anatomist, and Markus and Tenniel both have the skill Surgeon. They are working on Emilia's surgeon's bed.

Emilia spends 25 work units on the procedure. Markus spends 14 work units, which adds 7 work units to Emilia's total, and Tenniel spends 15 work units, which adds 5, for a final total of 37 work units.

DISABILITY AND SURGERY

Surgery in the *Renewal* campaign is able to make lasting changes to living creatures' bodies, including inflicting or repairing disabilities such as amputation, with the exception that changes can only replace like with like, e.g. a surgeon can replace one of a creature's arms with another arm, but cannot add a third arm. This extends to any native part of a creature's body: if a creature was born with one arm, that arm can be replaced, but they cannot be granted a second arm.

By default, any real-world disability is assumed (at the player's discretion) to have existed since birth and to be an inherent part of the creature's pattern, that cannot be corrected or altered by surgery. This takes away the emotional and mental burden of the player having to account in character for why their real-life disability cannot be "healed" with an imaginary procedure.

❖ POISON AND DISEASE ❖

Weapons can break the body, magic can transform or burn it, but perhaps nothing provokes so much dread and horror as the subtle and invisible effects of poison and disease.

POISON

The paste gleaming on a hidden dagger, the powder slipped into an innocuous drink, the venom dripping from a beast's fangs; poison is an everyday part of the life of an adventurer. Some use them, some only suffer their effects, but everyone encounters them from time to time.

POISON TRAITS

Every poison has the following traits:

- **Form:** The form the poison takes. Most poisons are **ingested liquids**, which must be drunk (or added to someone's drink) to take effect, or **blade venoms**, which are applied to a weapon and grant the wielder a suitable *Poison* call (p. 55). Other poisons take the form of powders, creams, or contact poisons, with special rules for use given in the recipe.
- **Onset:** The time the poison needs to take effect, from the moment it is applied (drunk, eaten, inhaled, inflicted via a blade, etc.).
- **Duration:** The length of the time that the poison's effects last. **Instantaneous** poisons take effect all at once after the **onset** ends, and **permanent** poisons remain in effect until purged.
- **Effect:** The actual effects of the poison, including damage and other effects.

USING POISONS

Every poison is accompanied with a **tearable card** (p. 27) giving the name of the poison and detailing its effects.

To use a poison, the poisoner tears the card, roleplays applying it as appropriate, then informs their victim which poison they have used and its effects. Depending on the circumstances, the poisoner may prefer to ask a referee to facilitate the poisoning.

Two special rules apply:

- **Combat Poisons:** Poisons with the **combat** keyword have a standard **call** (p. 49), so that the subject can take the effects without requiring the poisoner or a referee to convey them.

- **Passive Poisoning:** If a character adds a poison to a drink, applies a contact poison to their victim's personal possessions etc., the poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the poison is left unattended, it is assumed to have lost effectiveness.

All poisons can be resisted with the skill **Resist Poison**, even **magical poisons** (right).

COMMON POISONS

The following poisons are detailed in the *Alchemy Recipes* chapter (p. 175).

Beggars Poison	Itching Powder
Bitter Kiss	Sleeping Draught
Blinding Powder	The Shakes
False Balm	Tongue-Tying Tincture
Fool's Draught	Truth Potion

DISEASE

Diseases are common in the world of *Renewal*, especially flourishing in large cities and places ravaged by war. The powerful healers of the warhost tend to stamp out disease when it arises, but when people travel from nations around the world to gather in crowded camps, infections can all too easily spread.

DISEASE TRAITS

Every disease has a **contagion level**, which represents how easily it can be contracted.

- **Highly Contagious:** The disease is contracted after **10 seconds of physical contact** or **1 minute of close proximity**, i.e. within about 5ft (1.5m).
- **Contagious:** The disease is contracted after **1 minute of physical contact** or **5 minutes of close proximity**.
- **Mildly Contagious:** The disease is contracted after **3 minutes of physical contact** or **15 minutes of close proximity**.
- **Not Contagious:** The disease is only contracted by a **single method** (e.g. bite or claws); casual contact with a victim will not transfer the disease.

Other features are detailed in the disease descriptions (p. 98).

CURING DISEASES AND POISONS

Poisons and diseases with **instantaneous** effects do not need to be cured – the effects (usually damage) can be healed normally. But if their effects linger for any length of time, they may be cured, as described here, in order to end the effects early. And **permanent** poisons and diseases *must* be cured to end the effects.

There are several routes to curing diseases and poisons, depending on the specifics of the affliction and the circumstances.

CLEANING WOUNDS

Any non-magical poisons or diseases inflicted by **weapon** or **claw attacks** to a single location can be cured instantly by **cleaning** the wounds.

This can be done via the spell *Cleanse Wound* or via field surgery by a surgeon (p. 95) at a cost of **one bandage** and **one charcoal**.

This doesn't require the healer to know what disease or poison the patient is afflicted with.

DIAGNOSIS

If there is no wound to clean – or the wound has already been healed – but the effects continue, a healer must determine what disease or poison their patient is afflicted with in order to heal it.

The spell *Diagnosis*, or the equivalent surgery ability (p. 92), will reveal what disease or poison someone is afflicted with, along with its effects (including a disease's **contagion level**, left) and whether it is likely to be fatal. If it isn't a standard disease or poison, they will recognise it if they encounter it again.

They *don't* have to perform a diagnosis every time – if they have a group of patients with the same symptoms, for instance, they may decide to diagnose one patient and assume they're all suffering from the same thing. Of course, they may be *wrong*, and at risk of wasting their healing!

CURING

Once a healer knows what disease or poison their patient is suffering from, they can attempt to cure it. There are three standard methods.

- **Corporeal Magic:** Any corporeal spellcaster can heal any non-magical disease or poison with a single casting of the spell *Cure Disease* or *Purge Poison*, respectively. They must specify which disease or poison they are curing.
- **Surgery:** A surgeon with the Physician skill can surgically treat the most common diseases at a cost in **work units** and **ingredients** with the Cure Common Disease procedure. They can also research (p. 32) cures for non-standard diseases.
- **Alchemy:** An alchemist with the Antidotes skill can improvise an antidote to any non-magical poison with health-giving ingredients.

Other approaches exist, of course: an alchemist can research reliable antidotes to specific poisons (or curative potions for specific diseases), ritualists can cure them in the circle, etc.

MAGICAL DISEASES AND POISONS

Some rare **magical** diseases and poisons are sustained by an independent force, such as a curse or the will of a god, and cannot be dispelled by normal means (e.g. by the spells *Cure Disease* or *Purge Poison*) alone.

Conditions for dispelling a magical affliction vary in difficulty or complexity – as simple as “dispelling the effect under moonlight,” or as challenging as “brewing a potion from the tears of a stone, the shadow of a cloud and the hair of a snake.” These conditions may be revealed by various means, including ritual divination (p. 74), plot interaction, the *Analysis* rite, etc.

Example

Winter's Lament is a magical blade venom that puts its victim into an unwakeable slumber. It cannot be purged until the wound has been bathed with a flask of Pure Water into which three “Sun Berries” have been crushed.

In the event a magical disease is in play, there should always be a referee in attendance to convey any relevant effects or to oversee efforts to cure them.

Note that magical diseases and poisons can be **resisted** (p. 48) normally; the restriction only applies to curing them if not resisted.

COMMON DISEASES

CAPRICIOUS ROT

CONTAGIOUS

In the first hour after infection, the victim develops patches of tender skin around the body, developing into angry rashes.

The victim loses **one physical hit** (p. 43) from one **location** each hour, starting at the end of the first hour. Hits are lost in the order **left arm, left leg, right leg, right arm, torso, head**. This damage cannot be healed until the disease is cured.

Once the victim's torso falls to zero hits, they are **mortally wounded** (p. 44) and must begin their **death count**.

CORRUPTED WOUND

NOT CONTAGIOUS

The claws and teeth of some of the most loathsome monsters become bemired with grave dirt, rotting flesh and gore, eventually cultivating this disease.

This disease is inflicted as an attack call (p. 55), generally accompanying a **claw** attack (p. 46). The wounds thus inflicted become inflamed and begin to suppurate.

The disease itself causes no further damage or other symptoms, but the damage from the attack cannot be healed until the disease is cured.

FUNGUS SKIN

MILDLY CONTAGIOUS

In the first hour after infection, the victim develops patches of discoloured skin around the body, and a slight rash.

Over the following hours the victim's skin sprouts small fungal growths all over. They will find movement stiff and uncomfortable. Twelve hours after infection the victim is unable to move (per *Paralysis*).

Six hours after paralysis (eighteen hours after infection), the victim dies.

Note: If not cured, this disease rises from Mildly Contagious to Highly Contagious after the victim has died.

GRINNING FOOL

NOT CONTAGIOUS

Starting one hour after infection, the victim slowly begins to forget their skills (not including Body Development, Greater Body Development, Exceptional Body Development, Income or Resources) at a rate of one skill per hour.

Skills are lost in the order they are printed on their character card, with the exception that a skill cannot be lost if it is a prerequisite of the character's other skills (skip over those in order until their dependant skills are gone).

After twelve hours, the character becomes unable to recognise friends, animals and objects. Eventually the victim becomes completely withdrawn, and unless somebody takes care of them they will simply sit and starve to death.

Once cured, the victim regains their skills at a rate of one per hour in the reverse order that they lost them.

MAGEBANE

MILDLY CONTAGIOUS

This disease only affects spellcasters.

Starting one hour after infection, the victim loses **2 magic points** (p. 62) per hour. The points will not be replenished the following day unless the disease is cured.

Eighteen hours after infection, the victim loses their spellcasting ability altogether, and the magic will not return even if cured.

If cured before this point, the victim regains their magic points the following day at **time in** as usual.

TREMLES

MILDLY CONTAGIOUS

This disease is sometimes also known as Warrior's Curse.

Starting one hour after infection, the victim starts to experience mild tremors, gradually worsening as the affliction progresses.

Six hours after infection, the victim can no longer hold any object in their hands at all.

Twelve hours after infection, the victim is unable to walk or talk.

Once cured, the victim regains normal control of their body.

MAGICAL DISEASES

GRAVE ROT

CONTAGIOUS

In the early stages of infection, this disease closely resembles Capricious Rot (left). The victim develops patches of tender skin around the body, developing into angry rashes.

The victim loses one **physical hit** (p. 43) from one location each hour, starting at the end of the first hour. Hits are lost in the order **left arm, left leg, right leg, right arm, torso, head**. This damage cannot be healed until the disease is cured.

Once the victim's torso falls to zero hits, they are **mortally wounded** (p. 44) and must begin their **death count**.

Two minutes after the victim dies – whether killed by the disease or otherwise – they rise as an uncontrolled zombie (corporeal undead, necromantic level 2, two hits per location) still infected with Grave Rot, and attack the nearest living creature.

Grave Rot is a **magical disease** (p. 97) and cannot be cured by normal means. To cure it, the healer must first bathe the victim's lesions with clean water steeped with one unit of agaric, and then cure the disease as normal.

LYCANTHROPY

NOT CONTAGIOUS

There are many forms of lycanthropy, the mystical infection that turns people into uncontrolled werewolves. This is the most common one.

This disease is spread solely by a werewolf's bite.

One hour after infection, the victim begins to have sporadic hallucinations and flashes of temper.

At some point in the next twelve hours, the victim will turn into a werewolf for the first time (see box), heedlessly attacking those around them. Transformations will be brief to begin with, growing longer but less frequent over the following month.

Lycanthropy is a **magical disease** (p. 97) and cannot be cured by normal means. To cure it, two magicians must simultaneously cast *Cure Disease* and *Succour* on the patient within one month of infection. After one month, greater intervention – ritual magic, divine power or similar – will be required.

TRANSFORMING

A referee will confirm with the victim how the transformation will be managed. Generally, a referee will locate the victim, call *Time Freeze* (p. 37) in their camp, then either place an appropriate mask and claws on the victim and brief them or swap them out for a staff member in appropriate costume, before calling *Time In* again to launch the encounter.

❖ LOCKS AND TRAPS ❖

GET A REF!

These rules are written to be self-administered as much as possible, but any player planning to pick a lock, trigger or disable a trap or otherwise tamper with any device should always get a **referee** (p. 38) if they can, to ensure fair play.

Among the most common challenges facing thieves, explorers and other adventurers are the obstacles placed in their way – particularly locks and traps.

- **Locks** are devices placed on boxes and doors to prevent entry. Most are **mechanisms** (right) opened with a key; some may be **enchanted** (p. 103) to prevent tampering. More rare are magical **seals** (p. 104) with no mechanism at all, which must be opened in specific ways.
- **Traps** are contrivances that, when triggered – whether by opening a door or box, or stepping in a certain space, or tripping a wire – inflict some harm on the person triggering them. Most are crafted **mechanisms** (right), some **enchanted** (p. 103) with offensive spells; some are **field traps** (p. 102), wielded in battle against unwary foes. Rarest are magical **hexes** (p. 104) with no mechanism.

MECHANICAL LOCKS

Mechanical locks come in two sizes: **small locks** for boxes and chests, and **large locks** for doors and gates. **Padlocks** are small locks that can be moved between boxes. Size relates only to where a lock is used; the same rules apply to picking either.

Like all equipment, locks vary in quality, which affects how easy they are to pick:

- **Standard:** A character with the Scoundrel skill can pick a standard lock with suitable phys reps in **30 seconds**, at will.
- **Superior and Mastercrafted:** A character with the Device Proficiency skill can pick a **superior** lock with suitable phys reps in **2 minutes**, or a **mastercrafted** lock in **5 minutes**, up to twice per day (three times if the character is using higher **quality** tools, p. 25).

Some fiendishly difficult locks may take longer than 5 minutes to pick, require higher **quality** tools, or use up two (or three!) uses of the Device Proficiency skill, but

these are rare. Any special requirements will be listed on the “locked” side of the **lock card** (right).

LOCK CARDS

Any lock on an in character box or door must have a **lock card**, which is separate from the lock’s **item card** (p. 27), if any. Lock cards are issued automatically with the item card for any crafted (i.e. superior or mastercrafted) lock; players may request a lock card for any standard lock at the **game organisation desk** (p. 39) on presenting a suitable phys rep.

The lock card must be affixed to the box or door as close as possible to the lock, with the “locked” side (see below) visible, in such a way that others can turn the card over when interacting with the lock.

Lock cards have two sides:

- The **locked** side of the card, which is labelled “Locked – Get a Ref” and details relevant traits for the lock (quality and materials, enchantment, etc.).
- The **unlocked** side of the card, which is labelled “Unlocked” and details any trap attached to the lock, which may be triggered when the card is turned if the thief hasn’t already detected and disabled it (right).

MECHANICAL TRAPS

Mechanical traps are crafted devices with intricate mechanisms. Creating a mechanical trap requires the Mechanician skill.

Like all equipment, mechanical traps vary in quality, which affects how easy they are to disable. Mechanical traps may be **superior** or **mastercrafted**; there are no standard quality mechanical traps.

IN AND OUT OF CHARACTER LOCKS

In character boxes and doors must not be *actually* locked (i.e. with a real, physical lock) at any point during time in. A referee should be able to administer relevant effects without finding the owner to unlock it.

Players needing a secure place in the in character area (for e.g. medicines, out of character money or other personal effects) may keep a locked box, but should label the box “out of character” to avoid confusion.

In character items should not be kept in out of character boxes.

REPRESENTING LOCKS

You don't need an actual working mechanism as a phys rep for an in character lock. Any reasonable attempt to represent one will do: a visible keyhole, a latch with a slider or button, a cog or wheel. As long as it's obvious there's supposed to be *something* there.

Mechanical traps are always triggered by a direct physical action, including:

- Opening any box or door.
- Opening a lock without the key.
- Stepping on a plate on the floor.
- Stepping on or into a tripwire or thread.

Effects vary by the design, but may include:

- A needle juts from the lock, striking the hand used to open it and administering a blade venom.
- A crossbow bolt shoots out from the mechanism, striking the torso of the person standing in front of it within 5ft (1.5m).
- A blade swings out of the mechanism, badly injuring the hand used to open it (calling *Wounding*).
- A vial releases a cloud of gas from the mechanism, administering a poison to a person standing in front of it.

Other effects are possible – the accompanying card or attending referee will explain any effects.

By default, traps need to be manually reset after being triggered (and a new dose of poison applied, if any).

Traps that reset themselves will give relevant details on the attached card.

DETECTING AND DISABLING MECHANICAL TRAPS

Mechanical traps cannot usually be spotted without deliberately looking for them. A character with the Scoundrel skill can spot a mechanical trap after about **30 seconds** of suitable roleplay. Note that this is separate from the time required to disable it.

Once detected, traps may be disabled as follows:

- Disabling mechanical traps requires the Device Proficiency skill and a suitable phys rep of thief's tools.
- Disabling a **superior** (p. 25) trap takes **2 minutes**.
- Disabling a **mastercrafted** trap takes **5 minutes**.
- Note that the Device Proficiency skill may be used no more than twice a day (three times if the character is using higher-quality tools).
- Any trap must be detected and disabled *before* the lock is picked, or it will trigger.

Some fiendishly complex traps may take longer than 5 minutes to disable, require higher **quality** tools, or use up two (or three!) uses of the Device Proficiency skill, but these are rare. Any special requirements will be listed on the relevant card or given by the attending referee.

By default, disabled traps are **broken** (p. 25). The thief may disable the trap *without* breaking it, but must take twice as long to do so (i.e. 4 minutes for a superior trap, 10 minutes for a mastercrafted trap).

Example

The notorious burglar Jack Cowerd finds a locked chest in a merchant's tent, which on brief examination appears to have a mastercrafted lock on it.

Jack knows the merchant he is robbing is wealthy and paranoid, so he spends 30 seconds confirming that the lock is armed with a superior needle trap.

He spends another 2 minutes, expending one use of his Device Proficiency skill, to disarm the needle trap. After that, he spends 5 minutes and a second use of his Device Proficiency skill to pick the lock.

In total, Jack has spent 7 minutes, 30 seconds (plus a few seconds initially assessing the lock) and two uses of his Device Proficiency skill. Happily, Jack is using superior quality thief's tools and still has one use of his skill remaining today.

The needle trap is now broken. Had Jack devoted an additional 2 minutes to disarming it, he could have kept it intact, but he's getting nervous and wants to get out of the merchant's tent as soon as possible.

UNATTENDED MECHANICAL TRAPS

Unlike field traps (p. 102) and passive poisons (p. 96), trapped locks function even when unattended. The details of the trap are listed on the lock card, and any prospective thief should have a referee in attendance whenever possible, who can facilitate the effects. If no referee is available, the thief can apply any effects themselves.

In any context other than a trapped lock, mechanical traps are subject to the usual rule: if left unattended by the trapper or a referee, the trap is assumed to have misfired or broken. The rare exceptions (usually for plot) will always be accompanied by a card detailing their effects. If unsure about interacting with a trap, the player should try and find a referee for support.

FIELD TRAPS

Field traps are large, crude traps, generally deployed on the battlefield. Where mechanical traps (p. 100) depend on springs and cogs, field traps employ pits, ropes, rocks and branches. Field traps are set using the Trapper skill, and may be detected and disabled using the Trapper, Scoundrel and Device Proficiency skills.

Like mechanical traps, field traps can vary in quality, which affects how easy they are to disable. By default, all field traps are **standard** quality, but a trapper may learn how to set higher-quality traps through research.

Field traps are triggered by **stepping into a designated area** (representing walking into a tripwire, breaking a branch underfoot, etc.). Effects vary, but are broadly physical: knocking the target over, dropping a heavy weight on them, snaring them, etc. Common traps are listed below. Trappers may develop more involved traps through research (p. 32).

DETECTING AND DISABLING FIELD TRAPS

Field traps cannot usually be spotted without deliberately looking for them. A character with the Trapper or Scoundrel skill can spot a field trap after about **30 seconds** of suitable roleplay. Note that this is separate from the time required to disable them.

Once detected, traps may be disabled. A character with the Scoundrel or Trapper skill can disable **standard** field traps at will, taking **30 seconds**. Disabled field traps are **destroyed** (p. 25). Resetting a destroyed trap requires starting from scratch.

With research, a trapper may set higher **quality** (p. 25) field traps. Disabling these traps requires the Trapper or

UNATTENDED FIELD TRAPS

Like passive poisons (p. 96), field traps require the trapper or a referee to remain in sight of the trap to facilitate its effects. If left unattended, the trap is assumed to have broken or misfired.

Setting a battlefield trap is an objective for a **scouting slot** (p. 105) the night before the battle. If the scouting mission is successful, the battle team will attempt to allocate referee support for traps on the battlefield.

Device Proficiency skill and a suitable phys rep of thief's tools or trapper's tools.

- Disabling a **superior** trap takes **2 minutes**.
- Disabling a **mastercrafted** trap takes **5 minutes**.

As with mechanical traps, disabling a higher-quality trap expends one use of the relevant skill.

COMMON FIELD TRAPS

A character with the Trapper skill can set any of the below **common field traps**. The Trapper skill may be used twice per day – three times with higher **quality** (p. 25) tools.

Setting a field trap in general requires a phys rep of trapper's tools (e.g. hatchet, shovel, knife) and a minimum period of suitable roleplay, which should begin and end in sight of a referee. Setting field traps on the battlefield requires a scouting slot.

A field trap may be represented by some bent branches, tied string, etc. artfully placed in and around trees and covered in leaves. Please don't set real traps or tripwires anywhere in the player area!

By default, all field traps cover an area approximately **5ft (1.5m) in diameter** and affect **one target**.

Name	Description	Effect	Requirements
Deadfall	A rock or heavy log is fastened in place high in a tree, to drop on the target	Inflicts two hits to the target's head (armour protects normally)	5 minutes, must be set under a tree
Log	A log suspended on ropes is hooked in a high place, to swing down when triggered	Inflicts one hit to the target's torso (armour protects normally) and knocks the target over per <i>Mundane Strike Down</i>	5 minutes, must be set under a tree
Pit	A deep pit is covered with a layer of thin branches and leaves, into which the target falls	Inflicts one physical hit to each leg, ignoring armour, and the target must climb out (if their legs aren't incapacitated), taking 30 seconds	15 minutes
Snare	A looped rope is set to catch and tighten around the target's leg	Target is trapped per <i>Mundane Entangle</i> and must untie or cut the snare to escape, taking 30 seconds	2 minutes
Tension	A thin branch is bent back under tension, to snap and whip back in the target's face	Target is disoriented for 30 seconds per <i>Mundane Confusion</i>	2 minutes, must be set next to a tree

Larger or more complex traps are possible:

- **Larger Field Traps:** A trapper can set a larger version of a trap, covering a **10ft (3m) diameter** and affecting up to **3 people** when triggered. This expends **2 uses** of the Trapper skill and takes twice as long as setting the smaller version of the trap (e.g. setting a larger log trap takes **10 minutes**).
- **Crafted Field Traps:** A crafter can, with research (p. 32), create large **mechanical traps** (p. 100) for use by trappers, such as bear traps. These devices require one or more uses of the Trapper skill to set, but often have more powerful effects including special **damage calls** (p. 50).
- **Complex Field Traps:** With research, a trapper can learn more advanced traps, including spiked pits that inflict more damage, sharpened tension traps that lacerate the target's face, or wire snares that cannot be freed without damaging the leg. These traps may cost two (or three!) uses of the Trapper skill, consume **crafting materials** (p. 87) or incorporate **blade venoms** (p. 55), among other things.

ENCHANTED LOCKS AND TRAPS

Higher **quality** (p. 25) mechanical locks and traps may be **enchanted** (p. 26), by various means (see box below).

By default, enchanted locks and traps cannot be picked using the Scoundrel or Device Proficiency skills. A character with the Wardbreaker skill can pick or disable these devices using the rules above, only if equipped with suitably **invested tools** (p. 172).

ENCHANTED LOCKS AND KEYS

When enchanting a lock, the key(s) must be enchanted alongside them; each key will be issued a magical item card along with the lock.

If another key is later produced – whether copied from the original (p. 191) or simply not present in the original enchantment – it must be bound to the lock by ritual or other means (in the same way an item may be bound to a person, p. 26) in order to work.

ENCHANTED LOCKS

Locks may further be enchanted with special **conditions** for unlocking them, including:

- Must be unlocked by certain types of people (Lions, healers, people with red hair) or named individuals.
- Must be unlocked under certain circumstances (at night, in a shrine to Odin, during a marriage ceremony).
- Other requirements must be met (must be barefoot, must recite a prayer to Sythis, must burn a unit of comfrey).

Once a day, the Wardbreaker skill can reveal an enchanted lock's special conditions, if any. With further research (p. 32), they can learn to *ignore* those conditions.

TYPES OF ENCHANTMENT

Locks and traps may be enchanted by various means, including:

- **Ritual Magic:** As in all things, **ritual** (p. 73) is the most versatile and powerful way to make an enchanted or magical lock or trap. A ritually created trap may have its own pool of **magic points** (p. 62) each day.
- **Spiritual sorcery or demonology:** A spirit or demon can be bound into a lock or trap. The spirit will power the effect with its own magic – including casting spells or using their powers as appropriate – but is vulnerable to being banished or driven out.
- **Thaumaturgy:** A device can be built and invested as a **construct**, which is essentially an independent being in its own right, programmed to react to attempts to interfere with it. As with bound spirits, constructs use their own powers or spells.
- **Invocation:** Invocation (p. 71) is particularly suited for creating traps. Invocation traps have one or more **charges**, which are expended when triggered. These traps require special additional **sigils** (since they discharge automatically, without activation), requiring research (p. 32).

The rules on this page, including the use of Wardbreaker skill to pick or disable devices, apply regardless of the means of enchantment, although they may affect the outcomes (e.g. a construct might be programmed to relock itself, or a spirit bound into a trap may attack the wardbreaker attempting to pick it).

ENCHANTED TRAPS

Enchanted traps are often invested with offensive spells, allowing the mundane mechanism to trigger a magical event.

Examples

- A locked box that hits a would-be thief with an *Elemental Missile* when opened without the key.
- A locked chest that relocks itself (with *Open/Lock*) and causes the thief to forget unlocking the chest (with *Forget*) when opened without the key.
- A door that casts *Confusion* on the person holding the door's handle when opened.

MAGICAL SEALS AND HEXES

A box or door may be magically locked, or any object magically trapped, without requiring any mechanism at all, although doing so is more complex and costly than enchanting an existing mechanism.

A non-mechanical magical lock is called a **seal**. Seals always have **conditions** to open them, such as reciting a particular phrase or carrying a certain object (see *Enchanted Locks*, p. 103, for some more ideas).

WARDS

Wards, including necromantic and demonic wards used in summoning (p. 70), and the powerful wards around the ritual circle (p. 73), are similar in nature to magical seals, but rather than securing a door or container, they protect a defined (usually circular) area from entry, either by specific creatures or by all creatures.

A non-mechanical magical trap is called a **hex**. Lacking mechanisms, hexes are triggered by interacting with the item in some way, including:

- A mat that casts a spell on anyone who steps on it.
- A ribbon that unleashes a spell on the person who unties it.
- A glass bauble that releases a spirit when crushed.

Hexes are always invested with offensive spells (per *Enchanted Traps*, above).

The Wardbreaker skill or the *Analysis* rite can reveal the conditions to open a seal, or the trigger or effects of a hex (although note that some very powerful enchantments may be protected against detection). With research (p. 32), wardbreakers can learn to open seals even without meeting the conditions, or to disable hexes.

❖ SCOUTING ❖

With unlimited resources, Curious Pastimes would love to populate an **in character** enemy camp for the duration of every event, which brave and canny scouts could go and spy on, infiltrate and sabotage in real time. But in practice, enemy troops only exist for the time they roll out on **monster slots** (p. 39) or take to the field of battle; and their camps are “off-screen,” somewhere just past the edge of site.

To give the spies their chance to shine, then, we give them **scouting slots**, dedicated encounters in which they get a chance to assess enemy numbers, deployment and capabilities, identify generals and observe special weapons and assets. More pro-actively, scouts can set field traps, sabotage siege engines or otherwise influence coming battles.

BOOKING A SLOT

Scouting is available at various times every event. Available times will be communicated to faction teams ahead of time, and may vary depending on resources. Each slot lasts approximately **20 minutes** including briefing time (see below).

Scouting slots must be booked at least **two hours** in advance, indicating where the players intend to scout (and a general indication of objective, if possible). Scouting missions must target a location in walking distance, unless the scouts have access to some form of magical travel. On the evenings before the four major battles, priority will be given to scouting missions against the enemy encampment.

Slots are booked through a **faction team**, although a scouting mission can include any mix of groups or factions.

Scouting groups can consist of up to **20 players**, but given that stealth is of the essence, players may find that smaller groups are more effective.

SCOUTING OBJECTIVE

Scouts should come prepared with a goal for scouting, which must include where they're going (or who they're scouting), and may include what information they're looking for, or some idea of what they're expecting to achieve. It is always possible to head out opportunistically, scouting the enemy “to find out what we can,” although the less specific the objective, the more general the information will be.

There are two types of objective: **reconnaissance**, in which the scouts are purely seeking intelligence, and **espionage**, in which the scouts are attempting to actively influence the target. Espionage objectives may include setting field traps, disabling enemy traps, sabotaging siege engines, damaging structures, assassinating officers, or spreading rumours among the enemy to damage morale. Espionage missions always have a higher difficulty than reconnaissance missions (see below).

BEFORE SCOUTING

Scouts may wish to gather what information they can from non-player characters, other scouting groups or other sources before scouting, so they can set more specific objectives for scouting missions. In particular, use of the skills Strategic Insight and Pathfinder before scouting can steer objectives (and should be mentioned to the scouting referee at the start of the slot).

THE SCOUTING SLOT

Players should report to Ref HQ (or another designated location) **before** their slot begins. Please be prompt, as delays can impact later slots.

A scouting referee will meet the scouts and discuss their scouting objective (above), making note of any use of Strategic Insight or Pathfinder. They may ask them a little about their intended strategy, including skills they're likely to bring to bear. They will then brief them on the upcoming encounter (below), then take them to the edge of the scouting area and time them in.

THE ENCOUNTER

Scouting takes place in an area of site away from the camps, large enough to require some exploring. A group of **monsters** will be placed somewhere in the area, appropriate to the encounter (guards, patrols, roving beasts etc.). The scouting referee will set the players a **task** they have to complete undetected and return to them within **15 minutes**. Possibilities include:

- Find a specific object(s) and return it to the scouting referee.
- Count all the monsters in the area.
- Eavesdrop on the monsters talking among each other and note what they say.
- Kill or incapacitate one or more of the monsters.

Every scouting encounter has a **difficulty**, based on the scouts' objective, which will be reflected in the complexity of the task and in the monsters' briefing.

Monsters will be briefed according to the scenario: they may be alert or distractable, disciplined or shambolic, aggressive or restrained. Whatever their briefing, if they clearly see or hear the scouts, they will **raise the alarm**, alerting other monsters to the scouts' presence.

The encounter is live, and any spells or abilities may be used normally.

Note that this encounter is an abstraction, intended to set the scouts an appropriate challenge. While every effort will be made to set scouts an appropriate encounter for their scouting objective, the referee may be constrained by the resources they have to hand and

the time they have to prepare. Regardless of the specific encounter, completing the task will *represent* fulfilling the scouts' mission objective.

THE OUTCOME

On returning to the scouting referee, the scouting party will receive feedback on their performance. The result will depend on the following:

- Completing the task (including partial completion)
- Returning to the scouting referee within the scheduled time
- Avoiding raising the alarm

Based on the level of success, the scouting party will be briefed on what they've observed or learned, or what effect they've achieved, if any.

❖ THEFT, ASSASSINATION AND INTERROGATION ❖

The *Renewal* campaign is a story of heroes – but not all heroes are noble or honourable. Some stories call for killers and thieves.

The following rules are intended to ensure that **in character** theft, assassination and interrogation are carried out in as fair and impartial a way as possible, ideally with referee oversight to resolve any disputes. These rules should be followed, as far as possible, in *any* attempted skullduggery, but most especially in any action where the target is a **player character** or **faction command member** (p. 38).

GET A REF!

Curious Pastimes understands that sometimes murder and theft may be opportunistic, but where possible, any would-be assassin or thief should arrange to have a tabarded referee in attendance before acting.

Where actions require a referee to administrate effects – to facilitate passive poisoning (p. 96), unattended traps (p. 101) or covert spellcasting (p. 66), or to resolve the use of the Detect Lies or Diplomat's Insight skills – that referee *may* also provide oversight. Ideally, however, a second referee should be present who is not involved in the action.

OUT OF CHARACTER FALLOUT

Inevitably, **player versus player** conflict – whether theft, assassination or politics – can cause bad feeling, some of which will spill over **out of character**. Minimising this risk is much of why Curious Pastimes asks people to ensure that they have referees in attendance to oversee actions and resolve disputes.

As far as possible, Curious Pastimes asks players and staff to keep their responses to these actions **in character**, and to direct any complaints to the proper channels.

In turn, however, anyone engaging in theft or assassination is warned that, however clearly in character their intentions and actions are, out of character bleed happens. Players are advised to ensure their victims are being supported afterwards (either directly or asking others to do so) and be prepared for the possibility that there will be out of character fallout, especially for high-profile thefts or assassinations.

Note that if a referee is **not** present overseeing any action, and a dispute arises after the fact, Curious Pastimes is likely to resolve any ambiguity in favour of the victim.

THEFT

The only acceptable targets for theft are **in character** items, including:

- In character money
- **Consumables** including resources and one-shot items (p. 26)
- Items with **item cards** (p. 27) attached
- Scrolls (p. 71) and in character documents
- Food, drink or small items previously sold for in character money

Other uncarded items are not suitable targets for theft. This applies especially to anything of an **out of character** or personal nature.

Thefts may only take place within **in character** areas, including:

- Public areas of the Tavern and Bastion
- Faction command tents
- In character group tents

Any locked in character box should have a **lock card** (p. 100) indicating the quality of the lock and detailing any traps present, and should not be *really* locked.

The thief must ensure not to cause any damage to any phys rep or prop (i.e. they must not cut through bags, sever thongs or break hinges or locks, etc.).

To be successful, the thief must take the phys rep, with item card attached, and carry it away undetected in character. The thief **must not** remove the item card to take separately, but must take the whole phys rep.

AFTER THE THEFT

After the theft, the thief must present the phys rep, with item card attached, to the attending referee. If there was no referee in attendance, the thief must find a referee as soon as possible, present the phys rep to them, and identify the victim.

The referee will then direct the thief to go directly to the **game organisation desk** (p. 39) and hand in the physical representation, with any cards attached. The GOD Team will then return the phys rep to its owner

ICONIC ITEMS

Certain very well-known items – especially faction **artefacts** (p. 26) – have distinctive and recognisable phys reps. At the owners' discretion, such items may be *required* to use the specific phys rep, which will be described on the item card. The thief must still present the item to the game organisation desk, but will be directed to keep using the phys rep at events once the item is assigned to them.

At time out at the end of each event, the phys rep must be returned to its owner. The owner must bring the phys rep (or arrange for it to be brought) to the next event and hand it back into the thief's care before time in.

If a thief is found to have removed the item card from such an iconic item and attached it to a less distinctive phys rep, the item card will be taken from them and returned to the original owner.

and reassign the item cards to the thief, who should attach them to a suitable new phys rep as soon as possible.

OUT OF CHARACTER THEFT

It shouldn't need to be said that real-world (i.e. out of character) theft is a **crime**. Anyone found deviating from these rules in any way may be subject to various sanctions, up to and including being barred from the game. They may also be reported to the police or other authorities.

ASSASSINATION

Before engaging in a planned, deliberate assassination, the assassin **must** approach a referee and tell them what they're planning. The referee may direct them to other members of staff, especially when a higher-profile target is involved. They may then stipulate some requirements, including timing, referee support or related roleplay. **These requirements may differ from the below rules.**

The referee supporting the assassination may require the assassin to give their **in character** reasons for their actions in advance. There is no requirement that the assassin *not* have any **out of character** reasons – it would be impossible to enforce – but they must have plausible in character reasons.

For the assassination itself, the assassin should as a minimum try to have a tabarded referee on hand to oversee the action, although it is understood that assassinations may be opportunistic and it is not always possible.

Note that assassination is one of the most contentious things that can happen in game, and players and staff are advised to be absolutely scrupulous about following and applying the rules.

AFTER THE ASSASSINATION

After the assassination:

- The attending referee will check on the victim, ensuring they have support and have the opportunity to process what has happened.
- In most cases, the referee will ask the victim to leave the area (if the victim needs support and there is no-one else available, the referee will leave the area with them).
- If available, the attending referee will then take the victim's place, acting as their corpse for the immediate aftermath.
- If the referee has left the area with the victim, they will return later to debrief the killer.

This allows the referee to observe and rule on any other actions, either by the killer or by the victim's friends.

If there was no referee present, the killer must find a referee as soon as possible after the assassination to let them know what happened and answer any questions.

INTERROGATION

At times, a player may take an enemy – usually a **monster** or **non player character** – prisoner and need them to answer questions about their actions or plans (or those of their superiors).

This game offers various game mechanics for interrogation, including the skills Detect Lies, Diplomat's Insight and Subterfuge, Truth Potions and other forms of information gathering. Players are encouraged to use these rules where possible.

In **player versus player** interrogations, or any other situation where there is a chance of **out of character** dispute, players should ensure a tabarded referee is in attendance.

For any question where the answer may need interpreting (e.g. whether the prisoner's prepared Subterfuge statement allows them to lie in response to the interrogator's Detect Lies question), the attending referee will do as follows:

- Before the interrogation begins, the **referee** will ask the **prisoner** out of character for their Subterfuge statement, whether they plan to **resist** (p. 48) any truth potion, or are otherwise prepared.
- During the interrogation, the **interrogator** will question the **prisoner** in character normally.
- The **interrogator** may stop at any time to ask the **referee** any Detect Lies question (or other mechanical effect) out of character.

ROLEPLAYED INTERROGATION

At times, a player may choose to interrogate their prisoner via pure roleplay, threatening and hectoring them to answer their questions. **Monsters** and **non player characters** (p. 38) should be briefed how to respond to this situation; **players** should roleplay accordingly, but may decide for themselves whether they will answer questions.

Previous editions of the *Renewal* rules included rules for in character "torture." These rules no longer apply, and players are asked not to engage in this type of roleplay unless all players present give their out of character consent.

❖ SKILLS ❖

All standard skills can be chosen at character creation (p. 2) or learned later on (p. 29), provided the character meets the prerequisites and hasn't reached their **points cap** (p. 30).

SKILL DESCRIPTIONS

Skill descriptions include the following details:

- **Type:** There are two broad levels of skill: **general skills**, which anyone can learn at any time, and **archetype skills**, which are specific to one or more of the four archetypes, creator, magician, scout and warrior. Characters can learn skills outside their own archetype (p. 3), but are limited in how many points they can spend on them.
- **Use:** Not every skill can be used equally readily. Some skills are **permanent** and constantly active; some need to be activated, but can be used **at will**; some can be used **once per day** or **twice per day**. Some cost **work units** (p. 79) or **magic points** (p. 62) to use, instead of having a specified number of uses; the number of work units or magic points a character receives per day is partly based on the number of these skills they know (p. 4).
- **Cost:** The cost in **experience points** to choose the skill at character creation or through experience. Skills can alternatively be **trained** at a cost in **study units** (p. 29), which doesn't cost experience, but the point value is still added to the character's total, counting against their **points cap**.
- **Prerequisites:** Most archetype skills have other skills as **prerequisites**, or are limited to characters from that archetype (i.e. they cannot be learned as cross-archetype skills, p. 3). Some have multiple prerequisites (e.g. Demonology requires both Elemental Spellcasting *and* Spiritual Spellcasting), while some have alternative prerequisites (e.g. Chameleon requires knowledge of either Ranger *or* Scoundrel).
- **Progression:** Many skills are, in turn, prerequisites for other skills, listed here for reference.

Note that some "pinnacle" skills (p. 2) require absolute focus, such as the Exalted spellcasting skills or Strength. Any character can know at most **one** of these skills.

ALCHEMICAL ANALYSIS (8 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Creator Archetype and any 2 of Apothecary, Imbuer and Poisoner

The character can, with access to an **alchemist's laboratory** (p. 80) and at a cost in **work units** (p. 79), identify the **primary alchemical trait** (p. 81) of a herb or other **ingredient**. Analysis costs 10 work units and destroys one unit of an ingredient.

This process grants the character a close understanding of the ingredient that will grant a discount to **research targets** (p. 33) when using it. The alchemist can tell others the ingredient's trait (which can be invaluable for research), but this does not also confer the discount.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

ALCHEMIST (6 POINTS)

GENERAL • WORK UNITS

Prerequisites: None

The character can, through brief handling and examination, identify any potion, poison or imbue they know how to brew, along with their specific mechanical effects (p. 80). They can identify any item they *don't* know how to brew as a potion, a poison or an imbue, along with a brief summary of its effects, e.g. "sleeping draught," "curative potion" or "magic ink."

With access to an **alchemist's laboratory** (p. 80) and at a cost in **work units** (p. 79) and **ingredients** (p. 81), the character can brew the following recipes (p. 175):

Bitter Kiss	Magical Ink
Burning Oil	Potion of Constitution
Emesia	Pure Water
Ghoulsbane	Sleeping Draught
Healing Balm	

They can also **preserve** fluids or body parts (p. 81), or **refine** essences and separate humours (p. 82).

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Apothecary, Creator's Insight, Extra Work Units, Imbuer, Poisoner

AMALGAMS (8 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Creator Archetype and Imbuer

The character can, with access to a **laboratory** (p. 80) and at a cost in **work units** (p. 79) and **ingredients** (p. 81), create the magical **amalgams** (p. 83):

Amalgam	Elemental Amalgam
Corporeal Amalgam	Spiritual Amalgam

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

ANATOMIST (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Surgeon

The character can, with access to a **surgeon's bed** (p. 92) and at a cost in **work units** (p. 79) and materials, perform basic **transplants and grafts** (p. 196) using parts from mortal (i.e. not supernatural or magical) donors.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

ANTIDOTES (8 POINTS)

ARCHETYPE • CREATOR • TWICE PER DAY

Prerequisites: Creator Archetype and Poisoner

Twice per day, with access to a **phys rep** of suitable tools, the character can **cure** someone of a poison (p. 97), per the spell *Purge Poison*, with an improvised antidote. This requires around 2 minutes' roleplay, examining the patient and hastily mixing ingredients.

If the subject is on their **death count** (p. 44), they may require the aid of a surgeon or corporeal spellcaster to keep them alive.

Using this skill consumes **two alchemy ingredients** (p. 81) if the poison afflicting the patient is known to the person attempting the cure, or **four** if not. Suitable ingredients include:

Agaric	Hawthorn
Comfrey	Sweet Geranium
Fireweed	

Note that curing **magical poisons** (p. 97) will require additional actions.

Progression: None

APOTHECARY (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Alchemist

The character can, with access to an **alchemist's laboratory** (p. 80) and at a cost in **work units** (p. 79) and **ingredients** (p. 81), brew the following healing and beneficial potions (p. 175):

Berserkergang	Philtre of Visions
Blessed Release	Potion of Fortitude
Copper Skin	Potion of Glibness
Healing Draught	Potion of Recall
Nomad's Potion of Healing	

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Alchemical Analysis, Concoction

ARMoured CASTER (8 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Light Armour

Twice per day, the character can cast one spell known to them as though they were wearing armour **one level lighter**, that is:

- A **lesser** spell in **heavy** armour
- A **greater** spell in **medium** armour
- An **exalted** spell in **light** armour

Special: If the character is wearing **superior** or higher quality (p. 25) armour for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

ARMOURER (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Blacksmith

The character can, with access to a **blacksmith's forge** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** (p. 25) quality armour and shields.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

ARMOUR PROFICIENCY (6 POINTS)

ARCHETYPE • WARRIOR • AT WILL

Prerequisites: Light Armour

The character can adjust their armour to best make use of it in battle, granting them extra protection. **Light** and **medium** armour grants the character **one** additional **armour hit** (p. 43) per location, while **heavy** armour grants **two** additional hits.

Note: This skill cannot be used (although it may be known, as a prerequisite for other skills) by a character with the skill Exceptional Body Development.

Progression: Through Defence**ARTISAN (6 POINTS)**

GENERAL • WORK UNITS

Prerequisites: None

The character can, through brief handling and examination, identify (p. 85) any items made of cloth, leather, wood, stone or other common material that they know how to craft, along with their specific mechanical effects. They can identify the **quality** (p. 25) of any item of this type that they *don't* know how to make, along with, if relevant, a brief summary of its effects, e.g. “enhancing lenses.”

With access to an **artisan's workshop** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), the character can also **refine** (p. 88) finished **materials** and craft **superior** quality goods out of cloth or leather, wood, stone, glass or other common materials, per the *Crafting Designs* list (p. 185).

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Carpenter, Creator's Insight, Extra Work Units, Glassblower, Papermaker, Sculptor, Tailor

BATTLEFIELD INSIGHT (5 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Intuition

Twice per day, the character can spend at least two minutes studying a battle or skirmish in progress, tell a referee what they have observed and what intelligence they have gathered, and then ask one question about the enemy's tactics or disposition of troops.

The level of detail in the answer depends on the conditions of the battlefield, the quality of the character's intelligence and observations, and the availability of information (e.g. if the battle is chaotic enough, the

enemy commander may not know *themselves* what they are going to do next!).

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: Strategic Insight**BEAST COMMAND (8 POINTS)**

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Beast Empathy

Twice per day, the character can call the following **effects** (p. 54) against a **living animal** (see box).

*Mundane Suggestion**Mundane Sleep*

Using this skill requires three-to-five seconds' roleplay, approaching the target with hand extended, murmuring soothing sounds or mimicking animal cries etc. This effect can be resisted with Iron Will as usual. All other effects are as per the spells.

Progression: None**BEAST EMPATHY (6 POINTS)**

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Ranger

Twice per day, the character can call one of the following **effects** (p. 54) against a **living animal** (see box).

*Mundane Befriend**Mundane Distract**Mundane Command**Mundane Enthrall**Mundane Confusion*

Using this skill requires three-to-five seconds' roleplay, approaching the target with hand extended, murmuring soothing sounds or mimicking animal cries etc. This effect can be resisted with Iron Will as usual, and is broken by hostile action etc. as per the spells.

Progression: Beast Command**LIVING ANIMALS**

What constitutes a “living animal”?

The short answer is, if it's not undead, a demon, a construct or a spirit, it's living. And if it looks and acts like an animal **and** does not attempt complex communication (including speech, writing or gesture), it's an animal. This includes the likes of joinings, werewolves in wolf form, magical basilisks or other exotic or extraordinary creatures.

If uncertain, note that the Ranger skill includes the ability to identify animals!

BERSERKER (12 POINTS)

ARCHETYPE • WARRIOR • ONCE PER DAY

Prerequisites: Warrior Archetype and Heroic Charge

Once per day, after 30 seconds of suitable roleplay, the character can enter into a frenzied trance for **one minute** (per Heroic Charge), in which they are not only **immune** (p. 48) to **fear and mind effects** (p. 54), but also take no **physical hits** (p. 43) from mundane attacks, as long as they are charging or actively attacking enemies.

Attacks with any **magical** damage type (i.e. *Corporeal*, *Elemental*, *Spiritual* or *Artefact*, p. 50) affect the character as normal.

As per Heroic Charge, the player must continue to observe safe play.

At the end of the minute, or the moment they stop charging or attacking, the character is immediately reduced to **zero physical hits** on all locations.

Note: The character cannot learn this skill if they already know either of the skills Rallying Cry or Strength.

Progression: None

BLACKSMITH (6 POINTS)

GENERAL • WORK UNITS

Prerequisites: None

The character can, through brief handling and examination, identify (p. 85) any weapon or armour (or any item crafted from metal other than mechanisms) that they know how to craft, along with their specific game effects. They can identify the **quality** (p. 25) of any weapon they *don't* know how to make, along with, if relevant, a brief summary of its effects. e.g. "highly sharpened sword."

They can **repair** (p. 44) any suit of damaged armour in **2 minutes**, even if they don't have the skill to wear it. Alternatively, with a phys rep of suitable tools, they can use **one armour staple** (p. 186) to repair **one location** to full armour hits in **15 seconds**; or use **three staples** to repair one **whole suit** of armour to full hits in **30 seconds**.

With access to a **blacksmith's forge** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), they can also **refine** (p. 88) finished materials and craft superior **quality** (p. 25) weapons and armour.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Armourer, Creator's Insight, Extra Work Units, Weaponsmith

BLESSING OF CHANCE (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Spiritual Spellcasting

The character can, at a cost of **10 magic points** (p. 62), ask the spirits in their vicinity to influence the outcome of one purely random event (e.g. the ball draw for a Foraging or Gathering attempt) occurring to them or to **one person** within **30ft (10m)** of them, mentioned by name.

This does not involve spell vocals or a rite, but is an intuitive ability arising from the character's connection to the spirits. They must declare the use of this skill in advance, and the request must be made audibly (although it can be made quietly, per **covert casting**, p. 66).

After the character has used this power, they may require the ball draw (or coin toss, card draw, etc.) be made twice, and may then choose which outcome to occur. They may choose to make the outcome either better or worse!

The double draw is an **out of character** mechanic; the subject of this effect is not aware that anything different could have occurred unless under the effects of a relevant protective enchantment.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

BODY DEVELOPMENT (8 POINTS)

GENERAL • PERMANENT

Prerequisites: None

The character is tougher than normal mortals, granting them one extra **physical hit** (p. 43) per location (i.e. it takes two blows, not including armour, to incapacitate any location).

Note: This skill cannot be taken more than once; to gain further hits, learn the skills Greater Body Development and Exceptional Body Development

Progression: Carry Others, Greater Body Development, Strong Blow

CARPENTER (3 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Artisan

The character can, with access to an **artisan's workshop** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft mastercrafted **quality** (p. 25) goods out of wood.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Jury Rig

CARRY OTHERS (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Body Development

Twice per day, the character can use the call *Strength* (p. 49) continuously for **one minute**, solely for **grappling** (p. 46) an **unresisting target**. The target may be either actively cooperating or merely unconscious.

This skill does **not** grant the character immunity to the *Strength* call as continuous *Strength* normally does (p. 49).

Progression: None

CHAMELEON (6 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Ranger or Scoundrel

Twice per day, the character can conceal themselves, pressed against a surface or tree or lying on the ground and not visible against the skyline; to indicate they are concealed, the player should keep one finger raised. They remain concealed until they move or take any action that affects another person (including healing).

This skill can be used while under observation, but any observer who sees the character going into concealment can still see them.

Special: If the character is wearing a **superior** or higher quality (p. 25) cloak in dark or natural tones for all uses of this skill, they may use this skill three times per day rather than two.

Progression: Move in Cover

CHARM INVOCATION (5 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Any spellcasting skill

The character can, at a cost in **magic points** (p. 62) and **materials** (p. 67), invest suitably crafted one-shot magical items, including scrolls, trinkets and tattoos (see *Invocation*, p. 71). It grants knowledge of the rites:

<i>Bind Path Focus</i>	<i>Invest Stone</i>
<i>Invest Scroll</i>	<i>Invest Trinket</i>

Investing items also requires knowledge of the relevant spellcasting skill for the spells to be invested.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Talisman Invocation

CONCOCTION (12 POINTS)

GENERAL • CREATOR • ONCE PER DAY

Prerequisites: Creator Archetype and Apothecary

Once per day, with access to a phys rep of suitable tools, the character can improvise an alchemical formula for a short-term effect, e.g. to burn down a door, briefly give someone hysterical strength or create a blinding cloud of vapour. This requires around 2 minutes' roleplay, hastily mixing ingredients. Using this skill consumes *four* herbs or other **ingredients** (p. 81).

Any concoction always has a random chance of an unpredictable effect, such as poisoning the subject, exploding in the alchemist's face etc. Choosing ingredients with appropriate **alchemical traits** will reduce this chance, but not eliminate it.

Note: This skill may not be learned if the character also knows Jury Rig or Gem Cleansing.

Progression: None

CONFUSING BLOW (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Disarming

Twice per day, the character can call *Mundane Confusion* once, with a **one-handed weapon** (p. 42). This effect can be resisted with Iron Will as usual. The blow must be aimed at the target's head or body (although see *Special Rules for Mundane Effects*, p. 55).

As with all martial damage and effect calls (p. 52), this call cannot be "stacked" with magical calls such as *Corporeal*.

Special: If the character uses a **superior** or higher quality (p. 25) weapon for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

CORPOREAL RESISTANCE (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Corporeal Spellcasting

The character can, at a cost of 2 **magic points** (p. 62), **resist** (p. 48) any one **disease** (per Resist Disease), **poison** (per Resist Poison) or **body effect** (per Iron Body), from any source, magical or mundane.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

CORPOREAL SPELLCASTING (6 POINTS)

GENERAL • MAGIC POINTS

Prerequisites: None

The character can at a cost in **magic points** (p. 62) cast lesser corporeal and fundamental **spells** (p. 64) from the following list:

<i>Cleanse Wound</i>	<i>Lesser Healing</i>
<i>Countermagic</i>	<i>Mute</i>
<i>Detect Magic</i>	<i>Painlessness</i>
<i>Diagnosis</i>	<i>Recovery</i>
<i>Discern Corporeal Nature</i>	<i>Retribution</i>
<i>Enhancement</i>	<i>Sanctuary</i>
<i>Fumble</i>	

The character may not cast lesser spells while wearing **heavy armour** (p. 43).

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Extra Magic Points, Greater Corporeal Spellcasting, Necromancy, Thaumaturgy

CREATOR'S INSIGHT (5 POINTS)

ARCHETYPE • CREATOR • TWICE PER DAY

Prerequisites: Alchemist, Artisan, Blacksmith, Jeweller or Surgeon

Twice per day, the character can, after about **2 minutes** of suitable roleplay studying an item created with any creator skill they know, ask a referee one question about the item's construction, including identifying exotic **materials** (p. 87) used or inferring processes involved.

The answer will always suggest an avenue of investigation for research into recreating, modifying or destroying the item, although it is up to the character to interpret it.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: None

CRUSHING BLOW (10 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Strikedown Blow

Twice per day, the character can call *Crush* (p. 51) once, with a **two-handed weapon** or **polearm** (p. 42). As with

all martial damage and effect calls (p. 52), this call cannot be "stacked" with magical calls such as *Corporeal*.

Note that some very powerful foes are injured but not incapacitated by the call *Crush*.

Special: If the character uses a **superior** or higher quality (p. 25) weapon for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

DEFEND OTHERS (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Sense Magic

Twice per day, the character can intercept one casting of any of the spells *Strike Down*, *Repel* or *Elemental Missile* targeting a person within 5ft (1.5m) to either side of them, calling *Defend Others* (p. 57).

The character takes the effect of the spell in the other person's stead.

The character **cannot resist** or **counter** (p. 47) the spell; deliberately intercepting the spell requires relinquishing any defences they would normally have.

Progression: None

DEMONIC INSIGHT (5 POINTS)

ARCHETYPE • MAGICIAN • TWICE PER DAY

Prerequisites: Magician Archetype and Demonology

Twice per day, after at least two minutes' in character conversation about a potential demonic bargain, considering possible wording and ramifications, the character may ask a referee one question, either about the value of the deal (e.g. is the demon asking substantially more or less than what they're offering?) or about any possible loopholes (e.g. has the character overlooked any glaring omissions in the language of the contract?).

The answer may be couched in general terms, but will always be relevant and useful.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: None

DEMONOLOGY (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Elemental Spellcasting and Spiritual Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **spells** (p. 64) from the following list:

<i>Aura of Defence</i>	<i>Greater Countermagic</i>
<i>Banish Demon</i>	<i>Identify Demon Mark</i>
<i>Discern Nature of Demon</i>	<i>Spirit Missile</i>
<i>Elemental Missile</i>	<i>Spirit Shield</i>
<i>False Memory</i>	<i>Suggestion</i>
<i>Flare</i>	

They can also, at a cost in **magic points** and **materials**, perform the **rites** (p. 67):

<i>Bind Path Focus</i>	<i>Demonic Ward</i>
<i>Control Elemental Demon</i>	<i>Resilience</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** armour (p. 43), or any spells while wearing **heavy** armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Exalted Demonology

DETECT LIES (6 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Intuition

This skill requires the character to engage in conversation with the subject for at least two minutes. After that time, the player may identify one statement the subject made since the conversation began and ask them if that statement is true. The subject must honestly answer one of the following:

- **True:** The statement is true to the subject's knowledge.
- **False:** The statement is false to the subject's knowledge.
- **Partially True:** The statement mingled truth and untruth.
- **Unknown:** The subject does not know if the statement was true, i.e. it was a guess or speculation.

If desired, the player using this skill may request a referee to administrate (see *Interrogation*, p. 108). In this case, the referee will ask the subject (out of the player's earshot) the truth of the matter and then provide one of the above responses as appropriate.

The subject does not know that this skill has been used, unless they have a special ability that lets them know (the question and answer themselves take place out of character).

Note that this ability may be foiled by the skill *Subterfuge*.

Progression: None

DEVICE PROFICIENCY (5 POINTS)

ARCHETYPE • CREATOR OR SCOUT • TWICE PER DAY

Prerequisites: Scoundrel

Twice per day, with a suitable set of lockpicks or tools, the character can:

- Pick or disable (p. 100) a **superior** (p. 25) lock or trap with about **two minutes'** suitable roleplay
- Pick or disable a **mastercrafted** lock or trap with about **five minutes'** suitable roleplay

This skill can be used to disable a trap of any quality without **breaking** (p. 25) it, but the character must spend **double** the time doing so.

Note that this skill cannot normally be used to pick or disable **enchanted** devices (p. 103) unless the character has the Wardbreaker skill and a set of invested tools (p. 172).

Special: If the character uses **superior** or higher quality tools for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: Wardbreaker

DIAMOND BODY (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Corporeal Spellcasting

The character can spend **10 magic points** to temporarily harden their body, declaring *Diamond Body*. This is not a spell or rite, but an intuitive ability arising from the character's connection to corporeal magic.

For one minute afterwards, they take damage from various damage calls as follows:

- **Wounding:** The calls *Wounding* and *Corporeal Wounding* (p. 51) inflict a single **physical hit** (p. 43) to the location struck, ignoring armour.
- **Smite:** The calls *Smite* and *Corporeal Smite* reduce the location to zero **armour hits** (if any) and inflict a single **physical hit** to the location struck.
- **Crush:** If the location struck is unarmoured or has no armour hits, the calls *Crush* and *Corporeal Crush* inflict a single **physical hit**.

Damage calls accompanied with the damage types *Elemental*, *Spiritual* or *Artefact* have their normal effect.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

DIPLOMAT'S INSIGHT (6 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Intuition

This skill requires the character to engage in negotiation with the subject for at least two minutes. After that time, the player may ask the subject which is the most important of the topics discussed *to them*.

Example

Serena the Wise has been negotiating a peace with the Imperial ambassador, during which they have been discussing access to deep sea ports, disarmament, religious freedom and return of hostages. Serena uses her Diplomat's Insight skill, asking the NPC which of these things is most important to him. The NPC admits that he's most concerned to have the hostages returned (although in discussions he had been treating that as a trifling concern).

The subject does not know that this skill has been used, unless they have a special ability that lets them know (the question and answer themselves take place out of character).

Note that this ability may be foiled by the skill Subterfuge.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: Friendly Face, Silver Tongue

DIRTY FIGHTING (5 POINTS)

ARCHETYPE • SCOUT OR WARRIOR • TWICE PER DAY

Prerequisites: Scoundrel

Twice per day, the character may call *Mundane Flare* (p. 53) against **one target** within 5ft (1.5m) once. The character must mime a suitable action, e.g. flicking a cloak into their opponent's face, tossing their drink at them or grabbing dirt from the ground to throw at them (please don't actually throw or flick anything close to another player's face!).

Progression: None

DISARMING (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: None

Twice per day, the character can call *Mundane Fumble* (p. 53) once, with a **one-handed weapon** (p. 42). This effect can be resisted with Iron Body as usual. The blow must be aimed at the target's arm (although see *Special Rules for Mundane Effects*, p. 55).

As with all martial damage and effect calls (p.52), this call cannot be "stacked" with magical calls such as *Corporeal*.

Special: If the character uses a **superior** or higher quality (p. 25) weapon for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: Confusing Blow, Piercing Blow

ELEMENTAL SPELLCASTING (6 POINTS)

GENERAL • MAGIC POINTS

Prerequisites: None

The character can, at a cost in **magic points** (p. 62), cast **lesser** elemental and fundamental **spells** (p. 64) from the following list:

<i>Cleanse Object</i>	<i>Mend</i>
<i>Countermagic</i>	<i>Open/Lock</i>
<i>Detect Magic</i>	<i>Repel</i>
<i>Discern Elemental Nature</i>	<i>Shatter</i>
<i>Entangle</i>	<i>Strike Down</i>
<i>Identify Materials</i>	

The character may not cast lesser spells while wearing **heavy** armour (p. 43).

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Demonology, Extra Magic Points, Greater Elemental Spellcasting, Thaumaturgy

EVALUATE (5 POINTS)

GENERAL • AT WILL

Prerequisites: None

The character can, after a brief examination, identify any mundane goods or materials, learning the following information:

- Quality (p. 25)
- Approximate cost to produce in **work units** (p. 79) and **materials** (p. 87)
- Age and provenance (including to identify a signature item's creator)

This skill will identify any alchemical creation the character has encountered before. If they have not encountered it, they will recognise its general category – enhancing potion, non-lethal poison, ink, etc. – but not its specific effects.

Examples

Girardo de Sforza assesses a beautiful glass vase, three gems and a fine sword.

- The vase is superior and ornate, costing one uncommon ingredient and 10 work units to produce, around two centuries old, and of Estragalean make.
- The gems are uncut but have been cleansed once, making them rare materials.
- The sword is of mastercrafted quality, costing 6 uncommon materials and 12 work units to produce, and of Norscan make. But its distinctive construction tells him it's a signature item, made by the famed master blacksmith Ulfberht.

The actual value of the items will depend on the buyer, but Girardo decides he can probably sell the vase for 12 to 16 silver, and get around 8 to 10 silver each for the gems. The sword would be worth around 30 silver to most buyers, but he's confident he can get up to twice that in the Wolves' camp if he reveals its provenance.

Progression: None

EXALTED CORPOREAL SPELLCASTING (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Corporeal Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **exalted spells** (p. 64) from the following list:

<i>Nullify</i>	<i>Total Heal</i>
<i>Strength</i>	<i>Touch of Death</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXALTED DEMONOLOGY (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Demonology

The character can, at a cost in **magic points** (p. 62), cast **exalted spells** (p. 64) from the following list:

<i>Lightning</i>	<i>Reflective Shield</i>
<i>Nullify</i>	<i>Spirit Wrack</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXALTED ELEMENTAL SPELLCASTING (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Elemental Spellcasting

The character can, at a cost in **magic points**, cast exalted spells from the following list:

<i>Invisibility</i>	<i>Nullify</i>
<i>Lightning</i>	<i>Weapon of Power</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXALTED NECROMANCY (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Necromancy

The character can, at a cost in **magic points** (p. 62), cast **exalted spells** (p. 64) from the following list:

<i>Nullify</i>	<i>Spirit Wrack</i>
<i>Spectral Form</i>	<i>Touch of Death</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXALTED SPIRITUAL SPELLCASTING (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Spiritual Spellcasting

The character can, at a cost in **magic points** (p. 62), cast exalted spells from the following list:

<i>Nullify</i>	<i>Spirit Wrack</i>
<i>Spectral Form</i>	<i>True Sight</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXALTED THAUMATURGY (12 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Thaumaturgy

The character can, at a cost in **magic points** (p. 62), cast exalted spells from the following list:

<i>Exalted Armour</i>	<i>Total Heal</i>
<i>Nullify</i>	<i>Weapon of Power</i>

The character may not cast exalted spells in any weight of armour.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Note: This skill may not be learned if the character also knows any other exalted spellcasting skill.

Progression: None

EXCEPTIONAL BODY DEVELOPMENT (12 POINTS)

ARCHETYPE • WARRIOR • PERMANENT

Prerequisites: Warrior Archetype and Greater Body Development

The character is considerably tougher than normal mortals, granting them **two extra physical hits** (p. 43) per location, in addition to the extra hits from the skills Body Development and Greater Body Development.

Note: A character with this skill cannot use the skill Armour Proficiency – although they may still know it, e.g. as a prerequisite for other skills.

Progression: None

EXTRA MAGIC POINTS (1 POINT PER MAGIC POINT)

ARCHETYPE • MAGICIAN • PERMANENT

Prerequisites: Magician Archetype and any spellcasting skill

The character receives additional **magic points** (p. 62) per day, over and above the base for their skill, up to a **maximum of 10** bonus magic points (see *Magic Points and Work Units*, p. 4).

Progression: None

EXTRA WORK UNITS (1 POINT PER WORK UNIT)

ARCHETYPE • CREATOR • PERMANENT

Prerequisites: Creator Archetype

The character receives additional **work units** (p. 79) per day, over and above the base for their skill, up to a **maximum of 5** bonus work units (see *Magic Points and Work Units*, p. 4).

Progression: None

FAST HEALING (8 POINTS)

ARCHETYPE • MAGICIAN • PERMANENT

Prerequisites: Magician Archetype and Greater Corporeal Spellcasting

The character receives healing twice as quickly from all healing spells (e.g. *Lesser Healing* heals **1 physical hit** to the target location every 5 seconds).

Even without magic, the character recovers automatically, healing **1 physical hit to every location every hour** while conscious.

Progression: None

FEARLESSNESS (4 POINTS)

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** the call *Fear* once from any source, whether magical or mundane.

Progression: Heroic Charge, Immune to Fear

FORAGING (4 POINTS)

GENERAL • ONCE PER DAY

Prerequisites: None

Once per day, the character may collect alchemically useful herbs, venoms, blood, horns or other **ingredients** (p. 81).

After 10 minutes' suitable roleplay – examining leaves and roots, digging in the soil, picking flowers etc. – the player may go to the **game organisation desk** (p. 39) to declare they have been foraging and draw a ball from a bag, to determine how many ingredients they receive.

A result of a “black ball” triggers a dangerous consequence, typically encountering a creature or spirit in the woods.

Special: The player may specify, before drawing, which ingredient they are looking for; note that this will result in foraging fewer ingredients, and if the ingredient does not grow in the area, the forager will receive nothing at all.

See *Resource Collection* box, below.

Progression: None

FRIENDLY FACE (8 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Diplomat's Insight

This skill requires the character to speak amiably with the subject for at least **2 minutes**. The character can then call *Extended Mundane Befriend*. The subject must treat the character as their dear, trusted friend for **10 minutes**, unless the effect is broken by the character's actions, per the spell *Befriend*. The subject can resist with Iron Will as usual.

Progression: None

GATHERING (4 POINTS)

GENERAL • ONCE PER DAY

Prerequisites: None

Once per day, the character may fell trees, trap animals, dig for ore, or otherwise collect **materials** (p. 87) for crafting.

After 10 minutes' suitable roleplay – “cutting branches” or “digging rocks” with suitable props, etc. – the player may go to the **game organisation desk** (p. 39) to declare they have been gathering and draw a ball from a bag, to determine how many materials they receive.

Materials gathered will always be **raw materials** such as timber, ore, or hide, which must be **refined** (p. 88) by a crafter into **finished materials** such as wood, metal, paper or leather.

A result of a “black ball” triggers a dangerous consequence, such as encountering a wild creature or being injured in an accident.

Special: The player may specify, before drawing, which material they are looking for; note that this will result in

gathering fewer materials, and if the material cannot be found in the area, the character will receive nothing at all.

See *Resource Collection* box, below.

Progression: None

GEM CLEANSING (8 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Creator Archetype and Gemcutter

The character can, with access to a **jeweller's bench** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), remove impurities in gems (p. 189), stripping them of colour to increase their value and magical potential. Gems can be cleansed more than once, removing more colour each time, although it takes increasingly more effort to strip more colour out of them.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

RESOURCE COLLECTION

In addition to the separate Income and Resources skills, there are three “resource collection” skills in the *Renewal* campaign, which allow the character, after a suitable period of roleplaying, to go to the **game organisation desk** (p. 39) and be granted carded in character resources, as follows:

- **Foraging:** Raw alchemy **ingredients** (p. 81), such as herbs, venoms and blood from rare creatures.
- **Gathering:** Raw crafting **materials** (p. 87) such as timber or hide.
- **Scrounging:** Coins, small crafted items or other minor valuables.

All skills function the same way: the player reports to the game organisation desk and draws a coloured ball from a bag, with the colours denoting different degrees of success. Black balls denote failure, with some harmful or complicating fall-out (including injury, encounters with wild animals or being caught as a thief). Players using Foraging or Gathering may choose to look for a specific ingredient or just accept what they find; in the latter case, they will find more ingredients.

Each of these skills can be used **once per day**; this means that e.g. a character with all three skills can collect resources a total of three times per day, using each skill once.

GEMCUTTER (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Jeweller

The character can, with access to a **jeweller's bench** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), **cut** gems to increase their value and magical potential, and **etch** them to "seal" the magic contained in them for a specific effect.

On learning this skill, the character must choose **one** of the following pairs of designs:

- First Corporeal Cut and Seal of Lesser Healing
- First Elemental Cut and Seal of Mending
- First Spiritual Cut and Seal of Spirit Reading

The character can also **polish** etched gems, **maintaining** (p. 90) their properties.

With research (p. 32), the character can learn other cuts and seals, including second and third cuts and seals for other spells – or other effects entirely.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Gem Cleansing

GIFT OF AIR (6 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Elemental Spellcasting

The character can spend 2 **magic points** (p. 62) to **resist** (p. 48) one call or effect that would block their movement, including either of the calls *Entangle* or *Paralysis*, any **mind effect** (p. 54) that would cause them to stand still, or any attempt to pin them by **grappling** (p. 46). This ability applies to both magical and mundane effects.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

GIFT OF EARTH (6 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Elemental Spellcasting

The character can spend 2 **magic points** (p. 62) to **resist** (p. 48) one call or effect that would move them against their will, including any of the calls *Repel*, *Strike Down* or *Strength*, any **mind effect** (p. 54) that would cause them to move, or any attempt to move them by **grappling**

(p. 46). This ability applies to both magical and mundane effects.

This ability may be used to resist the *Strike Down* effect from any *Missile* or *Bolt* call (including mass effects), but not the damage.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

GIFT OF FIRE (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Elemental Spellcasting

The character can charge a mundane melee weapon of any size held in their hands with any **lesser** or **greater elemental combat spell** (p. 137) known to them.

After completing the spell vocals and paying the standard cost in **magic points** (p. 62) to cast the spell **once**, the character may accompany **two** blows delivered with the weapon with the spell's **damage** or **effect call** (p. 49), per *Effects as Weapon or Touch Calls* (p. 53). Both blows must be delivered within **1 minute**, by the caster themselves; if the caster lets go of the weapon, any remaining calls are lost.

The call only applies if the blow lands on the target object or creature. If the caster calls the effect but fails to make contact, one call is still spent. Only the target struck is affected, even if the spell would normally affect multiple targets (e.g. *Flare*).

This skill cannot be used with an enchanted weapon (p. 26), including one temporarily enchanted with e.g. the spell *Corporeal Weapon*. The call cannot be "stacked" with any other call except *Strength* (p. 52).

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

GIFT OF WATER (4 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Elemental Spellcasting

When the character casts the spell *Transmute* on any object held in their hands (up to the standard **size limit**, p. 65), the duration of the spell is extended to **10 minutes**. Once transmuted, objects can be handed to other people without reverting. Other than duration, all effects are as per the spell.

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

GLASSBLOWER (3 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Artisan

The character can, with access to an **artisan's workshop** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** quality (p. 25) goods out of glass.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Jury Rig

GOLDSMITH (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Jeweller

The character can, with access to a **jeweller's bench** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** quality (p. 25) goods out of precious metals such as copper, silver or gold.

The number of **work units** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

GREATER BODY DEVELOPMENT (6 POINTS)

ARCHETYPE • WARRIOR • PERMANENT

Prerequisites: Body Development

The character is much tougher than normal mortals, granting them **one extra physical hit per location**, in addition to the extra hit from the skill Body Development.

Progression: Exceptional Body Development, Strength

GREATER CORPOREAL SPELLCASTING (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Corporeal Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **greater** corporeal and fundamental **spells** (p. 64) from the following list:

<i>Banish Corporeal</i>	<i>Greater Healing</i>
<i>Blinding</i>	<i>Harden Skin</i>
<i>Corporeal Weapon</i>	<i>Paralysis</i>
<i>Cure Affliction</i>	<i>Purge Poison</i>
<i>Cure Disease</i>	<i>Sturdiness</i>
<i>Greater Countermagic</i>	<i>Wounding</i>

They may also, at a cost in magic points and materials, perform the **rites** (p. 67):

<i>Bind Path Focus</i>
<i>Fortitude</i>
<i>Regeneration</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** or **heavy** armour (p. 43).

The number of **magic points** the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Corporeal Resistance, Diamond Body, Exalted Corporeal Spellcasting, Fast Healing

GREATER ELEMENTAL SPELLCASTING (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Elemental Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **greater** elemental and fundamental **spells** (p. 64) from the following list:

<i>Aura of Defence</i>	<i>Heat Object</i>
<i>Banish Elemental</i>	<i>Magic Armour</i>
<i>Dispel Elements</i>	<i>Magnetise</i>
<i>Elemental Missile</i>	<i>Repair</i>
<i>Elemental Weapon</i>	<i>Telekinesis</i>
<i>Flare</i>	<i>Transmute</i>
<i>Greater Countermagic</i>	

They may also, at a cost in magic points and materials, cast the following rites:

<i>Bind Path Focus</i>
<i>Deflection</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** or **heavy** armour.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Exalted Elemental Spellcasting, Gift of Air, Gift of Earth, Gift of Fire, Gift of Water

GREATER RITUAL MAGIC (6 POINTS)

ARCHETYPE • MAGICIAN • AT WILL

Prerequisites: Ritual Magic

The character can, at a cost in materials and **ether spheres** (p. 77), perform the rites:

Bind Path Focus

Leyline Magic

They may not perform these rites while wearing **medium** or **heavy** armour (p. 43).

They can bind an additional **5 levels** of **maintained enchantments** (p. 75) and maintain them, for a total of **6 levels**.

In the ritual circle, the character may:

- Contribute **2 levels** of ritual skill (p. 75) to any ritual
- Lead a ritual wielding at most **2 levels** of ritual skill per contributor

Progression: Higher Ritual Magic

GREATER SPIRITUAL SPELLCASTING (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Spiritual Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **greater** elemental and fundamental **spells** (p. 64) from the following list:

<i>Banish Spirit</i>	<i>Sleep</i>
<i>Exorcism</i>	<i>Spirit Missile</i>
<i>False Memory</i>	<i>Spiritual Weapon</i>
<i>Spirit Shield</i>	<i>Succour</i>
<i>Greater Countermagic</i>	<i>Suggestion</i>

They may also, at a cost in magic points and materials, perform the rites:

<i>Bind Path Focus</i>	<i>Resilience</i>
<i>Naming</i>	<i>Speak With Dead</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** or **heavy** armour.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Blessing of Chance, Exalted Spiritual Spellcasting, Unbreakable Will

HEAVY ARMOUR (2 POINTS)

ARCHETYPE • WARRIOR • PERMANENT

Prerequisites: Medium Armour

The character can wear and repair **heavy** armour, granting them **4 armour hits** (p. 43) on any location visibly armoured with a suitable phys rep (p. 43).

Progression: None

HEROIC CHARGE (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Fearlessness

Twice per day, after **30 seconds** of roleplay working themselves into a rage, the character may make themselves **immune** (p. 48) to **fear** and **mind effects** (p. 54) for up to **one minute**, only as long as they are charging or actively attacking enemies. If they stop attacking or charging, the effect immediately ends.

The character must continue to observe safe play while roleplaying their “rage”!

Special: Imbibing the potion Berserkergang allows the character to use this skill one additional time during the potion’s duration *instead* of the potion’s usual effect.

Progression: Berserker

HIGHER RITUAL MAGIC (8 POINTS)

ARCHETYPE • MAGICIAN • AT WILL

Prerequisites: Magician Archetype and Greater Ritual Magic

The character can bind an additional **3 levels** of **maintained enchantments** (p. 75) and maintain them, for a total of **9 levels**.

In the ritual circle, the character may:

- Contribute **3 levels** of ritual skill (p. 75) to any ritual
- Lead a ritual wielding at most **3 levels** of ritual skill per contributor

Progression: None

HUNTER’S INSIGHT (8 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Ranger

Using this skill requires the character to observe the subject in combat at a range of **30ft (10m)** or less for at least **2 minutes**. After that time, the character may ask the subject (or attending referee) the creature’s special attacks, defences and weaknesses, if any. It does not reveal a supernatural creature’s **level**, nor any powers not specific to combat, but otherwise functions per the

various *Discern Nature* spells (e.g. *Discern Nature of Undead*).

This ability does not reveal a creature's unique death condition (including if they have a named weapon), although it will reveal that the creature *has* a death condition.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: Hunter's Mark

HUNTER'S MARK (12 POINTS)

ARCHETYPE • SCOUT • ONCE PER DAY

Prerequisites: Scout Archetype and Hunter's Insight

This skill allows the character to "mark" one subject within 30ft (10m), alerting a referee to their use of the skill. After that and at any time until **time out**, the character can call *Fatal* **once** with a weapon blow against **that target only**.

This damage is mundane and doesn't overcome damage immunities (p. 43); as with all martial damage and effect calls (p. 52), it cannot be "stacked" with magical calls such as *Corporeal*.

Note that some very powerful foes are injured but not incapacitated by the call *Fatal*.

This skill cannot be used with any sort of ranged weapon.

Note: A character may not learn this skill if they already know the skill Killing Blow.

Progression: None

IMBUER (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Alchemist

The character can, with access to an **alchemist's laboratory** (p. 80) and at a cost in **work units** (p. 79) and **ingredients** (p. 81), brew inks, enhancing formulas and other potions that affect the material world rather than living bodies, including:

All That Glitters	Spiritual Ink
Corporeal Ink	Tanglebomb
Elemental Ink	Thief's Friend
Perfect Oil	Verdant Lotion
Rosalie's Reinforcing Resin	

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Alchemical Analysis, Amalgams

IMMOVABLE SHIELD (8 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Sturdy Shield

Twice per day, the character can set their shield, which must be at least 24" (60cm) in diameter, and make themselves **immune** to the call *Strength*, the spell *Strike Down* or any other knockdown effect for **one minute**, as long as they remain within two steps – or approximately 5ft (1.5m) – of their starting position. If they take more than two steps away, either voluntarily or because they have been caused to move by a spell or other effect, the effect immediately ends.

Note: Physically jostling or shoving the player in real life will not break the effect, and any player attempting this may be removed from play for unsafe conduct (p. 48).

Special: If the character uses a **superior** or higher quality shield for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

IMMUNE TO [BODY EFFECT] (6 POINTS PER IMMUNITY)

ARCHETYPE • SCOUT OR WARRIOR • PERMANENT

Prerequisites: Iron Body

The character becomes **immune** (p. 48) to **one body effect** (p. 54) from the following list:

<i>Blinding</i>	<i>Mute</i>
<i>Fumble</i>	<i>Paralysis</i>

This immunity applies to both magical and mundane effects, but *not* to disease or poison (for that, see Immune to [Disease] and Immune to [Poison]).

This skill may be taken multiple times, choosing one call from the above list each time.

Note: Any character may possess a maximum total of **three** immunities of all kinds.

Progression: None

IMMUNE TO [DISEASE] (4 POINTS PER IMMUNITY)

ARCHETYPE • CREATOR OR SCOUT • PERMANENT

Prerequisites: Resist Disease

The character becomes **immune** (p. 48) to **one disease**, from any source. The character must choose one of the diseases from the common diseases (p. 98) list.

This skill may be taken multiple times, choosing one disease each time.

Note: Any character may possess a maximum total of *three* immunities of all kinds.

Progression: None

IMMUNE TO FEAR (6 POINTS)

ARCHETYPE • WARRIOR • PERMANENT

Prerequisites: Fearlessness

The character is **immune** (p. 48) to **fear effects** (p. 54) from any source, whether magical or mundane.

Note: Any character may possess a maximum total of *three* immunities of all kinds.

Progression: None

IMMUNE TO [MIND EFFECT] (6 POINTS PER IMMUNITY)

ARCHETYPE • MAGICIAN • PERMANENT

Prerequisites: Iron Will

The character becomes **immune** (p. 48) to **one mind effect** (p. 54) from the following list:

<i>Befriend</i>	<i>Enthral</i>
<i>Command</i>	<i>Possession</i>
<i>Confusion</i>	<i>Sleep</i>
<i>Distract</i>	<i>Suggestion</i>

This immunity applies to both magical and mundane effects, but *not* to disease or poison (for that, see Immune to [Disease] and Immune to [Poison]).

This skill may be taken multiple times, choosing one call from the above list each time.

Note: Any character may possess a maximum total of *three* immunities of all kinds.

Progression: None

IMMUNE TO [POISON] (5 POINTS PER IMMUNITY)

ARCHETYPE • CREATOR OR SCOUT • PERMANENT

Prerequisites: Resist Poison

The character becomes **immune** (p. 48) to **one poison or potion**, from any source. The character must choose one of the poisons or potions from the standard alchemy recipes list (p. 175).

This skill may be taken multiple times, choosing one poison each time.

Note: Any character may possess a maximum total of *three* immunities of all kinds.

Progression: None

IMPROVED SANCTUARY (6 POINTS)

ARCHETYPE • CREATOR • AT WILL

Prerequisites: Improved Surgery

The character can, at a cost of **1 bandage** (p. 195) **per patient**, keep up to **3 mortally wounded** (p. 44) characters alive simultaneously, per field surgery rules (p. 95).

They can alternatively, at a cost of **1 bandage**, keep **1 patient** alive who is on their death count for reasons other than a mortal wound (e.g. Beggars Poison).

While using this ability, the character may shift their attention from one patient to the other without ending any of the sanctuary effects, but may not perform any other act aside from speaking.

Progression: None

IMPROVED SURGERY (6 POINTS)

ARCHETYPE • CREATOR • AT WILL

Prerequisites: Surgeon

The character can, with a phys rep of suitable tools, use **1 bandage** (p. 195) to heal **1 incapacitated** location (p. 44) to **1 physical hit** (p. 43) in **15 seconds** (rather than the usual 30 seconds), or use **3 bandages** to heal all incapacitated locations to **1 physical hit** in 1 minute.

Progression: Improved Sanctuary

INCOME (SPECIAL)

GENERAL • PERMANENT

Prerequisites: None

The character receives an income in coin. This skill may be bought up to four times; the experience point cost of each level, and the revenue generated, are as follows:

Level	Experience Points	Revenue
1	4 points	2 silver
2	4 points	2 silver
3	6 points	4 silver
4	8 points	8 silver

The costs and income above are **cumulative**, i.e. a level 3 income costs a total 14 points and generates a total income of 8 silver (or 2 gold) per event.

The character will receive this income at every main event, and half this income at up to two off-season events.

Players are invited to come up with an in character reason for their income – they might be successful merchants, claim rent from tenants on their land, etc.

Progression: None

INSPIRATION (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Iron Will

Twice per day, the character can give a speech lasting at least **30 seconds**, at the end of which they can grant a group of up to **5 people** who heard the speech the ability to **resist** (p. 48) one **fear effect** (p. 54) each, which must be used within **one hour**.

Multiple uses of this effect do not stack; the recipient cannot benefit from this ability again until they have used the resistance or the hour has passed.

Progression: Rallying Cry

INTUITION (5 POINTS)

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, after at least **2 minutes** of in character conversation on a question, considering possible answers and dismissing unlikely theories, the character may pose a theory to a referee, who will advise on its accuracy – never a simple yes-or-no answer, but at least “warm/cool” style feedback, possibly with a hint as to new avenues of thought.

See *Information Gathering* box (right) for more on information-gathering skills.

Progression: Battlefield Insight, Detect Lies, Diplomat’s Insight

IRON BODY (5 POINTS)

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** (p. 48) one use of any of the following **body effect** (p. 54) calls from any source, whether magical or mundane, unless caused by a poison or disease:

<i>Blinding</i>	<i>Mute</i>
<i>Fumble</i>	<i>Paralysis</i>

In some cases, this skill may also be used to resist non-standard effects that affect the functioning of the body but cause no damage (p. 57).

Progression: Immune to [Body Effect]

IRONMONGER (4 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Blacksmith

The character can, with access to a blacksmith’s forge (p. 86) and a cost in **work units** and materials, craft all metal (but not jewellery metal) **mastercrafted** quality

INFORMATION GATHERING

Three skills in the *Renewal* campaign allow the player to appeal to referees for answers to questions on any topic: Intuition, Scholar and Oracle.

All of these skills have limitations of some sort; each is most useful in different circumstances. All of them offer some risk of misleading or even dangerous results!

- **Intuition:** This skill most useful if you have some idea of the answer already. Use once you’ve pieced the clues together and reasoned through them – the answer may confirm your guess, or steer you if you’re off-course. The answer is only as good as your information; if your premises are wrong, your answer may lead you astray.
- **Scholar:** This skill is as good as the library you’re using; the larger and better-stocked the library, the better the information. And it’s important to find the right library for the question – a library in a faction dedicated to the destruction of all undead may give skewed information on the subject of vampires!
- **Oracle:** This skill tends to be the go-to when you don’t have a clue. It’s a roll of the dice, an undirected appeal for insight. But beware: the information depends on what the spirits know. Sometimes they’ll be as misinformed as any mortal – and sometimes they may even lie. And opening yourself up to the spirit world can carry other risks besides...

Insight Skills: Battlefield Insight, Creator’s Insight, Demonic Insight, Diplomat’s Insight, Hunter’s Insight, Pathfinder and Strategic Insight all reflect a high level of expertise in a narrow field of endeavour. They’re more reliable than the skills above, mostly allowing the player to just ask the referee a direct question, but they’re also much more specific.

items other than weapons and armour, and all **superior** and **mastercrafted** quality tools (p. 192).

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

IRON WILL (6 POINTS)

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** (p. 48) one use of any of the following **mind effect** (p. 54) calls from any source, whether magical or mundane, unless caused by a poison or disease:

<i>Befriend</i>	<i>False Memory</i>
<i>Command</i>	<i>Forget</i>
<i>Confusion</i>	<i>Possession</i>
<i>Distract</i>	<i>Sleep</i>
<i>Enthral</i>	<i>Suggestion</i>

In some cases, this skill may also be used to resist non-standard effects that affect the functioning of the mind but cause no damage (p. 57).

Progression: Immune to [Mind Effect], Inspiration

JEWELLER (6 POINTS)

GENERAL • WORK UNITS

Prerequisites: None

The character can, through brief handling and examination, identify (p. 85) any gems, items of jewellery or mechanisms that they know how to craft, along with their specific mechanical effects. They can identify the **quality** (p. 25) of any item they *don't* know how to make, along with, if relevant, a brief summary of its effects, e.g. “needle trap.”

With access to a **jeweller's bench** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), they can also refine finished materials and craft superior quality goods out of glass, precious metals or gems, or simple mechanisms.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Creator's Insight, Extra Work Units, Gemcutter, Goldsmith, Mechanician

JURY RIG (12 POINTS)

ARCHETYPE • CREATOR • ONCE PER DAY

Prerequisites: Creator Archetype and any 3 of Carpenter, Glassblower, Papermaker, Sculptor or Tailor

Once per day, with access to a **phys rep** of suitable tools, the character can improvise a device from materials to hand, e.g. to function as a short-lived field trap or single-shot siege weapon, or to barricade a fallen gate. The skill can also be used to get a wrecked or sabotaged item working again, at least temporarily.

Using this skill requires some **in character effort**, constructing a phys rep of the device from branches, rope or other real items in the area or on their person. The character may also consume crafting materials (p. 87), incorporate crafted items (including broken items) or potions, or otherwise expend resources.

The effects of a jury-rigged device are determined by the attending referee, and will reflect the player's efforts constructing a phys rep and the value of any resources expended. Any jury-rigged device has a random chance of failing or behaving unpredictably.

Note: This skill may not be learned if the character also knows Concoction or Gem Cleansing.

Progression: None

KILLING BLOW (12 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Treacherous Blow

Twice per day, the character can call *Wounding* once, with a **small dagger** only. As with all martial damage and effect calls (p. 52), this call cannot be “stacked” with magical calls such as *Corporeal*.

This ability **cannot** be used with a blade venom.

Note that some very powerful foes are injured but not incapacitated by the call *Wounding*.

Special: If the character uses a **superior** or higher quality (p. 25) dagger for all uses of this skill, they may use this skill *three* times per day rather than two.

Note: A character may not learn this skill if they already know the skill Hunter's Mark.

Progression: None

KNOCKOUT BLOW (10 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Treacherous Blow

Twice per day, the character can call *Mundane Sleep* with a small weapon. The attack must be aimed at the head or torso (although see *Special Rules for Mundane Effects*, p. 55). As with all martial damage and effect calls (p. 52), this call cannot be “stacked” with magical calls such as *Corporeal*.

This ability can be resisted with Iron Will as usual.

Special: If the character uses a **superior** or higher quality (p. 25) small weapon for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

LIGHT ARMOUR (2 POINTS)

GENERAL

Prerequisites: None

The character can wear and repair **light** armour (p. 43), granting them **1 armour hit** on any location visibly armoured with a suitable phys rep.

Progression: Armoured Caster, Armour Proficiency, Medium Armour

LONG WEAPONS (4 POINTS)

GENERAL • PERMANENT

Prerequisites: None

The character can fight with any suitable LARP-safe **two-handed weapon** or **polearm** (p. 42), which must be held in both hands to fight. Fighting with a long **stab-safe weapon** and a shield requires the Shield skill instead of Long Weapons and follows different rules (p. 45).

Note: Any stab-safe spear must have a white ribbon visibly attached to it.

Progression: Strikedown Blow

MECHANICIAN (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Jeweller

The character can, with access to a **jeweller's bench** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** (p. 25) locks. They can also craft more complex devices, including mechanical traps (starting with a needle trap) and printing presses.

Note that the Trapper skill grants knowledge of *field* traps, such as pit traps and snares, while Mechanician grants knowledge of *mechanical* traps, such as poison needles and blades.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

MEDIUM ARMOUR (2 POINTS)

ARCHETYPE • SCOUT OR WARRIOR • PERMANENT

Prerequisites: Light Armour

The character can wear and repair **medium** armour (p. 43), granting them **2 armour hits** (p. 43) on any location visibly armoured with a suitable phys rep.

Progression: Heavy Armour

MOVE IN COVER (10 POINTS)

ARCHETYPE • SCOUT • ONCE PER DAY

Prerequisites: Scout Archetype and Chameleon

Once per day, the character can conceal themselves per the Chameleon skill.

Once concealed, they can move at a slow walk, keeping within cover (e.g. shadows or plant growth), up to 30ft (10m) from where they activated this ability. The player must indicate that they are concealed by keeping a finger raised while moving.

As per Chameleon, the character becomes visible if they take any action that affects another person.

Progression: None

NECROMANCY (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Corporeal Spellcasting and Spiritual Spellcasting

The character can, at a cost in **magic points** (p. 62), cast **spells** (p. 64) from the following list:

<i>Banish Undead</i>	<i>Paralysis</i>
<i>Corporeal Weapon</i>	<i>Spirit Shield</i>
<i>Discern Nature of Undead</i>	<i>Spiritual Weapon</i>
<i>Greater Countermagic</i>	<i>Wounding</i>
<i>Harden Skin</i>	

They may also, at a cost in magic points and materials, perform the rites:

<i>Bind Path Focus</i>	<i>Necromantic Ward</i>
<i>Control Corporeal Undead</i>	<i>Resilience</i>
<i>Fortitude</i>	<i>Speak With Dead</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** armour (p. 43), or any spells while wearing **heavy** armour.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Exalted Necromancy

ORACLE (4 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Spiritual Spellcasting

The character can, at a cost of **5 magic points** (p. 62), ask the spirits in their vicinity a question on any topic and receive an answer. This does not involve spell vocals or a rite, but is an intuitive ability arising from the character's connection to the spirits.

How long the reply takes, and how accurate or relevant the answer, may vary depending on the question; the spirits might just not know the answer! In some cases, they may even be moved to lie or mislead. If the subject of the question is spiritually powerful themselves, they will likely sense the question, and may respond or interfere.

In what form the reply comes – a vision, card draws, runestones etc. – may reflect the character's **magical method** (p. 62), but regardless of form, the answer is always allusive or allegorical, and requires some interpretation.

See *Information Gathering* (p. 126) for more on information-gathering skills.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

PAPERMAKER (3 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Artisan

The character can, with access to an **artisan's workshop** (p. 86) and a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** (p. 25) quality items from paper or vellum.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Jury Rig

PATHFINDER (8 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Tracking Proficiency

This skill requires the character to spend at least **2 minutes** studying an area of land or a map of that area.

After that, they may ask a referee one question about how that area may be used, such as:

- The safest route through the area
- Whether a road is commonly travelled
- How often guards are likely to patrol it
- How much cover an enemy could benefit from

If the character has access to intelligence or scouting reports, they may receive better quality information.

If a character with Pathfinder and a character with Strategic Insight use their skills together, both will receive better quality information. Using either or both ahead of any scouting mission (p. 105) can improve the outcome.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: None

PHYSICIAN (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Surgeon

The character can, with access to a **surgeon's bed** (p. 92) and a cost in **work units** (p. 79) and materials, cure diseases and other ailments (p. 97).

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

PIERCING BLOW (10 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Disarming

Twice per day, the character can call *Through* once, with a bladed **one-handed weapon** (p. 42). As with all martial damage and effect calls (p. 52), this call cannot be "stacked" with magical calls such as *Corporeal*.

This skill **cannot** be used with a blade venom.

Special: If the character uses a **superior** or higher quality (p. 25) bladed weapon for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

POISONED BLOW (8 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scout Archetype and Treacherous Blow

Twice per day, the character can call *Through* once, with a **small dagger** (p. 42) only, per Treacherous Blow. This ability **may** be used with a blade venom.

Special: If the character uses a **superior** or higher quality (p. 25) dagger for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: None

POISONER (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Alchemist

The character can, with access to an **alchemist's laboratory** (p. 80) and at a cost in **work units** (p. 79) and **ingredients**, brew poisons, and formulas of interest to poisoners, such as:

<i>Beggars Poison</i>	<i>The Shakes</i>
<i>Blinding Powder</i>	<i>Sweet Elixir</i>
<i>False Balm</i>	<i>Tongue-Tying Tincture</i>
<i>Fool's Draught</i>	<i>Truth Potion</i>
<i>Itching Powder</i>	

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Alchemical Analysis, Antidotes**PROJECTILE WEAPONS (6 POINTS)**

GENERAL • PERMANENT

Prerequisites: None

The character can shoot a suitable LARP-safe bow or crossbow, provided the player has a current valid **bow safety licence** (p. 58) and the bow or crossbow has a valid **poundage card** affixed to it.

Progression: Siege Weapons**RALLYING CRY (12 POINTS)**

ARCHETYPE • WARRIOR • ONCE PER DAY

Prerequisites: Warrior Archetype and Inspiration

Once per day, the character can give a speech lasting at least **30 seconds**, at the end of which they can render up to **12 people** who heard the speech **immune** (p. 48) to **fear** and **mind effects** (p. 54) for **one minute**, only as long as they are charging or attacking.

Note: The character cannot learn this skill if they already know either of the skills Berserker or Strength.

Progression: None**RANGER (5 POINTS)**

GENERAL • AT WILL

Prerequisites: None

The character is trained in the ways of the wilderness. They can identify any natural plant or animal by sight. With about two minutes' roleplay, they can follow fresh (less than one hour old) tracks in either direction, or roughly recreate who left them and what they were doing.

Progression: Beast Empathy, Chameleon, Hunter's Insight, Tracking Proficiency, Trapper**RESIST DISEASE (4 POINTS)**

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** any one disease. This works even against any magical disease.

Progression: Immune to [Disease]**RESIST EXALTED MAGIC (8 POINTS)**

ARCHETYPE • MAGICIAN OR WARRIOR • ONCE PER DAY

Prerequisites: Resist Magic

Once per day, the character may **resist** (p. 48) any one **lesser**, **greater** or **exalted** spell or equivalent magical or supernatural (not mundane) power.

Progression: None**RESIST MAGIC (6 POINTS)**

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** (p. 48) any one **lesser** or **greater** spell or equivalent magical or supernatural (not mundane) power.

Progression: Resist Exalted Magic**RESIST POISON (5 POINTS)**

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may **resist** (p. 48) any one **potion or poison**. This works even against **magical** poisons (p. 97).

Progression: Immune to [Poison]**RESOURCES (SPECIAL)**

GENERAL • PERMANENT

Prerequisites: None

The character receives an income in resources. Players are invited to roleplay an in character source of these resources if they wish – they might own a sawmill, for instance, or have access to a sacred grove.

Like Income, this skill may be bought up to **four times**; the first two levels cost 4 experience points each, and the third and fourth levels cost 6 and 8 points respectively.

The player must specify one **very common**, **common** or **uncommon** alchemy ingredient (p. 81) or crafting material (p. 87) at **each level**. The resources generated may vary from event to event based on plot or other factors, but the character might typically expect the following, for each resource they pick:

Rarity	Examples	Typical per event
Very common	ink, timber, oil	9 units
Common	acacia, tin ore, paper (O)	3 units
Uncommon	agate, metal (H), essence of fireweed	1 unit

The character's resources are fixed when chosen and cannot then be changed. Methods may exist in play to change a character's resources through roleplay, likely at a cost in coin or lost resources.

The character will receive this income at every main event, and half this income (rounded down) at up to two off-season events.

Picking A Resource Multiple Times

Players may select the same resource more than once, up to the maximum of four total levels of resources. The resources generated are doubled each time the same resource is picked (e.g. picking an uncommon resource twice typically yields 2 units per event, picking it three times yields 4 units, and picking it four times yields 8 units). Note that it is not permitted to choose a very common resource more than twice, or a common resource more than three times.

Example

Matthew Fuller has four levels of Resources, representing his prosperous weaving business in Deira. This costs him 22 experience points (4 points each for the first two levels, 6 points for the third level and 8 points for the fourth level).

He chooses the common resource Cloth (O) three times, typically granting him 12 units per event (i.e. a base of 3 per event, doubled to 6 for two picks and doubled again to 12 for three picks), and the uncommon resource Cloth (H) once, typically granting him 1 unit per event.

Progression: None

RITUAL MAGIC (6 POINTS)

GENERAL • AT WILL

Prerequisites: None

The character can detect nearby **ritual circles** (p. 73) and other **places of power** (p. 74), and **leylines** (p. 73). They can also, at a cost in materials and ether spheres, perform the rite (p. 67) *Appanage*. They can bind up to 1 level of **maintained enchantments** (p. 75) and maintain them.

In the ritual circle, the character may raise or lower wards, address the spirit, contribute 1 level of **ritual skill** (p. 75) to any ritual, or lead a ritual wielding at most 1 level of ritual skill per contributor.

Progression: Greater Ritual Magic

SAPPER (5 POINTS)

ARCHETYPE • CREATOR OR SCOUT • SPECIAL

Prerequisites: Artisan

The character can, with a **phys rep** of suitable tools, break walls or doors, damage or collapse bridges, or otherwise sabotage structures. Requirements for using this skill will be determined by the attending referee and may vary depending on the structure and the character's objective. This may include:

- A minimum number of sappers
- A minimum period of roleplay
- An expenditure in materials or resources

Depending on the task at hand, sapping may not always be successful. Use of this skill in battle should be coordinated with the Battle Team in advance.

Progression: None

SCHOLAR (5 POINTS)

GENERAL • TWICE PER DAY

Prerequisites: None

Twice per day, the character may, after about five minutes' roleplay poring through a carded library, ask a referee one question appropriate to the general subject matter of that library (stated on the card). Whether they learn anything, and the quality of information, depends on the question, and may vary depending on which library is used.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: None

SCOUNDREL (5 POINTS)

GENERAL • AT WILL

Prerequisites: None

The character may, with about 30 seconds' suitable roleplay:

- Detect any mechanical or field trap.
- Pick any **mundane, standard** quality (p. 25) lock with a suitable set of lockpicks or tools.
- Disable any mundane, standard quality trap (breaking it in the process) with a suitable phys rep of lockpicks or tools.
- Escape any mundane, standard quality bonds.

See *Locks and Traps* (p. 100) for more details.

Progression: Chameleon, Device Proficiency, Dirty Fighting, Subterfuge, Treacherous Blow

SCROUNGING (4 POINTS)

GENERAL • ONCE PER DAY

Prerequisites: None

Once per day, the character may find coins and minor valuables.

After **10 minutes**’ suitable roleplay – poking around the backs of tents or miming picking pockets in crowded spaces – the player may go to the **game organisation desk** (p. 39) to declare they have been scrounging and draw a ball from a bag, to determine how many items they receive.

A result of a “black ball” triggers a dangerous consequence, including being caught by a mark or accosted by a public official.

Progression: None

SCULPTOR (3 POINTS)

ARCHETYPE • CREATOR OR SCOUT • WORK UNITS

Prerequisites: Artisan

The character can, with access to an **artisan’s workshop** (p. 86) and a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** quality (p. 25) items from clay or stone.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Jury Rig

SENSE MAGIC (5 POINTS)

GENERAL • AT WILL

Prerequisites: None

The character can detect any ongoing spell, enchantment or flow of unpatterned magic on a specified creature or object within 3ft (1m). This skill reveals the mix of spheres present (e.g. “predominantly corporeal magic,” or “a mix of elemental and spiritual magic”), but unlike the spell *Detect Magic*, it does not reveal the function of an enchantment.

Progression: Defend Others

SHIELD (4 POINTS)

GENERAL • PERMANENT

Prerequisites: None

The character can fight with a suitable LARP-safe **small or one-handed weapon** (p. 42) in one hand and a suitable LARP-safe **shield** in the other.

The character can also wield a **stab-safe weapon** (p. 45) of between 42” (102cm) and 72” (180cm) length one-handed, holding the weapon roughly halfway along its length, with a **shield** in the other hand. When fighting with a weapon over 42” (105cm) long held this way, the wielder may only make thrusting attacks, and may not use it to parry.

Note: Any stab-safe spear must have a white ribbon visibly attached to it.

Progression: Sturdy Shield

SIEGE ENGINEER (6 POINTS)

ARCHETYPE • SCOUT • PERMANENT

Prerequisites: Siege Weapons

The character can lead the crew to operate a ballista, catapult or other siege weapon, providing the crew meets the requirements listed on the weapon’s card.

Progression: None

SIEGE WEAPONS (4 POINTS)

ARCHETYPE • SCOUT • PERMANENT

Prerequisites: Projectile Weapons

The character can operate or crew a ballista, catapult or other siege weapon, providing they meet the requirements listed on the weapon’s card.

Some smaller weapons only require a single operator with this skill, but larger weapons always require a crew led by someone with the Siege Engineer skill.

In some cases, players must attend a short training session ahead of the battle for safety.

Progression: Siege Engineer

SILVER TONGUE (8 POINTS)

ARCHETYPE • SCOUT • ONCE PER DAY

Prerequisites: Scout Archetype and Diplomat’s Insight

This skill requires the character to speak to actively listening subjects for at least **30 seconds**. Once per day, the character can then call *Mundane Enthral* against up to **3 subjects** within **10ft (3m)**, by pointing and calling the effect individually in quick succession (similar to calling multiple targets with the *Flare* spell).

The subjects must then listen to the character attentively as long as they continue to speak in coherent sentences, unless broken by any attack, per the spell *Enthral*. The subject can resist with Iron Will as usual.

Progression: None

SPIRITUAL SPELLCASTING (6 POINTS)

GENERAL • MAGIC POINTS

Prerequisites: None

The character can, at a cost in **magic points** (p. 62), cast **lesser** spiritual and fundamental **spells** (p. 64) from the following list:

<i>Befriend</i>	<i>Distract</i>
<i>Command</i>	<i>Enthral</i>
<i>Confusion</i>	<i>Fear</i>
<i>Countermagic</i>	<i>Forget</i>
<i>Detect Magic</i>	<i>Sense Threats</i>
<i>Detect Spirits</i>	<i>Spirit Reading</i>
<i>Discern Spiritual Nature</i>	

The character may not cast lesser spells while wearing **heavy** armour (p. 43).

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Demonology, Extra Magic Points, Greater Spiritual Spellcasting, Necromancy, Oracle

STRATEGIC INSIGHT (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Battlefield Insight

Twice per day, the character can spend at least two minutes studying the map of a future battlefield, listening to or discussing intelligence received etc., and then ask a referee one question about the enemy's objectives, likely tactics or deployment of troops in the coming battle.

The level of detail in the answer depends on the quality of the character's intelligence and observations.

If a character with Pathfinder and a character with Strategic Insight use their skills together, both will receive better quality information. Using either or both ahead of any scouting mission (p. 105) can improve the outcome.

See *Information Gathering* (p. 126) for more on information-gathering skills.

Progression: None

STRENGTH (12 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype, Greater Body Development and Strong Blow

Twice per day, the character can use the call *Strength* continuously for **one minute**. This applies to **grappling** (p. 46), or resisting being grappled, as well as weapon blows.

While this ability is active, the character is themselves immune to *Strength*.

Note: The character cannot learn this skill if they already know either of the skills Berserker or Rallying Cry.

Progression: None

STRIKEDOWN BLOW (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Long Weapons

Twice per day, the character can call *Mundane Strike Down* once, with a **two-handed weapon** or **polearm** (p. 42). As with all martial damage and effect calls (p. 52), this call cannot be "stacked" with magical calls such as *Corporeal*.

Special: If the character uses a **superior** or higher quality (p. 25) weapon for all uses of this skill, they may use this skill **three** times per day rather than two.

Progression: Crushing Blow

STRONG BLOW (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Body Development

Twice per day, the character can call *Strength* once, with any **one-handed or larger** (p. 42) weapon.

This does **not** apply to **grappling** (p. 49) or resisting being grappled, and does not grant the character immunity to *Strength*.

Special: If the character uses a **superior** or higher quality (p. 25) weapon for all uses of this skill, they may use this skill **three** times per day rather than two.

Progression: Strength

STURDY SHIELD (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Shield

Twice per day, the character can **resist** (p. 48) one use of the call *Strength*, the spell *Strike Down* or any other

knock down effect, when blocking with a shield at least 24" (60cm) in diameter.

Special: If the character uses a **superior** (p. 25) or higher quality shield for all uses of this skill, they may use this skill **three** times per day rather than two.

Progression: Immovable Shield

SUBTERFUGE (5 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scoundrel

Using this skill requires two minutes' roleplay mentally preparing/rehearsing, after which the character may specify (to a referee) a single untrue statement.

For one hour thereafter, the player may respond to any use of the skills Detect Lies and Diplomat's Insight as though the prepared statement were true.

Either the character or their questioner may ask a referee to administrate the skill to ensure impartiality. See *Interrogation* (p. 108).

Progression: None

SURGEON (6 POINTS)

GENERAL • WORK UNITS

Prerequisites: None

The character can, through brief examination and a cost of one **fluid** (p. 82), **diagnose** a living creature's ailments, including poisons, diseases and body effects (p. 54).

They can also identify (p. 80) any surgical alteration or tattoo they know how to perform, along with their specific mechanical effects; on an alteration they *don't* know how to perform, they can identify approximately what was done, but not the effects.

They can also, with a **phys rep** of suitable tools:

- Use **one bandage** (p. 195) to heal one **incapacitated** (p. 44) location to **one physical hit** in **30 seconds**.
- Use **one bandage** and **one charcoal** (p. 89) to **clean** (p. 97) an infected or poisoned wound.
- Use **one bandage** to keep a **mortally wounded** (p. 44) character alive (does not apply to a character who is on their death count for reasons other than mortal wounds, e.g. poisons).

With a surgeon's bed and at a cost in materials and work units, they can also heal injuries, apply simple tattoos and create bandages, per the *Surgery Procedures* list (p. 195).

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Creator's Insight, Extra Work Units, Anatomist, Improved Surgery, Physician, Tattooist

TAILOR (3 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Artisan

The character can, with access to a **crafter's workshop** (p. 86) and a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** quality (p. 25) items from cloth or leather.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Jury Rig

TALISMAN INVOCATION (5 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Charm Invocation

The character can, at a cost in **materials** (p. 67) and **magic points** (p. 62), **invest** items such as wands, rings, amulets, brands and tattoos, using the rite *Invest Talisman*.

Investing items also requires knowledge of the relevant spellcasting skill for the spells to be invested.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

TATTOOIST (6 POINTS)

ARCHETYPE • CREATOR • WORK UNITS

Prerequisites: Surgeon

The character can, with access to a **surgeon's bed** (p. 92) and a cost in **work units** (p. 79) and **materials** (p. 87), produce charm tattoos and talisman tattoos (p. 196).

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

THAUMATURGY (8 POINTS)

ARCHETYPE • MAGICIAN • MAGIC POINTS

Prerequisites: Corporeal Spellcasting and Elemental Spellcasting

The character can, at a cost in **magic points** (p. 62), cast spells from the following list:

<i>Banish Construct</i>	<i>Harden Skin</i>
<i>Corporeal Weapon</i>	<i>Magic Armour</i>
<i>Discern Nature of Construct</i>	<i>Repair</i>
<i>Elemental Weapon</i>	<i>Sturdiness</i>
<i>Greater Countermagic</i>	<i>Transmute</i>

They may also, at a cost in magic points and materials, cast the rites:

<i>Bind Path Focus</i>
<i>Control Construct</i>
<i>Regeneration</i>

The character may not cast **greater** spells or perform **rites** while wearing **medium** armour (p. 43), or any spells while wearing **heavy** armour.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: Exalted Thaumaturgy

THROUGH DEFENCE (6 POINTS)

ARCHETYPE • WARRIOR • TWICE PER DAY

Prerequisites: Warrior Archetype and Armour Proficiency

The character can, with about 30 seconds' roleplay, adjust their armour so as to snarl sharp points and blades. After activating this ability, the **next attack to each location** from an **arrow or crossbow bolt** or from a **weapon calling *Through* by mundane means** (i.e. without any of the damage types *Artefact*, *Corporeal*, *Elemental* or *Spirit*) inflicts **one armour hit** (p. 43) rather than bypassing the armour.

Special: If the character is wearing **superior** or higher quality (p. 25) armour for all uses of this skill, they may use this skill **three** times per day rather than two.

Progression: None

THROWN WEAPONS (2 POINTS)

GENERAL • PERMANENT

Prerequisites: None

The character can throw suitable LARP-safe **small weapons** (p. 42) in combat.

Note that the construction rules for throwing weapons are different from melee weapons; weapons that are considered safe (p. 58) for melee combat are not safe for throwing and vice versa.

Progression: None

TRACKING PROFICIENCY (5 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Ranger

Twice per day, the character may, with about two minutes' suitable roleplay (peering at and sniffing the ground, etc.), do one of the following:

- Track or interpret older (up to twelve hours) tracks per the Ranger skill
- Travel for up to 10 minutes without leaving tracks themselves
- Erase, modify or falsify existing tracks

Progression: Pathfinder

TRAPPER (6 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Ranger

Twice per day, with suitable phys reps, the character can set a **field trap** such as a pit, snare, log trap, etc. Larger or more complex traps may require multiple "uses" of this skill.

A list of common field traps can be found on p. 102. A character with this skill may research (p. 32) other traps.

Traps function only as long as the trapper or a referee remain in attendance. Traps set on the battlefield must be coordinated with the Battle Team ahead of time and set during a scouting slot (p. 105).

Note that this skill grants knowledge of *field* traps, such as pit traps and snares, while the Mechanician skill covers *mechanical* traps, such as poison needles and blades. A mechanician can design and build mechanical components that a trapper can then incorporate into field traps for greater effect.

Special: With a set of **superior** or higher quality (p. 25) trapper's tools, this skill can be used three times per day rather than twice.

Progression: None

TREACHEROUS BLOW (5 POINTS)

ARCHETYPE • SCOUT • TWICE PER DAY

Prerequisites: Scoundrel

Twice per day, the character can call *Through* once, with a **small dagger** (p. 42) only. As with all martial damage and effect calls (p. 52), this call cannot be “stacked” with magical calls such as *Corporeal*.

This ability **cannot** be used with a blade venom.

Special: If the character uses a **superior** or higher quality (p. 25) dagger for all uses of this skill, they may use this skill *three* times per day rather than two.

Progression: Killing Blow, Knockout Blow, Poisoned Blow

TWO WEAPONS (3 POINTS)

GENERAL • PERMANENT

Prerequisites: None

The character can fight with two suitable LARP-safe **small** or **one-handed weapons** (p. 42).

Note that this skill doesn't allow the character to wield two long stab-safe weapons, two shields or two crossbows; it applies only to two small or one-handed melee weapons.

Progression: None

UNBREAKABLE WILL (8 POINTS)

ARCHETYPES • MAGICIAN • MAGIC POINTS

Prerequisites: Magician Archetype and Greater Spiritual Spellcasting

The character can, at a cost of **2 magic points** (p. 62), **resist** (p. 48) any one **fear** or **mind effect** (p. 54), from any source, magical or mundane.

The number of magic points the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

WARDBREAKER (8 POINTS)

ARCHETYPE • SCOUT • ONCE PER DAY

Prerequisites: Scout Archetype and Device Proficiency

The character can, at a cost in resources, perform the rite *Invest Wardbreakers Tools*, enchanting a set of thief's or mechanic's tools as a focus of their will. The character can use their invested tools to pick or disable (p. 101) **enchanted** locks and traps (p. 103) with their Device Proficiency skill.

In addition, once per day, the character can analyse one of the following:

- Enchanted lock or trap
- Item enchanted as a magical hex
- Magically sealed door or container
- Portal or ward

This requires about two minutes' close examination, i.e. within 5ft (1.5m). At the end of this time, the character learns the following information:

- Whether it is enchanted, and with what sphere(s) (per *Detect Magic*)
- A specific description of a trap's or hex's magical effects, including trigger, call(s) and charges
- The specific conditions that must be met, if any, in order to open a lock or seal or pass a ward
- Where a portal leads

As with the *Analysis* rite, this ability does not reveal any information specifically noted as being hidden from detection.

Note that this does not grant the player the ability to open or bypass the target ward or lock *without* meeting any specified conditions. Wardbreakers may be able to research (p. 32) this and more dramatic feats.

Progression: None

WEAPONSMITH (6 POINTS)

ARCHETYPES • CREATOR • WORK UNITS

Prerequisites: Blacksmith

The character can, with access to a **blacksmith's forge** (p. 86) and at a cost in **work units** (p. 79) and **materials** (p. 87), craft **mastercrafted** quality (p. 25) weapons.

The number of work units the character receives each day depends on how many skills they know that use them (see *Magic Points and Work Units*, p. 4).

Progression: None

❖ SPELLS AND RITES ❖

All spells (p. 64) and rites (p. 67) – other than unique rites researched in play – are described in this chapter, with relevant mechanical effects. Spells and rites are grouped by **sphere** (p. 64) or **skill** and **level**. A full list of spells appears at the end of the chapter.

SPELL DESCRIPTIONS

Spell descriptions include the following details:

- **Vocals:** The incantation that should be said by the caster when the spell is cast. Casters are permitted and encouraged to vary their vocals (p. 65), provided they retain the required elements.
- **Call:** Descriptions of **combat** spells also include a **damage** or **effect call** (p. 49), which must be given at the end of the vocals (or when specified) to indicate to the target what effect they must take.
- **Range:** The maximum range at which the spell can be cast. **Self** spells can only be cast upon the caster themselves, while **touch** spells require the caster to place their hand on (or over) the target, either continuously or at the conclusion of the vocals; note that special rules apply to combat touch spells (p. 64).
- **Duration:** The length of time that the spell's effects last. **Instantaneous** spells deliver their effects all at once, immediately after the vocals (or the call) are complete.
- **Cost:** The cost in **magic points** (p. 62) that the caster must pay upon completion of the vocals. Some spells have variable casting costs depending on the effect the caster wishes to achieve.
- **Skills:** Which skills grant knowledge of this spell, if any.

COMBAT AND INFORMATION SPELLS

Spell descriptions below may include one of the following labels:

- **Combat:** The spell has an offensive effect that makes it useful in battle. Every combat spell's vocals conclude in a standard **damage** or **effect call** (p. 49), which the target should be able to enact without referee intervention.
- **Information:** The spell reveals something of the target's nature or current state to the caster. It does not directly affect the target, and thus ignores the immunity to magic that generally applies to enchanted or cold iron items (p. 25 and p. 26).

RITE DESCRIPTIONS

Rite descriptions include the following details.

- **Length:** The length of the rite.
- **Range:** The maximum range at which the rite can be performed. Unless otherwise specified, rites may have only a single subject, who may not be the caster, and who must remain within range for the whole length of the rite.
- **Duration:** The length of time that the rite's effects last. **Instantaneous** rites deliver their effects all at once, immediately after the rite is complete.
- **Cost:** The cost in **magic points** (p. 62) that the caster must pay upon completion of the rite. Some rites have variable casting costs depending on the effect the caster wishes to achieve.
- **Material Cost:** The minimum cost in **materials** (p. 67). More powerful versions of rites may add more materials, including candles, incense and other objects.
- **Skills:** The skills that grant knowledge of this rite, if any.

LESSER FUNDAMENTAL SPELLS

COUNTERMAGIC

LESSER • FUNDAMENTAL

Vocals: "I call upon the powers of Life, the Elements and Spirit to defy that spell – Countermagic"

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast at any time during, or immediately after, the casting of the spell to be countered (the "hostile spell").

It can be used to counter any **one** lesser spell cast against the target.

The **target** of the hostile spell must be within range of the caster of the *Countermagic*, even if the hostile caster is not.

For reference, the vocals (p. 65) for any lesser spell always begin with the sphere indicator (e.g. "By the powers of the Elements"), without a power indicator (e.g. "By my power" or "By my exalted might").

If the indicated spell is a **mass** spell (p. 55), it is only countered for one target.

Countermagic cannot be used to counter another *Countermagic* spell.

Skills: Corporeal Spellcasting, Elemental Spellcasting, Spiritual Spellcasting

DETECT MAGIC

LESSER • FUNDAMENTAL • INFORMATION

Vocals: “I call upon the powers of Life, the Elements and Spirit to reveal to me the magical nature of this object – Detect Magic”

Range: Touch

Duration: Instantaneous

Cost: 1 magic point

The caster learns whether the target object is enchanted by any means (including temporarily by a spell, by ritual or divine power, by invocation, by conjunctional magic or any other magical or supernatural means).

They also learn the mix of sphere(s) present, and a very rough (typically one-word) description of the enchantment’s primary effect(s). It does not reveal the enchantment’s duration, charges or any other mechanical details.

Examples

- A demon-killing sword that calls *Elemental Spiritual Through* is revealed as “Elemental and spiritual, with a damaging enchantment”
- An amulet that hardens the wearer’s skin, giving them one extra physical hit, shows up as “Corporeal, with a defensive enchantment”

The spell does not reveal the enchantment’s drawbacks or limitations, or anything other than its main intended effect.

Skills: Corporeal Spellcasting, Elemental Spellcasting, Spiritual Spellcasting

GREATER FUNDAMENTAL SPELLS

GREATER COUNTERMAGIC

GREATER • FUNDAMENTAL

Vocals: “By my power and the powers of Life, the Elements and Spirit, I defy that spell – Greater Countermagic”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2 magic points

This spell must be cast at any time during, or immediately after, the casting of the spell to be countered (the “hostile spell”).

It can be used to counter any **one** lesser or greater spell cast against the target.

The **target** of the hostile spell must be within range of the caster of the *Greater Countermagic*, even if the hostile caster is not.

For reference, the vocals (p. 65) for any greater spell always begin with the power indicator “By my power”, followed by the sphere indicator (e.g. “By the powers of the Elements”).

If the indicated spell is a **mass** spell (p. 55), it is only countered for one target.

Greater Countermagic cannot be used to counter another *Countermagic* or *Greater Countermagic* spell.

Skills: Demonology, Greater Corporeal Spellcasting, Greater Elemental Spellcasting, Greater Spiritual Spellcasting, Necromancy, Thaumaturgy

EXALTED FUNDAMENTAL SPELLS

DISENCHANTMENT

EXALTED • FUNDAMENTAL • COMBAT

Vocals: “By my exalted might, I call upon the powers of Life, the Elements and Spirit to weaken the feeble magics woven into that [indicate item] – *Disenchantment*”

Call: *Disenchantment*

Range: 60ft (20m)

Duration: 1 minute

Cost: 10 magic points

The target **enchanted item** (p. 26) loses its magic properties for the duration of this spell.

The affected item cannot be activated, and if it has already been activated – or if it has a continuous effect – the effect ceases. The item is still immune to **lesser** and **greater** magics as per standard enchanted items (p. 26).

This spell does not function on **artefacts**.

Skills: None (i.e. this spell must be researched or acquired in play)

EXTENSION

EXALTED • FUNDAMENTAL

Vocals: “By my exalted might, I call upon the powers of Life, the Elements and Spirit to prolong the working I now perform – Extension”

Range: Special

Duration: 1 minute

Cost: 10 magic points

This spell allows the caster to increase the duration of another **lesser**, **greater** or **exalted** spell to **10 minutes**, if applicable. The extended spell must be cast within one minute of casting *Extension*.

To indicate the longer duration, the caster must preface the name (or call) of the extended spell with the call *Extended*.

The cost in magic points of casting this spell is separate from the cost of the spell to be extended.

Example

Sir Aloysius Montgomery casts the spell *Extension*, followed a few seconds later by the spell *Confusion*.

He concludes the vocals for the latter spell with the call *Extended Confusion* on his target. His target must now act confused for 10 minutes.

This costs Sir Aloysius 10 magic points for *Extension*, plus 1 magic point for *Confusion*, for a total of 11 magic points.

Skills: None (i.e. this spell must be researched or acquired in play)

NULLIFY

EXALTED • FUNDAMENTAL

Vocals: “By my exalted might, I call upon the powers of Life, the Elements and Spirit to dismiss thy paltry enchantment – Nullify”

Range: 60ft (20m)

Duration: Instantaneous

Cost: 10 magic points

This spell must be cast at any time during, or immediately after, the casting of the spell to be countered (the “hostile spell”).

It can be used to counter any **one** lesser, greater or exalted spell cast against the target.

The target of the hostile spell must be within range of the caster of the *Nullify*, even if the hostile caster is not.

For reference, the vocals (p. 65) for any exalted spell always begin with the power indicator “By my exalted might”,

EXTENDED SPELLS

Extension is a powerful, but magically costly, way to extend the duration of *any* spell known to the caster, but there are many ways to extend the durations of *specific* spells, including special research (p. 32), various conjunctive magic routes (p. 69) and the use of invocation (p. 71). As a rule, these routes are easier to learn than this spell, as well as more cost-effective.

By default, the call *Extended* increases a spell’s or effect’s duration to **10 minutes**; higher durations are possible by various routes, generally in the intervals **one hour**, **four hours** and **until time out**.

followed by the sphere indicator (e.g. “By the powers of the Elements”).

If the indicated spell is a **mass** spell (p. 55), it is only countered for one target.

Nullify cannot be used to counter another *Countermagic*, *Greater Countermagic* or *Nullify* spell.

Skills: Exalted Demonology, Exalted Corporeal Spellcasting, Exalted Elemental Spellcasting, Exalted Spiritual Spellcasting, Exalted Necromancy, Exalted Thaumaturgy

PLANAR SHIFT

EXALTED • FUNDAMENTAL

Vocals: “By my exalted might, I call upon the powers of Life, the Elements and Spirit to rend the barrier between worlds and bear me from hence to [indicate destination] – Planar Shift”

Range: Self

Duration: Instantaneous

Cost: 10 magic points per person

The caster is immediately transported from their current location to the specified **plane** or **pole**. They may bring one or more willing subjects with them, as long as they are in direct contact with them (i.e. touching the caster, or touching someone that the caster is touching, etc.) and pay the cost in **magic points**.

If the caster has been to the destination plane before, they may specify a place on the plane known to them; otherwise, they travel to a random location on the plane.

Skills: None (i.e. this spell must be researched or acquired in play)

REFLECTIVE SHIELD

EXALTED • FUNDAMENTAL

Vocals: “By my exalted might, I call upon the powers of Life, the Elements and Spirit to raise a fortress of magic about to repel paltry sorceries – Reflective Shield”

Range: Self or Touch

Duration: 1 minute

Cost: 10 magic points

For the duration of the spell, any lesser or greater spells (or equivalent magical, but not mundane effects) targeting the subject are reflected back on the source, leaving the shielded character unaffected. The subject should respond to any such effect with the call *Reflect*.

This spell reflects both harmful and beneficial spells; the subject cannot choose which spells to be affected by.

If the subject is targeted by any exalted spell (or equivalent effect), the shield **counters** (p. 47) the spell (per *Nullify*) and collapses, immediately ending. If it is a **mass** spell (p. 55), it counters the spell for the subject only.

Skills: Exalted Demonology

FUNDAMENTAL RITES

ANALYSIS

FUNDAMENTAL

Length: Short (2 minutes)
Range: 5ft (1.5m)
Duration: Instantaneous
Cost: 2 magic points
Material Cost: 1 unit of powdered gemstone

This rite gives the caster the following information about the target item or creature:

- Whether it is enchanted (p. 26)
- The mix of sphere(s) present (per *Detect Magic*)
- A specific mechanical description of the enchantment’s effects, including duration and charges

If the target creature is afflicted with a magical disease or poison (p. 97), the spell identifies the affliction and effects, and reveals the conditions for removing it.

This rite does not normally reveal any traits specified as hidden from detection.

Skills: None (i.e. this spell must be researched or acquired in play)

BIND PATH FOCUS

FUNDAMENTAL

Length: Short (2 minutes)
Range: 5ft (1.5m)
Duration: 1 year
Cost: None
Material Cost: 1 unit of powdered gemstone, 1 or more ether spheres, a quality crafted item

This rite must be performed on a crafted item of **superior** or greater quality (p. 25), of symbolic importance to the magician. The form of the item should reflect the **study path** (p. 32) for which it is intended, and the magician’s **magical method** (p. 62); for example, a spiritual sorcerer might use a mask, or a necromancer might bind a bone rod.

A magician may bind more than one focus, but can only bind one focus for any given study path, e.g. a magician could have both a Necromancy focus and a Corporeal focus, but not two Necromancy focuses.

A **superior** item can be bound for **one year** before expiring, while a **mastercrafted** item can be **renewed** each year (see below).

Binding and Improving a Focus

Binding a path focus consumes one **ether sphere** (p. 77) of a suitable aspect for the magician’s magical discipline, e.g. a necromancer can use an ether sphere aspected to Undead, Necromancy, Corporeal or Spirit.

Once bound, a path focus can be further invested through additional performances of this rite, each level building on the levels below (e.g., binding a greater path focus requires performing this rite three times). Increasing the level of a path focus requires a higher skill level in the relevant study path.

Using a Focus

A path focus grants the magician additional **magic points** (p. 62) per day, exclusively for use on abilities (rites, special spells or other abilities) researched in the relevant study path. Using these magic points requires the bound magician to be holding the focus, and only the bound magician can use the additional magic.

	Bonus Magic		Required
Level	Points	Cost	Skill
Lesser	3 per day	1 ether sphere	n/a
Average	5 per day	2 ether spheres	Adept
Greater	10 per day	3 ether spheres	Expert

Costs are cumulative. For example, creating an average focus requires two rites: one rite (costing 1 ether sphere) to bind it as a lesser focus, and an second rite (costing an additional 2 ether spheres) to enhance the lesser focus into an average focus.

Maintaining a Focus

This rite may also be used to maintain the item, extending the effect, provided the original crafted item was of **mastercrafted** quality. Maintaining a focus of any level costs 1 ether sphere, and extends its investment for one year. Note that rites to increase the level of a path focus do not count for maintaining it, and vice versa.

Note: Be warned that a bound path focus is a very strong sympathetic link to its owner – if stolen, it can be used in a ritual, or as part of a rite, to target the magician with malicious magics.

Skills: Charm Invocation, Demonology, Greater Corporeal Spellcasting, Greater Elemental Spellcasting, Greater Ritual Magic, Greater Spiritual Spellcasting, Necromancy, Thaumaturgy

LESSER CORPOREAL SPELLS

CLEANSE WOUND

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life flow through me and draw out that which festers in this injury – Cleanse Wound”

Range: Touch

Duration: Instantaneous

Cost: 1 magic point

This spell will remove (see p. 97) any diseases or poisons inflicted on the subject by weapon blows on one location, including by a claw, bite or other natural weapon. The symptoms of any diseases or poisons inflicted with the blow immediately end, although neither the wound itself, nor any damage inflicted by the poisons or diseases, is healed.

The spell only works on one location (i.e. if the subject has been poisoned or diseased via wounds to multiple locations, a single casting of this spell will not cure all of them), but will remove multiple diseases and poisons if inflicted to the same location. It does not work on poisons administered by touch.

Skills: Corporeal Spellcasting

DIAGNOSIS

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life flow through me to diagnose that which ails this living creature – Diagnosis”

Range: Touch

Duration: Instantaneous

Cost: 1 magic point

The caster learns whether the target creature’s corporeal pattern is impaired, and by what cause, including injury, disease, poison or body effect (p. 54), either magical or mundane. The spell will also reveal the name and specific effects of the affliction(s), including contagion (p. 96) or other mechanical traits, and whether they are likely to be fatal if left untreated. The caster knows if a poison or disease is magical (p. 97), but discovering the specific requirements to cure it will depend on further investigation (e.g. via ritual divination, the *Analysis* rite or plot).

At the attending referee’s discretion, this spell may reveal other information, including identifying surgical alterations, observing the effects of potions or the influence of strong magic, discerning the causes of scars or establishing the subject’s parentage.

Skills: Corporeal Spellcasting

DISCERN CORPOREAL NATURE

LESSER • CORPOREAL • INFORMATION

Vocals: “Let the Fountain of Life reveal to me that which animates thee – Discern Corporeal Nature”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature – such as a construct, an undead, or a creature of the planes of Love or Fate – with substantial corporeal magic (e.g. it will function on a ghoul, but not on a wraith, even though both are undead).

The caster learns the target’s level (p. 70), any corporeal attack call or damage immunities, and any corporeal powers. It does not reveal any non-corporeal powers (although see *Discern Nature Spells and Effect Spheres*, p. 149).

Skills: Corporeal Spellcasting

ENHANCEMENT

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life flow into thy body and make thy [state sense] keen – Enhancement”

Range: Self/Touch

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell, one of the subject’s ranged senses (hearing, sight or smell), specified by the caster, functions as though the subject is **30ft (10m)** closer to the target, allowing them to e.g. clearly read handwriting or overhear whispered conversations from a distance.

The subject may administer the effects themselves, by raising a finger (as they would to indicate e.g. that they were invisible) and walking closer to the object of their scrutiny, declaring *Enhancement* if challenged out of character. Alternatively, they may ask a referee to convey what they sense, similarly to covert spellcasting.

If the subject is exposed to sudden bright light, loud noise etc. while under the effects of this spell, they may roleplay being startled and overwhelmed briefly, although this has no mechanical effects.

Skills: Corporeal Spellcasting

FUMBLE

LESSER • CORPOREAL • COMBAT

Vocals: “Let thy life force flow from thee such that thy hands grow weak – *Fumble*”

Call: *Fumble*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

The target is forced to drop whatever they are holding in their hand(s), regardless of size, of how many items they are carrying and whether they are holding something in one or both hands.

Affected items must be dropped immediately, and not swapped to another hand or otherwise salvaged (although items may be placed safely out of the way if they cannot be safely dropped, e.g. in a battle).

Note: This spell does not directly affect the object(s) in the target’s hands, and so functions even if the items are enchanted (p. 26), fashioned from cold iron (p. 25) or otherwise protected from magic.

This spell may be resisted (p. 48) by the skill Iron Body.

Skills: Corporeal Spellcasting

LESSER HEALING

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life flow through me and heal thy wounds – Lesser Healing [repeat as required]”

Range: Touch

Duration: As long as the chant and touch are maintained

Cost: 1 magic point

This spell heals **physical hits** (p. 43) to a single location, as follows:

- The caster must lay a hand on (or over) the injured area and chant continuously to administer healing.
- One hit is restored to that single location at the end of each 10 seconds of continuous contact and chanting.
- In some cases, damage inflicted by a poison or disease (p. 56) may resist healing until the underlying affliction is remedied.
- If the healing process is interrupted (i.e. the chant is stopped or contact is broken) the spell immediately ends; hits healed prior to that point remain healed, but no further healing occurs until a new healing spell is cast.

Damage taken after the caster begins casting the spell is not healed.

Skills: Corporeal Spellcasting

MUTE

LESSER • CORPOREAL • COMBAT

Vocals: “Let thy life force flow from thee such that thy voice grows weak – *Mute*”

Call: *Mute*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell, the indicated target may not speak or make any other noise with their vocal cords. The victim may not cast spells (p. 64) or invoke scrolls or other invocation items (p. 71).

This spell may be **resisted** (p. 48) by the skill Iron Body.

Skills: Corporeal Spellcasting

PAINLESSNESS

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life ease thy body’s suffering – Painlessness”

Range: Touch

Duration: 30 seconds

Cost: 1 magic point

For the duration of the spell, the subject is unaffected by physical pain. It does not allow the subject to remain conscious with a mortal wound or other incapacitating condition.

This spell does not protect the subject in any way from the call *Spirit Wrack*, which affects the spirit and not the body.

Skills: Corporeal Spellcasting

RECOVERY

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life quicken thy heart, that thou may swiftly awaken – Recovery”

Range: Touch

Duration: Instantaneous

Cost: 1 magic point

The subject immediately awakens, throwing off sleep or unconsciousness (unless they are mortally wounded, p. 44) and instantly healing all subdual injury (p. 51). Note that sleep brought on from a poison, disease (p. 56) or curse may require the underlying cause to be resolved before the subject can be awakened.

Skills: Corporeal Spellcasting

RETRIBUTION

LESSER • CORPOREAL • COMBAT

Vocals: “Let the Fountain of Life flow through me and link thy body to thine enemies – *Retribution*”

Call: *Retribution*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell, the target will suffer one **physical hit** (p. 43), as though struck by the call *Corporeal Through*, for every blow they strike upon another creature.

Damage is inflicted to the corresponding location to the location struck, e.g. if the target of this spell strikes another creature on the left arm, they take one hit to their own left arm.

This applies to blows stopped by armour or damage immunity (p. 43), but not to blows parried or blocked.

Note that this spell doesn't stop the target's attacks from inflicting damage; creatures struck by the target are still damaged by the blow as normal.

Skills: Corporeal Spellcasting

SANCTUARY

LESSER • CORPOREAL

Vocals: “Let the Fountain of Life flow through me and sustain this creature – Sanctuary [repeat as required]”

Range: Touch

Duration: As long as the chant and touch are maintained

Cost: 1 magic point

This spell must be cast on a dying character – that is, one who has been **mortally wounded**, lethally poisoned or diseased or is otherwise on their **death count** (p. 44). The death count continues uninterrupted, but the subject is kept alive for as long as the chant and contact are maintained, even after the count elapses. If the chant or contact is broken after the death count has elapsed, the subject dies immediately unless healing has already begun (although see *Multiple Mortal Wounds*, p. 45).

This spell does not heal any damage.

If the subject was **incapacitated**, they remain so while under the effects of this spell. If they have been poisoned or diseased, then the poison or disease's effects (other than incapacitation) are paused while this spell is maintained, returning in force at the moment contact is broken or the chant is ceased.

Skills: Corporeal Spellcasting

BANISHING AS A WEDGE

Two or more casters can pool their power to cast any *Banish* spell at higher levels as a “wedge.” This requires the use of an appropriate **banishment focus** for the spell they intend to cast. All casters must be able to cast the same spell.

The lead caster, holding the focus, stands at the front of the wedge. All other casters gather behind them, making contact with them either directly or indirectly (i.e. touching the lead caster themselves, or touching casters who are touching the lead caster, etc.).

All casters including the lead may invest **between 2 and 6 magic points** (p. 62) each. Note that while conjunctural magicians can learn to cast these spells at greater efficiency, these abilities do not apply when wedge casting.

Once all casters are in the wedge, the lead caster activates the focus, with a short incantation (about the same as spell vocals), then leads all casters in reciting the destruction spell's vocals in unison, ends with a relevant call at the target, including the combined level from all casters.

GREATER CORPOREAL SPELLS

BANISH CORPOREAL

GREATER • CORPOREAL

Vocals: “By my power let the life force that animates thee be drawn from thy form and returned to the Fountain – *Banish Corporeal* [state level]”

Call: *Banish Corporeal* [state level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature with substantial corporeal magic, such as a construct or undead or a creature of the planes of Fate or Love. The level of the banishment is equal to the **magic points** (p. 62) spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is instantly destroyed.

Note that some powerful creatures have defences to protect them from banishment, absorbing magic or increasing their effective level.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (see box).

Skills: Greater Corporeal Spellcasting

BLINDING

GREATER • CORPOREAL • COMBAT

Vocals: “By my power let thy life force flow from thee such that thine eyes grow weak – *Blinding*”

Call: *Blinding*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

For the duration of this spell, the target cannot see. The victim may not cast ranged spells (p. 64) – although touch spells may still be cast if suitable guidance is available – or invoke scrolls (p. 71) during this period.

Targets of this spell should close their eyes, but if it is not safe for them to do so (e.g. in the thick of battle), they are permitted to keep their eyes open and roleplay the effects instead.

This spell may be resisted by the skill Iron Body.

Skills: Greater Corporeal Spellcasting

CORPOREAL WEAPON

GREATER • CORPOREAL

Vocals: “By my power, let the Fountain of Life infuse this weapon with magic – Corporeal Weapon”

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

The target **small** or **one-handed weapon** (p. 42) is rendered magical for the duration of the spell, allowing it to use the damage call *Corporeal*. This damage call cannot be “stacked” with any other call except *Strength* (p. 52).

This spell cannot be cast on a weapon that is already **enchanted** (p. 26) by any means, or one crafted from **cold iron** (p. 25).

If the weapon is of at least **superior** quality (p. 25), the duration of this spell is increased to **1 minute**.

While under this spell’s effects, the weapon counts as an **enchanted item** and is immune to spells that directly alter it.

Skills: Greater Corporeal Spellcasting, Necromancy, Thaumaturgy

CURE AFFLICTION

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and ease the suffering which ails this creature’s body – Cure Affliction”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell instantly removes one specified **body effect** administered by any magical or mundane means other than poison, disease or curse.

Skills: Greater Corporeal Spellcasting

CURE DISEASE

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and drive the disease [state disease] from this creature’s body – Cure Disease”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell instantly **cures** (p. 97) the subject of a single **specified** disease.

The caster may first determine what disease(s) the subject is afflicted with by casting *Diagnosis* or by examining them with the surgical knowledge (p. 92), or they may be told this information by another spellcaster or surgeon, or they may proceed from an assumption that the subject is diseased. If the subject is not suffering from the specified disease, this spell has no effect.

Curing a **magical** disease (p. 97) may have additional requirements beyond casting this spell. If the caster does not know these requirements, they can be gathered by various means, including ritual divination (p. 74), plot interaction or the *Analysis* rite.

The symptoms of the disease, if any, immediately end when the disease is cured, although any damage taken must still be healed.

Skills: Greater Corporeal Spellcasting

GREATER HEALING

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and heal thy wounds – Greater Healing [repeat as required]”

Range: Touch

Duration: As long as the chant and touch are maintained

Cost: 2 magic points

This spell heals **physical hits** (p. 43) to **all** the subject’s locations. The caster must lay a hand on (or over) any part of the subject and chant continuously to administer healing. **One hit** is restored to **every location** at the end of each **10 seconds** of continuous contact and chanting.

In some cases, damage inflicted by a poison or disease may resist healing until the underlying affliction is remedied (p. 56).

If the healing process is interrupted (i.e. the chant is stopped or contact is broken) the spell immediately ends; hits healed prior to that point remain healed, but no further healing occurs until a new healing spell is cast.

Damage taken after the caster begins casting the spell is **not** healed.

Skills: Greater Corporeal Spellcasting

HARDEN SKIN

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and strengthen this creature’s body – Harden Skin”

Range: Self/Touch

Duration: 30 seconds

Cost: 2 magic points

This spell grants the subject one additional **physical hit** (p. 43) per location. Damage is taken to this additional hit before the subject’s own hits, and damage taken to the additional hit disappears along with the hit itself at the spell’s expiry. The extra hit can be healed.

In addition, for the duration of the spell, the subject is **immune** (p. 48) to offensive lesser corporeal spells (but not magical or mundane abilities that mimic those spells).

If the subject is struck by the call *Corporeal Wounding*, the *Wounding* is automatically **countered** (p. 47) and the effects of *Harden Skin* immediately end.

Skills: Greater Corporeal Spellcasting, Necromancy, Thaumaturgy

PARALYSIS

GREATER • CORPOREAL • COMBAT

Vocals: “By my power let thy life force flow from thee such that your limbs grow weak until thou art spellbound – *Paralysis*”

Call: *Paralysis*

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

This spell allows the caster to call *Paralysis* once with a **touch attack** (p. 53), within 15 seconds of completing the vocal component of the spell. If successful, the target is held immobile for the duration of the spell and cannot move, act or make a noise, even if attacked.

This spell may be resisted (p. 48) by the skill Iron Body.

Skills: Greater Corporeal Spellcasting, Necromancy

PURGE POISON

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and purge the poison [state poison] from this creature’s body – Purge Poison”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell instantly removes (p. 97) a single **specified** poison from the subject’s body.

The caster may first determine what poison(s) are present in the subject by casting *Diagnosis* or by examining them with the equivalent surgical ability (p. 92), or they may be told this information by another spellcaster or surgeon, or they may proceed from an assumption that the subject is poisoned. If the specified poison is not present in the subject’s body, this spell has no effect.

Purging a **magical** poison (p. 97) may have additional requirements beyond casting this spell. If the caster does not know these requirements, they can be gathered by various means, including ritual divination (p. 74), plot interaction and the *Analysis* rite.

The symptoms of the poison, if any, immediately end when the poison is purged, although any damage taken must still be healed.

Skills: Greater Corporeal Spellcasting

STURDINESS

GREATER • CORPOREAL

Vocals: “By my power let the Fountain of Life flow through me and strengthen this creature’s thews and make them steadfast – Sturdiness”

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

For the duration of this spell, the subject is immune to the calls *Strength* and *Strike Down*, to the knockdown effects of the calls *Missile* and *Bolt*, and any equivalent **knockdown** (p. 49) effect, whether mundane or magical.

This spell does not prevent damage from weapon blows or spells in any way.

Skills: Greater Corporeal Spellcasting, Thaumaturgy

WOUNDING

GREATER • COMBAT

Vocals: “By my power I charge my hand to draw the life force from thy body and return it to the Fountain – *Corporeal Wounding*”

Call: *Corporeal Wounding*

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell allows the caster to call *Corporeal Wounding* once with a touch attack, **within 15 seconds** of completing the vocal component of the spell. The location struck is reduced to zero **physical hits** (p. 43), ignoring armour.

Note that some very powerful foes are injured but not incapacitated by the call *Wounding*.

When describing the effects of this spell, the location struck has an open, suppurating wound in the shape of the caster’s hand.

Skills: Greater Corporeal Spellcasting, Necromancy

EXALTED CORPOREAL SPELLS

CURE ALL

EXALTED • CORPOREAL

Vocals: “By my exalted might let the Fountain of Life flow through me to draw all taints from thy body and restore thee to health – Cure All”

Range: Touch

Duration: Instantaneous

Cost: 10 magic points

This spell instantly **cures** (p. 97) the subject of any diseases, poisons and body effects currently afflicting

them. The caster does not need to know what afflictions they are curing, and the spell will cure any number of afflictions.

If the subject is suffering from any **magical** diseases or poisons (p. 97), curing them may have additional requirements beyond casting this spell. If the caster does not know these requirements, they can be gathered by various means, including ritual divination (p. 74), plot interaction or the *Analysis* rite.

The symptoms of any afflictions, if any, immediately end when the disease is cured, and any damage taken from the afflictions is healed. No other damage is healed (including from the weapon blow that inflicted the affliction, if relevant).

Skills: None (i.e. this spell must be researched or acquired in play)

FONT OF HEALING

EXALTED • CORPOREAL

Vocals: “By my exalted might let the Fountain of Life flow through me and into those that I touch, that their wounds may be healed – Font of Healing [repeat as required]”

Range: Touch

Duration: As long as the chant and touch are maintained

Cost: 10 magic points

This spell affects up to 6 creatures nominated by the caster, all of whom must be touching them (or holding a hand over them) at the start of the spell’s vocals and must remain in continuous contact for the spell to affect them.

One **physical hit** (p. 43) is restored to **every** location of **all** affected creatures at the end of each 10 seconds of continuous contact and chanting. In some cases, damage inflicted by a poison or disease may resist healing until the underlying affliction is remedied (p. 56).

If contact is broken by any subject, they immediately stop receiving any healing, and may not resume healing by restoring contact; if the chant is stopped, the spell immediately ends for all subjects. In both cases, hits healed prior to that point remain healed, but no further healing occurs until a new healing spell is cast.

Damage taken after the caster begins casting the spell is **not** healed.

Skills: None (i.e. this spell must be researched or acquired in play)

INFLECT DISEASE

EXALTED • CORPOREAL • COMBAT

Vocals: “By my exalted might I charge my hand to corrupt thy life force, twisting thy body against thee – *Corporeal Through Disease* [indicate disease or effect]”
Call: *Corporeal Through Disease* [indicate disease or effect]
Range: Touch
Duration: Instantaneous
Cost: 10 magic points

This spell allows the caster to call *Corporeal Through Disease* once with a **touch attack** (p. 64), within **15 seconds** of completing the vocal component of the spell, naming a single disease off the common diseases list (p. 98).

The target sustains one **physical hit** (p. 43) to the location touched, ignoring armour, and immediately contracts the disease, as though infected by natural means.

The skill Resist Disease defends against this disease normally.

Skills: None (i.e. this spell must be researched or acquired in play)

POISONING

EXALTED • CORPOREAL • COMBAT

Vocals: “By my exalted might I charge my hand to taint thy life force, flooding thy body with venom – *Corporeal Through Poison* [state poison or effects]”
Call: *Corporeal Through Poison* [state poison or effects]
Range: Touch
Duration: Instantaneous
Cost: 10 magic points

This spell allows the caster to call *Corporeal Through Poison* once with a **touch attack** (p. 53), within **15 seconds** of completing the vocal component of the spell, naming a single poison off the common poisons list (p. 96).

The target sustains one **physical hit** (p. 43) to the location touched, ignoring armour, and is immediately afflicted with the named poison, as though poisoned by mundane means.

The skill Resist Poison defends against this poison normally.

Skills: None (i.e. this spell must be researched or acquired in play)

REGROWTH

EXALTED • CORPOREAL

Vocals: “By my exalted might let the Fountain of Life flow through me to restore thy limb – Regrowth”
Range: Touch
Duration: Instantaneous
Cost: 10 magic points

This spell instantly restores one limb or other body part – digit, facial feature, etc. – that has been dismembered or **incapacitated** (p. 44).

If the incapacitation is caused by a curse, regrowing the limb may have additional requirements beyond casting this spell. If the caster does not know these requirements, they can be gathered by various means, including ritual divination, plot interaction and the *Analysis* rite.

If, in character, the subject was born without the limb or body part, this spell has no effect – there’s nothing missing from the body to restore (see *Disability and Surgery*, p. 95).

Skills: None (i.e. this spell must be researched or acquired in play)

STRENGTH

Vocals: “By my exalted might let the Fountain of Life flow through me and into thee to give unrelenting might to thy frail frame – Strength”
Range: Self or Touch
Duration: 1 minute
Cost: 10 magic points

For the duration of the spell, the subject may use the damage call *Strength* (p. 49) when attacking with any weapon. As with any character with the continuous ability to call *Strength*, the subject is also immune to the call themselves, uses special rules with regards to **grappling** (p. 49), and may be able to lift heavy objects etc. with referee approval.

Skills: Exalted Corporeal Spellcasting

TOTAL HEAL

EXALTED • CORPOREAL

Vocals: “By my exalted might let the Fountain of Life flow through me to repair all hurts to thy body – Total Heal”
Range: Touch
Duration: Instantaneous
Cost: 10 magic points

This spell instantly heals **all** the subject’s **physical hits** (p. 43) in **all locations**. In some cases, damage inflicted

by a poison or disease may resist healing until the underlying affliction is remedied.

Skills: Exalted Corporeal Spellcasting, Exalted Thaumaturgy

TOUCH OF DEATH

EXALTED • CORPOREAL • COMBAT

Vocals: “By my exalted might I charge my hand to tear the life force from thy feeble form and return it to the Fountain – *Corporeal Fatal*”

Call: *Corporeal Fatal*

Range: Touch

Duration: Instantaneous

Cost: 10 magic points

This spell allows the caster to call *Corporeal Fatal* once with a **touch attack** (p. 64), within **15 seconds** of completing the vocal component of the spell. The target is reduced to zero **physical hits** (p. 43) on **all locations**, ignoring armour, and must immediately begin their death count.

Note that some very powerful foes are injured but not incapacitated by the call *Fatal*.

When describing the effects of this spell, the target has angry rashes and open, festering sores all along their body.

Skills: Exalted Corporeal Spellcasting, Exalted Necromancy

CORPOREAL RITES

FORTITUDE

CORPOREAL

Length: Very Short (30 Seconds)

Range: 5ft (1.5m)

Duration: Until time out

Cost: 2 magic points per card

Material Cost: 1 unit of ash

This rite must be performed on a single subject. At the conclusion of the rite, the subject is given one or more tearable cards by the attending referee, at a cost to the magician of **2 magic points per card**.

Thereafter, and until time out on the day the rite is performed, the subject may tear one of these cards, calling *Resist*, to resist one effect.

The caster must specify **one** form of resistance, of the following. Every charge given in one casting of this rite must be of the same type (i.e. the caster may not mix and match effects).

- **Iron Body:** The subject may use one charge to resist one **body effect** (p. 54), per the skill Iron Body.
- **Resist Disease:** The subject may use one charge to resist one **disease** (p. 55), per the skill Resist Disease.
- **Resist Poison:** The subject may use one charge to resist one **poison** (p. 55), per the skill Resist Poison.

The subject must be conscious to resist any effect, and cannot resist multiple simultaneous effects.

Skills: Greater Corporeal Spellcasting, Necromancy

REGENERATION

CORPOREAL

Length: Very Short (30 Seconds)

Range: 5ft (1.5m)

Duration: Until time out

Cost: 2 magic points per card

Material Cost: 1 unit of ash

This rite must be performed on a single subject. At the conclusion of the rite, the subject is given one or more tearable cards by the attending referee, at a cost to the magician of **2 magic points per card**.

Thereafter, and until time out on the day the rite is performed, the subject may tear one of these cards, calling *Regeneration*, to heal one **physical hit** (p. 43) on one location. Healing takes around **5 seconds**.

The subject must be conscious to heal a wound, but may heal a wound that would otherwise render them unconscious, provided they do so immediately (since they heal the wound before losing consciousness). If they sustain **mortal wounds** (p. 45) to the head and body simultaneously (e.g. from the calls *Fatal*, *Missile* or *Bolt*), they lose consciousness and are unable to use a charge.

Skills: Greater Corporeal Spellcasting, Thaumaturgy

LESSER ELEMENTAL SPELLS

CLEANSE OBJECT

LESSER • ELEMENTAL

Vocals: “By the power of the elements, I call upon Fire to scour this [identify object] that it may be clear of all taints – Cleanse Object”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell destroys any **poison** or **disease** upon or within the target object, which can include food or drink. It also leaves no trace that the poison or disease was ever there, making this spell useful for poisoners concealing

their crimes as well as for people wishing to protect themselves.

The target object may be no larger than the standard default size. An object made up of distinct parts but typically treated as a whole (e.g. as a chain shirt is made of links) counts as a single object. This spell will not function on items that are immune to direct magical effects, such as enchanted objects (p. 26) or those crafted from cold iron (p. 25).

Skills: Elemental Spellcasting

DISCERN ELEMENTAL NATURE

LESSER • ELEMENTAL • INFORMATION

Vocals: “Let the Elements of Earth, Air, Fire and Water reveal to me that which grants thee power – Discern Elemental Nature”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature – such as a demon, a construct or a creature of the planes of Chance or Mastery – with substantial elemental magic (e.g. it will work on a fire elemental, but not an authority, even though both are demons).

DISCERN NATURE SPELLS AND EFFECT SPHERES

By default, any effect is assumed to rise from the sphere to which the equivalent spell normally belongs, e.g. the call *Strike Down* (p. 53) is assumed to be an **elemental** effect. If a call is accompanied by a different sphere, the effect rises from that sphere instead. Mechanical effects are as per the original call, but this may alter how the effect is interpreted (and how it may be resisted).

Effects with the *Mundane* call are not supernatural, and don't show up to *Discern Nature* spells.

Examples

The demon Darnoth the Silent has the power to call *Spiritual Mute*. This power affects the target's mind rather than their body, forbidding them from speaking for 30 seconds. As a **spiritual** effect, it shows up to the spell *Discern Spiritual Nature*.

Note that *Strength* may be a corporeal or elemental effect, depending on the nature of the creature: an undead's strength is likely to be a corporeal effect, while a demon's would be elemental.

The caster learns the target's **level** (p. 70), any **elemental** attack call or damage immunities, and any elemental powers. It does not reveal any non-elemental powers (although see *Discern Nature Spells and Effect Spheres*, box).

Skills: Elemental Spellcasting

ENTANGLE

LESSER • ELEMENTAL • COMBAT

Vocals: “By the power of the elements, I call on Earth and Water to bind thy feet to the earth – *Entangle*”

Call: *Entangle*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

This spell raises tree roots, stones or mud around a single target's legs, indicated by the call *Entangle* (p. 53). For the duration of the spell, the target is stuck in place, unable to move their feet. They can still take any action that does not involve moving their feet, including attacking and parrying with weapons, casting spells etc.

Characters able to continuously use the call *Strength* (p. 49) may continue to move freely, calling *Strength* when challenged to indicate why they are unaffected.

Skills: Elemental Spellcasting

IDENTIFY MATERIALS

LESSER • ELEMENTAL • INFORMATION

Vocals: “Let the Elements of Earth, Air, Fire and Water open my senses to identify this item's properties – Identify Materials”

Range: 1ft (30cm)

Duration: Instantaneous

Cost: 1 magic point

The caster learns what materials the target object is composed of (e.g. to identify a sword as iron or silver), the **quality** of the object's materials or crafting (e.g. ordinary or high, standard or mastercrafted), and any special properties the object has (e.g. a blade that's sharpened to call *Through*).

If the caster has the skill Alchemist, they can use this spell to immediately identify a potion or poison (without the need for the usual 30 seconds' examination). It will not identify a potion's ingredients, as the brewing process has transformed them into a new state.

At the attending referee's discretion, this spell may reveal more information, including an object's extraplanar origins, the effects of strong magic, the balance of the four elements within or other properties.

Skills: Elemental Spellcasting

MEND

LESSER • ELEMENTAL

Vocals: "By the power of the elements I drive Air from Earth and reforge this [indicate item] – Mend"

Range: Touch

Duration: Instantaneous

Cost: 1 magic point

The indicated **damaged** (p. 25) item is instantly fully repaired. This spell may be used to repair objects damaged by any means, but will not repair objects that have been **broken** or **destroyed** (p. 25), including by the spell *Disintegrate* or equivalent.

This spell will function on any item up to **default size** (p. 65), with one exception: spell can always be used to repair a single location of a suit of armour or construct, even the torso.

Repairing an object made up of many easily removable parts (e.g. an alchemy lab) may require repeated castings, possibly combined with a skilled character spending work units to assemble and identify components (p. 25); a referee can give guidance on requirements.

This spell will not function on items that are immune to direct magical effects, such as enchanted items (p. 26) or those crafted from cold iron (p. 25). It will function on substantially elemental **constructs**.

Skills: Elemental Spellcasting

OPEN/LOCK

LESSER • ELEMENTAL

Vocals: "By the power of the elements I move Earth with Air and unfasten that seal – Open" or "...and fasten that seal – Lock"

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell instantaneously locks or unlocks a single **standard** quality (p. 25) lock (p. 100), at range and without requiring a key or lockpicks. It will not function on enchanted locks, or locks made from cold iron (p. 25).

A spellcaster with the Device Proficiency skill can draw on their knowledge of mechanisms to open higher-quality locks with this spell; this consumes one use of

their skill as if they had unlocked the lock manually, in *addition* to the magic cost.

Opening a lock magically doesn't necessarily duplicate the use of the correct key, and may e.g. trigger any traps present on the lock.

This spell may require the presence of a referee.

Skills: Elemental Spellcasting

REPEL

LESSER • ELEMENTAL • COMBAT

Vocals: "By the power of the elements I call forth Air to drive thee back – *Repel*"

Call: *Repel*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell forces a single creature or (person-sized or smaller) object away from the caster in a straight line for a distance of **10ft (3m)**, unless anchored in some substantial or magical fashion, as indicated by the call *Repel* (p. 53).

Skills: Elemental Spellcasting

SHATTER

LESSER • ELEMENTAL • COMBAT

Vocals: "By the power of the elements I drive Air into Earth and sunder that object – *Shatter*"

Call: *Shatter*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

The target object is shattered into several pieces, per the call *Shatter* (p. 53), leaving it **damaged** (p. 25).

The caster must drop the phys rep (or place it safely out of the way if it cannot be safely dropped), or ignore its properties if it is secured and cannot easily be dropped. The object may not be used until repaired, e.g. with the mage spell *Mend*, or by a crafter (p. 90).

The target object may be no larger than the standard **default size** (p. 65). An object made up of distinct parts but typically treated as a whole (e.g. as a chain shirt is made of links) counts as a single object. This spell will not function on items that are immune to direct magical effects, such as enchanted objects (p. 26) or those crafted from cold iron (p. 25).

Skills: Elemental Spellcasting

STRIKE DOWN

LESSER • ELEMENTAL • COMBAT

Vocals: “By the power of the elements let Air be my weapon and cast thee down – *Strike Down*”

Call: *Strike Down*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

The target creature is struck by a mighty, non-damaging blow, knocking them off their feet (p. 49), per the call *Strike Down*.

Even characters able to continuously call *Strength* are affected (p. 49), unless they have a specific ability to resist or ignore **knockdown** effects.

Skills: Elemental Spellcasting

GREATER ELEMENTAL SPELLS

AURA OF DEFENCE

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements I encircle myself with a barrier of Air – *Aura of Defence*”

Range: Self

Duration: 30 seconds

Cost: 2 magic points

For the duration of the spell:

- The caster is immune to any **mundane melee or missile weapon**, i.e. any attack **not** accompanied by any of the magical damage types *Corporeal*, *Elemental*, *Spiritual* or *Artefact* (p. 50).
- The call *Fatal* affects the caster normally.
- **Spells** affect the caster normally, including damaging spells such as *Elemental Missile*.
- **Effect calls** delivered with a melee attack have no effect unless accompanied by a magical damage type as above.
- The call *Strength* knocks the caster over even if the attack causes no damage (unless the caster is currently able to continually call *Strength* or otherwise has the ability to resist knockdown effects, p. 49).
- **Grappling** affects the caster as usual.

The spell is immediately broken, ending all protection, as soon as the caster takes any form of hostile action. Readyng an attack (e.g. aiming a bow) doesn't break the spell; nor do benevolent spells such as *Lesser Healing* or *Purge Poison*, or information spells such as *Detect Magic*.

While under the effects of this spell, the caster should repeat the call *No Effect* when struck, to convey the effect to attackers.

Skills: Demonology, Greater Elemental Spellcasting

BANISH ELEMENTAL

GREATER • ELEMENTAL

Vocals: “By my power I draw from thee the Earth and Water that give thee form and the Air and Fire that animate thee – *Banish Elemental* [indicate target and level]”

Call: *Banish Elemental* [State level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature with substantial elemental magic, such as a demon or construct or a creature of the planes of Chance or Mastery. The level of the banishment is equal to the magic points spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is instantly destroyed.

Note that some creatures have defences to protect them from banishment, absorbing the magic or opposing it with their own.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (p. 143).

Skills: Greater Elemental Spellcasting

DISPEL ELEMENTS

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements, I dismiss Earth and Air, Fire and Water from this item – *Dispel Elements*”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell instantly removes a single lesser or greater elemental spell currently afflicting the target object, unless caused by a curse.

Skills: Greater Elemental Spellcasting

ELEMENTAL MISSILE

GREATER • ELEMENTAL • COMBAT

Vocals: “By my power and the power of the elements I infuse Air with Fire to burn thee – *Elemental Missile*”

Call: *Elemental Missile*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2 magic points

This spell allows the caster to call *Elemental Missile* once at a single target. The target takes two **physical hits** (p. 43) to every location, ignoring armour, and is knocked off their feet (p. 49).

When describing the effects of this spell, the target is burned all over.

Skills: Demonology, Greater Elemental Spellcasting

ELEMENTAL WEAPON

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements, I charge Earth with Fire to infuse this weapon with magic – *Elemental Weapon*”

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

The target **small** or **one-handed weapon** (p. 42) is rendered magical for the duration of the spell, allowing it to use the damage call *Elemental*. This damage call cannot be “stacked” with any other call except *Strength* (p. 52).

This spell cannot be cast on a weapon that is already enchanted (p. 26) by any means, or any cold iron weapon (p. 25).

If the weapon is of at least **superior** quality (p. 25), the duration of this spell is increased to **1 minute**.

While under this spell’s effects, the weapon counts as an enchanted item and is immune to spells that directly alter it.

Skills: Greater Elemental Spellcasting

FLARE

GREATER • ELEMENTAL • COMBAT

Vocals: “By my power and the power of the Elements, let the Air burn with Fire – *Flare*”

Call: *Flare* [repeat for each target]

Range: 30ft (10m)

Duration: 5 seconds

Cost: 2 magic points

This spell produces a burst of intensely bright light, temporarily blinding **three adjacent targets** within range.

Each target must be within about **5ft (1.5m)** of the next, and the caster cannot “skip” targets. The caster may call *Flare* (p. 53) up to three times in quick succession, indicating each target in turn.

This effect lasts for 5 seconds, and during this time those affected must keep their eyes shut, or if it is unsafe to do so, roleplay being unable to see.

Skills: Demonology, Greater Elemental Spellcasting

HEAT OBJECT

GREATER • ELEMENTAL • COMBAT

Vocals: “By my power and the power of the elements I infuse Earth with Fire such that that object burns – *Heat Object*”

Call: *Heat Object*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

The target object is heated to white hot, rendering it completely unusable for 30 seconds.

Any location in contact with the object suffers **2 physical hits** (p. 43), bypassing armour (as though strike twice with the call *Elemental Through*), at the end of every **10 seconds** they remain in contact. This damage may be avoided by dropping or removing the item within that time.

This spell has no effect on enchanted items (p. 26), or items constructed from cold iron (p. 25).

Special: Someone under the effects of the potion Copper Skin can safely handle the target object.

Skills: Greater Elemental Spellcasting

MAGIC ARMOUR

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements, I infuse this armour with Air, Earth, Fire and Water to harden it to harmful magics – *Magic Armour*”

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

For the duration of this spell, the target suit of armour protects against attacks that would normally bypass it. Attacks with mundane or *Elemental damage calls* (p. 50) affect the armour’s wearer as follows:

- **Through:** The calls *Through* and *Elemental Through* (including arrows and crossbow bolts) function as normal weapons blows, i.e. one blow inflicts a single standard hit (two from an arrow or bolt), not bypassing armour, on the location struck.

- **Wounding or Smite:** The calls *Wounding*, *Smite*, *Elemental Wounding* and *Elemental Smite* function as per *Crush*, i.e. if the location struck has any **armour hits** (p. 43), one blow reduces it to zero armour hits; and if it is unarmoured or has no armour hits, one blow reduces it to zero **physical hits** (p. 43).
- **Missile:** The call *Elemental Missile* inflicts two standard hits (not bypassing armour) to every location. The armour's wearer is **not** knocked off their feet.

Attacks with the damage types *Corporeal*, *Spirit* or *Artefact*, or the damage indicators *Crush*, *Bolt* and *Fatal*, function as normal.

In addition, for the duration of the effect, the subject is **immune** (p. 58) to offensive **lesser** elemental effects (p. 53), such as *Strike Down* or *Repel* (but **not** to mundane abilities that mimic those spells).

The armour itself counts as an enchanted item (p. 26) and is immune to any lesser or greater spells that directly alter it, including the spell *Mend*.

The armour can be repaired as normal (or with an armour staple, p. 186), but if at any moment the armour is reduced to zero hits on all locations, the spell immediately ends regardless of the duration.

If the armour is of at least **superior** quality (p. 25), the duration of this spell is increased to **1 minute**.

Skills: Greater Elemental Spellcasting

MAGNETISE

GREATER • ELEMENTAL • COMBAT

Vocals: “By my power and the powers of the elements I draw Earth unto Earth to bind this object – *Magnetise*”

Call: *Magnetise*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

The target object is drawn immediately and instantly to the ground, and remains bound there for 30 seconds, per the call *Magnetise* (p. 53).

Unsecured items, or items held in the hand, may simply be dropped, but secured items (e.g. armour, clothing or jewellery) must touch the ground prior to being removed.

The target object may be no larger than the standard default size. An object made up of distinct parts but typically treated as a whole (e.g. as a chain shirt is made of links) counts as a single object. This spell will not function on items that are immune to direct magical effects, such as enchanted objects or those crafted from cold iron.

Note: In spite of the name of this spell, the target does not have to be made of metal; any solid object can be affected.

Skills: Greater Elemental Spellcasting

REPAIR

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements I drive Air from Earth and reforge this [indicate item] – Repair”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

The indicated **damaged** (p. 25) item is instantly fully repaired. This spell may be used to repair objects damaged by any means, but will not repair objects that have been **broken** or **destroyed** (p. 25), including by the spell *Disintegrate* or equivalent.

This spell functions on any person-sized or smaller item, including any item made up of distinct parts but typically treated as a whole (p. 65). Repairing an object made up of many easily removable parts may require repeated castings, with one exception: this spell can always be used to repair a suit of armour, even one consisting of several parts.

This spell will not function on items that are immune to direct magical effects, such as enchanted objects or those crafted from cold iron. It will function on substantially elemental **constructs**.

Skills: Greater Elemental Spellcasting

TELEKINESIS

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements I call forth Air to grasp and move that [indicate and name object] to [indicate destination] – Telekinesis”

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

The target object is moved to a named destination (which may be the caster's hands); both the object and the destination must be within range of the caster at time of casting. Each use of the spell will cause one object to move to one destination.

This spell is not sufficient to break a firm grasp or to move objects that are firmly anchored. Telekinetically moved objects travel at a slow walk, and cannot be moved fast enough to cause damage or knock people over.

The target object may be no larger than the standard default size. An object made up of distinct parts but typically treated as a whole (e.g. as a chain shirt is made of links) counts as a single object. This spell **will** function on items that are usually immune to direct magical effects, such as enchanted objects or those crafted from cold iron, as it does not alter or affect the item directly.

Skills: Greater Elemental Spellcasting

TRANSMUTE

GREATER • ELEMENTAL

Vocals: “By my power and the power of the elements, I draw on Air and Fire to change Earth and Water. Let this [indicate object] become [indicate material] – Transmute”

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

This spell temporarily changes the material from which the target object is made into a different material. The target must be no larger than a **small** or **one-handed weapon** or a shield (not including kite or tower shields).

The spell does **not** change any part of the object’s construction (e.g. a standard quality iron sword could be transformed into a standard quality silver sword, but not into a superior or mastercrafted sword).

It also cannot replicate any material’s magical or supernatural qualities (e.g. it could not turn an iron sword into cold iron, which is a strongly magical substance).

This spell will not function on any enchanted item, or one crafted from cold iron.

Skills: Greater Elemental Spellcasting

EXALTED ELEMENTAL SPELLS

DISINTEGRATE

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I charge Air and Fire to rend Earth to mere dust – *Disintegrate*”

Call: *Disintegrate*

Range: 60ft (20m)

Duration: Instantaneous

Cost: 10 magic points

This spell will **destroy** (p. 25) a single person-sized or smaller item utterly beyond repair, reducing it to dust and ash. No means, magical or mundane, can restore an item destroyed by this spell.

Note: This spell *will* function on an enchanted item.

Skills: None (i.e. this spell must be researched or acquired in play)

EARTH SHOCK

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I drive Air into Earth to make the very ground tremble with an Earth Shock – *Mass Strike Down*”

Call: *Mass Strike Down*

Range: 60ft (20m)

Duration: Instantaneous

Cost: 20 magic points

This spell allows the caster (or more usually a referee acting as directed by the caster) to call *Mass Strike Down* as a target point within range.

Even characters able to continuously call *Strength* are affected, unless they have a specific ability to resist or ignore knockdown effects.

All creatures within a **30ft (10m) radius** of the spell’s target are knocked off their feet.

As with any **mass** spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Strike Down*). Individuals can resist this spell with the skills Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject.

Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

ELEMENTAL STORM

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I sear the Air about thee with Fire and call down an Elemental Storm – *Mass Elemental Missile*”

Call: *Mass Elemental Missile*

Range: 60ft (20m)

Duration: Instantaneous

Cost: 30 magic points

This spell allows the caster (or more usually a referee acting as directed by the caster) to call *Mass Elemental Missile* at a target point within range.

All creatures within a **10ft (3m) radius** of the spell’s target take **2 physical hits** (p. 43) to every location, ignoring armour, and are knocked off their feet (p. 49).

As with any **mass** spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Elemental Missile*). Individuals can resist this spell with the skills Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

EXALTED ARMOUR

EXALTED • ELEMENTAL

Vocals: “By my exalted might and the power of the elements, I call around me a shell of air – Exalted Armour”

Range: Self or Touch

Duration: 1 minute

Cost: 10 magic points

For the duration of this spell, the target gains **4 armour hits** (p. 43), which protect even against attacks that would normally bypass armour.

- Attacks with the damage indicators *Crush*, *Through*, *Wounding* or *Smite*, whether mundane or *Elemental*, inflict **1 armour hit to the location struck**.
- The call *Elemental Missile* inflicts just **1 armour hit to every location**.
- Attacks with the damage types *Corporeal*, *Spirit* or *Artefact* function as normal (e.g. *Corporeal Wounding* still bypasses the armour).
- Attacks with the damage indicators *Bolt* and *Fatal* function as normal.

In addition, for the duration of the effect, the subject is **immune** (p. 48) to offensive **lesser** elemental calls, such as *Strike Down* or *Repel* (but not to mundane versions of those calls), and to the knockdown effects (p. 49) of the call *Elemental Missile*.

The hits granted by this spell are in addition to any worn armour, and the above rules apply to both the additional armour hits and the armour’s own hits for the duration of the spell. The additional armour hits are lost before the armour’s own hits, and cannot be repaired.

If the armour is of at least **superior** quality (p. 25), the duration of this spell is increased to **2 minutes**.

Skills: Exalted Thaumaturgy

FIELD OF TANGLES

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I call up Earth and Water to enmire this place as a Field of Tangles – *Mass Entangle*”

Call: *Mass Entangle*

Range: 60ft (20m)

Duration: 30 seconds

Cost: 20 magic points

This spell allows the caster (or more usually a referee acting as directed by the caster) to call *Mass Entangle*, causing all creatures within a **30ft (10m) radius** of the spell’s target to be trapped in place for the duration of the spell.

Characters able to continuously use the call *Strength* may continue to move freely, calling *Strength* when challenged to indicate why they are unaffected.

As with any **mass** spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Entangle*). Individuals can resist this spell with the skills Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

INVISIBILITY

EXALTED • ELEMENTAL

Vocals: “By my exalted might and the power of the elements, I draw Air around and about myself/thee that none may see me/thou – Invisibility”

Range: Self or 60ft (20m)

Duration: 1 minute

Cost: 10 magic points

This spell renders the caster or subject invisible for one minute; the subject may convey this by raising one finger in the air, repeating the out of character call *Invisible* if challenged.

The subject may move around freely, cast non-aggressive spells or take other actions while invisible, but any hostile action (per *Aura of Defence*) causes the spell to immediately end.

Skills: Exalted Elemental Spellcasting

LIGHTNING

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I redouble Fire upon Fire and strike thee with a terrible stroke of Lightning – *Elemental Bolt*”

Call: *Elemental Bolt*

Range: 60ft (20m)

Duration: Instantaneous

Cost: 10 magic points

This spell allows the caster to call *Elemental Bolt* once at a single target. The target takes **5 physical hits** (p. 43) to **every location**, ignoring armour, and is knocked off their feet (p. 49).

Skills: Exalted Demonology, Exalted Elemental Spellcasting

REPEL ALL

EXALTED • ELEMENTAL • COMBAT

Vocals: “By my exalted might and the power of the elements, I call up an irresistible storm of Air to drive all my enemies from me – *Mass Repel*”

Call: *Mass Repel*

Range: Self

Duration: Instantaneous

Cost: 20 magic points

This spell allows the caster to call *Mass Repel*.

All person-sized or smaller creatures and objects within a **30ft (10m) radius** of the caster are driven **10ft (3m)** directly away from them, unless anchored in some substantial or magical fashion.

As with any **mass** spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Repel*). Individuals can resist this spell with the skills Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

TELEPORT

EXALTED • ELEMENTAL

Vocals: “By my exalted might and the power of the elements, I call on Earth to anchor me and Air for movement and teleport me/thee to [indicate destination] – Teleport”

Range: Self or Touch

Duration: Instantaneous

Cost: 10 magic points per person

The caster or indicated subject is immediately transported from their current location to a specified location on the same plane, along with any person the caster wishes to send and who is in direct contact with them (i.e. touching the caster or subject, or touching someone that the caster or subject is touching, etc.).

The destination must either be within line of sight or a place known to the caster.

Skills: None (i.e. this spell must be researched or acquired in play)

WEAPON OF POWER

EXALTED • ELEMENTAL

Vocals: “By the power of the elements, I charge Earth with Fire to infuse this weapon with magic – Weapon of Power”

Range: Touch

Duration: 1 minute

Cost: 10 magic points

The target weapon of any size is rendered magical for the duration of the spell, allowing it to use the damage call *Elemental Through* (p. 50). This damage call cannot be “stacked” with any other call except *Strength* (p. 52).

This spell cannot be cast on a weapon that is already enchanted by any means (p. 26), or one that is crafted from cold iron (p. 25).

If the weapon is of at least **superior** quality (p. 25), the duration of this spell is increased to **2 minutes**.

While under this spell’s effect, the weapon counts as an enchanted item and is immune to spells that directly alter it.

Skills: Exalted Elemental Spellcasting, Exalted Thaumaturgy

ELEMENTAL RITES

DEFLECTION

ELEMENTAL

Length: Very Short (30 seconds)

Range: 5ft (1.5m)

Duration: Until time out

Cost: 2 magic points per card

Material Cost: 1 unit of sand

This rite must be performed on a single subject. At the conclusion of the rite, the subject is given one or more tearable cards by the attending referee, at a cost to the magician of **2 magic points per card**.

Thereafter, and until time out on the day the rite is performed, the subject may tear one of these cards, calling *Deflection*, to prevent one **mundane blow** (i.e. one blow **not** accompanied by one of the damage types *Artefact*, *Corporeal*, *Elemental* and *Spiritual*) from striking their body.

The subject must be conscious to use a charge, but can deflect a blow that might otherwise be mortal, provided they do so immediately, since the blow is stopped before inflicting any damage.

This effect cannot be used to defend against any **magical blow** (i.e. one with any of the magical damage types listed above), or against the call *Fatal*.

Skills: Greater Elemental Spellcasting

LESSER SPIRITUAL SPELLS

BEFRIEND

LESSER • SPIRITUAL

Vocals: “By the power of the spirits I bind thy mind to mine in fellowship – Befriend”

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell, the subject views the caster as a dear friend and must act accordingly.

Note that this spell doesn’t actually give the caster *control* of the subject. They may still act as they normally would when dealing with a dear friend.

It also doesn’t alter their feelings towards anyone *else*, whether friend or foe.

This spell is not broken by hostile action against the subject by anyone *other* than the caster – although the target may become angry and confused that their “friend” is not coming to their aid – but if the caster

takes any form of hostile action against them, the spell is instantly broken.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

COMMAND

LESSER • SPIRITUAL • COMBAT

Vocals: “By the power of the spirits I compel thee to obey – *Command* [verb]”

Call: *Command* [verb]

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell, the subject must, to the best of their ability, continuously obey the order accompanying the call *Command*.

- The command must be a **verb**.
- The command must describe a **deliberate action** (e.g. “Run,” “Dance,” or “Applaud”). The subject cannot be commanded to take unconscious or passive actions; commanding them to “Die” or “Sleep” will have no effect.

If the order is ambiguous, the subject should try to infer the caster’s intent rather than interpret the order to their benefit. If it is wholly unclear, the subject may simply act confused.

The subject can take any other action as long as they continue obeying the command as they do so, including attacking or defending, calling out or casting spells.

Examples

- Mack the Shiv has been hit with *Command: Dance* and must now caper for 30 seconds; but as long as he keeps twirling, skipping and jiving as he does so, he can continue to fight.
- Mack’s brother Big Tom has been targeted with *Command: Juggle*. Tom is reduced to tossing his two daggers from hand to hand, making it impossible for him to attack or parry.

Any physical blow or magical attack, from any source, breaks this spell instantly.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

CONFUSION

LESSER • SPIRITUAL • COMBAT

Vocals: “By the power of the spirits I plunge thy mind and spirit into disarray – *Confusion*”

Call: *Confusion*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

For the duration of this spell the subject is unable to act in any coherent fashion, except to parry or block attacks, per the call *Confusion* (p. 54).

Attacks against the subject, whether physical or magical, do **not** break this spell.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

DETECT SPIRITS

LESSER • SPIRITUAL • INFORMATION

Vocals: “I call upon the power of the Spirits to part the veil and reveal to me the spirits in this place – Detect Spirits”

Range: 30ft (10m) radius from caster

Duration: 30 seconds

Cost: 1 magic point

For the duration of the spell, the caster becomes able to see normally unseen spirits within the radius, and may e.g. target them with ranged spells or attack them with a suitable weapon.

The spell only reveals **spirits** (i.e. normally invisible and intangible creatures such as ghosts, shadows or familiars). It does not reveal material creatures using the skill Chameleon, the exalted spell *Invisibility* or other active means of concealment.

It also does not reveal spirits occupying material forms, such as a spirit possessing a living body or a demon bound into a bejewelled ring.

Skills: Spiritual Spellcasting

DISCERN SPIRITUAL NATURE

LESSER • SPIRITUAL • INFORMATION

Vocals: “Let the power of the Spirits reveal that which drives this creature – Discern Spiritual Nature – Discern Spiritual Nature”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature – such as a demon, undead or free spirit, or a creature from the planes of Hope or Mastery – with substantial spiritual magic (i.e. it will work on a banshee, but not a skeleton, even though both are undead).

The caster learns the target’s level (p. 70), any spiritual attack call or damage immunities, and any spiritual powers. It does **not** reveal any non-spiritual powers (although see *Discern Nature Spells and Effect Spheres*, p. 149).

Skills: Spiritual Spellcasting

DISTRACT

LESSER • SPIRITUAL

Vocals: “By the power of the spirits I befuddle thy mind that thy eyes may not see me – Distract”

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

The subject becomes unable to see or hear the caster, even if they are in full view, provided they do not come within **10ft (3m)** of the subject.

If at any point the caster approaches to within **10ft (3m)** of the subject, or takes any action with the potential to cause physical damage against them (though not against any other person), the spell immediately ends.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

ENTHRAL

LESSER • SPIRITUAL • COMBAT

Vocals: “By the power of the spirits I take hold of thy mind – *Enthral*”

Call: *Enthral*

Range: 30ft (10m)

Duration: Until the caster stops speaking

Cost: 1 magic point

The subject becomes wholly engrossed in what the caster is saying, per the call *Enthral* (p. 54).

The subject is unable to take any action other than listening to the caster speak. If the caster moves away while the spell is in effect, the subject will follow them at a normal walk, although not into an obviously more dangerous situation than they are already in.

The effect requires the caster to speak continuously in comprehensible sentences. If they stop speaking for more than **3 seconds**, the spell ends immediately.

If either the caster or the subject sustains any damage from any means, the spell ends immediately.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

FEAR

LESSER • SPIRITUAL • COMBAT

Vocals: “By the power of the spirits I bid thee to cower from me – *Fear*”

Call: *Fear*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 1 magic point

The subject becomes terrified of the caster for the duration of this spell, per the call *Fear* (p. 54).

While under this effect:

- The subject must run directly away from the caster as fast as they can.
- If the subject cannot run away (e.g. they are grappled), they must cower helplessly and do nothing else.
- The subject may block or parry attacks, from the caster or anyone else.
- The subject may not under any circumstances attack anyone.

This spell may be **resisted** (p. 48) by the skill Fearlessness.

Skills: Spiritual Spellcasting

FORGET

LESSER • SPIRITUAL

Vocals: “By the power of the spirits I rob thy mind of all that you know about [describe event] – Forget”

Range: 30ft (10m)

Duration: Until time out

Cost: 1 magic point

This subject temporarily forgets about a specific event.

- The caster must clearly describe the event in **8 words** or less, as part of the spell vocals.
- The event must have lasted no longer than **5 minutes** (e.g. a brief conversation or witnessing a murder).
- The event must have occurred not more than **24 hours prior** to the spell being cast.

The subject will forget about the event until the next sunrise (i.e. they will remember again as of time in the following day), and during this period no amount of memory jogging will remind them of it.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Spiritual Spellcasting

SENSE THREATS

LESSER • SPIRITUAL

Vocals: “Let the spirits reveal to me what malice lurks in the hearts of those around me – Sense Threats”

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

The subject becomes aware if any sentient creature visible to them within **30ft (10m)** has any hostile intent towards them.

For this spell, “hostile intent” is the intention to inflict **lasting physical harm** on the subject at any point the **same day**; the spell does not pick up on subtler or longer-term intentions.

The subject must clearly declare *Sense Threats*, and any visible sentient creature who intends them harm must then reveal that intent.

Both the call and responses occur **out of character**; persons other than the subject do not know in character what the spell has revealed (e.g. if they did not hear it being cast).

Skills: Spiritual Spellcasting

SPIRIT READING

LESSER • SPIRITUAL • INFORMATION

Vocals: “Let the power of the Spirits reveal what influences are working on this object/creature – Spirit Reading”

Range: 5ft (1.5m)

Duration: Instantaneous

Cost: 1 magic point

The caster learns of any spiritual influences upon the target creature or object (see *Creature vs. Object*, p. 65).

If cast on a **creature**, this spell reveals:

- If they are under the effects of any **spiritual spell** or **mind effect** (p. 54), whether magical or mundane, and identifies the specific effect(s).
- If they have an unusually **weak** or **powerful spirit**.
- If they are **possessed** by another spirit, or have **two spirits** of their own.

If cast on an **object**, it reveals:

- Any **spiritual effect** tied to or emanating from it.
- If it is **occupied** by a spirit (but not which spirit, or whether it is occupying the object willingly or bound into it).

Two special conditions apply.

- **Curses:** This spell reveals if the creature or object is the subject of a curse, but **not** the specific details of the curse.
- **Spiritual Marks:** Spiritual marks (including **demonic marks**, p. 69) are visible to this spell **only when they are active** (i.e. the mark is currently having an active mechanical effect). If a mark is active, the caster can see it (and can describe or draw it, if wished), and will recognise it if they see it again.

At the attending referee's discretion, this spell may reveal more information, including if the last person holding an object was experiencing a very strong emotion (and which emotion), whether a creature is dreaming, if they're being haunted, or if they're linked to a shrine or other place of power, or the focus of a community's beliefs.

Skills: Spiritual Spellcasting

GREATER SPIRITUAL SPELLS

BANISH SPIRIT

GREATER • SPIRITUAL

Vocals: "By my power and the power of the spirits, let the bond that ties thy spirit to this world be broken that thou begone – *Banish Spirit* [indicate target and level]"

Call: *Banish Spirit* [level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature with substantial spiritual magic (such as a demon, undead or free spirit, or a creature of the planes of Hope or Mastery), including one currently **possessing** (p. 54) a host or bound into a physical object. The level of the banishment is equal to the magic points spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is instantly destroyed.

Note that some powerful creatures have defences to protect them from banishment, increasing their effective level or opposing the magic with their own.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (p. 143).

Skills: Greater Spiritual Spellcasting

EXORCISM

GREATER • SPIRITUAL

Vocals: "By my power and the power of the spirits, I drive out the being that plagues this creature – *Exorcism* [indicate target and level]"

Call: *Exorcism* [level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2+ magic points

This spell may be used to drive a single insubstantial spirit currently possessing a living host.

The level of the *Exorcism* is equal to the **magic points** (p. 62) spent; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature must immediately leave its host and may not possess any other creature for at least **10 minutes**.

Unlike *Banish Spirit*, there is no limit to the amount of magic the caster may spend in the spell.

Skills: Greater Spiritual Spellcasting

FALSE MEMORY

GREATER • SPIRITUAL

Vocals: "By my power and the power of the spirits, I deceive thy mind and bid thee believe [indicate event] – False Memory"

Range: 30ft (10m)

Duration: Until time out

Cost: 2 magic points

This spell causes the target to become convinced that they have witnessed or experienced an event that did not occur, or which occurred in a manner different from the false memory.

- The caster must clearly describe the imagined event in **20 words** or less, as part of the spell vocals.
- The purported event cannot have lasted longer than **5 minutes** (e.g. a brief conversation or witnessing a murder).
- The imagined event must have occurred not more than **24 hours prior** to the spell being cast.

The subject will remember the false version of events until the next sunrise (i.e. the true memory will return as of Time In the following day), and during this period no amount of urging or argument will convince them otherwise.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Demonology, Greater Spiritual Spellcasting

SLEEP

GREATER • SPIRITUAL • COMBAT

Vocals: “By the spirits at my command I enclose thy mind and plunge thee into slumber – *Sleep*”

Call: *Sleep*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

The subject instantly falls into a deep sleep, with no chance to cry out or react. They will remain asleep for the duration of the spell.

The subject may be awakened before the spell elapses by a reasonable roleplayed effort (shaking or tapping them, etc.). It also ends immediately if they receive a damaging blow.

On awakening, they do not remember the spell being cast. They do not automatically know that it was not natural sleep, although context might make it obvious (e.g. it is clearly ludicrous to fall asleep in a pitched battle!).

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Greater Spiritual Spellcasting

SPIRIT MISSILE

GREATER • SPIRITUAL • COMBAT

Vocals: “By the spirits at my command I call forth power and strike thee [indicate target] with a mighty blow to thy spirit – *Spirit Missile*”

Call: *Spirit Missile*

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2 magic points

This spell allows the caster to call *Spirit Missile* once at a single target. The target takes **2 physical hits** (p. 43) to **every location**, ignoring armour, and is knocked off their feet (p. 49).

When describing the effects of this spell, the target appears pale and clammy all over.

Skills: Demonology, Greater Spiritual Spellcasting

SPIRIT SHIELD

GREATER • SPIRITUAL

Vocals: “By the spirits at my command I fortify my soul and bind myself about with wards of power – Spirit Shield”

Range: Self or Touch

Duration: 30 seconds

Cost: 2 magic points

For the duration of this spell, the subject is **immune** (p. 48) to:

- All forms of *Fear*, both magical and mundane.
- Magical, but not mundane, **lesser** spiritual effects, including *Befriend*, *Distract* and *Forget*.

If the subject is struck by the call *Spirit Missile*, the *Spirit Missile* is automatically **countered** (p. 47) and the shield immediately drops.

Skills: Demonology, Greater Spiritual Spellcasting, Necromancy

SPIRITUAL WEAPON

GREATER • SPIRITUAL

Vocals: “By my power and the power of the spirits, I awaken the wrath within this weapon to infuse it with magic – Spiritual Weapon”

Range: Touch

Duration: 30 seconds

Cost: 2 magic points

The target **small** or **one-handed weapon** (p. 42) is rendered magical for the duration of the spell, allowing it to use the damage call *Spirit* (p. 50). This damage call cannot be “stacked” with any other call except *Strength* (p. 52).

This spell cannot be cast on a weapon that is already enchanted by any means (p. 26), or one made of cold iron (p. 25).

If the weapon is of at least **superior** quality (p. 25), the duration of this spell is increased to **1 minute**.

While under this spell’s effects, the weapon counts as an enchanted item and is immune to spells that directly alter it.

Skills: Greater Spiritual Spellcasting, Necromancy

SUCCOUR

GREATER • SPIRITUAL

Vocals: “By my power, I soothe the troubled spirit within this creature, that they may be at rest – Succour”

Range: Touch

Duration: Instantaneous

Cost: 2 magic points

This spell instantly removes one specified lesser or greater **mind effect** (p. 54) administered by any magical or mundane means other than a poison, disease (p. 55) or curse.

Skills: Greater Spiritual Spellcasting

SUGGESTION

GREATER • SPIRITUAL • COMBAT

Vocals: “By the power of the spirits I bind thy will and compel thee to [instruction] – *Suggestion*”

Call: *Suggestion* [instruction]

Range: 30ft (10m)

Duration: 30 seconds

Cost: 2 magic points

For the duration of this spell, the subject must, to the best of their ability, carry out the instruction given in the spell’s vocals.

- The caster must clearly express the suggestion in **8 words** or less.
- The suggestion must describe a **deliberate action or actions** (e.g. “Bring your army’s banner to me”).
- The suggestion cannot force the subject to cause harm to themselves.

If the order is ambiguous, the subject should try to infer the caster’s intent rather than interpret the order to their benefit. If it is wholly unclear, the subject may simply act confused.

The subject may not take any action other than attempting to comply with the caster’s command, or to parry or block attacks.

Any attack against the subject by the caster will instantly break the spell.

This spell may be **resisted** (p. 48) by the skill Iron Will.

Skills: Demonology, Greater Spiritual Spellcasting

EXALTED SPIRITUAL SPELLS

AURA OF FASCINATION

EXALTED • SPIRITUAL • COMBAT

Vocals: “By my exalted might and the power of the spirits, I conjure an Aura of Fascination that all who behold me should still their tongues and heed me – *Mass Enthral*”

Call: *Mass Enthral*

Range: Self

Duration: Until the caster stops speaking

Cost: 20 magic points

This spell allows the caster to call *Mass Enthral*.

All creatures within a **30ft (10m) radius** of the caster at the time of casting become wholly engrossed in what the caster is saying, and are unable to take any action other than listening to the caster speak, per the call *Enthral*.

If the caster moves away while the spell is in effect, enthralled creatures will follow them at a normal walk. They will not follow them into an obviously more dangerous situation than they are already in.

The effect requires the caster to speak continuously in comprehensible sentences. If they stop speaking for more than **3 seconds**, the spell ends immediately.

If the caster sustains any damage from any means, the spell ends immediately. If any affected creature sustains any damage, the effects end for them only, freeing them to act as they wish.

As with any **mass** spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Enthral*). Individuals can resist this spell with the skills Iron Will, Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

CLOUD OF CONFUSION

EXALTED • SPIRITUAL • COMBAT

Vocals: “By my exalted might and the power of the spirits, I baffle thy wits and still thy thoughts in a Cloud of Confusion – *Mass Confusion*”

Call: *Mass Confusion*

Range: 30ft (10m)

Duration: 30 seconds

Cost: 20 magic points

This spell allows the caster (or more usually a referee acting as directed by the caster) to call *Mass Confusion* (p. 54) at a target point within range.

For the duration of the spell, **all creatures** within a **30ft (10m) radius** of the spell’s target unable to act in any coherent fashion, except to parry or block attacks.

Attacks against those affected by this spell, whether physical or magical, do **not** break this spell.

As with any mass spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Confusion*). Individuals can resist this spell with the skills Iron Will, Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Countermagic*, *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

SPECTRAL FORM

EXALTED • SPIRITUAL

Vocals: “By my exalted might and the power of the spirits, I discard this dull matter and assume an ethereal mantle – Spectral Form”

Range: Self

Duration: 1 minute

Cost: 10 magic points

The caster becomes a minor spirit for the duration of the spell. Their clothes and armour, and anything they’re carrying, are transformed with them, but provide no protection and cannot be used for any purpose.

Traits

- Level 6 spirit (if the caster is already a supernatural creature, they use their normal level)
- **Physical hits** as normal, but **immune** (p. 48) to mundane, *Corporeal* or *Elemental* attacks, taking damage only from the damage types *Spirit* or *Artefact*
- **No armour hits**, even if wearing armour

Abilities

- Invisible at will, which they can indicate by slowly raising or lowering one finger
- Can pass through nonmagical barriers unhindered
- Cannot touch or be touched (or grappled) by creatures other than spirits
- Immune to corporeal and elemental spells and effects

Spellcasting

- Cannot cast any corporeal or elemental spells
- Can cast spiritual spells, but if they affect another creature, they immediately become visible for 3 seconds

Weaknesses

- Subject to the spells *Detect Spirits*, *Discern Spiritual Nature* and *Banish Spirit*

If the caster is **banished** or **mortally wounded** in this form, they immediately turn back into their normal physical form and start their **death count** (p. 44).

The caster may end the spell at any time within its duration, immediately turning back into their normal physical form.

Skills: Exalted Necromancy, Exalted Spiritual Spellcasting

SPIRIT STORM

EXALTED • SPIRITUAL • COMBAT

Vocals: “By my exalted might and the power of the spirits, let this place be harrowed by a terrible Spirit Storm – *Mass Spirit Missile*”

Call: *Mass Spirit Missile*

Range: 60ft (20m)

Duration: 30 seconds

Cost: 30 magic points

This spell allows the caster (or more usually a referee acting as directed by the caster) to call *Mass Spirit Missile* (p. 51) at a target point within range.

All creatures within a **10ft (3m) radius** of the spell’s target takes **2 physical hits** to every location, ignoring armour, and is knocked off their feet (p. 49).

As with any mass spell (p. 55), this spell may be **resisted** (p. 48) or **countered** (p. 47) at the level of the individual effect (i.e. *Spirit Missile*). Individuals can resist this spell with the skills Resist Magic and Resist Exalted Magic or counter it (for themselves only) with the spells *Greater Countermagic* and *Nullify*.

Countering and resisting only defends one subject. Cancelling the whole spell requires a special item or ability.

Skills: None (i.e. this spell must be researched or acquired in play)

SPIRIT WRACK

EXALTED • SPIRITUAL • COMBAT

Vocals: “By my exalted might and the power of the spirits, let thy worthless soul be rent by depthless suffering – *Spirit Wrack*”

Call: *Spirit Wrack*

Range: 60ft (20m)

Duration: 1 minute

Cost: 10 magic points

The target experiences intense suffering for the duration of the spell. This is a spiritual anguish, rather than physical pain, although the difference may be academic to those who feel this spell’s wrath.

The victim decides how to roleplay this effect: some writhe in screaming agony on the floor, some curl up in a silent ball, or moan in dread and horror.

Regardless of the specific effect, they are unable to speak, act or defend themselves for the duration.

Skills: Exalted Demonology, Exalted Necromancy, Exalted Spiritual Spellcasting

TRUE SIGHT

EXALTED • SPIRITUAL • INFORMATION

Vocals: “By my exalted might and the power of the Spirits, I rend the veil and look upon the true faces of all I behold – True Sight”

Range: 60ft (20m)

Duration: 1 minute

Cost: 10 magic points

For the duration of the spell, the caster can see **any** creature within the radius, including normally unseen spirits (per *Detect Spirits*) and creatures (other than constructs) concealed by the skills Chameleon or Move in Cover or the spell *Invisibility*.

In addition, within the duration, the caster may concentrate on any creature within range and see their “true spiritual nature.” This reveals whether the creature is:

- A demon, undead, spirit, creature of Hope or Mastery
- A fae or shapeshifter
- Possessed, disguised or glamourised

Unlike *Discern Spiritual Nature*, this spell does **not** reveal any creature’s **level** (p. 70) or **powers**.

The caster may concentrate on any number of creatures within the duration of the spell, but only one at a time.

Skills: Exalted Spiritual Spellcasting

SPIRITUAL RITES

CALL SPIRIT

SPIRITUAL

Length: Short (2 minutes)

Range: Special

Duration: 10 minutes

Cost: 2 magic points

Material Cost: 1 unit of chalk, a token offering

In the course of this rite, the caster prepares a suitable space (p. 67), makes a token offering – e.g. lighting incense, burning a herb, offering food etc. – and calls the attention of an active free spirit within **1 mile** of the rite. Any one spirit in the area may respond to the rite, and will usually do so within **1 hour**.

Once the spirit responds, the offering is **destroyed** (p. 25). For the next **10 minutes**, the caster and the spirit can see each other and converse freely, even if the caster is normally unable to see and hear spirits or the spirit is unable – or unwilling – to materialise or otherwise become perceptible.

The spirit’s attitude to the caster may vary depending on the caster’s reputation or performance, or the spirit’s circumstances and history.

Skills: None (i.e. this rite must be researched or acquired in play)

NAMING

SPIRITUAL

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: Special

Cost: 2+ magic points

Material Cost: 1 unit of chalk

This rite may be performed on any creature or object other than a thaumaturgical construct. If cast on a **creature**, the subject must clearly consent to their new name as part of the rite, formally discarding their old name. It costs a minimum of **2 magic points**, or as many more as the caster wishes.

The subject is granted a new name, title or honorific, which is relayed to the spirits in the area. By default, the spirits will accept the name as real and valid, at the time of the rite’s performance. This may affect answers to the Oracle skill, information gained via demonology (p. 69), or even divination rituals (p. 74) – depending on how the question is phrased. At the attending referee’s or plot-writer’s discretion, it could have other effects.

The duration of this effect depends on the circumstances. If the subject consistently uses (or is referred to by) the new name, the name may stick indefinitely. If not, or if it is widely contradicted, the effects will wear off quickly, especially if the rite is trying to pass off an obvious falsehood (e.g. if a caster tries to bestow the title “High King of Albion” on someone, where the caster is not a priest of Albion, the “King” does not have Excalibur and the true High King is in the area, the effects could expire in as little as 10 minutes). The more magic the caster spends on the rite, the stronger the effect and the longer it lasts.

Secret Name: The rite may be used to grant a “secret” name, which the subject needn’t openly use, but must keep recorded somewhere in character where it can be found. This may have subtler effects, e.g. a rite requiring

the subject's "true name" may have a limited effect if the caster does not know and use the subject's secret name (in turn, if they *do* use their secret name, the rite will have *greater* effect).

Skills: Greater Spiritual Spellcasting

OFFERING

SPIRITUAL

Length: Short (2 minutes)

Range: Special

Duration: Instantaneous

Cost: 2+ magic points

Material Cost: 1 unit of chalk, a material offering

In the course of this rite, the caster invests a material offering (food or drink, herbs or materials, crafted goods, etc.) with spiritual magic and ceremonially destroys it, dedicating it to an indicated spirit in the area (if the spirit is not in the area, the rite has no effect). The rite costs at least **2 magic points**, and as many more as the caster wishes.

The offering is translated into a spiritual form, which the spirit may consume or otherwise use as they wish. This transfers the magic points to them, along with any magic released by destroying the physical item itself (attending referee's discretion).

What, if anything, the spirit gives or does in return depends on the individual spirit and how it feels about the caster.

Skills: None (i.e. this rite must be researched or acquired in play)

RESILIENCE

SPIRITUAL

Length: Very Short (30 Seconds)

Range: 5ft (1.5m)

Duration: Until time out

Cost: 2 magic points per card

Material Cost: 1 unit of chalk

This rite must be performed on a single subject. At the conclusion of the rite, the subject is given one or more tearable cards by the attending referee, at a cost to the magician of **2 magic points per card**.

Thereafter, and until time out on the day the rite is performed, the subject may tear one of these cards, calling *Resist*, to **resist** (p. 48) one effect.

The caster must specify **one** form of resistance, from the following. Every charge given in one casting of this rite must be of the same type (i.e. the caster may not mix and match effects).

- **Fearless:** The subject may use one charge to resist one use of the call *Fear* (p. 54), per the skill Fearlessness.
- **Iron Will:** The subject may use one charge to resist one **mind effect** (p. 54), per the skill Iron Will.

The subject must be conscious to resist any effect, and cannot resist multiple simultaneous effects.

Skills: Demonology, Greater Spiritual Spellcasting, Necromancy

SANCTIFY

SPIRITUAL

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: Special

Cost: 2+ magic points

Material Cost: 1 unit of chalk

The caster invests a normal material item – a shrine, sculpture, banner, tree, stone etc. – with spirit magic and dedicates it to an indicated spirit in the area. This rite costs at least **2 magic points** and as many more as the caster wishes. Thereafter, any defined space in which the dedicated object is prominently displayed, up to the size of a large tent or room, becomes attuned to the indicated spirit for as long as the object remains.

Effects vary depending on the power and tendencies of the spirit, and the amount of power invested in the object. The spirit may find it easier to materialise or become perceptible in the area, their powers may be increased, or offerings to them (see *Offering*) may have greater effect.

The duration of this rite depends on the circumstances. If the shrine is continually acknowledged as sacred, and regular ceremonies are performed in front of it, it may remain dedicated indefinitely; if not, the effects will fade within a day or two – and if it is actively mistreated or disdained, the effects may end in a matter of minutes.

Skills: None (i.e. this rite must be researched or acquired in play)

SPEAK WITH DEAD

SPIRITUAL

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 10 minutes

Cost: 2 magic points

Material Cost: 1 unit of chalk

This rite must be performed over a dead body, or a substantial part of one (at least one large bone or similar). It will not function on a creature whose spirit is not in

the afterlife (e.g. because their body or spirit has been raised as an undead, or their spirit has been wholly destroyed), and will only function **once** on any given creature. The caster need not know the subject's name.

The subject is recalled to the caster's presence as a minor (level 2) spirit and compelled to answer three questions as follows:

- All questions must be asked and answered within the duration of the rite.
- Each question must be expressed in a single sentence (around 20 words or shorter).
- If the spirit is hostile to the caster, they may interpret the question to their advantage, but they may not withhold or omit details, and must answer the question (as they interpret it) truthfully and succinctly.
- The spirit can only tell the truth as they know it; it's entirely possible for them to provide incorrect answers that they believe to be true.

The spirit is invisible (except to the spell *Detect Spirits*) and intangible, and their answers can only be heard by the caster of the rite.

Special: If the caster has the skill Necromancy, they can cast this spell on a subject whose body or spirit has been raised as an undead. In this event, the spirit will appear at the undead's usual level.

Skills: Greater Spiritual Spellcasting, Necromancy

LESSER DEMONOLOGY SPELLS

DISCERN NATURE OF DEMON

LESSER • DEMONOLOGY • INFORMATION

Vocals: "Let the powers of the Elements and the Spirits unveil to me the forces within thee – Discern Nature of Demon"

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature whose powers arise from the Demon Plane.

The caster learns the target's **level** (p. 70), and any attack call or damage immunities, whether elemental or spiritual.

Skills: Demonology

GREATER DEMONOLOGY SPELLS

BANISH DEMON

GREATER • DEMONOLOGY

Vocals: "By my power I disperse the powers of Spirit and the Elements that thou be dismissed from this place – *Banish Demon* [level]"

Call: *Banish Demon* [level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature whose powers arise from the Demon Plane (such as an elemental, imp or familiar), including one currently possessing a host or bound into a physical object. The level of the banishment is equal to the **magic points** spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is destroyed.

Note that some powerful demons can defend themselves against banishment, opposing it with their own magic.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (p. 143).

Skills: Demonology

IDENTIFY DEMON MARK

GREATER • DEMONOLOGY • INFORMATION

Vocals: "By my power, let the powers of the Elements and the Spirits reveal the brands upon thy spirit – Identify Demonic Mark"

Range: 5ft (1.5m)

Duration: Instantaneous

Cost: 2 magic points

The caster can see any **demonic mark** (p. 69) the target bears. They are able to describe or draw it, and will recognise it if they see it again.

Unlike *Spirit Reading*, the caster sees the mark irrespective of whether the mark is active at the time of casting.

If cast on a demon – including one currently possessing a host or bound into a physical object – this spell also reveals that the subject is (or is possessed or occupied by) a demon, and reveals the demon's *own* mark.

Skills: Demonology

DEMONOLOGY RITES

CONTROL ELEMENTAL DEMON

DEMONOLOGY

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 10 minutes

Cost: 2-4 magic points

Material Cost: 1 unit of powdered dye

This rite must be performed on a **supernatural creature** whose powers arise from the Demonic Plane, with substantial elemental magic (e.g. a fire elemental, or an imp).

The target creature must be within the range of the rite for the whole casting time (i.e. if the creature moves out of range during the casting time, the rite has no effect); most casters will bind the elemental within a **ward** (p. 70) for this purpose.

The level of the rite is equal to the **magic points** (p. 62) spent in its casting.

At the conclusion of this rite, provided the level of the rite is equal to or greater than the **level** of the target demon (p. 70), the caster gains control of the demon.

For the duration of the effect, the demon must carry out every instruction given to it, to the letter. If the demon is sentient, they may interpret commands to their advantage, but must still adhere strictly to the wording.

Skills: Demonology

DEMONIC WARD

DEMONOLOGY

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 10 minutes

Cost: 2-4 magic points

Material Cost: 1 unit of powdered dye

While performing this rite, the caster must draw a circular line on the ground with a diameter of up to **10ft (3m)**.

The level of the rite is equal to the **magic points** spent in its casting.

At the conclusion of this rite, the circle becomes an impassable barrier to any supernatural creature whose powers arise from the Demon Plane, whose **level** (p. 70) is equal to or less than the level of the ward.

For the duration of the effect, if they are outside the ward, they may not enter it, and if they are inside, they may not leave. This applies whether the demon is present

in a material or spiritual form, or currently possessing a mortal host or bound into a physical object.

If any creature bodily crosses the ward (merely touching or stepping over it doesn't count) or the physical line is broken, the effect ends immediately.

Skills: Demonology

SUMMON DEMON

DEMONOLOGY

Length: Short (2 minutes)

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-4 magic points

Material Cost: 1 unit of powdered dye, material link

This rite calls a supernatural creature from the Demonic Plane of a specified type, such as an elemental, an imp or a familiar.

The level of the rite is equal to the **magic points** spent in its casting.

As well as drawing a circle or suitable symbols in powdered dye, the magician must incorporate some material link to the target into the rite, such as a burning brazier or bowl of water (for an elemental) or a text or image associated with the demon (for an oathbound).

At the conclusion of this rite, a demon of the specified type and with a **level** (p. 70) equal to the level of the rite appears in front of the caster.

The demon is not under the caster's control when summoned; for this reason, most casters summon demons into the middle of an active **ward** (p. 70).

Special: If summoned into a ward, the caster may dismiss the demon back to its home plane at any point **until the ward expires or is broken**; once the ward is broken, the demon may only return to the Demonic Plane if it has the power to do so independently.

Skills: None (i.e. this rite must be researched or acquired in play)

LESSER NECROMANCY SPELLS

DISCERN NATURE OF UNDEAD

LESSER • NECROMANCY • INFORMATION

Vocals: "Let the powers of Life and the Spirits draw out thy dread secrets – Discern Nature of Undead"

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature whose powers arise from the Plane of Undeath.

The caster learns the target's **level** (p. 70), and any attack call or damage immunities, whether corporeal or spiritual.

Skills: Necromancy

GREATER NECROMANCY SPELLS

BANISH UNDEAD

GREATER • NECROMANCY

Vocals: “By my power I draw out the powers of Life and Spirit that animate thee that thou be destroyed – *Banish Undead* [level]”

Call: *Banish Undead* [level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature whose powers arise from the Plane of Undeath, such as a zombie, wight or phantom. The level of the banishment is equal to the **magic points** spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is instantly destroyed.

Note that some powerful undead have the power to defend themselves from banishment, by raising their effective level.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (p. 143).

Skills: Necromancy

NECROMANCY RITES

CONTROL CORPOREAL UNDEAD

NECROMANCY

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 10 minutes

Cost: 2-4 magic points

Material Cost: 1 unit of powdered bone

This rite must be performed on a supernatural creature whose powers arise from the Plane of Undeath, with substantial corporeal magic (e.g. a ghoul or skeleton).

The target creature must be within the range of the rite for the whole casting time (i.e. if the creature moves out of range during the casting time, the rite has no effect); most casters will bind the undead within a **ward** (p. 70) for this purpose.

The level of the rite is equal to the **magic points** (p. 62) spent in its casting.

At the conclusion of this rite, provided the level of the rite is equal to or greater than the **level** of the target undead (p. 70), the caster gains control of the undead.

For the duration of the effect, the undead must carry out every instruction given to it, to the letter. If the undead is sentient, they may interpret commands to their advantage, but must still adhere strictly to the wording.

Skills: Necromancy

LAY TO REST

NECROMANCY

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: Permanent

Cost: 2 magic points

Material Cost: 1 unit of powdered bone

This rite must be performed over the body of a dead creature who has **not** previously been raised as an undead.

It protects the creature's body and spirit from being raised as an undead.

At the conclusion of this rite, the creature's spirit travels immediately to its afterlife at the Pole of Spirit, if it has not done so already and there is no other impediment to it doing so.

Skills: None (i.e. this rite must be researched or acquired in play)

NECROMANTIC WARD

NECROMANCY

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 10 minutes

Cost: 2-4 magic points

Material Cost: 1 unit of powdered bone

While performing this rite, the caster must draw a circular line on the ground with a diameter of up to **10ft (3m)**.

The level of the rite is equal to the **magic points** (p. 62) spent in its casting.

At the conclusion of this rite, the circle becomes an impassable barrier to any supernatural creature whose powers arise from the Plane of Undeath, whose **level** (p. 70) is equal to or less than the level of the ward.

For the duration of the effect, if they are outside the ward, they may not enter it, and if they are inside, they may not leave. This applies whether the undead is corporeal or spiritual in nature.

If any creature bodily crosses the ward (merely touching or stepping over it doesn't count) or the physical line is broken, the effect ends immediately.

Skills: Necromancy

RAISE DEAD

NECROMANCY

Length: Short (2 minutes)

Range: 10ft (3m)

Duration: Instantaneous

Cost: 2-4 magic points

Material Cost: 1 unit of powdered bone, material link

This rite must be performed over the body of a dead creature who has not previously been raised as an undead.

The level of the rite is equal to the **magic points** spent in its casting.

As well as drawing a circle or symbols in powdered bone, the magician must incorporate some material link to the target into the rite, such as blood, flesh or grave mold.

At the conclusion of this rite, the target creature's body or spirit rises as a supernatural creature whose powers derive from the Plane of Undeath, of a type specified by the caster, such as a skeleton, zombie or phantom, with a **level** (p. 70) equal to the level of the rite.

The undead is not under the caster's control when raised; for this reason, most casters raise undead in the middle of an active **ward** (p. 70).

If the creature has been protected against being raised (see *Lay to Rest*), this rite automatically fails.

Skills: None (i.e. this rite must be researched or acquired in play)

LESSER THAUMATURGY SPELLS

DISCERN NATURE OF CONSTRUCT

LESSER • THAUMATURGY • INFORMATION

Vocals: "Let the powers of Life and the Elements that animate thee reveal to me thy nature – Discern Nature of Construct"

Range: 30ft (10m)

Duration: Instantaneous

Cost: 1 magic point

This spell must be cast on a supernatural creature whose powers arise from the Plane of Constructs.

The caster learns the target's **level** (p. 70), and any attack call or damage immunities, whether corporeal or elemental.

Skills: Thaumaturgy

GREATER THAUMATURGY SPELLS

BANISH CONSTRUCT

GREATER • THAUMATURGY

Vocals: "By my power let the powers of Life and the Elements abandon thee that thy form wither away – *Banish Construct* [level]"

Call: *Banish Construct* [level]

Range: 30ft (10m)

Duration: Instantaneous

Cost: 2-10 magic points

This spell may be used to destroy a single supernatural creature or object whose powers arise from the Plane of Constructs, such as a simulacrum. The level of the banishment is equal to the **magic points** (p. 62) spent, up to a maximum of level 10; if this level is equal to or greater than the **level** of the target creature (p. 70), the creature is instantly destroyed.

Note that some constructs are defended from banishment, with investments that absorb the magic.

With the use of an appropriate focus, two or more casters can combine their efforts to cast a more powerful banishment (p. 143).

Skills: Thaumaturgy

THAUMATURGY RITES

CONTROL CONSTRUCT

THAUMATURGY

Length: Short (2 minutes)

Range: 10ft (3m)

Duration: 10 minutes

Cost: 2-4 magic points

Material Cost: 1 unit of powdered metal

This rite must be performed on a **supernatural creature** whose powers arise from the Plane of Constructs.

The target creature must be within the range of the rite for the whole casting time (i.e. if the creature moves out of range during the casting time, the rite has no effect).

The level of the rite is equal to the **magic points** spent in its casting.

At the conclusion of this rite, provided the level of the rite is equal to or greater than the **level** of the target construct (p. 70), the caster gains total control of the

construct. For the duration of the effect, the construct will carry out every instruction given to it, to the letter.

Skills: Thaumaturgy

INVOCATION RITES

INVEST SCROLL

INVOCATION

Length: Short (2 minutes)

Range: Touch

Duration: 1 year

Cost: Special

Material Cost: 1 unit of relevant powder for the sphere of the investment, one scroll on which has been written the spell in the relevant magical ink.

This rite is performed on one **scroll** (p. 190), bearing an inscription for the investment (usually the spell's title and vocal component) in a suitable **magical ink** (p. 83) for the intended spell.

The inscription can be written as part of the rite, or written in advance of investing, but note that inscribing a scroll determines the spell it is going to be invested with.

The scroll is invested with a single charge of one spell known to the invoker, represented by a tearable card given by the referee attending on the rite, which must be affixed to the scroll. The cost – and requirements in ink – vary depending on the level of the spell to be invested.

- **Lesser Scroll:** Inscribing a **lesser** scroll uses **one third of a pot of magical ink** and costs **3 magic points**.
- **Greater Scroll:** Inscribing a **greater** scroll uses a **whole pot of magical ink** and costs **6 magic points**.
- **Exalted Scroll:** Inscribing an **exalted** scroll uses a **whole pot of exalted ink** and costs **30 magic points**.

Once invested, the scroll counts as an enchanted item and is immune to spells that directly alter it (p. 26). The investment lasts for a maximum of **one year**; at this time, or when the charge is expended, the scroll crumbles to dust.

Tattoos: This rite may be performed on a charm tattoo (p. 196), made using the magical inks and invested at the cost in magic for an equivalent scroll. The tattoo is part of the bearer's body and cannot be separately targeted by spells. Once the tattoo expires or the charge is expended, the tattoo fades.

Skills: Charm Invocation

INVEST STONE

INVOCATION

Length: Short (2 minutes)

Range: Touch

Duration: Until end of event

Cost: Special

Material Cost: 1 unit of relevant powder for the sphere of the investment, up to three crafted stones inscribed with suitable ink.

This rite is performed on up to three **sigil stones** (p. 190), marked with an **inscription** featuring the appropriate combination of **sigils** (p. 72) for the spell to be invested in the stone.

One pot of **magical ink** (p. 83) can be used to draw up to six sigils (i.e. enough for three lesser or two greater spells); exalted spell stones use specially researched ink.

The inscription can be added as part of the rite, or in advance of investing, but note that inscribing a stone determines the spell it is going to be invested with, so if a stone is inscribed in advance the artist will have to specify which spell is going to be invested in it.

Each stone is invested with a single charge of one spell known to the invoker, represented by a tearable card given by the referee attending on the rite, at the following costs:

- **2 magic points** per lesser spell
- **4 magic points** per greater spell
- **20 or more magic points** per exalted spell.

All stones invested in one rite must be invested with the same spell.

Once invested, the stone counts as an enchanted item and is immune to spells that directly alter it.

The investment lasts until the **end of the event** it is performed; at this time, or when the charge is expended, the stone crumbles to dust.

Tattoos: This rite may be performed on a charm tattoo (p. 196), made using the magical inks and invested at the cost in magic for an equivalent stone. Up to three tattoos may be invested in a single rite as above, but only if all tattoos are on the same subject. The tattoo is part of the bearer's body and cannot be separately targeted by spells. Once the tattoo expires or the charge is expended, the tattoo fades.

Skills: Charm Invocation

INVEST TALISMAN

INVOCATION

Length: Short (2 minutes)

Range: Touch

Duration: 1 year

Cost: Special

Material Cost: 1 unit of relevant powder for the sphere of the investment, a crafted base inlaid with a suitable inscription in the relevant amalgam.

This rite must be performed on a crafted item (p. 190) inlaid with a suitable alchemical **amalgam** (p. 83), in the form of an **inscription** (p. 71) for the investment. The inscription is incorporated when the talisman is first crafted, determining what spell it is going to be invested with.

The talisman is invested with **9 charges** of a specific spell known to the invoker, represented by tearable cards given by the referee attending on the rite, which must be affixed to the talisman.

All of the talisman's charges must be for the same spell (i.e. the invoker cannot mix and match spells). The spells with which a talisman may be charged depend on the type:

- **Amulet:** Invested from a piece of **jewellery** (a pendant, ring, bracelet etc.), an **amulet** must be charged with a **personal** (e.g. *Enhancement*) or **defensive** (e.g. *Aura of Defence*) spell, which can only be cast on the amulet's wearer themselves, or an **information** spell (e.g. *Detect Spirits*).
- **Brand:** Invested from any **small** or **one-handed weapon**, a **brand** must be charged with one of the spells *Corporeal Weapon*, *Elemental Weapon* or *Spiritual Weapon*, which applies only to the brand itself.
- **Wand:** Invested from a wooden (or bone, metal or other materials) **baton**, a **wand** must be charged with a **ranged** spell (e.g. *Elemental Missile* or *Fear*).

The cost of the rite depends on the level of the spell:

- **18 magic points** for a **lesser** talisman
- **36 magic points** for a **greater** talisman

This rite may be performed by two or three magicians pooling their magic to meet the cost. This requires an **average** length (i.e. 5 minute) rite, performed using a single prepared space.

Alternative, it can be performed more than once, to spread the cost over several days; in this case, the referee will issue a card for the incomplete investment, which must be handed over at the beginning of the next rite, and so on until the investment is completed. Incompletely-invested items have no magical properties.

Once invested, the talisman counts as an enchanted item and is immune to spells that directly alter it (p. 26).

The investment lasts for a maximum of **one year**; at this time, or when the last charge is expended, the talisman crumbles to dust.

Tattoos: This rite may be performed on a talisman tattoo (p. 197) made with suitable magical ink, at the cost in magic for an equivalent talisman. A talisman tattoo can hold any **personal**, **defensive** or **information** spell (per an amulet), or any **touch** spell. The tattoo is part of the bearer's body and cannot be separately targeted by spells. Once the tattoo expires or the last charge is expended, the tattoo fades.

Skills: Talisman Invocation

INVEST TRINKET

INVOCATION

Length: Short (2 minutes)

Range: Touch

Duration: Until time out

Cost: 2 magic points per trinket

Material Cost: 1 unit of relevant material for the sphere of the investment, 1-3 crafted trinkets inscribed in mundane ink.

This rite is performed on up to three trinkets (p. 190), marked in mundane **ink** (p. 89) with a suitable **inscription** (p. 71) (this could be as simple as staining the trinket green, blue or red for the pertinent sphere). The inscription can be incorporated when the trinket is first crafted, or added later; but note that inscribing a trinket determines the spell it is going to be invested with.

Each trinket is invested with a single charge of one of the spells *Lesser Healing*, *Mend* or *Spirit Reading*, at a cost of **2 magic points per trinket**, represented by a tearable card given by the referee attending on the rite. The spell must be known to the invoker, and all trinkets invested in one rite must be invested with the same spell.

Once invested, the trinket counts as an enchanted item and is immune to spells that directly alter it (p. 26).

The investment lasts until **time out** on the day it is performed; at this time, or when the charge is expended, the talisman crumbles to dust.

Tattoos: This rite may be performed on a charm tattoo (p. 196), at the same cost in magic. Up to three tattoos may be invested in a single rite as above, but only if all tattoos are on the same subject. The tattoo is part of the bearer's body and cannot be separately targeted by spells. Once the tattoo expires or the charge is expended, the tattoo fades.

Skills: Charm Invocation

RITUAL MAGIC RITES

APPANAGE

RITUAL MAGIC

Length: Average (5 minutes)

Range: 5ft (1.5m)

Duration: 1 year

Cost: None

Material Cost: 1 unit of powdered gemstone, 1 ether sphere per level, an enchanted item or person bound to one of the performers

This rite must be performed by three ritualists, let by the ritualist **bound** (p. 75) to the target enchantment.

In the course of the rite, the ritualist must briefly describe the enchantment's effects, and crush a number of **ether spheres** (p. 77) equal to the level of the enchantment over the subject.

The target **maintained** enchantment is extended for **one year**.

Skills: Ritual Magic

LEYLINE MAGIC

RITUAL MAGIC

Length: Average (5 minutes)

Range: 5ft (1.5m)

Duration: Instantaneous

Cost: None

Material Cost: 1 unit of powdered gemstone, 1 or more ether stones

This rite must be performed over a **leyline** (p. 73), which can be detected using the Ritual Magic skill.

As well as knowledge of this rite, the performer (or performers) need a certain combined **ritual skill** (p. 75).

The length of the rite, and the ritual skill required, depends on the power of the leyline.

Leyline Power	Length of Rite	Required Skill
Lesser	Short (2 minutes)	3 points
Average	Average (5 minutes)	6 points
Greater	Long (10 minutes)	9 points

If successful, this rite can generate an instantaneous, dramatic effect, depending on the power of the leyline:

- A **lesser** leyline can power one casting of one **mass** spell (p. 55), such as *Earth Shock* or *Spirit Storm*
- An **average** leyline can power **three** simultaneous castings of any **exalted** spell

- A **greater** leyline can power vast, battlefield-spanning effects including earthquakes and firestorms (subject to referee interpretation)

The rite may fail, causing an immediate, destructive backlash, if any of the following occurs:

- The rite is interrupted
- The performers have insufficient skill
- The performers attempt something beyond the leyline's capacity
- The rite's intentions are unclear
- Another group of performers attempts to tap the same leyline while the rite is ongoing

Even if all requirements are met and the rite is performed perfectly, there is a **one in three** chance of the rite failing and inflicting backlash. This chance may be improved with research (p. 32).

Skills: Greater Ritual Magic

WARDBREAKER RITES

INVEST WARDBREAKERS TOOLS

WARDBREAKER

Length: Short (2 minutes)

Range: 5ft (1.5m)

Duration: 1 year

Cost: None

Material Cost: 1 ether stone, 1 unit of powdered gemstone, 1 set of crafted tools

The rite invests a set of **superior** or better quality (p. 25) thief's tools or mechanic's tools, in a similar way to a magician's path focus (p. 140).

Superior tools can only be invested for **one year** and cannot be maintained. **Mastercrafted** tools may be **maintained** with this rite every year.

By default, this rite is limited to **lesser** tools; with research, a wardbreaker may be able to invest average or greater tools that grant various bonuses, at a greater cost in ether.

The tools may be used by the caster to pick mechanical locks or disable mechanical locks which have been enchanted to prevent them being picked or disabled (p. 103), per the Wardbreaker skill.

Skills: Wardbreaker

LIST OF SPELLS AND RITES

A list of all spells and rites follow. Note that **not all spells and rites listed are available with starting skills**. Spells marked with an asterisk (*) below must be unlocked with research.

CORPOREAL

Lesser	Greater	Exalted	Rites
<i>Cleanse Wound</i>	<i>Banish Corporeal</i>	<i>Cure All*</i>	<i>Fortitude</i>
<i>Diagnosis</i>	<i>Blinding</i>	<i>Font of Healing*</i>	<i>Regeneration</i>
<i>Discern Corporeal Nature</i>	<i>Corporeal Weapon</i>	<i>Inflict Disease*</i>	
<i>Enhancement</i>	<i>Cure Affliction</i>	<i>Poisoning*</i>	
<i>Fumble</i>	<i>Cure Disease</i>	<i>Regrowth*</i>	
<i>Lesser Healing</i>	<i>Greater Healing</i>	<i>Strength</i>	
<i>Mute</i>	<i>Harden Skin</i>	<i>Total Heal</i>	
<i>Painlessness</i>	<i>Paralysis</i>	<i>Touch of Death</i>	
<i>Recovery</i>	<i>Purge Poison</i>		
<i>Retribution</i>	<i>Sturdiness</i>		
<i>Sanctuary</i>	<i>Wounding</i>		

ELEMENTAL

Lesser	Greater	Exalted	Rites
<i>Cleanse Object</i>	<i>Aura of Defence</i>	<i>Disintegrate*</i>	<i>Deflection</i>
<i>Discern Elemental Nature</i>	<i>Banish Elemental</i>	<i>Earth Shock*</i>	
<i>Entangle</i>	<i>Dispel Elements</i>	<i>Elemental Storm*</i>	
<i>Identify Materials</i>	<i>Elemental Missile</i>	<i>Exalted Armour</i>	
<i>Mend</i>	<i>Elemental Weapon</i>	<i>Field of Tangles*</i>	
<i>Open/Lock</i>	<i>Flare</i>	<i>Invisibility</i>	
<i>Repel</i>	<i>Heat Object</i>	<i>Lightning</i>	
<i>Shatter</i>	<i>Magic Armour</i>	<i>Repel All*</i>	
<i>Strike Down</i>	<i>Magnetise</i>	<i>Teleport*</i>	
	<i>Repair</i>	<i>Weapon of Power</i>	
	<i>Telekinesis</i>		
	<i>Transmute</i>		

SPIRITUAL

Lesser	Greater	Exalted	Rites
<i>Befriend</i>	<i>Banish Spirit</i>	<i>Aura of Fascination*</i>	<i>Call Spirit*</i>
<i>Command</i>	<i>Exorcism</i>	<i>Cloud of Confusion*</i>	<i>Naming</i>
<i>Confusion</i>	<i>False Memory</i>	<i>Spectral Form</i>	<i>Offering*</i>
<i>Detect Spirits</i>	<i>Sleep</i>	<i>Spirit Storm*</i>	<i>Resilience</i>
<i>Discern Spiritual Nature</i>	<i>Spirit Missile</i>	<i>Spirit Wrack</i>	<i>Sanctify*</i>
<i>Distract</i>	<i>Spirit Shield</i>	<i>True Sight</i>	<i>Speak With Dead</i>
<i>Enthral</i>	<i>Spiritual Weapon</i>		
<i>Fear</i>	<i>Succour</i>		
<i>Forget</i>	<i>Suggestion</i>		
<i>Sense Threats</i>			
<i>Spirit Reading</i>			

FUNDAMENTAL

Lesser	Greater	Exalted	Rites
Countermagic	Greater Countermagic	Disenchantment*	Analysis*
Detect Magic		Extension*	Bind Path Focus
		Nullify	
		Planar Shift*	
		Reflective Shield	

DEMONOLOGY

Spells	Rites
Discern Nature of Demon	Control Elemental Demon
Identify Demon Mark	Demonic Ward
Banish Demon	Summon Demon*
Identify Demon Mark	

NECROMANCY

Spells	Rites
Discern Nature of Undead	Control Corporeal Undead
Banish Undead	Lay to Rest*
	Necromantic Ward
	Raise Dead*

THAUMATURGY

Spells	Rites
Discern Nature of Construct	Control Construct
Banish Construct	

INVOCATION

Rites
Invest Scroll
Invest Stone
Invest Talisman
Invest Trinket

RITUAL MAGIC

Rites
Appanage
Leyline Magic

WARDBREAKER

Rites
Invest Wardbreakers Tools

❖ ALCHEMY RECIPES ❖

The following recipes are known to characters with the relevant skills. Recipe descriptions include the following details.

- **Form:** The form the finished product takes: powder, liquid, gel, ink, cream, metal ingot, etc. **Blade venoms** must be applied to a bladed weapon and inflicted with a successful blow, and **ingested liquids** must be drunk to take effect. Note that a character doesn't have to be conscious to drink a potion; healing potions especially are often poured into dying friends' mouths.
- **Onset:** The time the potion needs to take effect, from the moment the poison is applied (drunk, eaten, smeared on etc.).
- **Duration:** The length of time that the potion's effects last. **Instantaneous** potions deliver their effects all at once after the **onset** ends, and **permanent** potions remain in effect until cured.
- **Call:** Descriptions of **combat** poisons also include a **call** to indicate the effect (see box).
- **Ingredients:** The ingredients required to brew the potion. Ingredients must be handed over when the alchemist *starts* brewing.

COMBAT POISONS

Poisons with the label "Combat" are blade venoms, powders and bombs intended for use in battle. All combat poisons use a **call** (p. 49), which the target should be able to enact without referee intervention.

Combat poison calls other than *Bitter Kiss* and *Acid Kiss* always begin with the call *Poison*, indicating that the attack must be resisted via the Resist Poison skill or equivalent ability.

As with all calls that use charges, the poison is consumed when the call is said, with the exception of a blade venom attack that misses altogether (p. 55). See *Poisons and Diseases*, p. 96.

- **Cost:** The cost in work units that the alchemist must pay to complete brewing the potion.

POTIONS

Alchemical preparations that have some beneficial effect on a living creature are known collectively as **potions**. Common potions include **enhancing** potions, which grant the drinker some temporary benefit, and **healing** potions, which heal injury or cure afflictions.

ENHANCING

Items	Form	Skill	Costs	Work units
Berserkerfang	Ingested Liquid	Apothecary	1 cumin seeds, 1 moonflower seeds, 3 oil	4
Blessed Release	Ingested Liquid	Apothecary	1 agrimony, 1 master wort, 3 oil	4
Copper Skin	Ingested Liquid	Apothecary	1 black horehound, 1 colewort, 1 lucerne, 3 oil	6
Philtre of Visions	Ingested Liquid	Apothecary	1 chokeweed, 1 lotus leaves, 3 oil	6
Potion of Constitution	Ingested Liquid	Alchemist	1 acorn, 1 muira puama, 3 oil	4
Potion of Fortitude	Ingested Liquid	Apothecary	1 hawthorn, 1 mistletoe, 3 oil	5
Potion of Glibness	Ingested Liquid	Apothecary	1 gelesmium, 1 scarlet radish, 3 fluid	5

HEALING

Items	Form	Skill	Costs	Work units
Emesia	Ingested Liquid	Alchemist	1 lucerne, 1 nux vomica, 3 oil	3
Healing Balm	Cream	Alchemist	1 acacia, 1 lycopodium, 3 cream	3
Healing Draught	Ingested Liquid	Apothecary	1 agaric, 1 rosemary, 3 oil	6
Nomad's Potion of Healing	Ingested Liquid	Apothecary	1 essence of agaric, 1 essence of amaranth, 1 essence of fireweed, 3 oil	30
Potion of Recall	Ingested Liquid	Apothecary	1 fenugreek, 1 moonflower seeds, 3 fluid	6

IMBUEMENTS

Formulas brewed to have some material affect, rather than working directly on a living creature, are known collectively as **imbuelements**. Imbuelements range from armour-hardening resins, to oils that bestow magical potency on weapons, and liquids that disguise poisons. Two special types of imbuelement – **magical inks** and **amalgams** – are of particular use in Invocation.

Items	Form	Skill	Costs	Work units
All That Glitters	Powder	Imbuer	1 gentian, 1 hemlock, 3 powder	4
Burning Oil	Liquid	Alchemist	1 cayenne, 1 white bryony, 3 oil	6
Perfect Oil	Liquid	Imbuer	1 benne, 1 jambul seeds, 3 oil	8
Rosalie's Reinforcing Resin	Gel	Imbuer	1 colewort, 1 black horehound, 1 stag horn, 1 cream, 1 oil, 1 powder	12
Sweet Elixir	Liquid	Poisoner	1 gelesemium, 1 nux vomica, 3 fluid	9
Tanglebomb	Gel	Imbuer	1 amaranth, 1 oidium sano, 1 cream, 1 oil, 1 powder	5
Thief's Friend	Liquid	Imbuer	1 black horehound, 1 white bryony, 3 fluid	4
Verdant Lotion	Cream	Imbuer	1 acorn, 1 lycopodium, 3 cream	6

INKS

Items	Form	Skill	Costs	Work units
Magical Ink	Ink	Alchemist	1 essence of cayenne, 1 essence of lotus leaves, 1 essence of yellow fungus, 3 fluid	9
Corporeal Ink	Ink	Imbuer	1 essence of yellow fungus, 1 box leaves, 3 fluid	6
Elemental Ink	Ink	Imbuer	1 essence of cayenne, 1 amaranth, 3 fluid	6
Spiritual Ink	Ink	Imbuer	1 essence of lotus leaves, 1 master wort, 3 fluid	6

AMALGAMS

Items	Form	Skill	Costs	Work units
Amalgam	Metal Ingot	Amalgams	1 copper ore, 1 gold ore, 1 silver ore, 1 blue agate, 1 green agate, 1 red agate, 3 charcoal	18
Corporeal Amalgam	Metal Ingot	Amalgams	2 copper ore, 1 green agate, 1 sage quartz, 2 charcoal	9
Elemental Amalgam	Metal Ingot	Amalgams	2 gold ore, 1 red agate, 1 crimson quartz, 2 charcoal	9
Spiritual Amalgam	Metal Ingot	Amalgams	2 silver ore, 1 blue agate, 1 navy quartz, 2 charcoal	9

POISONS

All formulas intended to harm or weaken living creatures are known as **poisons**. Some are **destructive**, causing death or physical harm, while some are **non-lethal**, causing inconvenience or discomfort without lasting injury.

DESTRUCTIVE

Items	Form	Skill	Costs	Work units
Beggars Poison	Ingested Liquid	Poisoner	1 abscess root, 1 spider venom, 3 fluid	6
Bitter Kiss	Blade Venom	Alchemist	2 viper venom, 3 oil	5
False Balm	Cream	Poisoner	1 abscess root, 1 skullcap, 3 cream	4
Ghoulsbane	Powder	Alchemist	1 black mushroom powder, 1 hyssop, 3 powder	2

NON-LETHAL

Items	Form	Skill	Costs	Work units
Blinding Powder	Powder	Poisoner	1 chokeweed, 1 spider venom, 3 powder	5
Fool's Draught	Ingested Liquid	Poisoner	1 chokeweed, 1 spikenard, 3 fluid	6
Itching Powder	Powder	Poisoner	1 beth root, 1 black mushroom powder, 3 powder	5
The Shakes	Ingested Liquid	Poisoner	1 hemlock, 1 jambul seeds, 3 fluid	4
Sleeping Draught	Ingested Liquid	Alchemist	1 agrimony, 1 black mushroom powder, 3 fluid	5
Tongue-Tying Tincture	Ingested Liquid	Poisoner	1 belladonna, 1 yellow fungus, 3 fluid	3
Truth Potion	Ingested Liquid	Poisoner	1 fenugreek, 1 nux vomica, 3 fluid	4

RECIPES

ALL THAT GLITTERS (4 WORK UNITS)

IMBUEMENT

Form: Powder**Onset:** 1 minute**Duration:** 1 hour**Ingredients:** 1 gentian, 1 hemlock, 3 powder

Said to have been created by an alchemist seeking the Philosopher's Stone (p. 84), this powder, if rubbed over one dagger-sized or smaller metal object, gives metal items the appearance of pure gold for the duration of the effect.

The ruse fools cursory observation, but can be detected by close investigation with the Jeweller or Evaluate skills, or by magic (e.g. the spell *Identify Materials*).

Skill: Imbuer

AMALGAM (18 WORK UNITS)

IMBUEMENT • AMALGAM

Form: Metal Ingot**Onset:** Special**Duration:** Special**Ingredients:** 1 copper ore, 1 gold ore, 1 silver ore, 1 blue agate, 1 green agate, 1 red agate, 3 charcoal

Also known as "true amalgam," this recipe produces one unit of a magically-rich alloy suitable for creating a **talisman** holding any lesser or greater spell.

Creating a lesser talisman requires one unit of amalgam, while creating a greater talisman requires two (p. 191).

See the *Invest Talisman* rite.

Skill: Amalgams

BEGGARS POISON (6 WORK UNITS)

POISON • DESTRUCTIVE

Form: Ingested Liquid**Onset:** 30 seconds**Duration:** Until purged**Ingredients:** 1 abscess root, 1 spider venom, 3 fluid

This poison can be added to any normal drink. The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

30 seconds after drinking, if they have not resisted the poison (e.g. with Resist Poison), the imbiber will become **incapacitated** (p. 44) and must begin their **death count**.

The poison must be purged or treated by an antidote for the victim to recover.

Note that this poison does not inflict any damage; the imbiber is not mortally wounded, and once the poison is purged, they recover with no loss of physical hits.

Skill: Poisoner

BERSERKERGANG (4 WORK UNITS)

POTION • ENHANCING

Form: Ingested liquid**Onset:** 1 minute**Duration:** 1 hour**Ingredients:** 1 cumin seeds, 1 moonflower seeds, 3 oil

The imbiber of this liquid becomes short-tempered and aggressive for the duration of the effect.

During this time, they may resist any *one* fear effect or mind effect.

Special: If the imbiber has the skill Heroic Charge, they may use that skill an additional time during this potion's duration *instead* of the potion's usual effect.

Skill: Apothecary

BITTER KISS (5 WORK UNITS)

POISON • DESTRUCTIVE • COMBAT

Call: *Bitter Kiss*

Form: Blade venom

Onset: Instantaneous

Duration: Instantaneous

Ingredients: 2 viper venom, 3 oil

This powerful poison may be smeared on any bladed melee weapon.

The wielder must call *Bitter Kiss* with the first blow with that weapon after applying.

If the blow lands on an **unarmoured** location (or one with zero armour hits) and the target does not resist it, the location is reduced to **zero physical hits**. The wound can be healed as normal.

The following rules apply to blade venoms:

- If the weapon is sheathed or set down after the venom is applied, the venom is assumed to have lost effectiveness.
- If the blow strikes an armoured location or is parried, the poison is wasted.
- If the blow misses altogether, the poison is not wasted, and the wielder may attempt to use it again on the next blow.

Skill: Alchemist

BLESSED RELEASE (4 WORK UNITS)

POTION • ENHANCING

Form: Ingested liquid

Onset: 1 minute

Duration: 1 hour

Ingredients: 1 agrimony, 1 master wort, 3 oil

If the imbiber of this liquid is killed during the duration of this effect, their spirit cannot subsequently be raised by the *Speak With Dead* rite.

Skill: Apothecary

BLINDING POWDER (5 WORK UNITS)

POISON • NON-LETHAL • COMBAT

Call: *Poison Blinding*

Form: Powder

Onset: Instantaneous

Duration: 30 seconds

Ingredients: 1 chokeweed, 1 spider venom, 3 powder

To use this poison, the poisoner must mime pouring the powder into their hand and blowing it into the face of a target up to 5ft (1.5m) away, calling *Poison Blinding*

(please don't actually blow powder into another player's face!).

For 30 seconds thereafter, if they have not resisted the poison (e.g. with the Resist Poison skill), the victim is blinded, per the spell *Blinding*.

Skill: Poisoner

BURNING OIL (6 WORK UNITS)

IMBUEMENT

Form: Liquid

Onset: 5 seconds

Duration: 1 minute

Ingredients: 1 cayenne, 1 white bryony, 3 oil

Once poured on any mundane weapon, this oil blazes with elemental magic.

For the duration of the effect, the weapon may be used with the damage call *Elemental*. This damage call cannot be "stacked" with any other call except *Strength* (p. 52).

Skill: Alchemist

COPPER SKIN (6 WORK UNITS)

POTION • ENHANCING

Form: Ingested liquid

Onset: 30 seconds

Duration: 10 minutes

Ingredients: 1 black horehound, 1 colewort, 1 lucerne, 3 oil

For the duration of the effect, the imbiber is **immune** (p. 48) to heat. This has the following effects:

- The imbiber can safely handle objects on which the spell *Heat Object* has been cast.
- The imbiber takes no damage from touch (not weapon) attacks with the call *Elemental Through*.

The potion may have other effects as appropriate to plot.

Note: Needless to say, an imaginary potion doesn't make you immune to heat in real life – please don't do anything to injure yourself!

Skill: Apothecary

CORPOREAL AMALGAM (9 WORK UNITS)

IMBUEMENT • AMALGAM

Form: Metal ingot

Onset: Special

Duration: Special

Ingredients: 2 copper ore, 1 green agate, 1 sage quartz, 2 charcoal

Also known as “orichalcum,” this recipe produces one unit of magically-rich alloy suitable for creating a talisman holding any lesser or greater corporeal spell.

Creating a lesser talisman requires one unit of amalgam, while creating a greater talisman requires two (p. 191).

See the *Invest Talisman* rite.

Skill: Almagams

CORPOREAL INK (6 WORK UNITS)

IMBUEMENT • INK

Form: Ink

Onset: Special

Duration: Special

Ingredients: 1 essence of yellow fungus, 1 box leaves, 3 fluid

This recipe produces one pot of magically-rich ink suitable for creating a scroll, sigil stone or tattoo holding any lesser or greater corporeal spell.

One pot is sufficient to inscribe three lesser scrolls, one greater scroll, or six sigils (p. 72).

See the *Invest Scroll*, *Invest Stone* or (for talisman tattoos) *Invest Talisman* rites.

Skill: Imbuer

ELEMENTAL AMALGAM (9 WORK UNITS)

IMBUEMENT • AMALGAM

Form: Metal ingot

Onset: Special

Duration: Special

Ingredients: 2 gold ore, 1 red agate, 1 crimson quartz, 2 charcoal

Also known as “hyperion,” this recipe produces one unit of magically-rich alloy suitable for creating a talisman holding any lesser or greater elemental spell.

Creating a lesser talisman requires one unit of amalgam, while creating a greater talisman requires two (p. 191).

See the *Invest Talisman* rite.

Skill: Almagams

ELEMENTAL INK (6 WORK UNITS)

IMBUEMENT • INK

Form: Ink

Onset: Special

Duration: Special

Ingredients: 1 essence of cayenne, 1 amaranth, 3 fluid

This recipe produces one pot of magically-rich ink suitable for creating a scroll, sigil stone or tattoo holding any lesser or greater elemental spell.

One pot is sufficient to inscribe three lesser scrolls, one greater scroll, or six sigils (p. 72).

See the *Invest Scroll*, *Invest Stone* or (for talisman tattoos) *Invest Talisman* rites.

Skill: Imbuer

EMESIA (3 WORK UNITS)

POTION • HEALING

Form: Ingested liquid

Onset: 5 seconds

Duration: 30 seconds

Ingredients: 1 lucerne, 1 nux vomica, 3 oil

The imbiber of this drink, if they do not resist it (e.g. with the Resist Poison skill), will vomit profusely for the duration of the effect, during which time they are unable to take any action other than blocking or parrying (per the call *Confusion*).

If the Emesia is *not* purged or resisted, at the end of the effect, the drinker is also cured (p. 97) of any ingested poison drunk within the last hour, as though by the spell *Purge Poison*.

Note that **magical** poisons may have additional requirements to cure them (p. 97).

The imbiber of this potion does not need to be conscious; the potion may, e.g. be poured into their mouth by a friend.

Skill: Alchemist

FALSE BALM (4 WORK UNITS)

POISON • DESTRUCTIVE

Form: Cream

Onset: 30 seconds

Duration: Until purged

Ingredients: 1 abscess root, 1 skullcap, 3 cream

This poison must be rubbed directly onto the skin on the target location, for at least 3 to 5 seconds.

30 seconds thereafter, if the poison is not resisted (e.g. with the Resist Poison skill) or purged, that location is

reduced to zero **physical hits** (p. 43), breaking out into angry, running sores.

The poison must be purged or cured by an antidote before it can be healed.

Note that this poison will also affect the hand of the person applying it, unless they are wearing a glove.

Skill: Poisoner

FOOL'S DRAUGHT (6 WORK UNITS)

POISON • NON-LETHAL

Form: Ingested liquid

Onset: 1 minute

Duration: 1 hour

Ingredients: 1 chokeweed, 1 spikenard, 3 fluid

This poison can be added to any normal drink.

The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

One minute after drinking this poison, the imbiber, if they do not resist it (e.g. with the Resist Poison skill), loses any remaining uses of the skill Iron Will for the day (the skill functions the following day as usual).

For the duration of the effect, they are giddy and agreeable, as though pleasantly drunk.

Skill: Poisoner

GHOULSBANE (2 WORK UNITS)

POISON • DESTRUCTIVE

Form: Powder

Onset: 5 seconds

Duration: Instantaneous

Ingredients: 1 black mushroom powder, 1 hyssop, 3 powder

This powder may be dusted over the incapacitated body of a ghoul or other regenerating undead.

After the onset, the creature stops regenerating and dies.

If applied to any creature other than an undead, or if the creature is not mortally wounded, the powder has no effect.

Skill: Alchemist

HEALING BALM (3 WORK UNITS)

POTION • HEALING

Form: Cream

Onset: Instantaneous

Duration: 30 seconds

Ingredients: 1 acacia, 1 lycopodium, 3 cream

This balm must be spread over the skin (removing or loosening armour and clothing if necessary) of an injured location, taking around 3 to 5 seconds.

Over the next 30 seconds, the balm will heal up to **2 physical hits** (p. 43) to the location.

In some cases, damage inflicted by a poison or disease may resist healing until the underlying affliction is remedied.

If the subject is mortally wounded, they count as “receiving healing” on the affected location once the cream is applied.

Skill: Alchemist

HEALING DRAUGHT (6 WORK UNITS)

POTION • HEALING

Form: Ingested liquid

Onset: Instantaneous

Duration: 1 agaric, 1 rosemary, 3 oil

Ingredients: 30 seconds

The imbiber of this potion will heal up to **1 physical hit** to **every location** over the next 30 seconds after drinking.

In some cases, damage inflicted by a poison or disease may resist healing until the underlying affliction is remedied.

If the subject is **mortally wounded** (p. 44), they count as “receiving healing” on all locations during this time.

The imbiber of this potion does not need to be conscious; the potion may, e.g. be poured into their mouth by a friend.

Skill: Apothecary

ITCHING POWDER (5 WORK UNITS)

POISON • NON-LETHAL • COMBAT

Call: *Poison Command Scratch***Form:** Powder**Onset:** Instantaneous**Duration:** 30 seconds**Ingredients:** 1 beth root, 1 black mushroom powder, 3 powder

This recipe produces a small pouch of powder. To use it, the poisoner must mime throwing it at a target within **10ft (3m)**, calling *Poison Command Scratch*.

For 30 seconds thereafter, if they have not resisted the poison (e.g. with the Resist Poison skill), the victim must scratch themselves uncontrollably, as though affected by the spell *Command* with the order to “scratch.”

As with any *Command* spell, the effect ends if the victim is attacked, although ideally they should continue to roleplay squirming uncomfortably, etc.

Skill: Poisoner**MAGICAL INK (9 WORK UNITS)**

IMBUEMENT • INK

Form: Ink**Onset:** Special**Duration:** Special**Ingredients:** 1 essence of cayenne, 1 essence of lotus leaves, 1 essence of yellow fungus, 3 fluid

This recipe produces one pot of magically-rich ink suitable for creating a scroll, sigil stone or tattoo holding any lesser or greater spell.

One pot is sufficient to inscribe **three lesser scrolls, one greater scroll**, or **six sigils** (p. 72).

See the *Invest Scroll*, *Invest Stone* or (for talisman tattoos) *Invest Talisman* rites.

Skill: Alchemist**NOMAD'S POTION OF HEALING (30 WORK UNITS)**

POTION • HEALING

Form: Ingested liquid**Onset:** Instantaneous**Duration:** Instantaneous**Ingredients:** 1 essence of agaric, 1 essence of amaranth, 1 essence of fireweed, 3 oil

The imbiber of this drink will instantly heal **all physical hits** to **all locations**, and be cured (p. 97) of **all poisons** currently affecting them.

Note that curing magical poisons may have other requirements.

The imbiber of this potion does not need to be conscious; the potion may, e.g. be poured into their mouth by a friend.

Skill: Apothecary**PERFECT OIL (8 WORK UNITS)**

IMBUEMENT

Form: Liquid**Onset:** Instantaneous**Duration:** 10 minutes**Ingredients:** 1 benne, 1 jambul seeds, 3 oil

This recipe produces a pot of oil sufficient to cover one person-sized subject. To use it, the subject or a friend must roleplay pouring it over themselves, taking around 3 to 5 seconds.

For the duration of the effect, the subject is immune to being grappled, calling *No Effect* to any attempt to do so.

Skill: Imbuer**PHILTRE OF VISIONS (6 WORK UNITS)**

POTION • ENHANCING

Form: Ingested liquid**Onset:** 1 minute**Duration:** 10 minutes**Ingredients:** 1 chokeweed, 1 lotus leaves, 3 oil

The imbiber of this drink is overwhelmed by hallucinations and unable to react coherently except to block or parry for 10 minutes (per the spell *Confusion*).

If neither purged or resisted, at the end of the duration, the imbiber receives a meaningful vision, assigned by the attending referee.

The effects are as per the Oracle skill, but the imbiber cannot ask a question; the vision they receive is at the spirits' discretion.

Skill: Apothecary**POTION OF CONSTITUTION (4 WORK UNITS)**

POTION • ENHANCING

Form: Ingested liquid**Onset:** 5 seconds**Duration:** 1 hour**Ingredients:** 1 acorn, 1 muira puama, 3 oil

This potion enhances the imbiber's resistance to disease and poisons of all types.

For the duration of the effect, the **onset time** (p. 175) for ill effects from diseases or poisons is extended to a minimum of **2 minutes**. This includes **instantaneous** effects (e.g. from blade venoms).

This has no effect on any poison or disease whose onset time has already passed.

Skill: Alchemist

POTION OF FORTITUDE (5 WORK UNITS)

POTION • ENHANCING

Form: Ingested liquid

Onset: 5 seconds

Duration: 1 hour

Ingredients: 1 hawthorn, 1 mistletoe, 3 oil

This potion enhances the imbiber's resistance to corporeal magics. While under its effect, the subject may **resist** (p. 48) one **body effect** (p. 54) call.

This will not protect the drinker from **mundane** effects, or effects called with the spheres *Elemental* or *Spiritual*.

Skill: Apothecary

POTION OF GLIBNESS (5 WORK UNITS)

POTION • ENHANCING

Form: Ingested liquid

Onset: 5 seconds

Duration: 10 minutes

Ingredients: 1 gelesemium, 1 scarlet radish, 3 fluid

For the duration of the effect, the imbiber of this potion becomes garrulous, friendly and slightly giddy.

During this time, the imbiber may call *Mundane Befriend* on another person **once**; they must have been speaking to the target for at least **30 seconds** before using the call.

The target may resist the call with Iron Will as usual.

Skill: Apothecary

POTION OF RECALL (6 WORK UNITS)

POTION • HEALING

Form: Ingested liquid

Onset: 5 seconds

Duration: Instantaneous

Ingredients: 1 fenugreek, 1 moonflower seeds, 3 fluid

Drinking this potion negates one casting of either of the spells *Forget* or *False Memory* currently affecting the imbiber, allowing them to immediately recall the forgotten memory (or to correctly remember the true events).

If the imbiber is under the effects of more than one casting of either or both spells, the **oldest ongoing effect** (in the order the spells were cast, not in the order of the memories affected) is negated.

Skill: Apothecary

PURE WATER (3 WORK UNITS)

IMBUEMENT

Form: Liquid

Onset: Instantaneous

Duration: Instantaneous

Ingredients: 1 beth root, 1 sweet geranium, 3 oil

Pouring this potion into or onto any poisoned food or drink – or directly into a vial of poison – will immediately nullify any poison present, even magical poisons.

Drinking this potion has no effect (i.e. it cannot be used to purge a poison the victim has already eaten or drunk).

Skill: Apothecary

ROSALIE'S REINFORCING RESIN (6 WORK UNITS)

IMBUEMENT

Form: Gel

Onset: 1 hour

Duration: Until time out

Ingredients: 1 colewort, 1 black horehound, 1 stag horn
1 cream, 1 oil, 1 powder

One dose of this gel is sufficient to cover one whole suit of cloth, hide or leather armour, whether light or medium. Using it requires the subject or a friend to rub the gel onto the armour, taking about 30 seconds.

Starting at the end of the onset time, the amour's armour hits are doubled, lasting until time out that day. The additional hit(s) cannot be repaired when lost.

Skill: Imbuer

THE SHAKES (4 WORK UNITS)

POISON • NON-LETHAL

Form: Ingested liquid

Onset: 5 seconds

Duration: 5 minutes

Ingredients: 1 hemlock, 1 jambul seeds, 3 fluid

This poison can be added to any normal drink.

The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

Drinking this potion causes the imbiber, if they do not resist it (e.g. with the Resist Poison skill), to shake uncontrollably, such that they cannot hold or use any object.

Effects are as per the spell *Fumble*, but last for five minutes.

Skill: Poisoner

SLEEPING DRAUGHT (5 WORK UNITS)

POISON • NON-LETHAL

Form: Ingested liquid

Onset: 30 seconds

Duration: 30 minutes

Ingredients: 1 agrimony, 1 black mushroom powder, 3 fluid

This poison can be added to any normal drink.

The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

Drinking this poison causes the imbiber, if they do not resist it (e.g. with the Resist Poison skill), to fall into a deep sleep from which they cannot readily be roused.

After the duration of this effect has passed, the victim will remain in a natural sleep, from which they may awaken or be roused normally.

Skill: Alchemist

SPIRITUAL AMALGAM (9 WORK UNITS)

IMBUEMENT • AMALGAM

Form: Metal ingot

Onset: Special

Duration: Special

Ingredients: 2 silver ore, 1 blue agate, 1 navy quartz, 2 charcoal

Also known as “argentum,” this recipe produces one unit of magically-rich alloy suitable for creating a talisman holding any lesser or greater spiritual spell.

Creating a lesser talisman requires one unit of amalgam, while creating a greater talisman requires two (p. 191).

See the *Invest Talisman* rite.

Skill: Almagams

SPIRITUAL INK (6 WORK UNITS)

IMBUEMENT • INK

Form: Ink

Onset: Special

Duration: Special

Ingredients: 1 essence of lotus leaves, 1 master wort, 3 fluid

This recipe produces one pot of magically-rich ink suitable for creating a scroll, sigil stone or tattoo holding any lesser or greater spiritual spell.

One pot is sufficient to inscribe three lesser scrolls, one greater scroll, or six sigils.

See the *Invest Scroll*, *Invest Stone* or (for talisman tattoos) *Invest Talisman* rites.

Skill: Imbuer

SWEET ELIXIR (9 WORK UNITS)

IMBUEMENT

Form: Liquid

Onset: Instantaneous

Duration: Permanent

Ingredients: 1 gelesmium, 1 nux vomica, 3 fluid

Pouring this potion into or onto any poisoned food or drink – or directly into a vial of poison – will immediately disguise the smell and taste of the poison so that it cannot be detected by cursory observation (i.e. the Alchemy skill).

The poison, and this potion, can still be detected by analysis in a laboratory or by magic (e.g. the spell *Identify Materials*).

Drinking this potion has no effect (i.e. it cannot be used to disguise the fact that the victim has been poisoned).

Skill: Poisoner

TANGLEBOMB (5 WORK UNITS)

IMBUEMENT • COMBAT

Call: *Mundane Entangle*

Form: Gel

Onset: Instantaneous

Duration: 30 seconds

Ingredients: 1 amaranth, 1 oidium sano, 1 cream, 1 oil, 1 powder

This recipe produces a small pouch of gel. To use it, the poisoner must mime throwing it at a target within 10ft (3m), calling *Mundane Entangle*.

For 30 seconds thereafter, the victim is stuck in place, as though affected by the spell *Entangle*. All effects are as per the spell.

Skill: Imbuer

THIEF'S FRIEND (4 WORK UNITS)

IMBUEMENT

Form: Liquid

Onset: 30 seconds

Duration: Instantaneous

Ingredients: 1 black horehound, 1 white bryony, 3 fluid

To use this potion, it must be poured into or onto a lock or other simple mechanism. 30 seconds thereafter, the mechanism is **broken** (p. 25); this will usually cause a lock to open (unless specially crafted to break in a “locked” position).

As with the *Open/Lock* spell, opening a lock this way does not count as using the proper key, and may e.g. trigger a connected trap.

Skill: Imbuer

TONGUE-TYING TINCTURE (3 WORK UNITS)

POISON • NON-LETHAL

Form: Ingested liquid

Onset: 30 seconds

Duration: 1 hour

Ingredients: 1 belladonna, 1 yellow fungus, 3 fluid

This poison can be added to any normal drink.

The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

Drinking this potion causes the imbiber, unless they resist it with e.g. the Resist Poison skill, to lose the power to communicate. They will babble incoherently, unable to make themselves understood, until the duration expires.

Even attempts to communicate by writing will fail, although they may communicate in abstract ways, e.g. by drawing images or performing charades.

Skill: Poisoner

TRUTH POTION (4 WORK UNITS)

POISON • NON-LETHAL

Form: Ingested liquid

Onset: 30 seconds

Duration: 1 minute

Ingredients: 1 fenugreek, 1 nux vomica, 3 fluid

This poison can be added to any normal drink.

The poisoner must remain within sight of the drink to facilitate its effects, or request a referee to remain. If the drink is left unattended, the poison is assumed to have lost effectiveness.

For the duration of the effect, the imbiber, if they do not resist the poison (e.g. with the Resist Poison skill), will be unable to utter a falsehood.

They can decline to speak, but otherwise will tell the truth as they know it (note that it is possible for the victim to sincerely believe things that are untrue).

The victim knows what they are saying and will remember afterwards.

Skill: Poisoner

VERDANT LOTION (6 WORK UNITS)

IMBUEMENT

Form: Cream

Onset: 5 seconds

Duration: 1 minute

Ingredients: 1 acorn, 1 lycopodium, 3 cream

Once rubbed onto any mundane weapon, this oil infuses it with corporeal magic. For the duration of the effect, the weapon may be used with the damage call *Corporeal*. This damage call cannot be “stacked” with any other call except *Strength* (p. 52).

As a special effect, wooden weapons treated with Verdant Lotion may turn slightly green, sprout small leaves etc.

Skill: Imbuer

❖ CRAFTING DESIGNS ❖

These are basic designs available to all crafters with the relevant skills. The list is non-exhaustive and intended to give a sense of what's possible.

ARMOUR

High quality armour may be enchanted or otherwise magically invested, and allows a warrior to use skills such as Armoured Caster or Sturdy Shield more often.

Below costs are **per location**. For a full suit, multiply by six.

LIGHT ARMOUR

Item	Quality	Skill	Costs	Work units
Padded cloth	Superior	Artisan or Blacksmith	2 cloth (H), 2 cloth (O)	9
Padded cloth	Mastercrafted	Armourer or Tailor	4 cloth (H)	16
Hide	Superior	Artisan or Blacksmith	6 hide	10
Hide	Mastercrafted	Armourer or Tailor	12 hide	18
Leather	Superior	Artisan or Blacksmith	2 leather (H), 2 leather (O), 4 oil	11
Leather	Mastercrafted	Armourer or Tailor	4 leather (H), 4 oil	19

MEDIUM ARMOUR

Item	Quality	Skill	Costs	Work units
Light chain or ring	Superior	Blacksmith	2 metal (H), 2 metal (O), 4 charcoal	13
Light chain or ring	Mastercrafted	Armourer	4 metal (H), 4 charcoal	23
Studded padded cloth	Superior	Blacksmith	2 cloth (H), 2 metal (O), 2 charcoal	14
Studded padded cloth	Mastercrafted	Armourer	4 cloth (H), 2 metal (H), 2 charcoal	25
Studded leather	Superior	Blacksmith	2 leather (H), 2 metal (O), 2 charcoal, 2 oil	15
Studded leather	Mastercrafted	Armourer	4 leather (H), 2 metal (H), 2 charcoal, 4 oil	26

HEAVY ARMOUR

Item	Quality	Skill	Costs	Work units
Heavy chain	Superior	Blacksmith	4 metal (H), 4 metal (O), 8 charcoal	17
Heavy chain	Mastercrafted	Armourer	8 metal (H), 8 charcoal	30
Plate	Superior	Blacksmith	4 metal (H), 4 metal (O), 8 charcoal†	18
Plate	Mastercrafted	Armourer	8 metal (H), 8 charcoal†	32

†In addition, plate armour requires leather for straps etc. One unit of leather (O) is sufficient for up to six locations.

SHIELDS

Item	Quality	Skill	Costs	Work units
Metal shield	Superior	Blacksmith	2 metal (O), 2 charcoal	6
Metal shield	Mastercrafted	Armourer	2 metal (H), 2 charcoal	11
Wooden shield	Superior	Artisan or Blacksmith	2 wood (O), 2 oil	6
Wooden shield	Mastercrafted	Armourer or Carpenter	2 wood (H), 2 oil	11

All designs using charcoal yield 1 unit of ash as a **byproduct** and all designs using metal yield one unit of powdered metal.

THERE'S NO PRICE LIST!

Crafted items don't have an official value in coin, since prices are set by players themselves. For the purposes of the Evaluate skill, every item has a **cost to produce**, reflecting the rough value of the materials and work units to create them; non player character traders will generally base prices on that value.

ORNATE ARMOUR

Armour of superior or master crafted quality can be made **ornate** (p. 90) by various means: cloth can be dyed or embroidered, leather can be dyed or inlaid with precious metals, gilded links can be incorporated into chain. Plate can be especially elaborate, either inlaid with precious metals or covered in fine dyed cloth to make brigandine.

All superior or mastercrafted items can be made ornate. The material costs below are in addition the base cost for the design. These are **minimum** costs; for example, you could add gemstones to dyed armour or engraving to gilded plate armour.

Material costs are **per location**. For costs for a full suit, multiply by **six**.

Finish	Quality	Skill	Costs	Work units
Brigandine plate	Ornate	Blacksmith	3 cloth (H), 3 powdered dye	base design ×1.5
Dyed or embroidered	Ornate	Artisan or Blacksmith	3 powdered dye	base design ×1.5
Engraved	Ornate	Blacksmith	n/a	base design ×1.5
Gilded or inlaid	Ornate	Artisan or Blacksmith	1 jewellery metal†, 1 charcoal	base design ×1.5
Glass or gems	Ornate	Artisan or Blacksmith	2 glass (H) or 2 gems	base design ×1.5

†e.g. copper, silver or gold.

ARMOUR STAPLES

Any blacksmith can craft armour staples at a cost of **3 work units for 3 staples**, from 1 metal (O) and 1 charcoal. Using a phys rep of relevant tools, a blacksmith can consume staples to repair armour quickly in the field (p. 90).

Item	Skill	Costs	Work units
Armour Staple (for 3)	Blacksmith	1 metal (O), 1 charcoal	3

CLOTHING

High quality clothing may be enchanted or otherwise magically invested; a high quality cloak allows a scout to use the skills Chameleon and Move in Cover more often.

The below is representative and broadly reflects the amount of the body covered. For clothing not listed here, use the nearest equivalent item. Some of these items can be made using alternative materials and skills, e.g. an ironmonger

SMALL ITEMS

Item	Quality	Skill	Costs	Work units
Boots	Standard	Artisan	2 leather (O), 2 oil	4
Boots	Superior	Artisan	1 leather (H), 1 leather (O), 2 oil	8
Boots	Mastercrafted	Tailor	3 leather (H), 3 oil	14
Gloves	Standard	Artisan	2 cloth (O) <i>or</i> 2 leather (O), 2 oil	2
Gloves	Superior	Artisan	4 cloth (O) <i>or</i> 4 leather (O), 4 oil	4
Gloves	Mastercrafted	Tailor	2 cloth (H) <i>or</i> 2 leather (H), 2 oil	7
Hat	Standard	Artisan	1 cloth (O), 1 fluid <i>or</i> 1 leather (O), 1 oil	4
Hat	Superior	Artisan	1 cloth (H), 1 fluid <i>or</i> 1 leather (H), 1 oil	8
Hat	Mastercrafted	Tailor	2 cloth (H), 2 fluid <i>or</i> 2 leather (H), 2 oil	14
Mask or headband	Standard	Artisan	1 leather (O), 1 oil <i>or</i> 1 wood (O), 1 oil	2
Mask or headband	Superior	Artisan	2 leather (O), 2 oil <i>or</i> 2 wood (O), 1 oil	4
Mask or headband	Mastercrafted	Tailor	2 leather (H), 2 oil <i>or</i> 2 wood (H), 2 oil	7
Sash	Standard	Artisan	1 cloth (O)	3
Sash	Superior	Artisan	2 cloth (O)	6
Sash	Mastercrafted	Tailor	2 cloth (H)	10
Shoes	Standard	Artisan	1 leather (O), 1 oil	2
Shoes	Superior	Artisan	2 leather (O), 2 oil	4
Shoes	Mastercrafted	Tailor	2 leather (H), 2 oil	7

LARGE ITEMS

Item	Quality	Skill	Costs	Work units
Cloak	Standard	Artisan	2 cloth (O) <i>or</i> 2 leather (O), 2 oil	3
Cloak	Superior	Artisan	1 cloth (H), 1 cloth (O) <i>or</i> 1 leather (H), 1 leather (O), 2 oil	6
Cloak	Mastercrafted	Tailor	2 cloth (H) <i>or</i> 2 leather (H), 2 oil	11
Dress	Standard	Artisan	2 cloth (O)	3
Dress	Superior	Artisan	1 cloth (H), 1 cloth (O)	5
Dress	Mastercrafted	Tailor	2 cloth (H)	9
Robes	Standard	Artisan	3 cloth (O)	4
Robes	Superior	Artisan	1 cloth (H), 2 cloth (O)	8
Robes	Mastercrafted	Tailor	3 cloth (H)	14
Shirt	Standard	Artisan	2 cloth (O)	2
Shirt	Superior	Artisan	1 cloth (H), 1 cloth (O)	4
Shirt	Mastercrafted	Tailor	2 cloth (H)	7
Trousers	Standard	Artisan	2 cloth (O)	2
Trousers	Superior	Artisan	1 cloth (H), 1 cloth (O)	4
Trousers	Mastercrafted	Tailor	2 cloth (H)	7

ORNATE CLOTHING

Clothing of superior or master crafted quality can be made **ornate** by dyeing or embroidering, adding precious metal thread or incorporating glass or gems. Add the below materials costs to the costs of **small** items of clothing, or double the cost to **large** items.

Finish	Quality	Skill	Costs	Work units
Dyed or embroidered	Ornate	Artisan	3 powdered dye	base design × 1.5
Glass or gems	Ornate	Artisan	2 glass (H) or 2 gems	base design × 1.5
Metal thread	Ornate	Artisan	1 jewellery metal†, 1 charcoal	base design × 1.5

†e.g. copper, silver or gold.

All designs using charcoal yield 1 unit of ash as a **byproduct**.

COMMON ITEMS

Superior or mastercrafted quality clothing may be enchanted or otherwise magically invested. Standard quality items are available for each of the below, typically at half the cost of a superior item, in materials and work units.

The below list is representative and broadly reflects the most common materials from which items are made. Most of these items can be made using alternative materials and skills, e.g. a glassblower could fashion a mastercrafted glass bowl with 1 glass (H) and 2 work units. Speak to a crafting referee to confirm.

Item	Quality	Skill	Costs	Work units
Backpack	Superior	Artisan	1 leather (H), 1 leather (O), 2 oil	4
Backpack	Mastercrafted	Tailor	2 leather (H), 2 oil	8
Bowl or plate	Superior	Artisan	3 clay, 1 charcoal <i>or</i> 1 wood (H), 1 oil	2
Bowl or plate	Mastercrafted	Carpenter or Sculptor	6 clay, 2 charcoal <i>or</i> 2 wood (H), 2 oil	4
Small box or chest	Superior	Artisan or Blacksmith	2 wood (O), 1 metal (O), 2 oil, 1 charcoal	8
Small box or chest	Mastercrafted	Carpenter or Ironmonger	2 wood (H), 1 metal (H), 2 oil, 1 charcoal	15
Large box or chest	Superior	Artisan or Blacksmith	6 wood (O), 3 metal (O), 6 oil, 3 charcoal	12
Large box or chest	Mastercrafted	Carpenter or Ironmonger	6 wood (H), 3 metal (H), 6 oil, 3 charcoal	21
Candle (for 3, burns for 1 hour)	n/a	Artisan	1 wax	1

Item	Quality	Skill	Costs	Work units
Candle holder	Superior	Artisan, Blacksmith or Jeweller	3 clay, 1 charcoal <i>or</i> 1 metal (O), 1 charcoal <i>or</i> 1 lead metal, 1 charcoal	2
Candle holder	Mastercrafted	Goldsmith, Ironmonger or Sculptor	6 clay, 2 charcoal <i>or</i> 1 metal (H), 1 charcoal <i>or</i> 1 silver metal, 1 charcoal	4
Chair or throne	Superior	Artisan	2 wood (H), 2 wood (O), 4 oil <i>or</i> 2 stone (H), 2 stone (O), 4 sand	5
Chair or throne	Mastercrafted	Carpenter or Sculptor	4 wood (H), 4 oil <i>or</i> 4 stone (H), 4 sand	10
Cup	Superior	Artisan or Blacksmith	3 clay, 1 charcoal <i>or</i> 1 wood (O), 1 oil <i>or</i> 1 metal (O), 1 charcoal	2
Cup	Mastercrafted	Ironmonger or Sculptor	6 clay, 1 charcoal <i>or</i> 1 wood (H), 1 wood (O), 2 oil <i>or</i> 1 metal (H), 1 metal (O), 2 charcoal	4
Doll	Superior	Artisan	1 cloth (O)	4
Doll	Mastercrafted	Tailor	1 cloth (H)	7
Drinking horn	Superior	Artisan	1 bone (O), 1 sand	4
Drinking horn	Mastercrafted	Sculptor	1 bone (H), 1 sand	7
Glass vial	Superior	Artisan	1 glass (O), 1 charcoal	3
Glass vial	Mastercrafted	Glassblower	1 glass (H), 1 charcoal	5
Goblet	Superior	Artisan or Blacksmith	6 clay, 2 charcoal <i>or</i> 1 metal (H), 1 metal (O), 2 charcoal	4
Goblet	Mastercrafted	Ironmonger or Sculptor	9 clay, 3 charcoal <i>or</i> 2 metal (H), 2 charcoal	7
Hourglass	Superior	Artisan	1 wood (O), 2 glass (O), 1 oil, 2 charcoal	12
Hourglass	Mastercrafted	Glassblower	1 wood (H), 2 glass (H), 1 oil, 2 charcoal	21
Lantern	Superior	Artisan	1 metal (O), 2 glass (O), 3 charcoal	6
Lantern	Mastercrafted	Glassblower	1 metal (H), 2 glass (H), 3 charcoal	11
Manacles	Superior	Blacksmith	1 metal (H), 2 metal (O), 3 charcoal	11
Manacles	Mastercrafted	Ironmonger	3 metal (H), 3 charcoal	19
Mirror	Superior	Artisan	1 metal (H), 1 glass (O), 2 charcoal	9
Mirror	Mastercrafted	Glassblower	1 silver metal, 1 metal (H), 1 glass (H), 3 charcoal	16
Pen	Superior	Artisan	1 wood (H), 1 oil	2
Pen	Mastercrafted	Carpenter	1 wood (H), 1 metal (O), 1 oil, 1 charcoal	4
Scabbard	Superior	Artisan	2 leather (H), 2 oil	4
Scabbard	Mastercrafted	Tailor	2 leather (H), 1 metal (O), 2 oil, 1 charcoal	7
Spectacles	Superior	Artisan or Jeweller	1 glass (H), 1 metal (O), 2 charcoal	14
Spectacles	Mastercrafted	Gemcutter	1 glass (H), 1 metal (H), 2 gems, 2 charcoal	25
Coffee table	Superior	Artisan	4 wood (H), 4 wood (O), 8 oil	6
Coffee table	Mastercrafted	Carpenter	8 wood (H), 8 oil	11
Large table	Superior	Artisan	8 wood (H), 8 wood (O), 2 metal (O), 16 oil, 2 charcoal	12
Large table	Mastercrafted	Carpenter	16 wood (H), 2 metal (O), 16 oil, 2 charcoal	21
Toy	Superior	Artisan	1 wood (H), 1 metal (O), 1 oil, 1 charcoal	4
Toy	Mastercrafted	Carpenter	1 wood (H), 1 metal (H), 1 oil, 1 charcoal	7
Wax seal	Superior	Jeweller	1 metal (H), 1 wood (O), 1 oil, 1 charcoal	8
Wax seal	Mastercrafted	Goldsmith	2 metal (H), 2 charcoal	14

All designs using charcoal yield 1 unit of ash as a **byproduct**, designs using bone yield 1 unit of powdered bone and designs using metal yield 1 unit of powdered metal.

ORNATE COMMON ITEMS

Common items of any quality can be made ornate by adding precious metal gilding or inlays, engraving the item, or incorporating glass or gems.

Add the following material costs to the costs of all items except tables, chairs and thrones, above; or **double** the costs to tables, chairs and thrones. These are **minimum** material costs; you could, for instance, stain leather or wood with powdered dye, burning metal with powdered gemstone or weave precious metal fibres into cloth.

Finish	Quality	Skill	Costs	Work units
Engraved	Ornate	Artisan or Jeweller	n/a	base design ×1.5
Gilded or inlaid	Ornate	Artisan or Jeweller	1 jewellery metal†, 1 charcoal	base design ×1.5
Glass or gems	Ornate	Artisan or Jeweller	1 glass (H) or 3 gems	base design ×1.5

†e.g. copper, silver, or gold.

GEMSTONES

Jewellers can alter gemstones in three ways:

- **Cleansing:** A gemstone's colour is made up of five **hues** (red, green, blue, black and white), at four levels of **density** (rich, vibrant, muted and none). Cleansing reduces one hue by one level. Both cut and uncut gems can be cleansed, although it is much harder to cleanse a cut gem, so most jewellers will ensure they've cleansed the gem to the desired colour before cutting it. Gems can be cleansed multiple times at increasing cost, although it is not normally possible to remove the last level of the last hue. With research, it may be possible to *enrich* a gem's colour.
- **Cutting:** There are many different types of cut, aligned to various spheres and aspects of magic; on first learning the Gemcutter skill, a jeweller knows the first cut aligned to one of the three spheres (below). With research (p. 32), a gemcutter can unlock the second and third cuts aligned to that sphere, or learn any of the other possible cuts.

- **Etching:** After cleansing and cutting a gem to refine and focus its magic, a gemcutter etches it to "seal" its power, giving it a specific purpose: for instance, to use the gem to cast a specific spell (the amount of power in the gem depends on the combination of colour and cut). Etching a gem is required to use its power, but prevents any further alteration. On first learning the Gemcutter skill, a jeweller knows the basic seal associated with the first cut they've learned.

By default, any cut gem expires (p. 28) **three years** after receiving its **first cut**. Cut gems cannot be maintained until **etched**, and second and third cuts do not extend the expiry. Any etched gem expires **one year** after receiving its seal, but can be maintained by polishing.

POLISHING

Etched gems can be **maintained** (p. 90) by **polishing**. Polishing a **first cut** gem costs **10 WU** and consumes **1 coarse polishing paper** (p. 192). Polishing an etched gem resets its expiry (p. 28) to 1 year from the date of polishing.

Process	Skill	Cost	Work units
Cleanse rich hue to vibrant	Gem Cleansing	1 gem	15†
Cleanse vibrant hue to muted	Gem Cleansing	1 gem	25†
Cleanse muted hue to none	Gem Cleansing	1 gem	50†
First corporeal cut	Gemcutter	1 uncut gem	25
First elemental cut	Gemcutter	1 uncut gem	25
First spiritual cut	Gemcutter	1 uncut gem	25
Seal of <i>Lesser Healing</i>	Gemcutter	1 cut gem, 1 powdered dye, 1 powdered metal	25
Seal of <i>Mend</i>	Gemcutter	1 cut gem, 1 powdered dye, 1 powdered metal	25
Seal of <i>Spirit Reading</i>	Gemcutter	1 cut gem, 1 powdered dye, 1 powdered metal	25

†Double this cost to cleanse a first cut gem, triple it to cleanse a second cut gem or multiply it by five to cleanse a third cut gem.

Cutting a gem produces 1 unit of powdered gemstone as a byproduct.

JEWELLERY

High quality jewellery may be enchanted or otherwise magically invested. Jewellery may be crafted with an inlay of amalgam to invest as an amulet (right).

Item	Quality	Skill	Costs	Work units
Bracelet	Superior	Jeweller	1 jewellery metal†, 1 charcoal	7
Bracelet	Mastercrafted	Goldsmith	1 jewellery metal†, 1 charcoal	12
Brooch	Superior	Jeweller	1 jewellery metal†, 1 charcoal	8
Brooch	Mastercrafted	Goldsmith	1 jewellery metal†, 1 charcoal	14
Circlet or torc	Superior	Jeweller	2 jewellery metal†, 2 charcoal	7
Circlet or torc	Mastercrafted	Goldsmith	2 jewellery metal†, 2 charcoal	12
Crown or tiara	Superior	Jeweller	2 jewellery metal†, 2 charcoal	12
Crown or tiara	Mastercrafted	Goldsmith	2 jewellery metal†, 2 charcoal	21
Pendant or necklace	Superior	Jeweller	1 jewellery metal†, 1 charcoal	10
Pendant or necklace	Mastercrafted	Goldsmith	1 jewellery metal†, 1 charcoal	18
Ring or earring	Superior	Jeweller	1 jewellery metal†, 1 charcoal	8
Ring or earring	Mastercrafted	Goldsmith	1 jewellery metal†, 1 charcoal	14

†e.g. copper, silver or gold.

All designs using charcoal yield 1 unit of ash as a **byproduct**.

ORNATE JEWELLERY

Jewellery items of superior or mastercrafted quality can be made ornate by adding fine engraving or incorporating glass or gems. Add the following material costs to the costs of all items. These are **minimum** costs.

Finish	Quality	Skill	Costs	Work units
Engraved	Ornate	Jeweller	n/a	base design × 1.5
Glass or gems	Ornate	Jeweller	1 glass (H) or 1 gem	base design × 1.5

MAGICAL TOOLS

High quality magical tools may be enchanted, bound as a path focus (p. 140) or otherwise magically invested.

Item	Quality	Skill	Costs	Work units
Candle (for 3)	Standard	Artisan	1 wax	1
Censer	Superior	Jeweller	1 metal (H), 1 charcoal	5
Censer	Mastercrafted	Goldsmith	2 metal (H), 2 charcoal	9
Crystal ball	Superior	Artisan	2 glass (O), 2 charcoal	10
Crystal ball	Mastercrafted	Glassblower	2 glass (H), 2 charcoal	18
Incense (for 3)	Standard	Alchemist or Artisan	1 herb, 1 powder	1
Rod	Superior	Artisan	1 wood (O), 1 oil	3
Rod	Mastercrafted	Carpenter	1 wood (H), 1 oil	5

Any herb can be used. This has no mechanical effect unless specified otherwise.

All designs using charcoal yield 1 unit of ash as a **byproduct**.

INVOCATION ITEMS

The following items are crafted to be magically invested via invocation (p. 71).

CHARMS

Charms are one-shot items. **Trinkets** are simple tokens inscribed or stained with mundane ink and charged with the *Invest Trinket* rite; **scrolls** are sheets of paper or vellum written with a relevant magical ink (p. 83) and charged with the *Invest Scroll* rite; and **sigil stones** are stone or clay discs inscribed with mystical sigils in magical ink and charged with the *Invest Stone* rite.

Item	Skill	Costs	Work units
Trinket (for 3)	Any	1 ordinary grade material of any kind	3
Sigil stone	Artisan	1 stone (O), 1 sand	2
Scroll paper	Artisan	1 paper (O), 1 fluid	2
Scroll vellum	Papermaker	1 leather (H), 1 fluid	3

TALISMANS

Talismans are charged items, inlaid with an inscription in a relevant magical **amalgam** (p. 83) and invested with the *Invest Talisman* rite. Talismans must be crafted to at least **superior** quality to hold lesser spells, or **mastercrafted** quality to hold greater spells.

Item	Spell level	Skill	Costs	Work units
Amulet	Lesser	Jeweller	———— per superior jewellery, plus 1 amalgam ————	————
Amulet	Greater	Goldsmith	———— per mastercrafted jewellery, plus 2 amalgam ————	————
Brand	Greater	Weaponsmith	———— per mastercrafted weapon, plus 2 amalgam ————	————
Wand	Lesser	Artisan	1 wood (O), 1 amalgam, 1 oil	3
Wand	Greater	Carpenter	1 wood (H), 2 amalgam, 1 oil	9

MECHANISMS

High quality mechanisms may be enchanted or otherwise magically invested, and are harder for thieves to foil (p. 100).

- **Small locks** are fitted to boxes and chests
- **Large locks** are required for doors, gates etc.
- **Padlocks** can be moved between different places, but are more intricate and harder to make.
- **Needle traps** strike someone triggering them with a small needle, which inflicts no damage itself, but can be coated with any blade venom.

Note that in addition to the standard **item cards** for any crafted item, locks need separate **lock cards** (p. 100) to facilitate picking and disabling mechanics. See *Locks and Traps* (p. 100) for more details.

Item	Quality	Skill	Costs	Work units
Padlock	Superior	Jeweller	1 metal (H), 1 charcoal	8
Padlock	Mastercrafted	Mechanician	2 metal (H), 2 charcoal	14
Small lock	Superior	Jeweller	1 metal (H), 1 charcoal	5
Small lock	Mastercrafted	Mechanician	2 metal (H), 2 charcoal	9
Large lock	Superior	Jeweller	2 metal (H), 2 charcoal	7
Large lock	Mastercrafted	Mechanician	4 metal (H), 4 charcoal	12
Needle trap	Superior	Mechanician	2 metal (H), 2 charcoal	10
Needle trap	Mastercrafted	Mechanician	3 metal (H), 3 charcoal	18

All designs using charcoal yield 1 unit of ash as a **byproduct**, and all designs using metal yield one unit of powdered metal.

LOCKS AND KEYS

Every lock comes with one key, included in the price of manufacture. The crafter can produce additional keys at that time, at a cost of 2 work units, 1 metal (H) and 1 charcoal per key (regardless of the complexity of the lock).

Keys are issued their own **item cards** (p. 27), which lists the item code of the lock the key unlocks.

Jewellers can **copy** an existing key, at the following costs:

Quality of lock	Skill	Costs	Work units
Standard	Jeweller	1 metal (H), 1 charcoal	2
Superior	Jeweller	1 metal (H), 1 charcoal	3
Mastercrafted	Mechanician	1 metal (H), 1 charcoal	5

PAPER AND PRINTING

Scroll paper can be invested via invocation (p. 71). Polishing cloth is a consumable resource made from thick paper graded with gem dust, used by gemcutters to **polish** etched gems (p. 189).

Printing presses use block-and-plate hand printing. One plate must be engraved for each page to be printed. There is always a chance of a press misprinting, wasting paper and ink; with research, mechanics can learn to reduce (but not eliminate) this chance.

PRINTING SCROLLS

Printing presses can be used to print scrolls, making more efficient use of expensive magical inks. The listed press is able to print **lesser** scrolls, printing **6 scrolls** from **one pot of magical ink**; mechanics can research (p. 32) presses able to print **greater** scrolls. Each printed scroll still needs to be magically invested with the *Invest Scroll* rite.

WRITING MANUSCRIPTS

Players don't need to buy mundane ink to write on a scroll or in a book; they can just write on the phys rep with a real pencil or pen.

But where resources need to be tracked (for specific crafting or research projects), filling a scroll consumes **1 ink**, while filling a book consumes **6 ink**.

An **illuminated** manuscript is the scribal equivalent of **ornate** quality (p. 25), embellishing the manuscript with colourful images and gold foil. Illuminating a scroll costs a minimum of **2 ink** and **1 powdered dye**, while illuminating a whole book costs **10 ink**, **3 powdered dye** and **1 gold metal**.

Writing a manuscript *doesn't* cost work units, but may have minimum roleplay or other requirements (e.g. uses of the Scholar skill).

Item	Quality	Skill	Costs	Work units
Book	Superior	Artisan	1 leather (O), 5 paper (O), 1 oil	10
Book	Mastercrafted	Papermaker	1 leather (H), 5 paper (H), 1 oil	20
Scroll paper	Superior	Artisan	1 paper (O), 1 fluid	2
Scroll vellum	Mastercrafted	Papermaker	1 leather (H), 1 fluid	3
Coarse polishing cloth	Superior	Artisan	1 paper (O), 1 powdered gemstone, 1 fluid	4
Medium polishing cloth	Mastercrafted	Papermaker	1 paper (H), 2 powdered gemstone, 1 fluid	8
Fine polishing cloth	Mastercrafted	Papermaker	1 leather (H), 3 powdered bone, 2 cream	16
Printing press	Superior	Mechanic	2 wood (H), 1 leather (H), 1 metal (O), 1 stone (O), 3 oil, 1 sand, 1 charcoal	12
Printing plate	Superior	Mechanic	1 stone (H), 1 sand	2

All designs using charcoal yield 1 unit of ash as a **byproduct**, and all designs using metal yield one unit of powdered metal.

TOOLS

Creators don't *need* to make separate high quality tools to do standard work or research; their tools are assumed to be part of their workshop. But crafters may wish for separately-crafted tools so that they can be enchanted or otherwise magically invested, or to aid in using skills in the field.

Item	Quality	Skill	Costs	Work units
Alchemist's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 charcoal	10
Alchemist's tools	Mastercrafted	Glassblower or Ironmonger	2 glass (H), 1 metal (H), 3 charcoal	18
Blacksmith's tools	Superior	Blacksmith or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	8
Blacksmith's tools	Mastercrafted	Armourer, Ironmonger or Weaponsmith	2 metal (H), 2 charcoal	14
Carpenter's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	8
Carpenter's tools	Mastercrafted	Carpenter or Ironmonger	2 metal (H), 2 charcoal	14
Glassblower's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	10
Glassblower's tools	Mastercrafted	Glassblower or Ironmonger	2 metal (H), 2 charcoal	18
Gemcutter's tools	Superior	Ironmonger or Jeweller	1 metal (H), 1 glass (O), 2 charcoal	12
Gemcutter's tools	Mastercrafted	Gemcutter or Ironmonger	2 metal (H), 1 glass (H), 3 charcoal	21

Item	Quality	Skill	Costs	Work units
Goldsmith's tools	Superior	Ironmonger or Jeweller	1 metal (O), 1 glass (O), 2 charcoal	10
Goldsmith's tools	Mastercrafted	Goldsmith or Ironmonger	1 metal (H), 1 glass (H), 2 charcoal	18
Mechanician's tools	Superior	Ironmonger or Jeweller	1 metal (H), 1 glass (O), 2 charcoal	12
Mechanician's tools	Mastercrafted	Ironmonger or Mechanician	2 metal (H), 1 glass (H), 3 charcoal	21
Papermaker's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	8
Papermaker's tools	Mastercrafted	Ironmonger or Papermaker	2 metal (H), 2 charcoal	14
Sculptor's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	8
Sculptor's tools	Mastercrafted	Ironmonger or Sculptor	2 metal (H), 2 charcoal	14
Surgeon's tools	Superior	Ironmonger or Jeweller	1 metal (H), 1 metal (O), 2 charcoal	12
Surgeon's tools	Mastercrafted	Goldsmith or Ironmonger	2 metal (H), 2 charcoal	21
Tailor's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 2 charcoal	8
Tailor's tools	Mastercrafted	Ironmonger or Tailor	2 metal (H), 2 charcoal	14
Thief's tools	Superior	Ironmonger or Jeweller	2 metal (H), 2 charcoal	8
Thief's tools	Mastercrafted	Ironmonger or Mechanician	4 metal (H), 4 charcoal	16
Trapper's tools	Superior	Artisan or Ironmonger	1 metal (H), 1 metal (O), 1 cloth (O), 2 charcoal	8
Trapper's tools	Mastercrafted	Carpenter or Ironmonger	2 metal (H), 1 cloth (H), 2 charcoal	14

All designs using charcoal yield 1 unit of ash as a **byproduct**, and all designs using metal yield one unit of powdered metal.

WEAPONS

High quality weapons may be enchanted or otherwise magically invested; a small or one-handed weapon can be inlaid with an amalgam to make a **brand** (p. 191). A high quality weapon allows a scout or warrior to use skills such as Disarming, Strikedown Blow or Treacherous Blow more often.

The below is representative and broadly reflects “made of wood,” “made of metal” and “made with a wooden shaft and a metal striking head.” For weapons not listed here, use the nearest equivalent item.

SMALL AND THROWN WEAPONS

Item	Quality	Skill	Costs	Work units
Dagger	Superior	Blacksmith	1 metal (H), 1 metal (O), 2 charcoal	4
Dagger	Mastercrafted	Weaponsmith	2 metal (H), 2 charcoal	7
Hatchet	Superior	Blacksmith	1 metal (H), 1 wood (O), 1 charcoal, 1 oil	4
Hatchet	Mastercrafted	Weaponsmith	1 metal (H), 1 wood (H), 1 charcoal, 1 oil	7
Truncheon	Superior	Artisan or Blacksmith	1 wood (O), 1 wood (H), 2 oil	4
Truncheon	Mastercrafted	Carpenter or Weaponsmith	2 wood (H), 2 oil	7

ONE-HANDED WEAPONS

Item	Quality	Skill	Costs	Work units
Axe or mace	Superior	Blacksmith	3 metal (H), 3 wood (O), 3 charcoal, 3 oil	6
Axe or mace	Mastercrafted	Weaponsmith	3 metal (H), 3 wood (H), 3 charcoal, 3 oil	11
Club or stick	Superior	Artisan or Blacksmith	3 wood (H), 3 wood (O), 6 oil	6
Club or stick	Mastercrafted	Carpenter or Weaponsmith	6 wood (H), 6 oil	11
Sword	Superior	Blacksmith	3 metal (H), 3 metal (O), 6 charcoal	8
Sword	Mastercrafted	Weaponsmith	6 metal (H), 6 charcoal	14

All designs using charcoal yield 1 unit of ash as a **byproduct**, and all designs using metal yield one unit of powdered metal.

TWO-HANDED WEAPONS

Item	Quality	Skill	Costs	Work units
Axe or mace	Superior	Blacksmith	2 metal (H), 2 metal (O), 2 wood (H), 2 wood (O), 4 charcoal, 4 oil	8
Axe or mace	Mastercrafted	Weaponsmith	4 metal (H), 4 wood (H), 4 charcoal, 4 oil	14
Club or stick	Superior	Artisan or Blacksmith	4 wood (H), 4 wood (O), 8 oil	8
Club or stick	Mastercrafted	Carpenter or Weaponsmith	8 wood (H), 8 oil	14
Sword	Superior	Blacksmith	4 metal (H), 4 metal (O), 8 charcoal	11
Sword	Mastercrafted	Weaponsmith	8 metal (H), 8 charcoal	20

POLEARMS

Item	Quality	Skill	Costs	Work units
Spear or pollaxe	Superior	Blacksmith	2 metal (H), 2 metal (O), 2 wood (H), 2 wood (O), 4 charcoal, 4 oil	10
Spear or pollaxe	Mastercrafted	Weaponsmith	4 metal (H), 4 wood (H), 4 charcoal, 4 oil	18
Staff	Superior	Artisan or Blacksmith	2 wood (H), 4 wood (O), 6 oil	10
Staff	Mastercrafted	Carpenter or Weaponsmith	6 wood (H), 6 oil	18

PROJECTILE WEAPONS

Item	Quality	Skill	Costs	Work units
Bow	Superior	Artisan or Blacksmith	4 wood (O), 4 oil	9
Bow	Mastercrafted	Carpenter or Weaponsmith	2 wood (H), 2 wood (O), 4 oil	11
Arrow (for 3)	Superior	Artisan or Blacksmith	1 metal (H), 1 wood (O), 1 charcoal, 1 oil	2
Arrow (for 3)	Mastercrafted	Carpenter or Weaponsmith	1 metal (H), 1 wood (H), 1 charcoal, 1 oil	4
Crossbow	Superior	Blacksmith	1 wood (H), 1 wood (O), 1 metal (H), 1 metal (O), 2 charcoal, 2 oil	8
Crossbow	Mastercrafted	Weaponsmith	2 wood (H), 2 metal (H), 2 charcoal, 2 oil	14
Bolt (for 3)	Superior	Artisan or Blacksmith	1 metal (H), 1 wood (O), 1 charcoal, 1 oil	3
Bolt (for 3)	Mastercrafted	Carpenter or Weaponsmith	1 metal (H), 1 wood (H), 1 charcoal, 1 oil	5

All designs using charcoal yield 1 unit of ash as a **byproduct**, and all designs using metal yield one unit of powdered metal.

ORNATE WEAPONS

Weapons of any quality can be made **ornate** by adding precious metal gilding or inlays, engraving the weapon, or incorporating glass or gems.

Add the below costs to the costs of small or one-handed weapons or bows, above, or **double** the below cost to two-handed weapons, polearms or crossbows.

Finish	Quality	Skill	Minimum Costs	Work units
Engraved	Ornate	Blacksmith	n/a	base design ×1.5
Gilded or inlaid	Ornate	Blacksmith	1 jewellery metal†, 1 charcoal	base design ×1.5
Glass or gems	Ornate	Blacksmith	1 glass (H) or 3 gems	base design ×1.5

†e.g. copper, silver or gold.

All designs using charcoal yield 1 unit of ash as a **byproduct**.

❖ SURGERY PROCEDURES ❖

The following procedures are known to characters with the relevant skills. All procedures must be completed on a **surgeon's bed** (p. 92), spending **work units** (p. 79) logged with a referee.

Procedure descriptions include the following details:

- **Materials:** Any **materials** required to perform the procedure, including cloth and other materials, and **blood** (p. 93) and **humours** (p. 82) to replace the patient's own.
- **Cost:** The cost in work units that the surgeon must pay to complete the procedure.

SURGEON'S BANDAGES

Any surgeon can craft surgeon's bandages at a cost of **3 work units for 3 bandages**, from one cloth (O). Using a phys rep of relevant tools, a surgeon can consume bandages to perform limited healing, cleanse wounds or provide sanctuary in the field.

Item	Skill	Materials	Work units
Surgeon's Bandage (for 3)	Surgeon	1 cloth (O)	3

HEALING

Much of surgery lies in tending to the afflicted: treating wounds and curing diseases.

HEAL LOCATION (1 WORK UNIT)

HEALING

Materials: None

Field surgery (p. 95) is quick and dirty, but limited in what it can achieve; once they've got their patient to their surgeon's bed, a surgeon can tend to the wounded with greater care, suturing and sealing their injuries.

This procedure allows the surgeon to heal one wounded location to full physical hits in two minutes.

Skills: Surgeon

HEAL BODY (2 WORK UNITS)

HEALING

Materials: 1 blood

As with the Heal Location procedure, the surgeon tends to a wounded patient on their surgeon's bed, carefully correcting all injuries and binding their wounds for speedy recovery.

This procedure allows the surgeon to heal all of the subject's wounded locations to full physical hits in five minutes.

Skill: Surgeon

CURE COMMON DISEASE (3 WORK UNITS)

HEALING

Materials: Special

The surgeon, having successfully diagnosed a patient with a common disease (p. 98), can cure it (p. 97) by careful surgical intervention, cutting out damaged tissue and rebalancing the patient's humours.

The ingredients for this procedure depend on which disease is being cured, as follows:

- **Capricious Rot:** The surgeon flushes the patient's intestines and spleen with alchemical fluid, then injects chymos under the skin in inflamed areas. 1 chymos, 1 fluid.
- **Fungus Skin:** The surgeon washes away visible fungal blooms with alchemical fluid, then thins the blood with ichor to speed the expulsion of spores. 1 ichor, 1 fluid.
- **Grinning Fool:** The surgeon flushes the patient's bladder, then injects cruor near the heart to encourage the circulation of spirituous humours. 1 cruor, 1 fluid.
- **Magebane:** The surgeon performs some fine corrections to the kidneys and spleen, then injects a supply of fresh, healthy blood to revive circulation. 3 blood.
- **Trembles:** The surgeon performs some subtle corrections to nerves running between the heart and limb, then injects ichor and cruor around the heart to encourage the heartbeat. 1 cruor, 1 ichor.

Once the procedure is finished, the symptoms of the disease abate.

Curing other diseases requires research (p. 32).

Skill: Physician

GRAFTS AND TRANSPLANTS

Whether replacing parts lost to mutilation (p. 47), or improving on nature, much advanced surgery involves transferring whole parts between bodies.

GRAFT LIMB (3 WORK UNITS)

GRAFTS AND TRANSPLANTS

Materials: 1 blood, 1 body part

This procedure allows the surgeon to replace a severed **limb** or other **extremity** (hand or foot, finger or toe, nose or ear etc.), either restoring the original part or substituting the equivalent part taken from another natural creature.

The new or restored limb becomes a permanent part of the patient's pattern, and can be healed etc. normally as part of their body.

This has no mechanical effect beyond reversing dismemberment, with one exception: it is possible for the patient to gain claws or fangs this way (p. 46), grafted from a clawed or fanged creature (note that the player must provide their own phys rep for the claws). Claws and fangs gained by this method have no special damage call, even if the original creature had one.

For obvious reasons, this procedure cannot be used to replace a lost head! It also cannot be used to graft parts from an undead or other supernatural creature, or parts invested via thaumaturgy; grafting such body parts requires specific research (p. 32).

Note that this procedure can only replace like with like: it can, for instance, be used to replace one of a character's two arms with a different arm, but not to grant them a third arm. This also applies to attempts to "replace" body parts missing from birth – if they were never part of the patient's pattern, there's nothing to replace. See *Disability and Surgery* (p. 95) for a statement on this subject.

Skills: Anatomist

TRANSPLANT ORGAN (5 WORK UNITS)

GRAFTS AND TRANSPLANTS

Materials: 1 blood, 1 body part

This procedure allows the surgeon to replace a lost **organ** (eyeball, kidney, liver, etc.), either restoring the original part or substituting the equivalent part taken from another natural creature.

The new or restored organ becomes a permanent part of the patient's pattern, and can be healed etc. normally as part of their body.

The surgeon **cannot** replace the patient's **heart** or **brain**; in particular, removing a living creature's heart instantly kills them, without death count.

By default, this has no mechanical effect beyond reversing evisceration, although it can reverse the mechanical effects of the lost organ (e.g. stopping the disease-like symptoms of some organ loss). It may be possible to transfer specific qualities such as spellcasting from the donor to the patient with further research.

This procedure cannot be used to graft organs from an undead or other supernatural creature, or organs invested via thaumaturgy; grafting such organs requires specific research.

Note that this procedure can only replace like with like: it can, for instance, be used to replace one of a character's kidneys with a different kidney, but not to grant them a third kidney. This also applies to attempts to "replace" body parts missing from birth – if they were never part of the patient's pattern, there's nothing to replace. See *Disability and Surgery* (p. 95) for a statement on this subject.

Skills: Anatomist

TATTOOS

Whether to charge with magic power or simply for decoration, the tattooist treats skin as their canvas.

MUNDANE TATTOO (SPECIAL)

TATTOOS

Materials: 1 ink

The surgeon applies a mundane tattoo somewhere on the patient's body. The tattoo becomes a permanent part of the patient's pattern, and will remain even through healing.

The cost in work units to apply a tattoo depends on its size; **1 work unit** is sufficient to cover an area up to **3in (8cm)** across, **2 work units** for a tattoo up to **6in (15cm)** across, or **3 work units** to cover a **whole location**.

Skills: Surgeon

CHARM TATTOO (1 WORK UNIT)

TATTOOS

Materials: Special

The surgeon applies a tattoo up to **3in (8cm)** across, of sufficient complexity to be charged by an invoker with a one-shot investment (p. 71). The tattoo itself will serve as the **inscription** for the investment, and thus must in some way represent or depict the spell or sigils to be invested.

The tattoo can be applied anywhere on the patient's body, although note that the patient must be able to see the tattoo to activate it. The tattoo survives healing to the location (per a Mundane Tattoo), but is *not* permanent; if not charged, it will fade after a year.

The materials for a charm tattoo depend on the intended investment, as follows:

- **Trinket:** The tattoo can be invested with the specified spell per the *Invest Trinket* rite. This consumes **1 ink**, and holds a spell until the **end of the day** only.
- **Sigils:** The tattoo depicts two or more **sigils** (p. 72), so as to be invested with the specified spell per the *Invest Stone* rite. This consumes **one sixth of a pot** of a suitable **magical ink** (p. 83) **per sigil**, and holds a spell until the **end of the event** only.
- **Scroll:** The tattoo can be invested with the specified spell per the *Invest Scroll* rite. This consumes **one third of a pot** of a suitable **magical ink** for a **lesser spell**, or a **whole pot** of magical ink for a **greater spell**, and holds a spell for up to **one year**.

Once invested and subsequently used, the tattoo fades from the patient's skin. If invested but not used, the tattoo will fade when the investment expires.

Skills: Tattooist

TALISMAN TATTOO (SPECIAL)

TATTOOS

Materials: Special

The surgeon applies a tattoo about **6in (15cm)** across, of sufficient complexity to be charged by an invoker with an investment holding up to **9 charges** of a **single spell**, per the *Invest Talisman* rite.

The tattoo itself will serve as the **inscription** for the investment, and thus must in some way represent or depict the spell to be invested.

The tattoo can be applied anywhere on the patient's body, although note that the patient must be able to see the tattoo to activate it. The tattoo survives healing to the location (per a Mundane Tattoo), but is *not* permanent; if not charged, it will fade after a year.

The ingredients and work units for a talisman tattoo depend on the intended investment, as follows:

- **Lesser Spell:** The tattoo can be invested with the specified **lesser spell**. This consumes **2 whole pots** of a suitable **magical ink** (p. 83) and costs **6 work units**.
- **Greater Spell:** The tattoo can be invested with the specified **greater spell**. This consumes **4 whole pots** of a suitable **magical ink** and costs **12 work units**.

Once invested and the last charge subsequently used, the tattoo fades from the patient's skin. If invested but not all charges are used, the tattoo will fade when the investment expires.

Skills: Tattooist

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