

Kyranthia

LIVE ACTION ROLE PLAYING

CORE RULEBOOK

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Core Rules 3.5
Revised and Expanded Edition

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Thanks to all our amazing players, staff, and NPCs. This game couldn't exist without you guys.

Dedicated to AJ and Brenda

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INTRODUCTION

The stench of the dungeon filled my nostrils like monstrous tendrils trying to suffocate me. Thick layers of dust billowed as we walked deeper and deeper into the dark depths. One of the fabled swords was somewhere in these halls and I knew it would soon be ours. My party and I had fought our way through countless undead, feeling confident that our mission was close to success.

We approached a large door. I tried the handle but it was locked. Tobold, a halfling with the knack of procuring items that don't belong to him looked at the locking mechanism.

"I'll make quick work of this," he said as he produced some strange looking tools. In a moment we heard a click as the lock opened.

"For a little bugger, you sure are handy," joked Gorbak, our Orc barbarian.

Tobold slowly opened the door. A dart shot his way, but with a jump and twist he quickly got out of harm's way. Now that the door was free of danger we stepped inside the room.

In the middle of the room was what we were looking for. The sword sat in a block of smooth black stone, flames licked up and down the blade, giving the room a warm glow. Flauros, the Flame-Tongue was ours.

I stepped forward and reached out, grasping the handle. It was surprisingly cool. I drew the sword from its stone and held it high. After months of searching we finally had that which we sacrificed so much to get. I turned towards Serona, our elven healer. I could see tears in her eyes as she smiled.

"Now we have done right for you and your people, they have been avenged," I said.

Then suddenly a slab of stone dropped from the ceiling, sealing the only way out. In a panic we tried to move it, but it was no use. We were trapped. Then the voice came from above.

"Thank you all for retrieving this artifact. With it I will finally be able to take what is so rightfully mine." A cloaked figure emerged from a balcony above us. He pulled back his hood, revealing his angled features and dark eyes. It was Negal, an ethromancer bent on claiming this land as his own.

"In case you couldn't tell, you are outnumbered," I shouted to him, even though I knew how powerful of a mage he was.

"I believe it is you that is outnumbered," he sneered as he raised a glowing hand.

A hidden door opened towards the back of the chamber. Numerous zombies started limbering in, teeth snapping and rusted, bloodied weapons flailing. We're pretty good at fighting off the undead, but the more we fought them the more that came into the room. It seemed that for everyone one we took down, two more took its place. It looked like we were about to lose this battle. Then a horn echoed from the newly opened chamber.

Negal's eyes widened, showing true fear. The undead stopped in their tracks. Shadows moved towards us from the darkness of the hidden passage.

Was that the end of our brave adventurer? Were they able to hold off the undead? Was the sound of the horn from someone coming to their aid, or was it something even more vile than the zombies? Whatever the case, the adventure is just beginning for our brave hero... just as it is beginning for you!

What Is This About?

Kyranthia is a live role playing game that takes place in a fantasy world. It combines elements of theater, improvisational acting, and role playing adventure games into a place where you can physically live out the life and adventures of your character. You'll be immersed in the game for an entire weekend while you play your character as you wish: going on adventures, fighting monsters, and solving puzzles.

Unlike in video games, you're actually going to be at the event, in costume, playing your character live and in-person. You're going to have to actually chase the goblin up the hill. The action is live. We use foam swords, and people are going to try and hit you with them. It lets you actually do what your character is going to do, rather than just saying what you want to do. You get to be IN the action and a part of it.

It's very easy to get into. You're not a lone actor on stage; the game world is your stage, and everyone else is participating and helping you build the world. There is no audience, only fellow actors.

We have created a fun and immersive environment with the use of costumes, props, and decorations to help you step into a medieval fantasy world. All players dress up as their characters and use safe foam weapons to simulate combat.

Our events run at a camp that's made up as a fantasy town complete with taverns, shops, and cabins to call home. Most events run for an entire weekend; from Friday evening to Sunday afternoon, the game never stops. Adventures are set up for players to go on, such as exploring hidden caves or looting catacombs. You and your friends (along with 75-100 other people) all participate in bringing the fantasy world of Kyranthia to life!

The game takes place in the small and dangerous

frontier town of Thaydon's Rest, an area that has been resettled in recent years after being abandoned to ruin during the wars with the Shadow Lord.

In Game vs. Out Of Game

When acting as your character during an event, you are In Game (IG). You are always IG at an event, unless you are injured or go to an Out of Game (OOG) area. While you are IG, you must act as your character would, and refrain from making Out Of Game remarks, jokes, or talking about the real world. Players who repeatedly break character during an event may not be invited back.

What Should You Expect?

So you've decided to play Kyranthia. The first step is to decide if you want to be a **Player Character (PC)** or a **Non-Player Character (NPC)**. A PC is a character that you create. You choose the skills, race, and class and decide how the character will be played. You will play the character from event to event, gaining experience points and advancing in power and abilities.

An NPC is what makes the game run. They play the various monsters and supporting cast throughout the event. The staff will assign you stats as well as provide costuming and weapons for your NPC roles. You might play anything from a goblin, a blood thirsty ghoul, a peasant, or even a mighty knight in the King's services. And unlike PCing, NPCing is free. You will also earn **Skill Points (SP)** for a character if you ever wish to PC. To NPC all you need to do is bring your bedding and a basic costume, such as a plain black shirt and pants.

If you decide that you'd rather be a PC, then there is a little more involved. You'll need to create a character as described in the Character Creation chapter. You'll need to choose your race, class and skills, as well as assemble a costume and some weaponry.

Next you will need to preregister for an event. This involves paying for the event and registering your character, and can be done online at our web-page at www.kyranthialarp.com. Preregistering ensures you a spot at the event and earns you extra SP. It also gives the game staff the opportunity to create personal plots and storylines for your character.

Now we'll break down a typical event for you.

Arrival

You should arrive at the campsite before 6PM on the Friday of the event. If you arrive after 6, you should head straight to **check-in**. At check-in you can pay for your event if you have not done so already. You will be given your character sheet and any in-game tags and items you start with. You will also have your weapons and armor inspected here.

After check-in, you will be directed to your cabin where you can unload all your gear. We ask that you move your vehicle to the designated parking area after you are done. Now is the time for you to put on your costume and any

make-up your character requires.

Opening Meeting

At 9PM there will be an opening meeting held at the tavern where we will go over any important information relevant to the event. All players must attend. After the meeting there will be a quick workshop for any players who are new to LARPing. If you miss the opening meeting, we will likely have cheat sheets that explained what was covered.

Soft Start

At 9:30PM the game will *unofficially* start. You can role-play and explore but there will be no combat until game start. If you arrive after this time, head to check-in, but please remember some people are In Game.

Game Start

The game will officially start at 10PM. From this time on you are now your character. You will fight monsters, go on quests, explore dungeons, and solve puzzles as your new persona. We will provide a storyline for the weekend, but how you interact with it is totally up to you. Just remember to stay in character!



Game End and Closing Meeting

The game will end at noon on Sunday. There will be a brief closing meeting shortly after. We will also have Check-Out where you turn in any game items, scrolls, etc.

Camp Clean-up

After the closing meeting, you must clean up your cabin. If you wish, you can also be assigned a clean-up task to help us and earn some extra SP. After this you are free to return to the mundane world. Please remember to fill out an Event Report Card on our web-page, update your character, and preregister for the next event.

Here's an example of what may happen during an event:

You adjust the sword hanging from your belt as you

step out of your cabin. A sliver of moon gives off little light as you walk down the main road. The smell of food wafts towards you with the slightest hint of music, giving sign that a tavern is close by.

After a few moments travel you reach your destination. The sounds of laughter and merriment fill your ears as you step into the common room, and the fire in the hearth warms your body and your spirits. A group of pirates sit at a nearby table, bragging about the day's booty. A rowdy bunch of dwarves take up a table in the corner, heartily gulping their ales and honing their weapons. Another table boasts a group of obviously seasoned adventurers poring over a tattered map, discussing in hushed tones their secret plans to score some grand treasure.

You step up to the bar and order a drink. The grizzled barkeep hands you a tankard of ale as you give him a few coppers.

"Someone seems to have taken a liking to you, it seems," he says as he points to a man in the corner.

You didn't notice him in the shadows when you first came in. A black hood covers his head, but you can tell he's staring at you.

You nervously sip your ale as you walk over to the stranger to introduce yourself. The slightest hint of a smile parts his lips.

"I know who you are. I've been waiting quite a while for you. Have a seat."

Curious to know more in spite of your wariness, you take a seat across from the man in black. He pulls a small pouch from his cloak and slides it discreetly to you. He then gets up to leave. As he passes you, he offers a few last words.

"Open that quickly. It's for your own good."

You open the pouch and dump the contents into your hands. There is a key, a small medallion, and a note. You look back to the stranger; but he is nowhere to be seen. You take a quick glance around to make sure no one is watching you. You open the note.

"If you are reading this then we got to you in time. You have only moments to leave. There will be a goblin waiting for you behind the tavern. Follow him if you want to live."

Your curiosity takes the better of you as you head outside. As you round the rear of the building you see nothing but darkness. A moment later you hear the sound of battle as some unknown force charges upon the people in the tavern. Just then a figure emerges from the shadows. It's a goblin in black leather.

"This way, scum." He points to a dark trail leading off into the woods.

Now the choice is yours: Do you follow the mysterious goblin? Do you rush to the battle in the tavern to help the patrons? Or do you run to the safety of your cabin? The choice is entirely up to you!



ROLEPLAYING

Roleplaying is the art of acting as your character. While you are at an event you must look, act, and speak as your character. You must interact with the game world as if you were your character. You're expected to dress appropriately, in fantasy garb, at all times during an event. Those who wear shoddy or incomplete costuming, or fail to roleplay as their character appropriately may not be invited back.

Costume

All players are required to wear a costume for their character. This costume must resemble dress from medieval times or a fantasy world. If you are unsure what a proper costume is or what to wear, please visit our website at www.kyranthialarp.com. There are many online resources to help you out.

Your costume should be free of anachronisms (no printed t-shirts, sneakers, digital watches, etc.) A basic costume may consist of a tabard, plain pants, boots, and a cloak. Your race and class may also influence your costuming as well (see Costume section).



Armor

You may also choose to wear armor as part of your costume. Armor can be real or made up of materials to look real. You can wear armor made of leather, chain, plate, or any combination of these. You'll be assigned additional hit points based on your armor type (see Armor section).

Makeup

Some of the races have makeup requirements. Usually this consists of painting your skin a different color or adding prosthetic appliances. If you play a race that requires makeup, you must wear this makeup at all times, and unless otherwise noted, the makeup should be applied to any exposed skin.

There is a "sickness" that affects players who wear shoddy or incomplete makeup. If your make-up doesn't meet the requirements, a staff member will hand you an OOG card explaining the sickness.

Disguises

Because this game relies on makeup and costuming to represent different races, there's no way to disguise yourself as another race without a special ability. You may conceal your identity with a hood or by covering your face.

Reacting To Combat

When hit with a successful attack, you should acknowledge that hit somehow, either with a groan, defense verbal, or some other form of acknowledgment that you received the hit. If you do not react to the hit at all, your opponent may assume the hit wasn't successful.

If you successfully hit a player with an effect and they don't acknowledge it in any way, you may assume they didn't hear you and the skill isn't used up.

Game Actions

To keep the game running smoothly, there are rules that define how you may interact with other players and the environment. Many actions are governed by skills, such as casting magic or interacting with props. There are no skills that cover things a player cannot actually do, such as flying or stepping through walls.

If you wish to hide in a brush, climb a tree, or sneak up on an enemy, you must actually perform these actions. There's no skills that allow you to do these things artificially.

Rules Restrictions

As you explore the game world at an event, there's a lot you can do to affect the game environment that surrounds you. There are many effects that may change how you play the game, and sometimes special skills are needed to interact with something you may find.

The following are restrictions on your activities:

Environmental Restrictions: You will often come across props that represent specific environments, such as fabric or tarp walls that represent solid walls. You must act as if such conditions are real, i.e., you can't walk through a fabric wall; you have to act as if it was a real wall. Such conditions will be made obvious to you, as the game environment is designed to look as real as possible.

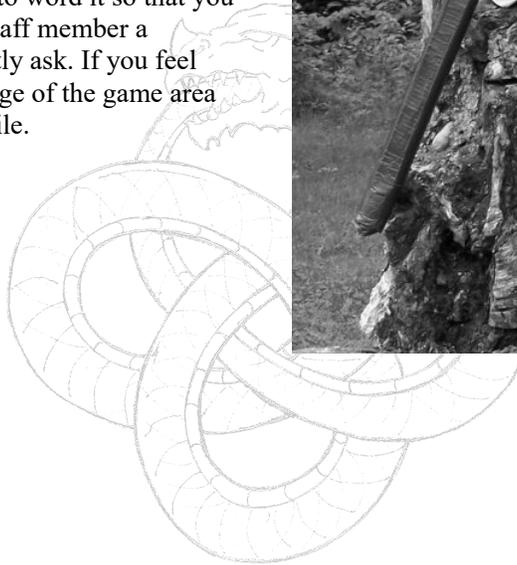
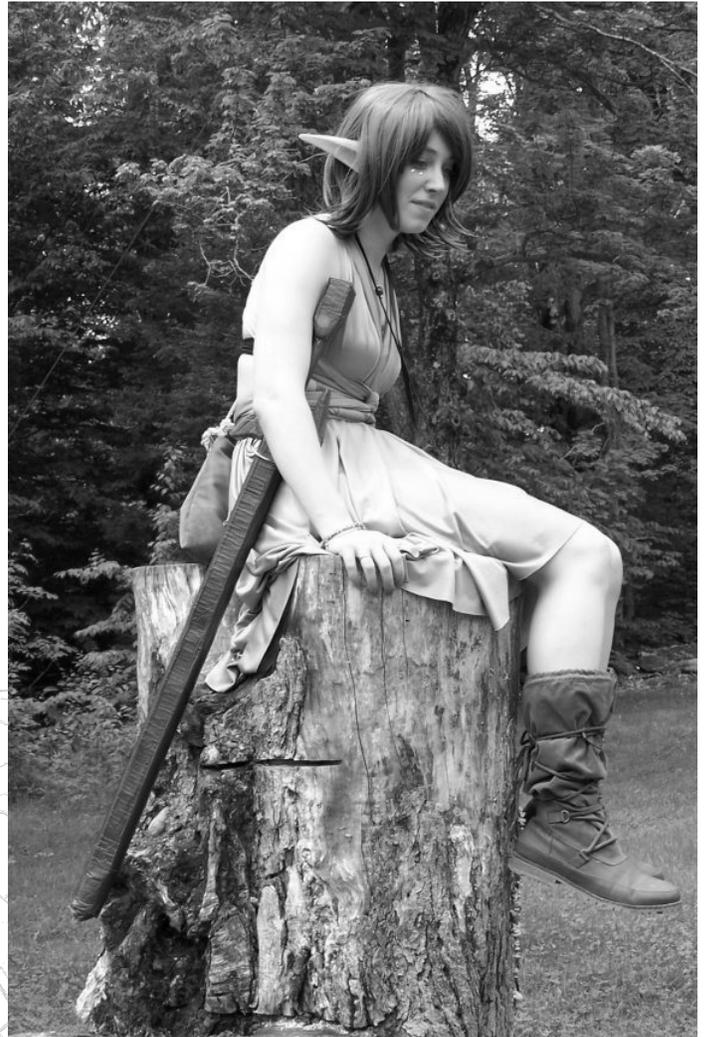
Skill Restrictions: There are some skills that allow you to manipulate props or perform a certain action; if your character doesn't have that skill, then you can't perform that action. For example, You can't handle weapons, manipulate traps, or throw packets unless your character has the skills to do so.

Effect Restrictions: If you've been inflicted by an effect, you must abide by the restriction of the effect until it is removed. For example, if you are hit with a Slow effect, you cannot run until it is removed.

Game Flow

The Kyranthia system is designed to minimize the interruption of game flow. At an event, you are always In Game unless you go to a designated Out Of Game area, are injured, or otherwise given permission to go out of game by a staff member. We want players to stay in character and be immersed in the story without interruptions in the game flow.

If you have a question, attempt to word it so that you may ask it In Game. If you must ask a staff member a question, take the person aside and quietly ask. If you feel you must leave the game, walk to the edge of the game area in character and leave the game for awhile.



GAME ENVIRONMENT

Game events take place at our camp site that is designed to resemble a fantasy town. The camp defines the boundaries of the game. In addition, there are many other situations you may run into during an event.

Out-Of-Game Areas

Some areas will be marked Out Of Game (OOG). These areas are OOG for a number of reasons, whether it's for safety issues, for staff only, or a multitude of other purposes. Some OOG areas will be off limits to players and will be marked as such. Bathrooms and showers are out-of-game areas. You cannot enter an OOG area to avoid an in game confrontation. In Game (IG) items cannot be hidden OOG.

OOG areas may be marked with a yellow OOG sign. There may be further information on these signs, so you should always read them.

Smoking areas will be considered IG, but while smoking in these areas, no matter what your BP (body points) are, you are reduced to one BP until your cigarette is unlit and disposed of. Please keep all cigarettes in the designated area and dispose of butts properly.

Sometimes NPCs need to move through an IG area but are not technically IG at the moment. Going OOG is represented by wearing a white headband or placing your hand on top of your head. People in this state should be ignored. A PC cannot go OOG like this unless instructed to by a staff member, or have died and are on their way to resurrect. You can never go OOG to avoid an IG situation.

Sometimes you will see a spirit with a purple glowstick or armband with a white or purple headband. These spirits can be interacted with if you have the appropriate skill

Kyranthia runs non-stop from game start to game end. There is no going OOG to sleep or avoid conflicts. The only way to sleep OOG is with staff permission. Some plots may run late into the night and we don't want you to miss them.

Monster camp is the NPC headquarters. You may go there if you need to speak to staff for any reason - just make sure you knock first and wait outside until a staff member meets with you. We don't want to ruin any surprises we may have in store for you during the event!

Yellow Signs

During the course of an event, a player will encounter yellow signs. A yellow sign is very important, and will describe special conditions of the area, or may mark the area as Out Of Game and impassable.

IMPORTANT! If you see a yellow sign, you **MUST** read it and abide by the conditions of the sign. It is cheating to ignore a yellow sign. If combat or other game conditions stop you from reading it, then you must read it as soon as you are able.

Plot Cards

Plot cards are usually yellow, and are used to explain effects, settings, or any other number of things without having a staff member present. Sometimes they are contained within an envelope that have a skill name listed on it. If you do not have the skill listed on the envelope, then you may not open it and read the plot card.

Plot cards differ on when you can read them. Some are available to all players while some may require you to have a special skill, or be manipulating a certain item, or be at that location at a certain time. The plot card will always notify you of the restrictions.

If you read the card and it has an effect, you would take the effect no matter what (unless your character has a way to negate the effect). Reading the card and ignoring it is considered cheating.

If you see a plot card that requires a certain skill and you do not have that skill please ignore it. Do not point it out to others or ask if anyone has that skill.

Tags

Tags are used to represent special items. If an item has a tag, you should read the tag, as it will tell you any special properties the item may have. Some tags may not be attached to an item, but may be useful on their own or may be attached to any item the tag describes.



Purple Lights and Spirits

Sometimes you will see someone wearing purple glowing armbands (or purple glowsticks) while wearing a white or purple headband. During the day these items may not be glowing, but mean the same thing. These are spirits that reside in the Ethereal Plane, and can **ONLY** be interacted with if you have the appropriate skill.

Colored Lights, Portals, and

Circles

You may see a doorway lined with colored lights. This is a portal, and you may not enter normally but must abide by the yellow plot sign describing the portal. Usually you must meet some condition, have a certain Trait, or be accompanied by a staff member to enter. If the lights are on, the portal is active and you may pass through if you meet the conditions on the plot sign. If the lights are off, you may only enter if the plot sign says you can.

If you see a circle of colored lights and they are on, this means it is a magical circle of some kind. Do not enter it until you've read the Plot Card unless the lights are off. As with portals, you must meet some condition or have a certain Trait to enter.

Props

Props are used to represent game items and decorations. Some props are useful items, such as scrolls, components, and game money. Other props are purely for decorative purposes.

Some props may be manipulated in some way. These props will have a yellow information sign attached. Often a certain skill is needed to manipulate the prop.

A player may not bring any prop that may be mistaken for common or unique game items provided by the staff without permission. You can't duplicate or forge any game item, such as game money, item tags, scrolls, or components.

You can't break or take apart any prop. All props should be treated with care, and may only be taken or manipulated if a skill or tag tells you that it is OK to do so.

Prop Stickers and Tags

Some props will have a small colored sticker or tag attached to them. These stickers indicate a special rule about handling the item.

Red

Red prop stickers and tags are for props that can be manipulated where it is found but cannot be moved from its location.

Yellow

A prop with a yellow sticker or tag means that the prop may be taken but must be turned in at Logistics by the end of the event. You cannot take it home with you.

Green

A prop with a green sticker or tag means the prop may be taken and held onto. You may take it home with you, but should always bring it back to an event because it has some In Game use.

No Sticker

A prop that isn't a common game item without a sticker or tag may be handled but must be put back where it was found.

White

White prop stickers signify an object that can only be moved with a burst of strength or by two people slowly moving it.

Black

Black prop stickers signify an object that can only be moved with super human strength.



Weapons

All weapons are safe and made of some type of foam. At each event all weapons are inspected for safety before they can be used. Do not use a weapon that has not been checked for safety by a staff member.

Pay attention to the condition of your weapons during an event, as sometimes weapons may break down in combat. We reserve the right to fail any weapon we deem unsafe.

All players are responsible for bringing their own weapons. We will make available weapons for sale or rent at each event, but there is no guarantee we'll have exactly what you want.

Common Game Items

The following are items you will commonly encounter during an event.

Game Money - Money in this game takes the form of copper, silver or gold circular coins. Coins do not need a prop sticker; they may be treated as a green sticker item.

Books - You may encounter books, either in a library or elsewhere. Books follow the sticker rules; and if there is no sticker, it can be read and handled but must be put back where it was found.

Scrolls - A scroll is a sheet of paper with writing on it. Scrolls may contain IG information only, may be a spell scroll, or may be a special scroll that requires a skill to use. Such information will be written on the scroll. Scrolls do not need a prop sticker; they may be treated as a green sticker item.

Gems - Uncut gems are rough-shaped minerals that are gathered by players with the Mining skill. Cut gems, or gemstones, are items cut from uncut minerals by someone with the Jeweler skill and are used in the crafting of scrolls, wands, and other enchanted items. They are valuable and many people use them as currency. Gems do not need a prop sticker; they may be treated as a green sticker item. There are many different types of gems (see Treasure section).

Components - Components are used in the production of various game items such as weapons, armor, alchemy, and other crafted items. Component props or tags may have the appropriate skill needed to pick them up listed on them (such as Mining). If you do not have the skill listed, you must leave the item alone.

Items such as flowers, plants, insects, roots, and such are commonly found in the forest, on modules, and on creatures. If you see any such item (plant, flower, spider, etc.) with a tag attached, you need the Harvest skill to gather them - if you do not, you should leave it alone.

Component props are yellow tag items. If you do not have the appropriate skill, you should leave the item alone and don't point it out to others.

Weapons - Weapons are usually personal props. Unless the weapon has a special tag attached, you should leave it

alone.

Magic Items - There are restrictions on the use of magic items. You cannot use a magic item until it is identified and attuned (see Magic Items section).

Alchemical Substances

There are several types of alchemical substances you will encounter in the game. A player with the Alchemy skill can spend 10 seconds of role playing to identify any alchemical substance and read the tag.

Alchemical substances may have one dose or multiple doses, which will be listed on the tag. If there is more than one dose, tear off the dose tag each time you use it. Once you use the last dose, the substance is used up and the tag should be torn in half.

If a player without the Alchemy skill opens an alchemical container, the substance is used up and the player must take the effect listed on the tag, for better or worse, unless it is a salve. In other words, whether its harmful or not (even if its a weapon poison) you immediately take the effect as if you were attacked with the substance.

Contact Poison - This substance is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "50 Damage by Poison." A character with the Alchemy skill may apply such a substance directly from the vial it was created in.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with the Alchemy skill may wipe the substance off a surface with a cloth, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the Alchemy skill.

Gas Globes - Gas globes are vials of gas poison that are thrown at your target. They are represented by a canister with a tag and a packet inside. To use a gas globe, you need the Alchemy skill, and you would call the effect and add "Poison" to the end. For example, to throw a globe that causes a Sleep effect you would call "Sleep by Poison!"

Ingested Poisons - Ingested Poisons can only be placed into a person's food or drink by players with the Alchemy skill. Such poison will be marked by a poison tag and a gummy candy in the food or drink. If you notice a tag or gummy candy while eating or drinking you will take the effect of the poison. If you notice a tag or gummy candy before you start eating or drinking, you will still take the effect as long as the food and drink are in your possession. If you see the tag or gummy candy in someone else's food, you cannot notify them unless you have the Alchemy skill.

Oils - You may only apply Oils to a weapon with the Alchemy skill, and it takes 10 seconds of applying the substance to a weapon. You may then hand it off to others. Oils add a damage trait to a weapon, such as Silver. To use an oil, you strike with a weapon and call out the trait along with the damage. An oil is good for 5 minutes only after application. For example, if you add Silver oil to a weapon, you strike for “Silver” with your attacks for the next 5 minutes.

Potions - These are found in vials or small canisters with a tag inside. Potions work instantly unless stated otherwise. You cannot slip potions into someone’s food or drink.

Salves - Salves are beneficial substances that are applied directly to another character. Salves do not require the Alchemy skill to administer. Anyone can apply a salve on a wound and have it work. Salves can only be applied to willing or helpless characters. Salves take thirty seconds of role playing to apply.

Blade Poisons - You may only apply Blade Poisons to a weapon with the Alchemy skill, and it takes 10 seconds of applying the substance to a weapon. You may then hand it off to others. To use a weapon poison, you call out the effect and add “by Poison” to the verbal. A blade poison can only be put on an edged weapon, and is good until the next successful strike to an opponent’s body.

Traps

There are numerous types of traps you may encounter in the world of Kyranthia. Traps are special devices that are set to deliver an effect to anyone who sets them off or moves past them. There will always be some sort of noise, light, or other effect to notify you if a trap has been sprung.

Anyone can attempt to avoid a trap, but to move or manipulate a trap you must have the appropriate skill.

Most traps cause an effect to the person who set it off. Some traps can work multiple times, others only once. Some traps affect the entire room or anyone within hearing distance.

There are special skills that may be learned during the course of the game that allow characters to create and set traps.

Snappers - These traps are represented by any kind of snapping novelty firework, such as throw snaps and champagne poppers. They may be only be moved by someone with the Disarm Traps skill. These do 1 point of damage per pop to the person who set them off.

Alarm Trap - This trap makes an electronic buzz or beep of some kind when set off. There will be a trap card to explain the effect of the trap.

Weapon - The weapon trap category covers any boffer trap, such as falling ceilings, pendulums, or trigger released weapons. These must hit the target to take effect. Weapon traps do 25 points of damage. A “Parry” won’t let you negate this, but an “Avoid Trap” would.

Pitfalls - These are represented by black tiles on the floor. If any part of your body comes in contact with it you suffer the Death effect unless a yellow plot sign tells you otherwise.

Locks

Whether they’re used to keep items secure or to lock the door to your cabin, a lock can be one of the most valued items in Kyranthia.

Locks are represented by lock-shaped blocks or tags. These will have two numbers on them. First is the key/lock number. These match keys to their locks. The second number is the pick number. Pick numbers tell someone with the Pick Locks skill how many seconds of uninterrupted role playing it takes to pick the lock. You must have the Pick Locks skill to attempt to pick a lock.

A Shatter effect will destroy the lock so that it must be repaired by a locksmith.

Specially crafted or magical locks may be able to withstand Shatter effects. Such restrictions will be listed on the tag.



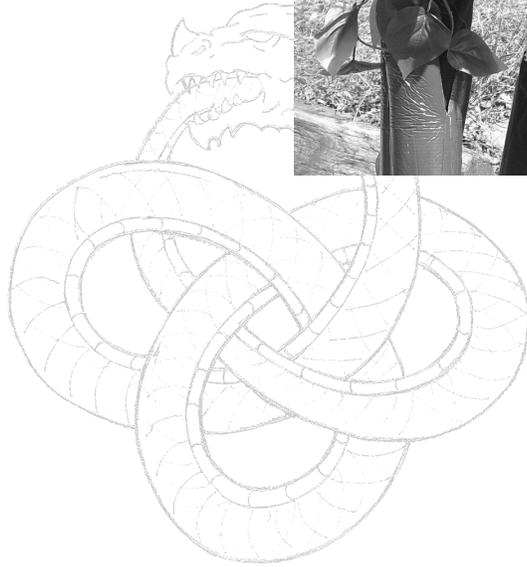
Buildings

Kyranthia runs at a camp that has many buildings such as cabins for housing players, taverns that serve food and drink, and shops and guild halls. Most of these buildings are in-game unless otherwise stated. If there is no locks or sign that says you can’t, you may freely enter any of these buildings.

You cannot break open doors or windows or cause any damage to any building on site. You cannot physically barricade doors and windows as this creates fire hazards. You may only use in-game locks on doors. You may not smoke or light candles, oil lamps, or incense in any of the buildings.

Ethereal Music

Many areas of the game, such as the tavern or modules, will have background music to enhance the atmosphere or invoke a certain mood. You may choose to hear this music In Game, and this may be explained as an echo from another time or place, or as music emanating from the spirit realm.



COMBAT

Combat is an integral part of a Kyranthia event. Players fight with foam weapons, while birdseed packets are used to represent magic and other effects. Players are expected to fight safely and within the rules.

During the course of the game you may be subjected to a wide variety of attacks. Every attack will attempt to inflict an effect on your character. Effects may be beneficial or downright nasty. Every attack has a verbal that describes the effect.

Combat Verbals

A verbal is a short phrase that is called out to describe the effect used in an attack. The effect indicates what the attack does to you. Verbals must be spoken clearly and loud enough for your target to hear.

A verbal is an Out Of Game phrase. You can't ignore or block out a verbal. If you hear a verbal being started you must listen to it and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for packet and missile attacks are called out before the projectile leaves your hand.

Some skills, like spellcasting, require the speaking of an incantation before the skill can be used. Incantations are In Game phrases that are used to enhance the atmosphere. Incantations must be spoken before the verbal.

A melee or missile attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks."

An example of a verbal is "10 Fire," indicating 10 points of damage done by a fire attack. Another example is "Sleep by Glamour," indicating the Sleep effect caused by some sort of glamour attack.



Descriptive Traits

Sometimes verbals will include descriptive traits. For example, you may hear a combat verbal like "Sleep by Fate." The effect is SLEEP, and the descriptive trait is FATE. This lets you know that the attack was caused by fate, and you if you have an ability that lets you Resist fate (or Sleep), then you may use it against this attack.

Damage will often have a trait, such as a verbal of "5 Fire." The number is the effect (damage), and fire is the

descriptive trait. This lets you know that the attack was caused by fire, and you if you have an ability that lets you Resist fire, then you may use it against this attack.

One Second Pause

You must pause and draw back for one second after four consecutive attacks, either by weapon, packet, or both. This is to give the other player time to respond accordingly, and to keep combat at a manageable speed.

If someone hits you more than four times in a row with an attack without a one second pause, they are machine-gunning and you may count every other hit.

Attack Types

Attacking with a Melee Weapon

Melee attacks require hand-held padded weapons (such as a sword) to deliver an effect. You cannot throw melee weapons.

Any melee strike that has no verbal causes 1 point of damage. These strikes are "uncalled strikes", as they are silent hits.

You should pull back your weapon at least 45 degrees when swinging, but be careful not to hit too hard. Remember that you must draw back and pause for one second after four consecutive swings.

Melee attacks that are blocked by your opponent's weapon or shield are not counted. Attacks to the head, hands, groin, or neck are illegal and not counted.

You can only hold one weapon or shield in each hand during combat.

You cannot trap a weapon in place with force or use your weapon to hold your opponent's weapon against something so it can't be moved. You can't grab an opponent's weapon with your hand.

Skills and abilities that allow you to use melee weapon attacks (such as Critical Strike) are only used up if your attack strikes a legal target area and the recipient acknowledges the hit (either by role playing the effect or calling out a defense to negate the attack). Melee weapon attacks are not used up if your attack misses or the target blocks your attack with a weapon or a shield (unless your attack targets a weapon or shield). Missile and packet abilities are used up whether you hit the target or not.

Attacking with a Missile Weapon

These attacks are delivered by thrown weapons or projectile weapons such as bows and crossbows. These weapons cannot be used in melee combat. You can only throw one throwing weapon at a time, though you may fire a crossbow from each hand if your character has the skill. Any missile attack that has no verbal causes 1 point of damage. Missile attacks that are blocked by your opponent's weapon or shield are not counted. Attacks to the head, hands, groin, or neck are illegal and not counted.

Attacking with a Packet

A packet is a small beanbag filled with birdseed that represents some sort of magical attack. Do not throw packets too hard.

To deliver a packet attack, you call a verbal and throw a packet at the target. If the packet hits the target, or any direct possession of the target (weapons, shields, or other items attached to the character), then the target is affected by the attack.

Packets are not solid objects In Game, and cannot be affected by Disarm. They are visible In Game as a faint glow.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet.

Spellcasting notes: In addition to the packet rules stated above, to properly cast a spell, you must plant both feet on the ground, recite the incant, and then throw the packet. You cannot be walking or running while casting but you may take one “pitching step”. If the incant is misspoken then the spell is blown and the mana is still used. If your weapons, shields, or any part of your body are hit, it interrupts the spell-casting. No armor can be worn when casting a spell, unless the spell is from the Light path or a special ability allows you to do so.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of normal weapons. Claws and natural weaponry are either constructed to appear as part of the creature, or are represented by red short weapons with no cross-guard.

These weapons are considered melee weapons, but are not affected by Disarm effects. If a claw or natural weapon is affected by a Shatter effect, the character will take a Maim effect to the limb holding the claw.

Attacks By Voice

These attacks are delivered by the player's voice. If someone calls out "By My Voice" and an effect, everyone who hears it is affected by this delivery. A voice attack does not affect the player calling it.

For example, if you hear “By My Voice, Sleep,” then everyone who hears the verbal will suffer the Sleep effect.

You cannot defend against voice attacks by plugging your ears or obscuring the sound of the verbal with loud noise. Voice attacks indicate the effect is radiating from the creature calling the effect, and not necessarily by their voice.

Room Attacks

If someone calls out "In This Room..." and an effect, everyone in the room will be affected by it. The attack only works in enclosed rooms, whether doorways are shut or not. This attack will affect you if any part of you was in the room when the verbal was started.

Gesture Attacks

Some monsters may have the ability to deliver attacks with their palm, or by pointing their finger or weapon. at a target. They will simply point, say “By my gesture...” and follow with the effect.

Gaze Attacks

If a creature with this attack meets your eyes for three seconds they may call “By my gaze” followed by an effect.

Affliction (3-count attacks)

Affliction delivers an effect to your immobile or unconscious form. This is done by someone touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by an effect or a Plot Card. This attack can be interrupted in the same manner as a Killing Blow.

Killing Blow

Any unconscious or immobile being may be given a Killing Blow, which will instantly kill them. To perform a killing blow, a weapon must be placed on their torso. You would then say “Killing blow one, killing blow two, killing blow three” clearly and slowly. As long as you or your weapon are not hit or interrupted in any way, you will successfully kill the target. If you are interrupted, however, you must start over.



Shields

When using a shield, you cannot crouch behind a shield so only your head is exposed. This is referred to as “turtling”. Also, you cannot hit with a shield. A shield is for blocking only. Shield bashing is never tolerated.

Proximity During Combat

You must maintain a safe distance from any active opponent. If you can reach out and touch your opponent with your hand, then you are too close and should back away a bit. Aggressively pushing toward your opponent and forcing them back physically is called *charging* and is not allowed.

Combat Safety

Since combat is a large part of the game, players should use their weapons in a safe manner. All weapons are made of foam and are inspected for safety at the beginning of every event. Keep in mind the following:

Awareness - Be aware of your surroundings. Look out for hazards such as holes, steep hills, logs, and players lying on the ground.

Broken Weapons - If your weapon breaks, don't use it. If you repair it, it must be inspected for safety before you can use it again.

Striking Areas - Don't hit other players in the groin, head, neck, feet, or hands. These hits don't count. You can't use these areas to block attacks either.

Watch Your Swings - Don't swing your weapons hard. You only need to tap a player hard enough so they know they've been hit.

Physical Contact - No grappling, punching, kicking, or tripping other players. All physical contact must be through the use of weapons or packets.

Pausing The Game

There will be times when it's necessary to pause the game or stop for an emergency. The following calls may be used:

HOLD - This call is used in case of an injury or other such emergency, and stops the game entirely. All players are affected by a HOLD when it is called and are required to stop moving and stand in place. After the situation is resolved an "all clear" will be made with a three count and then the game will continue. Only use this call for serious situations, never to resolve a dispute or other minor mishaps.

Caution - This call is used to warn another player to watch their surroundings, such as if they were about to trip over a rock. Caution can be called for minor mishaps, such as if someone trips, or if someone's glasses get knocked off. This call only pauses the game for the players in the immediate area. All those involved in the caution should stop game play only long enough for the person to get out of harm's way. Those involved can restart game-play when ready.

Clarify - If you are hit with a spell, skill or ability and are unsure what it does you can call a "Clarify". This informs your opponent that you are unsure of what has hit you and gives them time to explain it to you. It can also be used in the case of a minor rules dispute. Clarify only pauses the game for the players involved until the issue is resolved.

Non-Combatant

For injured players or those who cannot fight or be hit with weapons, there is a non-combatant status. This is signified by wearing yellow armbands or sashes on their upper arms. In order to harm a non-combatant, you point your weapon at them within striking distance and state "I drop you one, I drop you two, I drop you three." This causes the non-combatant to fall unconscious for 5 minutes. If you wish to kill them, you can hover your weapon over them without touching them and perform a killing blow.

Some players, such as bards, may require delicate, fragile, or expensive props for their characters (guitars, harps etc.) When they have items like these in their hands they are considered non-combatant, and would be dropped the same as a person wearing yellow armbands. Once their props are secured they can be struck once again.



Strength

There may be instances where tests of strength come up. Large objects such as boulders may require you to use a *Burst of Strength* to move them.

Bursts of Strength may also be used to open doors being held closed. Simply state "I open this door with a burst of strength!" and allow the other side time to safely move away and open the door. If the opposing side also uses a burst of strength the door remains shut. The side with the most bursts of strength is always the victor. In the case of a tie, the door remains shut.

It may also be used for arm wrestling and other types of role playing scenarios. With the use of a burst of strength you may run while carrying a person or walk while carrying

two. You may be able to lift some IG items as well or Resist a Disarm or Knockdown effect.

Super-human strength is a permanent burst of strength. With superhuman strength you may run while carrying two people and call “No Effect” to all Disarm and Knockdown effects. Also, you may be able to manipulate certain IG items (like throwing them for damage). You can also rip out of Bind, Pin, and Web effects or any physical bindings with a three count (“*I rip out one, I rip out two, I rip out three*”).

Carrying a Person

You may choose to move or drag an unconscious character by telling the player you are picking them up and then role playing carrying them along. You may place a hand on their shoulder to indicate this.

If the player agrees, you may physically carry or drag them, but you must have that player's permission first. Sometimes a player will tell you to go ahead and physically drag them, and then you may attempt to do so.

You cannot move faster than a walk while carrying a person. If the person you are carrying gets hit with a weapon or effect, then you must put them down immediately or suffer the effect. You can't use a body as a shield.

See above for using special Strength for carrying characters.

Stealing and Searching

When a person (or monster) is incapacitated they can be searched for IG items. To search a person you kneel beside them and say “I search you.” One of three things will then happen:

They could hand over all their IG items. The time it takes for them to hand over all the tags is the time it takes for the search.

They could ask you to describe the search. For this you will have to tell them the areas you wish to search. If you person wish, you can mimic the search to represent the time it would take. The item actually has to be where they say it is. They cannot have an item in a pouch and say it's around their neck.

The final option is for them to have you physically search them. They would say “Go ahead and search me.” You then have permission to actually search the person, patting down pockets, checking pouches, etc. Remember that all taboo areas (such as the groin) are off limits for searching or hiding items.

Cabins may be searched as well, but please remember that under bunks is OOG and off limits. Please be careful with props, decorations, and all other OOG items that may be fragile.

When you steal something please remember that it must be an IG item. IG items will have tags or stickers to symbolize they are IG. If you are unsure then please don't take it. When you steal a physical weapon you only take the tag.

Stolen items can be kept, sold, traded, or brought to Monster Camp where you can receive a small amount of money for it. If you have any items you wish to be IG items, notify staff before game start so a tag may be made for it.

Binding

Binding prevents a character from using any weapon or packet attacks. To bind a character, you may use cuffs or a rope or chain wrapped 3 times around the player's wrist. They must be willing or incapacitated to do this.

Bindings must be loose enough to easily slide off if the player has the appropriate skill or in case of OOG emergency. Cuffs must be designed so that they may be removed easily by the player being cuffed.

If you do not have an appropriate escape skill and you are bound, you must remain so for at least 15 minutes. After 15 minutes, it is assumed that you were able to work yourself free.

Anyone can free another character from bindings with 10 seconds of concentrated role playing

Doors

For safety, and to avoid damage, doors cannot be forced or kicked open if locked, and cannot be physically locked shut or barricaded in any way. You may only lock your doors with IG locks.

You may hold a door shut to bar entry into a room or building (see the rules on strength), but if you're outside, you can't hold the door to physically trap someone inside; this may be a hazard in case of an emergency. Players may stand in front of a doorway to block escape, but can't physically hold the door to shut another player in.



LIFE AND DEATH

Life and death are different in the world of Kyranthia. If you die, you are able to resurrect and live your life a little longer. This can be done a number of times, but the more you resurrect, the more likely you are to permanently die.

Hit Points

Hit points are your Body Points and Armor Points combined. When you are hit by an attack and you take damage, the order that points are lost is as follows:

1. Protection Points
2. Armor Points
3. Magic Body Points
4. Body Points

Hit Points are how much damage you can take before you collapse. If you lose all your Hit Points, you fall to the ground and you are either *Unconscious* or *unstable* (bleeding out).

If you are brought to 0 Body with an *uncalled attack* (damage that only does 1 point) you fall unconscious at 0 Body Points, even if you are repeatedly hit with uncalled attacks afterward.

You can only be brought to negative Body Points if the strike that brings you below 0 Body is called damage that does more than one point.

For example, if you have 5 Body Points and are struck 2 times with normal uncalled attacks, and then the enemy hits you with a call of "5 Damage," this has brought you to -2 Body and you are now bleeding out, and will die in 1 minute if not healed or have Healing Arts performed on you.

Another example: you have 10 Body Points and are struck 2 times with normal uncalled attacks and then hit with an attack that does "5 Fire." The enemy then strikes you 3 more times bringing you to 0: you are NOT bleeding out, just unconscious and will awaken in 5 minutes (or until healed).

Unconscious

If you fall unconscious at 0 Body, you are stable and will remain unconscious for five minutes. You must close your eyes, and you can't move or speak. You may move out of the way of immediate combat or danger and lie elsewhere if needed. You can't use any game skills unless a skill explicitly explains that it can be used while unconscious. After five minutes you will wake up with 1 point of Body.

Any Heal effect raises your Body above 0 and you will become conscious. A Killing Blow successfully delivered to your torso will kill you.

Unstable

If the attack that brought you down was greater than 1 point of damage (for example, if you got hit with a fireball that does 10 points of damage and you had only 2 body points left), you are bleeding out and unstable. You will linger for one minute before dying.

A *Stabilize* effect will change your condition to *unconscious (stable)* and you will begin your 5 minute count. Any Heal effect raises your Body above 0 and you will become conscious. A Killing Blow successfully delivered to your torso will kill you.

If someone begins to use Healing Arts on you, your count will be suspended until they stop the Healing Arts skill. If they call Stabilize you become stable and unconscious and start your five-minute count. If they do not finish the Healing Arts, your one minute unstable count will continue where it was before they started using the skill.

Death

There are several ways you can die. First, you can bleed out while in the unstable state as described above. Second, you can be killed if someone delivers a successful killing blow to your torso. Third, you may receive a Death effect that you cannot negate. Finally, special areas or other effects could cause death.

When you die, you gain the "Dead" trait and all active effects on you will end unless it specifically says otherwise on a plot card. Only "Remove Death" or an effect that is "...to Dead" will affect you.

Your body will remain for five minutes before you change to a spirit of the dead and begin to walk to Death's Realm.



Corpse

When a character is dead, there is no way to hack up or dismember their corpse to prevent them possibly receiving a Remove Death or other effect. You can't hack off their head or other limbs or organs. Their blood, body parts, and organs are of no use unless they are gathered using the Harvest skill,

and then only if the corpse has anything useful to give. After 5 minutes (in some cases, this may be shorter or longer), a corpse crumbles to dust, then dissipates as the spirit walks away.

Spirit

After 5 minutes lying dead, you become a spirit and gain the "Spirit" trait. Your spirit and everything you still carry is drawn immediately to a special area of the game marked as Death's realm. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. As a spirit of the dead you cannot drop items or use any game ability.

While en route to Death's realm you must place one hand over your head or wear a white headband. This signifies to other players that you are a spirit and cannot be interacted with. If someone tries to interact with you, or attack you, simply state "spirit." Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

Resurrection

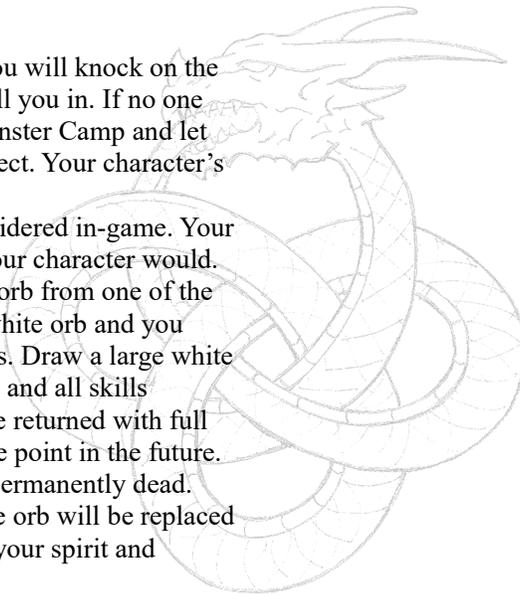
Upon reaching Death's realm you will knock on the door and wait for the staff member to call you in. If no one responds after a few moments, go to Monster Camp and let someone know you are waiting to resurrect. Your character's first death is free.

The resurrection process is considered in-game. Your spirit enters Death's realm and acts as your character would. You must speak with Death and pick an orb from one of the many chests at his table. Draw a small white orb and you return to Kyrantia with full Body Points. Draw a large white orb and you return with full Body Points and all skills restored. If you draw the plot orb you are returned with full BP and will be given special plot at some point in the future. Draw a black orb and your character is permanently dead.

Each time you die, a small white orb will be replaced with a black, weakening the strength of your spirit and drawing you closer to final death.

Final Death

If you draw a black orb, your character's spirit is too weak to return and is permanently dead. When you permanently die you will have to create a new character. New characters get a percentage of your deceased character's earned Skill Points.



EFFECTS

Effects are conditions that affect your character in various ways. Some effects restrict your movement or your use of skills, while some may be beneficial to your character. Effects can be delivered by weapon, packet, voice, gaze, or gesture. The duration of effects is listed under their description. If no duration is specified, the effect is instant.

Traits

Traits are used to describe people and include race, class, gender, name, etc. Your Class and Race are considered your traits. If you are alive you have the Living trait, if you're undead you have the Undead trait. If you are unconscious, dead, or a spirit you have those traits. Some Plot Cards will grant you traits, and those details will be described on the card.

If an effect verbal includes a descriptive trait, such as Charm by Will, someone with a Resist Will ability can negate the whole attack. Likewise, someone could also negate the attack if they had a Resist Charm ability.

Targeted Traits

Some abilities can affect people or monsters based on what they are. Traits are added to the end of their attack verbal, such as "Curse to Undead". If you have the specified trait, you take the effect. Those without the trait would call "no effect."

For example: An evil necromancer has come to town to disrupt a ritual the townsfolk are trying to cast. The townsfolk have a group of warriors between themselves and the undead. The necromancer has the ability to target certain people. He drives his staff into the ground and shouts "By my voice, Paralyze to Warriors!" Anyone who has "Warrior" as a class would take the Paralyze effect. All other classes would be safe from it.

If the target is normally immune to an effect, the immunity is negated if the target's trait is specified. For example, if an undead creature is normally immune to the Sleep effect, they will be affected by an attack that does "Sleep to Undead." They may Resist (or use other defenses) to negate a targeted effect if they have the ability to do so, however.

For example, attacks can target Race, Class, or Name, or the Living, Unconscious, Unstable, and Undead states. Any trait you possess may be targeted by an attack.

Targeted Name

Some abilities allow attacks that target a specific person by using their name. If someone calls out an effect and then states your name, part of your name, or some nickname or pseudonym that you have used, you are affected. The call would be "By your name" followed by a name and the effect verbal.

List of Game Effects

Acid Damage A corrosive substance that affects Armor Points first. Armor Points lost from Acid cannot be reset and must be repaired.

Agony Your body is wracked with terrible pain for 10 seconds. You should cry out or groan in pain while under this effect. While under this effect, you cannot attack or use any game skills that allow you to attack. You can't run, but should stumble and limp if you choose to move away from your attacker. You can still defend yourself with a weapon or shield, or use defenses such as Resist.

Animate This effect animates a fresh dead body under the control of the caster. The animated corpse will have body points equal to the maximum body points it had before dying. The corpse cannot talk or use any skills other than weapons. The corpse is immune to Berserk, Charm, Death, Disease, Forget, Heal, Poison, Sleep, Trance, and Waylay. When the animated corpse hits 0 BP it is dead and needs to resurrect. The corpse lasts until destroyed.

Bane This effect causes an automatic final death.

Berserk This effect causes you to attack everyone around you, even friends and allies. You may attack with any standard attack skill, though you are not forced to use consumable skills. Berserk lasts for 5 minutes or until you're rendered unconscious.

Bind Your arms become trapped to your side. You cannot use any weapons, spells, or skills requiring arms. This effect lasts for 5 minutes.

Charm You treat the person who put you under this effect as your *best* friend. You are not under their control or dominated, but will do your best to help and protect your new "friend," who you now like very, very much. You would not realize you're being Charmed. Charm lasts 5 minutes.

Chaos Damage This damage bypasses any type of Armor Points and hits your Body Points directly.

Crushing This attack cannot be blocked; it bypasses weapon and shields. If a strike with the Crushing attack hits your weapon or shield, you take the effect.

Curse This effect causes you to take double from all damage attacks. Curse lasts until Removed somehow.

Damage This effect removes Hit Points. All uncalled strikes with a weapon do 1 point of Damage. Other effects or spells may remove more hit points. If you hear a verbal of "5

Damage," this attack removes 5 Hit Points. Damage is instantaneous. You cannot remove or dispel damage; Body Points must be restored through healing.

Damage Traits Some damage includes a descriptive trait, for example, a call of "20 Fire" does 20 points of fire damage. If an attack with a weapon has a trait but is uncalled damage, only the trait is called out. For example, if an attack with a weapon does 1 Damage by Light, then for sake of simplicity, the call would just be Light.

If a weapon strike has a trait that is called, it will only affect a creature that can be harmed by that trait. You are affected by a damage trait unless specified otherwise.

For example, some creatures can only be affected by damage swings that call "Light" and will call "no effect" to other types of damage.

Examples of damage traits are: **Air/Lightning, Earth/Stone, Fire/Flame, Light, Mystic, Poison, Shadow, Silver, Water/Ice.** Some damage traits may affect you differently and they are described under their own effect. There are more you may find in-game. If you are uncertain if a damage trait affects you, assume it does.



Death This effect kills you instantly. You fall down dead as if you had been struck with a killing blow. All temporary effects upon you end when you are killed except for Plot Card effects that are not specifically removed by death (see Life and Death section).

Detect The Detect effect is followed by one trait. If you have that trait you must call out, revealing the fact that you have the trait and revealing your position. You must call out as loudly as the Detect effect was called.

Although you may call out softly if the Detect was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. You must call out even if you are unconscious or under the effects of a Silence, Paralyze, or other disabling effect.

You are not affected if you are Dead or have the Spirit defense unless the Detect effect targets those specific traits. This effect is commonly delivered by voice. If it is touch-delivered, then the target must be willing or

incapacitated.

For example, a Paladin is hunting for undead to smite, and he sees a group of shadowy figures and calls "By My voice, Detect Undead!" Anyone with the Undead Trait in the group must respond by calling out "Undead" at the same volume they heard the Detect.

A **Detect Magic** verbal can be used to detect the presence of magical items, or magical effects that are active on any target, such as defenses granted by magic.

For example, A mage walks into a room and uses the Mystic spell Detect Magic and calls out in conversational tone "By my Voice, Detect Magic." Anyone with active spells on them or magic items must respond by calling out "Magic" at the same volume as he did.

If you have a Resist Detect or other defense against this effect, you would not call out the defense and would silently negate the Detect.

Diagnose This effect allows you to examine the health status of the recipient. A Diagnose skill allows you to determine if the recipient is Unconscious, Unstable, Dead, or Undead. You may not Diagnose any other traits. For example, you could check if a comrade is dead by stating "Diagnose: Dead" and they will say yes or no. For the sake of expediency, you may just state "Diagnose condition" and the recipient may state Stable, Unstable, or Dead.

Diagnose may also be used to determine the amount of Body Points a character has left, or to detect the presence of specific effects with the exception of effects granted by a Plot Card. You could state "Diagnose Damage" and the target may tell you how many Body Points they are down.

To use Diagnose, your target must either be willing or incapacitated. You pretend to touch or lightly touch the recipient with a packet and state "Diagnose" followed by an effect or condition. The recipient must answer truthfully as this is an Out Of Game question. You cannot use this skill to Diagnose the presence of other traits such as Race, Class, Marks, or if they use Chaos magic or not.

For the sake of expediency, you may just state "Diagnose condition" and the recipient may list any active harmful effects and conditions.

Disarm You must drop any items in the hand indicated in the verbal. You can pick up any items immediately after they have come to rest. If the item is delicate, you may gently place it down, but it must remain there at least 5 seconds.

The verbal may contain either "Disarm left hand" or "Disarm right hand", or "Disarm sword" or other type of item. If no hand or weapon is indicated, it is the target's choice as to which hand is disarmed.

To deliver this effect with a weapon, you strike your opponent's weapon or shield with yours while calling out "Disarm". They must drop the weapon or shield struck if affected.

Disease While under this effect, any Body Points lost

cannot be healed until the effect is removed. Your last Body Point is not affected. Disease lasts until Removed somehow.

Dominate You are under total control of the attacker and must obey them unquestioningly, short of committing suicide, for 5 minutes. If you are commanded to roleplay in a way you are very uncomfortable with (dancing, singing, laughing uncontrollably), you can opt to stand there and stare in silence. You would not realize you're being Dominated.

Sometimes a skill or spell will allow a character to use **Lesser Dominate**. In this case, there will be instructions added to the verbal. For example, you might hear "By My Gesture, Lesser Dominate: give me 1 copper coin." If you couldn't Resist it, you would have to give up a copper coin, then the effect would end after the short command is followed.

Fear When hit with this effect you are stricken with intense fear, causing you to stay away from the caster. While under this effect you cannot use any game skills. This effect is broken once you break eye sight for sixty uninterrupted seconds.

Forget This effect causes you to permanently forget the last hour of your life.

Greater When this modifier is added to an effect it cannot be resisted or negated and will bypass all defenses.

Heal This effect restores lost Body Points, and is usually followed by the number of points you are healed by, such as "Heal 5." If no number is stated, it will Heal you 1 point. Healing can never exceed your maximum body points.



Imbue/Inflict *Imbue* grants a beneficial effect that may grant Hit Points, defenses, traits, or the use of effects. Sometimes this effect grants a special ability, enhancement, or other type of beneficial condition that is listed on a Plot Card. In this case the Imbue will not take effect until you

have read the description on the card.

Inflict causes some detrimental effect to you. The nature of the effect will be listed on the plot card. The Inflict will not take effect until you have read the description on the card. Unless told otherwise, you must read the card as soon as it is handed to you. Inflict plot cards can have a wide variety of long-term effects. Examples include: causing you to transform into some creature, causing death after a certain amount of time, or causing a disease that cannot be cured by normal means.

If a player can use an Imbue or Inflict effect, the effect may have some In Game action that must be accomplished in order to use the ability. For example, you may need to construct an item out of particular parts, or gather and mix certain components together. These actions earn you the plot card needed to use the ability.

Innate Some creatures have the ability to cast spells without any incants. When casting the spell they would throw the packet while saying the spell effect. For example, a mage casting an innate fireball ball would just say "Five fire" while throwing the packet.

Knockdown You must fall to the ground. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue, you may choose to drop to a knee and place both hands palm down on the ground and shake your head for three seconds.

Lesser When this modifier is added to an effect it reduces the duration from 5 minutes to 10 seconds.

Maim This effect renders a limb useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last until Removed somehow. The Healing Arts skill will Remove the Maim effect.

If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored.

If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg." If the limb is not specified, then you may choose one limb that is not already affected by a Maim. A **Maim All** effect will cause all four of your limbs to suffer the Maim effect. Maim only works on arms and legs.

Nausea causes you to feel extremely sick and causes you to wretch for 10 seconds.

Paralyze You cannot move or speak for 5 minutes. You are aware of what is going on around you. A **Paralyze by**

Trance attack can be Removed by someone pretending to shake you for 30 uninterrupted seconds or by receiving any damage to your Body Points.

Pierce Damage This damage bypasses any type of Armor Points and reduces your Body Points directly.

Pin Your right foot is trapped to the ground for 5 minutes. You may pivot.

Remove A "Remove [Effect]" will immediately remove the specified effect from you. A "Remove [Trait]" will immediately remove the specified trait from you.

A call of **Remove Magic** removes any temporary magical effects on you, such as magical armor or any active defenses granted by spells or magic items. Magic items and artifacts will retain their enchantments unless otherwise noted on the tag. A "Remove Magic" will not remove any Traits on you, or any effects from Plot Cards.

Repel This effect causes you to stay at least 10 feet away from the attacker, unless doing so would endanger you. In that case, you may move closer briefly as long as you are attempting to move past to a safer spot 10 feet away. The attacker may not attempt to force you back by repeatedly moving closer. Repel lasts 5 minutes.

Scream This effect causes you to scream as loud as you can. If you are under the SILENCE effect you would be unaffected.

Shatter A specified item is destroyed and cannot be used for any game skill or effect until it is repaired. If this effect is delivered by a weapon, the verbal is simply "Shatter" and the strike will destroy the weapon it hits. To destroy a Shield, you must call "Shatter Shield" and hit the shield."

For missile and packet attacks the verbal will include the name of the item and a successful hit will shatter that named item. If no item is indicated in the verbal, it is the target's choice as to which item in hand is destroyed.

An attack that uses the **Shatter Armor** verbal will exhaust all of your armor points. Your armor must be repaired at a forge before you can reset it again.

Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out **Shatter Form** as the verbal.

An attack that uses the **Shatter All** verbal will destroy ALL game items on you (including weapons, shields, and armor) except for items that cannot be Shattered.

You may call **Shatter Lock** if the skill or spell allows you to do so. Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Shatter. You can't Shatter doors, windows or other such structures or objects.

Stabilize If you're bleeding out and unstable this effect will bring you to 0 Body Points. You are now unconscious and will awaken in 5 minutes.

Silence You cannot speak, or use any spell, skill, or ability that requires an in-game verbal or incantation for 5 minutes. You still make any out-of-game calls or verbals.

Slow You cannot run for 5 minutes. You can't move any faster than a normal walk.

Sleep You are rendered unconscious for 5 minutes. You can be awoken by someone pretending to shake you for 30 uninterrupted seconds, or by receiving any damage to your Body Points.

Speak This effect allows you to talk quietly with a creature that cannot otherwise communicate with you. It allows you to speak with specific types of creatures, depending on the ability. The target is under no obligation to speak with you, but may do so if it chooses. This effect lasts until another game skill is used or a participant moves out of the range of quiet conversation.

For example, a "Speak to Spirit" effect will allow you to converse with someone with the Spirit trait if they choose to talk to you.

Subdue You are rendered unconscious for 1 minute. You can be awoken by someone pretending to shake you for 30 uninterrupted seconds. This effect must be delivered as a surprise attack for it to affect you.

Trauma This effect instantly drops you to -1 body points and starts your bleeding out process. You are now unstable and will die after 1 minute unless you receive a Heal or Stabilize effect.

Waylay You are rendered unconscious for 5 minutes. You can be awoken by someone pretending to shake you for 30 uninterrupted seconds. This effect must be delivered as a surprise attack from behind to affect you.

Weakness You cannot run, carry anyone, defend or attack with weapons or shields, or use any skills for 5 minutes. If you have Superhuman strength it is unusable for 5 minutes.

Web This effect simulates a web entangling your body. While under this effect you cannot move your body or use any game effects. You may talk while under this effect. You can be cut free with thirty seconds of uninterrupted role-playing with an edged weapon.

Void Damage This damage reduces Mana first and then reduces Armor and Body Points.

DEFENSES

Armor Armor is represented by actual armor (or materials resembling armor) such as chain, leather, and plate. Armor points are lost before body points (see Armor section).

Avoid, Phase, Resist You may negate one attack of the appropriate type when it strikes you. You may allow an appropriate attack to affect you and negate a later attack.

Guard, Resist, Shield You may negate the FIRST attack of the appropriate type that strikes you. For example, if you have a Guard vs. missile attacks, the next missile attack that strikes you will set off the Guard; you cannot choose to take that hit and use your Guard later.

No Effect You are unaffected by a certain attack. The attack will never affect you, as you are immune to it. You must call out "No Effect" to indicate your immunity.

Parry Parry will negate a single melee weapon attack. You must have a weapon in hand to use Parry. You may allow an appropriate attack to affect you and Parry a later attack.

Protection These points are granted by an ability or spell, and are basically magical armor points, except they cannot be reset; once they are exhausted, they are gone. These points are lost before normal armor points.

Reduce, Absorb Some effects or attacks can be reduced to a lesser effect, or absorbed and changed into another effect. Reduce is used to indicate the effect has been lessened, while Absorb indicates that the attack had a different effect entirely.

For Example: The Berserkers's rage enables him to painfully shrug off attacks to his mind. He is hit by a Charm effect, and immediately says "Reduce to Agony" (instead of taking the Charm, he instead suffers from an Agony).

Or, the fire elemental is healed by flame damage. He is hit by an attack of "3 fire" and calls out "Absorb and Heal 3."

Reflect You may negate one attack of the appropriate type and reflect it back at the attacker, causing them to take the effect. You may allow an appropriate attack to affect you and Reflect a later attack.

Spirit In spirit form you are insubstantial and unaffected by most attacks. You call "spirit" to any attack that you negate for this reason. Nothing affects you unless the call is "to Spirit." You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows them to do so. If someone tries to talk to you, you may call out "spirit" to inform them you can't speak. Someone using a "Speak to

Spirit" effect can communicate with you, but you are not obligated to speak with them if you don't wish to.

You can't drop any item, nor can you be searched, nor can any item be taken from you. Nothing can be thrown over you. You can't block doorways or portals. If someone tries to move past you and you're blocking the way, you must move aside. Abilities and attacks that use "to spirit" as part of the verbal will affect you.

Some skills may allow you to turn into spirit form. Such skills usually have restrictions. If you break any of the restrictions listed in the skill or ability, then you will lose spirit form. You can't use a skill to change to spirit form to avoid an attack you are already hit with.

If you have died and become a spirit of the dead, you must place one hand over your head or wear a white headband. If someone tries to interact with you, you simply state "spirit." Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.



MISCELLANEOUS

Honesty

This game relies on players being honest. Players are responsible for following the rules, keeping track of their character's condition and how many hits they take, and acting accordingly when attacked. Dishonest players will be found out quickly and asked to leave the game.

Keep the following guidelines in mind:

Spirit of the Rules - The rules are spelled out as clearly as possible in this book, but every possible circumstance can't be covered. Intentionally bending or breaking the rules is considered cheating. If you are unclear about something, just ask a staff member.

Speaking Clearly - All attack calls, verbals, and game defenses must be spoken clearly and loudly enough for your target to hear. Garbled or inaudible calls will not be counted.

One-Second Pause - You must draw back and pause for at least one second after four of your consecutive attacks. Striking an opponent repeatedly without such a pause is called machine-gunning, and is not counted.

Counting Hits - You are responsible for counting any hits you take in combat. If you are reduced to 0 Body, you must fall unconscious.

Meta-gaming - Everything you hear while you are In Game your character has heard. However, using knowledge gained from past characters you have played, or things you heard off the campsite while Out Of Game, is considered meta-gaming and is not allowed.

Safety First

We want all our players to have fun in a safe environment. While the game is meant to be exciting, challenging, and fast-paced at times, we don't want people getting hurt. Our rules and events are designed for safe game-play, and we expect all participants to play safely.

Body Contact

The only form of contact permitted between players is with boffer weapons or spell packets unless you have consent from the person.

Smoking

There are designated smoking areas around the camp, such as fire-pits. You can't smoke in any other area of the camp.

Drugs and Alcohol

You can't bring any illegal drugs or alcohol to the campsite, nor can you play under the influence. Players caught with, or found under the influence of, any illegal drugs or alcohol will be asked to leave and authorities notified as necessary.

Stealing

Although the stealing of In Game items is allowed, theft of Out of Game and personal property will not be tolerated. Most items will have a tag. If you are unsure if an item is IG or OOG, ask a staff member. Also, under a player's bed is considered OOG and any personal effects should be placed there. There is no searching under beds. On a side note, no IG items can be put under a bed.

Real Weapons

The only weapons allowed are boffer weapons. While a simple cutlery set for eating or a utility knife for weapon or armor repair are allowed, we ask that you do not bring any real weapons into game.

Fire and Flashlights

For safety reasons, you can't use candles, incense, kerosene lamps, or open flames anywhere in the camp. Campfires are allowed in designated fire-pits, but must be watched and put out safely when done.

Light sources such as LED lamps or electric candles may be used if they emit light no brighter than real candle-light. Glow-sticks are allowed only if they emit yellow light. Flashlights should only be used in emergencies.



CHARACTER CREATION

A character in Kyranthia is the altar ego that you play in order to interact with other characters and the game world. Your character may have a personality similar to yours, or you may create a character that is very different from you. In the long run, it's best to create a character that allows you to play in the style you'll be most comfortable with.

After your first event, you may realize that you don't like playing as the character you've chosen. You may completely rebuild your character to suit you, but this can only be done once.

Traits

Your character has traits that you automatically gain. You have the Living trait unless you are dead, undead, or a spirit. Your character's name, Race, and Class are also your permanent traits. Through the course of the game you may gain additional traits - some desirable, some unfortunate.

Skills

Skills are what allow your character to swing a weapon, cast spells, pick locks, or a number of other things. Some skills can be only be used once per purchase, while others may be unlimited use. Skills are purchased with Skill Points (SP).

New Characters

As a starting character you have 25 Skill Points to spend. A written character history that is sent to staff at least two weeks before your first event will grant you another 25 SP.

Any skills you wish to purchase in the future will need to be taught to you In Game. Each event you attend allows you to purchase more skills.

All new characters start off with some base equipment. This will only be given to you on the first event you play as this character. You will be given:

- 10 copper pieces
- One tag for each piece of armor you are wearing
- One tag for each weapon you have

Skill Reset

Many skills can only be used a certain amount of times per *Reset*. There is one reset per weekend event, at 6pm on Saturday. During an event, you may use expendable skills. All spent skills are refreshed at 6pm on Saturday; however, any lost Body or Armor Points are not refreshed. If a skill is specified that is useable once per event, then that skill will not be refreshed at reset.

Advancing your Character

Each event you attend will grant you Skill Points (SP), which are used to purchase skills. A weekend event is worth 5 SP. Up to 3 additional SP will be awarded for helping to setup and break down an event. Submitting an **Event Report Card (ERC)** within two weeks after an event will gain you 3 SP. Skill Points can also be granted for donating needed items to the game.

Learning Skills

A player may purchase any of the skills listed in this book when initially making their character, but once a character has played an event they must have any new skills taught to them In Game. The new skill can be taught by anyone who already has the skill. Appropriate role playing of teaching the skill is encouraged. The player who taught you the skill will then sign your character sheet with the new skill written in, or accompany you to check out at the end of the game. The new skill cannot be used until the following event.

Learning Spells

New characters start with memorized spells when they purchase their first Path of magic. Wizards and Clerics start with 3 memorized spells; Bards, Druids, and Sorcerers start with 2; all other classes start with 1. You may choose your starting spells only from those listed in this book. You can only purchase one Path of Magic until you've played one event with your character, then any new paths must be taught to you.

To learn a new spell, you must purchase Spell Slots in between events. During an event you may fill a spell slot with a spell by learning from a Spell Scroll at an appropriate In Game location. You may also turn in spell scrolls at the end of an event to learn a spell between events (see Magic section).

Information Skills

Information Skills are driven by the storyline and role playing opportunities presented by the game staff. Buying these skills does not guarantee you anything except what the game staff chooses to provide. These abilities may give you special information during modules or special encounters when a staff member is available. They may allow the reading of special information cards. They may allow you to receive information between events. By taking these skills you should understand there is no guarantee that these skills will be useful in every encounter or at a given event. Modules will certainly attempt to take such skills into account.

However, you should never underestimate the power of information skills in Kyranthia. These skills are a useful means of discovering valuable information. Players with a strong interest in role playing and playing an information-gathering character are encouraged to consider buying these skills.

Information Skills: *Ethereal Perception, Gather Info, Research, Rogue Sense, Scholar's Eye, Speak with*

Nature.

Ready to design your PC for Kyranthia? Here's how:

Read Up on the Game

You'll get a lot more out of Kyranthia if you pay attention and read up on these rules materials. First, you're required to know the core rules so you can participate in our game. Second, it's a good idea to know some basic information about the world your character is entering, so read up on the Campaign Guide as well.

Design your Character Concept

A character concept is the overall idea and theme for who you'd like to portray in-game - a central focus you build your character around. Your concept should govern what race and class you play, what skills you buy, and how your character acts. Your character's concept will determine what stories you get involved in and will help define your in-game experience, so it's something you should put a lot of thought into.

For character inspiration, think "What sort of character do I want to play?" Think about what your friends are playing if you're joining a group, and what type of character would be a good fit for that group. You can draw on inspiration from media like movies or books, but be careful not to be too much like those characters; you want to borrow elements, not steal them. You must fit your character into Kyranthia - don't expect Kyranthia to fit your character.

You can develop a concept from a simple idea such as "Merchant" or "Mercenary", or something more complex like "Hard-headed Renegade Warlord" or "Nature-loving Wanderer."

You could also start with a descriptive phrase, something simple like "An insult-sword-fighting wannabe pirate who can hold his breath for 10 minutes," or something a bit more deep, like "A scarred, amnesiac loner wandering the land to discover his true purpose."

Don't forget to give your character quirks and flaws. A character designed to have real flaws is likely to be more interesting to play and to interact with.

This is not exactly a hero-takes-all game, and many players choose to play not-so-nice guys (and gals). There's no rule that says the player HAS to play a goody-two-shoes character. Build in some flexibility. Extreme character types like Shiny Good Guy or Dastardly Villain are tough to play, and can be limiting. Leave some room for gray morality, that wide gap between black and white, or you may cut yourself off from too many opportunities.

Since you'll be playing this character all weekend long at events, it should be something you could feasibly play for long periods of time without getting bored or frustrated.

Race

Your Race can have a major role playing impact on your character, so choose it carefully. Consider whether the costume and makeup requirements are something you can deal with for an entire weekend. Does the race you chose fit your character concept?

Class

Your character's class should fit you as a player, and draw on your actual interests and skills. You should play a character that does things you like to do... if you love fighting, you should probably play a Warrior or Barbarian. If you like to perform, you're well-suited to play a Bard. It's OK to go outside your comfort zone a little if it's something you're interested in doing. Stay away from things you're really bad at or hate doing.



Choosing Skills

When choosing skills, make sure they fit your concept and goals. Think about how your character learned the skill and the reasons why. Your character's starting skills are the culmination of the training and knowledge gained in your lifetime up to now.

Character History

A character history will explain your upbringing, how you learned the skills you have, and will also help staff create personal plots for you character.

You receive an extra 25 Skill Points for an approved character history if you send it in before your character's first event. If you don't like writing out a full history until you've played a few events, a set of bullet points will probably be enough. We just want to know the key information about your character. It's OK to send in long histories, too. If you'd like to do an in-character history (like a diary), we encourage you to add out-of-game notes to explain things as needed.

Consult the Campaign Guide when writing your character history rather than making up your own world and town. Be prepared to have your ideas shot down if you have

unrealistic expectations for your character.

Here are a few questions you should answer to get a good start on your character:

What is your character's name?

A good character name is important, as you'll use it quite often. Be sure it's something you are comfortable with, and remember that you will have to introduce yourself to many other characters. Taking a name from a fantasy movie or novel is not a good idea, as many will recognize it. Think no one else has read that book? Someone has, and chances are they will probably bring it up. Pick a name that is easy for you to remember, easy to pronounce, and fits your character's personality.

Where was your character born?

This is also very important, as this question is likely to come up often in-game. If you don't know where your character would be born, consult the Campaign Guide or just ask us.

What about your character's family?

What were they like? Are any still alive? Did your family treat you well? Do you get along with your family? Are you an orphan?

What is your character's moral code?

Are there any instances in which your character would lie, cheat, or steal? What are your beliefs on killing? Are you lawful? Would you ever leave friends behind? How strong are your beliefs, and would you die for them? How far would you go for a friend or relative?

What does your character like?

The woods? Being alone? Being surrounded by friends? Being in a dark graveyard? In a library? Drinking ale? Singing? Riddles? Money? Battle?

What does your character dislike?

Weak ale? Undead? Being in a dark graveyard? Greed? Fighting amongst friends? People who disrespect the land? Pompous nobles? Laws? Thieves? Laws against thieves?

What are your character's weaknesses?

Beautiful tavern wenches? Are you unable to turn down a challenge? Money? Revenge? Can't tell a lie? Can't tell the truth?

What did your character do prior to arriving in the area?

Who trained you? Who taught you your beliefs? What was your profession? Were you a bard? A baker? A candlestick maker?

Why did your character leave home?

Fleeing from someone/something? Oppression? Boredom? Wanderlust? Revenge? Tracking down an enemy/friend/family member? Wanted to become a traveling merchant? Great mage? Battle lord? Do you seek wealth? Adventure? Are you wanted by the local authorities?

Feel free to have fun making up your character history. Add as much or as little as you'd like. It's your character; remember you have to deal with the consequences of your past (which is a big part of the fun!)

When you're ready, submit your history using the form on our website or email it to us at logistics@kyranthialarp.com.



RACES

These are the playable races in the Kyranthia world. Each race differs in appearance as well as role playing and abilities. Make-up requirements must be followed and maintained during game-play. Racial features such as pointed ears, horns, or tusks must be visible and cannot be permanently removed.

Note that there is a **sickness** that affects players if their make-up is spotty or done only half-heartedly. If your make-up doesn't meet requirements, a staff member will hand you an OOG card explaining the sickness.



Dwarf

An old and sturdy race, Dwarves are as tough as the stone they live in. Although usually short-tempered, they have a great love for ale, music, and food (lots of it!) Gain a Dwarf's trust and you'll have an ally and friend until the end of your days; cross one, however, and you'll more than likely be meeting your maker.

Dwarves are renowned for their metal and stone work, as well as their skill in battle. Since they spend much of their lives working mines, they have little time for study or learning magic. They believe that the body is more powerful than the mind.

Make-up requirements: A fake beard at least six inches long. Dwarves usually braid their beards and decorate them with beads. Even the females have beards! The beard is a symbol of who they are; the longer and more decorated it is, the better.

Body Points: Dwarves start with 4 BP and can buy up to a maximum of 16 BP.

Advantages: They can purchase Smithing and Mining at half price (rounded up). They can also purchase Iron Jaw (see Skills section).

Disadvantages: Dwarves must be compensated for any service they render. A Dwarf will never do anything for free and will set their own price. A dwarf doesn't

necessarily require coin, but must receive some form of payment. Dwarves also pay double for Read Magic and Path of Arcane.

Elf

The eldest of the races, Elves are believed to be as old as the world itself and born of magic. There are three factions of Elves: High, Ost' Rana and Sylvan.

High Elves tend to spend their years in study, learning as much as they can. Being in a library day after day for a century or more is not unheard of for them. They believe anything can be achieved, and that the mind is the way to get what you want.

Ost' Rana Elves are more similar to humans. They are happy in cities or small towns, but tend to only converse with other Elves until trust is gained. Ost' Rana have a good balance between brain and brawn and are very adaptable.

Sylvan Elves prefer the comfort of the forest and will rarely enter cities. They live off the land in a peaceful manner, hunting and foraging only for what is needed to survive. They feel that the woods protect them, so they do the same for it.

Make-up requirements: Pointed ears, no facial hair. The long anime style Elf ears are not allowed.

Body Points: Elves start with 2 BP and can buy up to a maximum of 14 BP.

Advantages: Elves start with two points of Dexterity Armor (this counts towards maximum for Dex Armor) and can purchase Willpower (see Skills section).

Disadvantages: Elves think they are better than all the other races, so they tend to travel or work only with other Elves. An Elf will never take orders from any other race unless they can be convinced to, which can prove to be a difficult task. They also pay double for the Burst of Strength, Two Handed Blunt, and Two Handed Edge skills.



Half-Elf

Half-Elves are usually exiled from their homelands by their true-blooded cousins. They are born of an Elven parent and a Human parent. Elves take it as an insult to see that one of their own has mated with an inferior race. Humans tend to push them off as well, for they mature slower than man.

When a Half-Elf finds companionship, they hold onto it as long as they can. Half-Elves are usually very outgoing, trying to find camaraderie where ever they go. A good portion of Half-Elves are bards. It is not uncommon for a Half-Elf to travel constantly, never feeling at home where ever he goes.

Make-up requirements: Pointed ears. The long anime style Elf ears are not allowed.

Body Points: Half-Elves start with 3 BP and can buy up to a maximum of 16 BP.

Advantages: They can purchase Resist Sleep (see Skills section).

Disadvantages: Half-Elves pay double for Buckler and Shield skills.



Half-Goblin

Being a twisted union of Goblin and human, Half-Goblins have traits of both. They vary as much as humans when it comes to cultures, but they keep some of the fears and habits of the Goblin parent. They are not complete cowards, but will usually run away rather than fighting.

Having trouble with the concept of honesty, Half-Goblins often find it difficult to gain the friendship of others. Being turned away by most of society, they are very good at scraping by and scavenging for survival, even if they need to lie and cheat to get it.

Make-up requirements: Green skin and pointed ears.

Body Points: Half-Goblins start with 2 BP and can buy up to a maximum of 13 BP.

Advantages: They can purchase Pick Locks and Pick Pockets at half price, rounding up. They can also purchase Resist Disease (see Skills section).

Disadvantages: Half-Goblins have a tendency to lie and steal. If they are in a good position to do either of these (and get away with it), they will. They also pay double for any of the "Read" skills.



Halfling

Being lovers of life and drinkers of ale, Halflings enjoy all the comforts and joy in life to their fullest. Whether dining in a tavern by the fire or napping in a field on a midsummer's day, Halflings always find a way to be content.

This carefree lifestyle does affect them, however. Their morals are somewhat loose. They don't see the wrongs of stealing (borrowing!), lying (story-telling!), or cheating at games (winning!) Although their cheerful natures make them good companions, you may want to keep them away from your coin purse.

Make-up requirements: Bushy sideburns, tufts of hair on back of hands.

Body Points: Halflings start with 2 BP and can buy up to a maximum of 12 BP.

Advantages: Halflings can purchase the Pick Locks and Disarm Trap skills at half price (rounded up). They can also purchase Resist Bindings (see Skills section).

Disadvantages: Due to their curious nature, unless it would mean imminent harm, they will attempt to pick any lock they don't have the key to and attempt to

disarm any trap they see, as long as they have the skill to. They also pay double for any Two Handed Weapon skill.



Half-Orc

Some see them as monsters, some see them as just another part of society, but all see them as mighty warriors. Half-Orcs are trained to fight as soon as they can hold a sword. They are taught to never back down and to never submit. A Half-Orc would rather die than to be labeled a coward. Usually hot-tempered, they can be almost impossible to reason with when they're angry.

Half-Orcs see themselves as superior to all other races. They will travel with other races but consider them little more than fodder until they prove themselves otherwise. Half-Orcs are very militant and will work in well-formed groups when attacking an enemy. They follow a chain of command within their squads. Within their society, Half-Orcs can challenge a superior in combat to replace him.

Make-up requirements: Green skin and tusks protruding from their lower jaw.

Body Points: Half-Orcs start with 5 BP and can buy up to a maximum of 18 BP.

Advantages: They pay half price (rounded up) for the Burst of Strength skill. They also can purchase Thick Skull (see Skills section).

Disadvantages: A Half-Orc almost never turns down a challenge, whether it's a duel, race, drinking contest, or test of strength. Half-Orcs will very rarely retreat from battle unless ordered to by a superior.

They pay double for Read Magic. They also feel combat should be face-to-face - any form of sneak attack from behind is considered cowardly, so they pay double for Stealth skills.

Hobgoblin

Hobgoblins are truly a monster race. Rumor says they are not born, but that they crawl out of some fiery abyss. Impatient, quick to anger, and even quicker to swing a sword, Hobgoblins have a natural taste for combat. When it comes to battle they are usually the first ones in and the only ones out.

They are solitary creatures by nature, distrusted by (and distrusting of) others. Those that do live around people will only live in small settlements and villages, where it takes quite a while for them to learn to "play nice" with others. To them, enemies are common, friends are rare, and it's always survival of the fittest.

Make-up requirements: Yellow skin with black around eyes (feel free to use touches of red and orange too), horns, and tusks at minimum. Feel free to add wrinkles, warts, pointed ears, and anything else monstrous that you see fit; the more grotesque the better.

Body Points: Hobgoblins start with 6 BP and can buy up to a maximum of 20 BP.

Advantages: They pay half price (rounded up) for any weapon skills, excluding Buckler, Shield and the Florentine skills. They can also purchase Resist Flames (see Skills section).

Disadvantages: Hobgoblins are drawn to battle like a moth to a torch, and are notorious for picking fights for just about any reason. The slightest of disagreements can cause them to get angry enough to shout at or even attack a person. They also take double from any Water or Ice damage and pay double for Path of Water.



Human

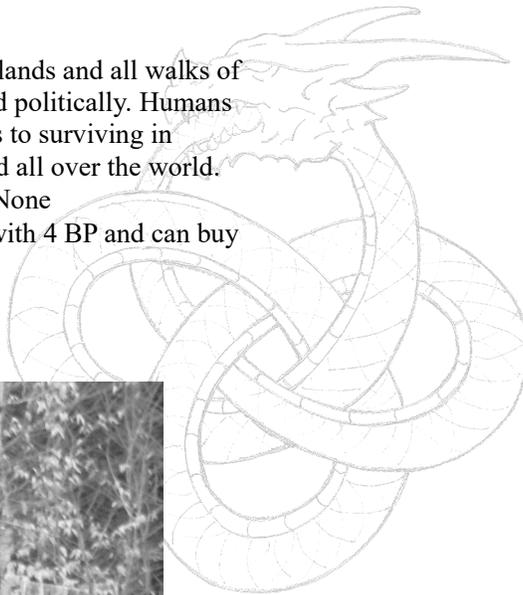
Humans come from all sorts of lands and all walks of life. They vary culturally, physically, and politically. Humans are very adaptable. From living in towns to surviving in frozen waste lands, humans can be found all over the world.

Make-up requirements: None

Body Points: Humans start with 4 BP and can buy up to a maximum of 15 BP.

Advantages: None

Disadvantages: None



CLASSES

Classes dictate the cost for skills and should be chosen carefully. Make sure the class you like fits your character concept. For example, if your character grew up as a mean street brawler, you would probably pick the Warrior class over the Wizard class.

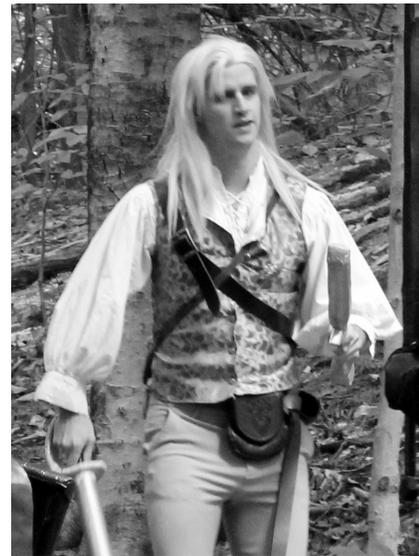
Barbarian

The Barbarian is a fighter who relies more on instinct and rage than training. Barbarians hate using any Arcane magic. When faced in battle they are cunning, resourceful, and merciless. Being more savage than other classes, they prefer simple axes, clubs, and bows. Barbarians dislike metal armor, preferring leather and furs.



Bard

Bards travel the lands gathering stories and legends while entertaining any who will hear their songs and tales. Bards bring forth their Harmony magic from their hearts and their performance. A single song can persuade a person to the Bard's favor or put them to sleep. Bards love traveling with adventurers, hoping to capture their deeds in new songs. Bards tend to wear leather armor.



Cleric

In these dangerous lands the work of the Cleric is never done. From healing simple wounds to resurrecting the dead, the Cleric is a necessity for any good adventuring group. A Cleric brings the will of Light to his hand by casting Light magic. Clerics do train in some combat and are known to use simple weapons and armor. Some of the more powerful Clerics pledge their lives to banishing undead and spirits from our realm. Clerics usually wear armor such as chain or leather beneath their tabards or robes.



Druid

Druids are one with nature and draw their power from it. They cast their own nature magic. They spend most of their time in the forest and only venture into civilized areas when needed. Druids hate anything that is unnatural, but have learned to accept that nature can sometimes be cruel or horrific. Druids will do whatever it takes to protect nature. They prefer wooden weapons such as staves. Druids usually wear simple armor made of bones, wood, or leather, if any at all.



they have more time to learn fighting skills. Although not as scholarly or well-versed in magic as Wizards, they are potent casters in battle. Since it hinders spellcasting, Sorcerers almost never wear armor (see Magic section).



Rogue

Rogues are resourceful and versatile. They excel at getting what they want - whether it's treasure, information, or anything in between. They are known to be scouts, pirates, thieves, pick-pockets, or tomb-raiders. Preferring stealth over direct combat, Rogues usually wear any armor that is quiet and doesn't hinder their movement.



Warrior

Warriors range from sell-swords to knights, gladiators to footmen, or soldiers to pit fighters. They are trained in battle for many years, mastering their weapons for precision and grace in combat. Whether they are on the field of battle or crawling through some long forgotten tomb, a Warrior is always ready to face down any foe. Warriors wear any type of armor, and often wear chain or plate.



Sorcerer

Sorcerers have a natural talent for Arcane magic as they seem to draw its essence from their very souls. They don't learn spells as easily as wizards since they don't spend years in Academies studying. Learning fewer spells means

Wizard

Years of study have made Wizards the masters of the arcane arts. Drawing mana from the world around them, they can weave their magic into the most fearsome and powerful of spells. Knowledge is the greatest treasure a Wizard can obtain, and they spend long hours in study. Though not as potent in casting spells in battle as Sorcerers, they learn new spells far easier. A Wizard will almost never wear armor, as it hinders spellcasting (see Magic section)



SKILLS

A player may purchase any of the skills listed here when initially making their character (as long as prerequisites are met), but once a character has played an event they must have any new skills taught to them In Game.

Many skills allow you to use effects. See the Effects section for these. Don't forget: **Melee** attacks use hand-held weapons. **Missile** attacks use bows, crossbows, and thrown weapons. **Packet** attacks use, well, packets.

Skills that allow you to use melee weapon attacks (such as Critical Strike) are only used up if your attack strikes a legal target area and the recipient acknowledges the hit (either by role playing the effect or calling out a defense to negate the attack). Melee weapon attacks are not used up if your attack misses or the target blocks your attack with a weapon or a shield (unless your attack targets a weapon or shield). Missile and packet skills are used up whether you hit the target or not.

Some skills require a prerequisite skill that must be learned first. Some skills can be only be used once per purchase, while others may be unlimited use. Some skills are for a specific Race or Class only. Any skill marked with ♦ may be purchased multiple times.

Skill costs will increase every 100 SP you accumulate. Once you hit 100 the skill cost is multiplied by 1.5 (rounded down), at 200 is multiplied by 2, at 300 multiplied by 2.5 and so on. For example, a warrior would pay 4 SP for disarm until they hit 100 SP, then it goes up to 6 SP per purchase, then at 200 SP it would be 8 SP. A rogue taking maim would pay 6, 9 and 12 respectively.

Adaptation ♦ This skill allows you to purchase a racial skill outside of your race.

Aim ♦ You can make a shot really count when you need to. You may call "5 Damage" with any missile weapon (bow, crossbow, or thrown weapon) once per reset.

Prerequisite: Archery or Thrown Weapon skill.

Agony ♦ You know where to hit your opponent to make it really hurt. You may call "Agony" with a melee weapon once per reset.

Prerequisite: Any melee weapon skill.

Alchemy This skill allows you to create and handle alchemical substances. To successfully create such substances you need this skill, a formula, all the required components, and access to an appropriate crafting junction (see Crafting section).

You may also identify any potion, poison, oil, or other alchemical substance with ten seconds of role playing. You may then open the canister and read the tag, or see if a poison has been placed in food or drink and identify it.

With this skill you may place Ingested Poisons into a

person's food or drink, and such poison will be marked by a poison tag and a gummy candy in the food or drink.

You may safely apply Blade Poisons or Oils to a weapon with 10 seconds of applying the substance to the weapon. You may then hand it off to others. To use a blade poison, you call out the effect and add "by Poison" to the verbal. A blade poison can only be put on an edged weapon, and is good until the next successful strike to an opponent's body.

You may throw Gas Globes. To use a gas globe, you would call the effect and add "Poison" to the end. For example, to throw a globe that causes a Sleep effect you would call "Sleep by Poison!"

You may safely apply Contact Poison to any surface except weapons. However, if you touch it with bare skin after applying it you are affected and will take an effect of 50 Damage by Poison. You may remove contact poison by wiping the substance off a surface with a cloth, but this destroys it so it can't be used again.

Prerequisite: Harvest and Read and Write.

Appraise You may appraise the roughly estimated value of an item. A player with this skill will be given an appraisal sheet at check in.

Arcane Defense ♦ You must choose one type of Arcane trait to Resist when you purchase this skill: Air/Lightning, Chaos, Earth/Stone, Fire/Flame, Mystic, or Water/Ice. You may call "Resist" to the chosen trait once per reset.

Prerequisite: Sorcerer Class.

Archery You may use any bows and crossbows.



Avoid Trap◆You may call “Avoid” to negate the effects of a trap you set off once per reset.

Backstab◆You may make a melee attack on an enemy's torso from behind them for “5 Damage” once per reset. You must be behind an opponent and must be wielding a small or short weapon.

Prerequisite: Any small or one-handed weapon skill

Battle Frenzy◆A Barbarian may enter a state of blood-lust that allows them to fight their hardest. To activate this skill, you must howl, growl, or shout a quick battle phrase loud enough to be heard above battle; then call “Imbue by Frenzy.” You may call “No Effect” to all Agony, Charm, Disarm, Dominate, Fear, Sleep, and Trance effects. In addition, you gain 10 extra points of temporary BP. You are under the Berserk effect (except you don't have to attack allies) and you will remain wildly fighting until all enemies are defeated or you are knocked unconscious. If you are still conscious with body points after all enemies are defeated, you will fall to -1 BP, completely exhausted, starting your bleed out process.

If you are affected by a Berserk effect, you may instead call “Resist” to immediately invoke this skill if available. This skill can be used once per reset.

Prerequisite: Barbarian Class.

Body Stabilization This skill allows you to recover from grievous injury. If you are bleeding out and unstable, you may silently “Stabilize to Self” once per reset. You then fall unconscious for 5 minutes.

Buckler You may use any small shield no larger than 16” in diameter.



Burst of Strength◆Once per reset, you can summon extra strength to accomplish great things. You can run while carrying a person, carry two people at walking speed, move large objects, or even hold or open a door. Burst of strength used in this way lasts for thirty seconds (see Strength section).

It can also be used to call “Resist” to one Disarm or Knockdown effect once per reset. You may also use a burst of strength to rip out of one Pin or Web effect by using a three count (“I rip out one, I rip out two, I rip out three”).

Courage◆You may call “Resist” to one Fear effect per reset.

Critical Strike◆You may call “5 Damage!” with a melee weapon once per reset.

Prerequisite: Any melee weapon skill.

Dexterity Armor◆You are so nimble in combat, some attacks only graze you. Each purchase of this skill grants you one point of Dexterity Armor, and can only be purchased up to 10 times.

Dexterity Armor acts as Armor points, but you may cast any magic while benefiting from it. Dexterity Armor is *reset* by roleplay stretching for 30 uninterrupted seconds per point. You cannot stack Dexterity Armor with normal armor or any other type of armor points. If you're wearing normal armor, you can't use your Dexterity Armor points. If you take off the armor, you must reset your Dexterity Armor points before you can use them. You can wear leather vests, bracers, or other type of armor-like costume and use Dexterity Armor long as you receive no benefits from them. Protection points may be used and are lost before Dexterity Armor points.

Diagnose This skill grants you an unlimited use of the Diagnose effect to let you know the condition of any examined person or creature.

Disarm◆You may hit an opponent's weapon or shield with any melee weapon and call out “Disarm!” once per reset.

Prerequisite: Any melee weapon skill.

Disarm Traps This skill allows you to attempt to disarm a trap. It does not guarantee success. There may be some mechanic that needs to be performed to disable the trap, such as cutting a string or removing a wire. Do not disarm the trap in any way that would make it unusable with more than a few moments of reset time.

While attempting to disarm a trap you must have a set of thieves' tools and both hands free (or holding thieves tools only) in order to attempt this. This skill grants you one set of thieves tools, but you must provide your own physical representations. You may move throw snaps and champagne popper traps in any way.

Earthroot◆ This skill allows you to root yourself to a

stone or earthen ground surface to gain protection against weapon attacks. You plant both feet, stand as a tree, and call “Imbue by Nature.” You may then call “No Effect” to all weapon attacks that strike you. Other types of attacks still affect you. This skill will last until you move your feet or use any weapons or skills other than defense effects. You cannot use this skill indoors, but some modules (that take place in caves, for example) may allow use of it. For each purchase, you may use this skill once per reset.

Prerequisite: Druid Class.

Empathic Healing You can sacrifice your own Body Points to instantly Heal your target. Simply touch a willing, unconscious, or immobile target with a packet and call “Heal X by Empathy.” X is the number of Body Points you sacrifice to them - you lose that number of Body Points, but you can be Healed afterward. If you sacrifice your last BP in this manner, you fall unconscious at 0.

Endurance◆ You gain one additional, permanent Body Point each time you purchase this skill, up to your Racial maximum BP.

Escape Bonds◆ This skill enables you to instantly escape one physical restraint per reset, such as a pair of shackles or a rope tied around your wrist. This skill does not negate the Pin, Bind, or Paralyze effects, or any other magical restraints.

Ethereal Perception You have heightened senses that extend into the Ethereal Plane.

You may read Ethereal Perception cards that may be found at various places and times. These cards are often contained in envelopes labeled “Ethereal Perception,” and only a player with this skill may read them. Once the card is read you must put it back where it was found unless the card says otherwise.

Some creatures, objects, and effects may only be interacted with by characters using this skill. Creatures will wear a white or purple headband and purple armbands to denote they are Ethereal Spirits and do not affect normal game play. At night they may also wear a purple glow stick or glow bracelet. You may attempt to interact with such a being by saying “Ethereal Perception” to whomever you’re examining. If the subject is not involved in combat, it may converse with you, and it may give an alternate description which could give a clue as to its identity.

If you come across anyone in spirit form who responds “Spirit” when you try to interact with them, you may quietly converse with them by calling “Speak to Spirit.”

When an Ethereal creature passes by a living being, a person with Ethereal Perception will sense that such a creature is present, and may take that as their cue to trigger their Ethereal sense. Using this skill to examine creatures roaming the Ether can sometimes be dangerous, as it is likely to draw the attention of the creature examined. Some

creatures (such as Banshees) become enraged when examined ethereally. This skill lasts until line of sight with the creature or object examined is broken.

Feign Death◆ When you are unconscious, you may silently Resist one Killing Blow per reset. For the next five minutes afterward, when anyone tries to check your vitals or Diagnose you, you may respond “Dead.” You don't need to announce when you use this skill.

Finesse◆ You may call “2 Damage!” with a melee weapon once per reset.

Prerequisite: Any melee weapon skill.

Florentine 1 You may use any one-handed weapon in your main hand and a small weapon (less than 19 inches) in your off hand.

Prerequisite: Any one handed weapon skill.

Florentine 2 You may use any one-handed weapon in your main hand and a short weapon (less than 31 inches) in your off hand.

Prerequisite: Florentine 1.

Florentine 3 You may use any one-handed weapon in your main hand and a long weapon (less than 43 inches) in your off hand.

Prerequisite: Florentine 2.



Gather Info This skill represents your character eavesdropping or asking around town for information. With this skill you can gather some information on specific things,

places, or even people. The more time you spend gathering info, the more in-depth the information will be.

At any time during the game you can notify staff that you are attempting this skill. If staff allows, you may take a shift as an NPC for a minimum of one hour. After this time you will be given some information on the subject you were looking into. The longer your shift, the better your information will be.

Glancing Blow ♦ This skill represents attacks bouncing off of your more armored areas. Once per reset you may call “Resist” to the first melee attack that does 25 damage or less.

Prerequisite: Warrior Class.



Harvest You can harvest special components from certain creatures, from the forest, on modules, or other places. You may harvest things like honey, plants, herbs, roots, mushrooms, leather, meat, wood, or even insects. These items will have a tag attached to them. Sometimes you'll come across an envelope or special plot card that is labeled “Harvest,” and you may read any information and take whatever components the card tells you to. Component props are considered yellow sticker items.

To harvest components from an unconscious or dead creature, call “Harvest” to collect components from the creature, if any are available.

Once harvested, you need to take the item to a specified in-game location (found in-game) to *refine* the item into a more suitable state. You turn over the harvested items, and receive component tags which you keep. Components must be turned in by the end of the event. Refining represents the character properly preparing the items for use. Components cannot be used until they are refined in this manner. Unrefined component props must be turned in by the end of the event or at check-out.

Components are used in the production of various game items such as weapons, armor, alchemical substances, or used in rituals and enchantments.

Healing Arts You can stop a person who's unstable and bleeding out by bringing them to 0 BP. You must have at least

one hand free to hold a packet or bandages upon the person and state “Begin Healing Arts,” which will suspend the character’s bleeding count. After one uninterrupted minute, call “Stabilize.” If you are interrupted in any way, by being hit with any attack or using any other skill, their one minute unstable count will continue where it was before you started.

You can also use this skill to Remove a Maim effect from another character. State “Healing Arts” and spend one uninterrupted minute touching their maimed limb with a packet or otherwise role playing setting their limb, then call “Remove Maim.” You may only Remove one Maim effect at a time using this skill.

Prerequisite: Diagnose.

Hide in Shadows ♦ This skill allows you to meld with darkness to become one with the shadows, once per reset. At night while wearing a dark cloak, you may step into the shadows and say “Imbue by Shadow” and you gain the Spirit defense. If anyone tries to interact with you or hits you with any attacks, you negate them by calling “Spirit.” If you move, speak, or use any other skill or ability, the skill will end. Any light such as a candle, lantern, or glowstick shining on you within arms reach will end the skill. Any verbal that ends in “...to Spirit” or “...to Shadow” will end this skill. A “Speak to Spirit” effect will only end this skill if you speak back to them (it does not compel you to speak). A “Detect Spirit” or “Detect Shadow” effect will end this skill as you must call out. This skill cannot be used during the day, unless you are in a module that takes place below ground or in a dark cave without much light.

Prerequisite: Rogue Class.

Hide Item ♦ You may successfully hide one item on yourself once per reset, each time this skill is bought. When searched you can silently choose one object to not give up. This skill will work for five minutes after being searched, even if you are killed during that time.

The item must not be visible and smaller than a softball. If the item is actually spotted by someone, this skill fails. Single items composed of multiple pieces count as one item for this skill; however, collections of similar but separate items, such as coins, do not. If a pouch or bag that is smaller than a softball is hidden, then all the items inside will be protected by this skill as well.

Further purchases will not allow you to hide more than one item; each time you buy this skill you may hide a single item when searched.

Iron Jaw ♦ You may Resist one Subdue attack once per reset.

Prerequisite: Dwarf Race.

Jeweler This skill allows you to cut crystals and gems and craft special jewelry for rituals, enchanting, and other uses. To produce such goods, you need this skill, a crafting formula, the necessary components, and access to an

appropriate crafting junction (see Crafting section).

Leather Worker With this skill you may make and repair leather goods such as armor. To produce such goods, you need this skill, a crafting formula, the necessary components, and access to an appropriate crafting junction (see Crafting section).

Maim◆ You may hit an opponent's arm or leg with a melee weapon and call "Maim!" once per reset.

Prerequisite: Any melee weapon skill.

Makeshift Weapon Desperate times sometimes call on you to improvise. If your weapon gets destroyed by a Shatter effect, you may simulate grabbing anything around you (such as a table leg or a branch) to fight off your foes and remain using your foam weapon.

There must be something in your general area to simulate what you are grabbing. If you are in the middle of an empty room, this skill could not be used.

No additional melee skills or weapon defenses can be used with this weapon (such as Disarm or Parry). If this weapon blocks any called damage attacks greater than 1 point, it will Shatter the weapon.

Prerequisite: Any weapon skill.



Mana◆ Mana is the lifeblood of spell casting. Each spell needs a certain amount of mana to be cast. Each purchase of this skill will grant you three mana per reset. You must choose a mana type when purchasing this skill (earth, air, fire, water, mystic, light, chaos, harmony or nature).

Mining You can mine copper, gold, iron, silver, minerals, gems, and other valuable materials from caves and other special areas. If an area, envelope, or other marker is labeled "Mining," and you have this skill you can read any mining card and take the amount of specified components after one minute of concentrating or role-playing. A set of mining tools is needed to use this skill.

Once mined, you need to take the resources to a specified in-game location or Monster Camp to *refine* the resource into a more suitable state. You turn over the mined

items and receive component tags which you keep.

Components must be turned in by the end of the event.

Refining represents the character properly preparing the items for use. Components cannot be used until they are refined in this manner.

Components from mining are used in the production of various game items such as weapons and armor, or used in rituals or to craft and enchant special items.

In addition, you can head to monster camp and do an NPC shift to receive mining materials. The materials are picked at random.

Mortal Strike◆ You may call "10 Damage!" with a melee weapon once per reset.

Prerequisite: At least 2 purchases of Critical Strike.

One-Handed Blunt You may use any one-handed blunt melee weapon. This category includes hammers, clubs, maces, and any small blunt weapon such as saps and bludgeons.

One-Handed Edge You may use any one-handed edged melee weapon. This category includes axes, short-swords, and long-swords.

Parry◆ You may call "Parry!" to negate one melee attack once per reset. You must be wielding a melee weapon to use this defense.

Prerequisite: Any melee weapon skill.

Path of Arcane◆ (Air, Chaos, Earth, Fire, Mystic, Water) This skill allows you the ability to learn spells from a particular path of Arcane. You may choose one of the Arcane paths each time you purchase this skill. You can't cast any Arcane spells while wearing armor unless you have a skill that allows it.

Prerequisite: Read Magic.

Path of Harmony This skill allows you the ability to learn spells from the path of Harmony, the songs of Bardic magic.

Prerequisite: Read Magic.

Path of Light This skill allows you the ability to learn spells from the path of Light, the prayers of Cleric magic.

Prerequisite: Read Magic.

Path of Nature This skill allows you the ability to learn spells from the path of Nature, the spells of nature magic.

Prerequisite: Speak with Nature.

Performance of Protection◆ If you perform for 1 minute for at least three other people (whether they are

paying attention or not) you may call “Imbue by Performance” to gain 3 points of Protection to grant to others (you can't use them for yourself). To grant points to others, touch a packet to them and call “Imbue <X> Protection.” You have 5 minutes from the end of the performance to grant these points to others; after 5 minutes they fade away.

Your performance could consist of dancing, singing, playing a musical instrument, reciting poetry, or other such performance as long as it continuously lasts for 1 minute.

This skill can only be performed once per reset regardless of times purchased, but each purchase grants you an additional 3 points of Protection to distribute. You may split up these points however you wish; for example, if you purchased this five times, you may grant one character 15 points or five characters 3 points. This skill can be bought up to 10 times.

Prerequisite: Bard Class.

Pick Locks With this skill you can attempt to pick a lock. Locks are represented by lock-shaped blocks or tags. These will have two numbers on them. First is the key/lock number. These match keys to their locks. The second number is the pick number. Pick numbers tell you how many seconds of uninterrupted role playing it takes to pick the lock. Some lock tags will have other restrictions or require additional skill or resources to Pick.

You must have a set of thieves' tools and have both hands free (or holding only thieves tools) when you start to pick a lock. Your hands must be touching the lock. If you are interrupted or stop for any reason you must start over.

Pick Pockets You may attempt to pick someone's pockets by stealthily attaching a clothes pin to a pouch or pocket. If you successfully accomplish this, inform the closest staff member. They will notify the person, retrieve one random game item from the pouch and discreetly hand it to you. Likewise, if you notice a clothes pin on a pouch or pocket, please bring the contents and the clip to Monster Camp or hand it to an available staff member.

Pierce◆ You have amazing precision and can find gaps in any armor. You may call “Pierce” with a weapon to bypass armor for one strike per reset.

Prerequisite: Any weapon skill.

Read and Write You can read and write the common language. Any other languages found in game need a specified skill to read them, even if it is the language of your race.

Read Magic This skill allows you to read magical scrolls and spell formulas. You may also cast from Battle Scrolls (see Magic section).

Prerequisite: Read and Write.

Read Runes This skill enables a player to read common runes. You will be given a rune sheet at check in.

Prerequisite: Read and Write.

Repel Undead◆ You may call upon your faith in the Light to ward weaker undead away from you once per reset. You must have a symbol of Light at least 3” in diameter to use this skill. A buckler or shield with the light symbol would count - a tabard would not. Hold your symbol in one hand and point at an undead target with your other hand or weapon and call out “By my Gesture, Repel to Undead, Level 1!”

Prerequisite: Cleric class.

Research You may research one topic between events. You must submit Research requests before the deadline, which is two weeks before your next event. You cannot use Research at an event.

Rather than just giving you all your answers without effort, Research is designed to help point you in the right direction, and to assist your in-game efforts when you're not sure how to progress. You may use it to help further your goals, to get information tied to plots you're involved in, or to delve into the secrets and stories that take you deeper into the world of Kyranthia.

Be as detailed and clear as possible with your questions and topic of research. You may ask multiple questions on the same topic, but the more specific you are, the better answer you'll receive. You are more likely to receive clues and hints than specific details, but this can be a very valuable skill nonetheless.

This skill can also be used passively. If you don't have a specific question or topic in mind, you can just tell us you want to see what plot gives you instead. If you use it passively, you will receive rumors or nuggets of information that you've stumbled upon in-between events, which may contain relevant plot information. If you do not submit a research request by the deadline, we may assume you are using it passively.

Send in your Research request to logistics@kyranthialarp.com. You will receive an answer by email or at the next event you attend. You can only purchase this skill once.



Resist Bindings◆You are so nimble and quick you can avoid getting trapped, even by magic. You may call “Resist” to one Bind, Paralyze, or Pin effect per reset.

Prerequisite: Halfling Race.

Resist Disease◆You have spent so much time scavenging and eating rotten meat, you may call “Resist” to one Disease effect or attack with the Nausea trait per reset.

Prerequisite: Half-Goblin Race.

Resist Flames◆You may call “Resist” to one Damage attack with the Fire/Flame trait per reset.

Prerequisite: Hobgoblin Race.

Resist Poison◆You have a tough constitution and can call “Resist” to one Poison effect per reset.

Resist Sleep◆You may call “Resist” to one Sleep effect, or one attack with the Trance trait per reset.

Prerequisite: Half-Elf Race.

Ritual Lore You may cast rituals. You cannot attempt to cast a ritual without this skill. To cast a ritual, you will need a Ritual scroll, components, mana, and possibly other items (see Magic section).

Prerequisite: Read Magic.

Rogue Sense You have a knack for seeing what others miss, like a hidden crevice, secret door, or a forgotten stash of coins. With this skill you may read any Rogue Sense cards you may find. These cards may offer clues to solving puzzles or lead you to treasure. These cards are often contained in envelopes labeled "Rogue Sense," and only a player with this skill may read them. Once the card is read you must put it back where it was found unless the card says otherwise.

If you're stuck or clueless while on a module and a staff member is present, you may use this skill to get advice or a clue on solving a puzzle or dilemma, but this is not guaranteed.

Scavenger◆You have a knack for finding things that you sell for coins. You will be given five copper at check-in each event per purchase.

Scholar's Eye Hours of study and a gift for research allow you to glean esoteric knowledge that others may never find. You can read Scholar's Eye cards that may be found at various places and times. These cards will have information you may have found in your studies, or allow you to receive extra knowledge from books that only you can find. These cards are often contained in envelopes labeled "Scholar's Eye," and only a player with this skill may read them. Once the card is read you must put it back where it was found.

Prerequisite: Read and Write.

Scroll Craft You may craft magical scrolls. To craft a scroll you need this skill, a spell memorized, scroll paper, ink, other components, and access to an appropriate crafting junction (see Crafting section).

Prerequisite: A memorized spell.

Shield You may use any shield. Shields may not have a length that exceeds 36 inches and a width no longer than 24 inches. Standard round shields may not exceed 28 inches in diameter.

Slay◆You may call “25 Damage!” with a weapon once per reset.

Prerequisite: At least 5 purchases of Critical Strike.

Small Weapon This skill allows the use of any small one-handed weapon no longer than 18". This category includes small clubs, daggers, cleavers, saps, and bludgeons.

Smithing With this skill you can make and repair metal armor and weapons as long as you have the required resources. To produce such goods, you need this skill, a formula, the necessary components, and access to an appropriate crafting junction (see Crafting section).



Speak with Nature You have spent so much time in the forest you have become one with the natural world. You've learned to listen to the whispers on the wind and communicate with the plants and animals. You can read Speak with Nature cards. These cards will have information about the forest itself, describe a feeling or scent, or many other possibilities. These cards are often contained in envelopes labeled "Speak with Nature," and only a player with this skill may read them. Once the card is read you must put it back where it was found unless the card says otherwise.

Sometimes this skill will allow you to speak with certain creatures or spirits of the forest that would otherwise be unable to communicate with you. You can call “Speak to Nature” to attempt to communicate, but there is no guarantee this will work.

Druids use this skill to learn their Nature spells in the forest.

Spell Slot◆ This skill grants you one empty spell slot per purchase. You may fill this slot any time after purchase to learn one new spell from a spell formula. Once this slot is filled, the new spell is memorized and the formula is destroyed (turn the formula into the appropriate area or give to a staff member).

Prerequisite: A Path of Magic and Mana.

Staff This skill allows the use of any staff weapon.



Sucker Punch◆ With this skill you can attempt to knock out your opponent with a surprise punch. While standing in front of your target, you throw a packet at their torso and call "Subdue!" once per reset. You must be within arm's reach of your target.

Thick Skull◆ You may Resist one attack with the Waylay trait, or any one melee weapon attack received from behind, once per reset.

Prerequisite: Half-Orc Race.

Thrown Weapon This skill allows you to use any thrown weapons, including a javelin. This category includes throwing knives and axes, (foam) rocks, and just about any small item you can make out of foam to throw at someone. Other than a javelin, thrown weapons can be no longer than 12 inches.

Transient Spell◆ You may roleplay for 5 minutes in the Mage's Guild with another caster to temporarily learn a single Arcane spell from them that they have memorized. The spell must be from an Arcane Path, and you must have enough mana to cast the spell. It will cost you double the

spell's mana points to cast this transient spell, so keep that in mind.

How you roleplay the learning is up to you and the other caster, but you must be in the Mage's Guild for the full 5 minutes; if you're interrupted by being attacked or using any other skill, you must start over.

After 5 minutes, you have memorized the spell and must keep a written copy of the spell on your person or in your spell book. You may use the spell for the rest of the event. After the event, you must remove the spell from your book or destroy the written copy of the spell, as you no longer have access to that spell.

Each time you buy this skill, you may temporarily learn one spell per event in this manner.

Prerequisite: Wizard Class.

Trap Craft This skill allows you to create traps. You must have this skill, a trap formula, all necessary components, and access to an appropriate crafting junction (see Crafting section). You may also arm and set traps, including snappers and poppers.

Prerequisite: Disarm Traps.

Trip◆ With any two-handed weapon, you may strike your opponent's leg and call out "Knockdown!" once per reset.

Prerequisite: Two-handed weapon or Staff.

Two-Handed Blunt This skill allows the use of any two-handed blunt weapon, such as large clubs, hammers, and maces.

Two-Handed Edge This skill allows the use of any two-handed edged weapon, such as large swords, axes, and polearms.

Waylay This skill represents a crack on the back of a victim's head to knock them out. You must be behind an opponent to use this skill. This skill cannot be used while running; your feet must be still when you use the skill. You call out "Waylay" and tap your opponent on the back of the shoulder with a small melee weapon. You must wait ten seconds between Waylay uses.

Prerequisite: Small Weapon.

Willpower◆ You have a resilient mind and may call "Resist" to one Charm, Dominate, or Sleep effect, or one attack with Fear or Trance traits.

Prerequisite: Elf Race.

SKILL COSTS

BA = Barbarian
BD = Bard
CL = Cleric
DR = Druid
RO = Rogue
SO = Sorcerer
WR = Warrior
WZ = Wizard

Skills marked with ♦ can be purchased multiple times.

Race Restricted Skills									
Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Adaptation	5	5	5	5	5	5	5	5	None
Iron Jaw♦	3	3	3	3	3	3	3	3	Dwarf
Resist Bindings♦	4	4	4	4	4	4	4	4	Halfling
Resist Disease♦	3	3	3	3	3	3	3	3	Half-Goblin
Resist Flames♦	3	3	3	3	3	3	3	3	Hobgoblin
Resist Sleep♦	3	3	3	3	3	3	3	3	Half-Elf
Thick Skull♦	3	3	3	3	3	3	3	3	Half-Orc
Willpower♦	6	6	6	6	6	6	6	6	Elf

Class Restricted Skills									
Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Arcane Defense♦	-	-	-	-	-	6	-	-	Sorcerer
Battle Frenzy♦	8	-	-	-	-	-	-	-	Barbarian
Earthroot♦	-	-	-	4	-	-	-	-	Druid
Glancing Blow♦	-	-	-	-	-	-	-	5	Warrior
Hide in Shadows♦	-	-	-	-	4	-	-	-	Rogue
Performance of Protection♦	-	2	-	-	-	-	-	-	Bard
Repel Undead♦	-	-	2	-	-	-	-	-	Cleric
Transient Spell♦	-	-	-	-	-	-	-	5	Wizard

Weapon and Shield Skills									
Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Archery	3	6	8	3	4	6	3	10	None
Buckler	5	4	8	8	4	7	4	12	None
Florentine 1	3	5	7	6	4	8	2	10	A melee weapon skill
Florentine 2	3	5	7	6	4	8	2	10	Florentine 1
Florentine 3	3	5	7	6	4	8	2	10	Florentine 2
One Handed Blunt	4	5	5	5	5	6	3	7	Small Weapon

Weapon and Shield Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
One Handed Edge	5	6	6	7	5	6	3	8	None
Shield	10	12	10	16	14	15	8	20	None
Small Weapon	2	2	2	2	2	2	1	3	None
Staff	4	4	3	4	4	4	3	3	None
Thrown Weapon	1	3	4	3	2	4	1	5	None
Two Handed Blunt	5	6	6	6	7	8	4	10	None
Two Handed Edge	6	7	7	8	6	7	4	12	None

Combat Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Agony♦	4	7	15	12	6	10	5	15	Any melee weapon skill
Aim♦	2	4	7	2	5	6	3	10	Archery or Thrown Weapon
Critical Strike♦	4	6	8	7	8	9	5	15	Any melee weapon skill
Disarm♦	6	8	10	8	7	9	4	12	Any melee weapon skill
Finesse♦	1	2	3	3	3	4	1	5	Any melee weapon skill
Maim♦	4	6	12	6	6	8	5	10	Any melee weapon skill
Makeshift Weapon	3	6	7	3	5	6	4	8	Any melee weapon skill
Mortal Strike♦	6	10	14	12	10	16	8	20	2 purchases of Critical Strike
Pierce♦	5	6	8	8	4	6	3	10	Any weapon skill
Slay♦	10	15	15	16	14	18	12	20	5 purchases of Critical Strike
Trip♦	5	5	7	4	6	6	4	7	Two handed weapon or Staff

Stealth and Dexterity Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Avoid Trap♦	6	4	8	8	3	8	8	8	None
Backstab♦	10	6	12	10	3	10	9	12	Any one-handed weapon skill
Dexterity Armor♦	4	3	6	6	2	6	6	6	None
Disarm Traps	10	5	9	8	4	7	10	8	None
Escape Bonds♦	4	3	8	6	2	7	5	10	None
Hide Item♦	4	2	4	3	1	4	4	4	None
Pick Locks	10	6	10	10	5	8	10	8	None
Pick Pockets	10	6	10	10	5	8	10	10	None
Sucker Punch♦	8	6	10	8	5	8	7	12	None
Waylay	12	10	15	14	8	14	12	15	Small Weapon

Defensive Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Body Stabilization♦	2	4	4	4	4	4	3	5	None
Burst of Strength♦	3	6	7	6	7	8	4	10	None
Courage♦	3	4	4	4	5	5	3	6	None
Endurance♦	3	5	6	5	6	6	4	7	None
Feign Death♦	5	6	7	6	5	6	6	8	None
Parry♦	7	8	9	8	7	10	6	12	Any melee weapon skill
Resist Poison♦	5	3	4	5	2	4	5	5	None

Information and Scholarly Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Ethereal Perception	7	8	6	8	8	8	10	8	None
Gather Info	5	5	5	5	5	5	5	5	None
Read and Write	6	3	2	6	4	2	5	1	None
Read Magic	8	4	4	6	10	4	10	2	Read and Write
Read Runes	8	4	3	5	5	3	7	2	Read and Write
Research	8	4	4	5	7	4	7	3	None
Rogue Sense	8	6	10	7	5	10	8	10	None
Scholar's Eye	12	8	7	10	10	6	10	5	Read and Write
Speak with Nature	7	10	10	5	10	10	10	10	None

Crafting and Trade Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Alchemy	12	9	8	8	9	7	12	6	Read and Write
Appraise	10	5	6	8	4	7	8	5	None
Harvest	8	9	10	7	8	10	9	8	None
Jeweler	10	6	8	7	6	7	10	6	None
Leather Worker	4	7	8	5	6	9	8	10	None
Mining	6	8	8	7	8	8	6	10	None
Scavenger♦	3	3	3	3	3	3	3	3	None
Scroll Craft	10	6	6	10	10	7	10	5	A memorized spell, Read Magic
Smithing	8	9	10	10	10	10	7	15	None
Trap Craft	9	6	10	9	5	8	10	8	Disarm Traps

Magic and Healing Skills

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Diagnose	5	4	2	3	5	4	5	3	None
Empathic Healing	6	5	2	4	8	8	10	10	None
Healing Arts	4	3	2	2	4	4	4	4	Diagnose
Mana♦	6	2	2	2	6	3	6	2	None
Path of Arcane♦	20	15	16	18	16	8	16	4	Read Magic
Path of Harmony	16	5	16	18	16	20	16	10	Read Magic
Path of Light	15	15	5	18	16	20	16	10	Read Magic
Path of Nature	15	15	16	5	16	20	16	10	Speak with Nature
Ritual Lore	20	14	12	12	20	12	20	8	Read Magic
Spell Slot♦	8	3	2	3	7	3	8	1	A Path of Magic, Mana



WEAPONS

All physical combat is simulated with the use of foam weapons. **Melee** weapons are hand-held weapons such as swords and axes. **Missile** weapons are bows, crossbows, and thrown weapons. Some skills specify what type of weapon attack that skill can be used with. For example, the Aim skill can only be used with missile weapons, not melee weapons.

All weapons are inspected for safety at our events. Each player is responsible for bringing their own weapons and packets. We will try to have weapons and packets to rent at our events, but they won't always be available. We will fail any weapon or packet we deem unsafe. It's not uncommon for weapons to fail or break at an event, so you should try to bring a backup weapon and materials to repair them. We can't guarantee your weapon will pass inspection, but buying weapons from our approved vendors is your best bet. If you wish to make your own, there are countless tutorials online, and we offer such resources on our web-page.

Boffer Weapons

The "classic" boffer weapons are made from a length of PVC pipe covered by a layer of pipe foam, then covered with duct tape. These are the easiest to make, however, a great deal of work must go into them to make them look good. They are usually somewhat unwieldy and awkward looking, though some crafty people can make them resemble weapons more closely.

Boffer weapons crafted from blue camp foam (which can be found at any department store) can be made to look more realistic, though not as realistic as latex weapons.

Boffer weapons are usually quite safe and softer-hitting than their latex counterparts. You can search online to easily find more information on how to craft boffer weapons.



Boffer Weapons

Latex Weapons

Latex weapons look and feel more like real weapons, and can be simple or elaborately beautiful (or vicious looking!). They can last 1-2 years or longer with proper care. With their higher cost and maintenance, it makes them more of an investment than boffer weapons, but because they look so damn good, it's worth it if you have the extra cash on hand. Because they have pointy ends and are firmer than boffers, you cannot thrust with latex weapons



Latex Sword

Melee Weapons

Melee weapons are hand-held weapons such as swords, clubs, and axes. You can only wield one weapon or shield in each hand at a time. Weapon lanyards, or any fastening that ties a weapon to your hand so that it cannot be disarmed, are not allowed.

One-Handed Weapons

One-handed weapons should not be wielded with two hands. One-handed weapons can be no longer than 42 inches, and the grips cannot exceed 10 inches.

Two-Handed Weapons

Two-handed weapons must be wielded with two hands at all times while in combat. If you have an arm that is disabled by a game effect, then any two-handed weapon is unusable until you regain the use of the limb. You must also have both hands on the weapon to block. The only exception for this is a staff; you can block with it while holding it with one hand if one end is on the ground.

Polearms and staves cannot be longer than 72 inches. All other two-handed weapons cannot exceed 64 inches. Two-handed weapons cannot have a grip longer than 30 inches. Staves cannot have any grip that is not covered by foam.

Claws and Body Weaponry

Claws are used by monsters to represent hands, claws, or other natural body weaponry such a creature would possess. These are represented in one of two ways. The first is a short red boffer without a cross-guard. The second is a boffer or latex weapon that actually looks like a hand, claw,

or some other weapon attached to a creature's body. These are to be considered part of the creature and cannot be disarmed.

Missile Weapons

Missile weapons are bows, crossbows, thrown weapons, javelins, and spears.

Thrown Weapons

This category includes javelins, spears, throwing knives and axes, (foam) rocks, and just about any small item you can make out of foam to throw at someone. Thrown weapons can never be weighted or have a core and can be no longer than 12 inches. Javelins and throwing spears cannot exceed 36 inches, and may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

Archery

You can use NERF bows or crossbows, but you must paint or modify these in some way to make it look more in-period. We also allow real bows as long as they are 26lb pull or less. For these, you can use golf tube arrows and some modified boffer arrows, but these will have to be approved on a case by case basis. There can never be a sharp point, and the tips of the arrows must be cushioned by plastic covered by a layer of foam so that the tip cannot puncture through it.

Siloflex, IDV, NERF, and golf tube arrows may be accepted but must pass inspection for safety. There are several suppliers online that we approve of listed on our webpage. Arrows cannot exceed 36 inches.



IDV Arrow

Shields

Shields can be made of almost any material, as long as the edges are padded with foam or latex. Player-made shields will need to be approved on a case by case basis.

Shields may not have a length that exceeds 36 inches and a width no longer than 24 inches. Standard round shields may not exceed 28 inches in diameter.

Weapons and Shields In-Game

In order to use a weapon or shield in-game, you must have a tag for it. You must keep the tags for your weapons on you or your weapons. You should not keep more than a few weapon tags on you at a time.

If someone takes your weapon, you should hand over the tag. If you steal a weapon, you can keep the tag but always return the physical weapon to its owner or Monster Camp. If your weapon or shield gets Shattered, keep the tag because it can be repaired at a forge.



Latex Shield

Weapon Type	Length
Thrown Weapons	4 to 12 inches
Small Weapon	12 to 18 inches
Javelins, Throwing Spears	13 to 36 inches
Arrows (non-NERF arrows)	16 to 36 inches
Short Weapon	19 to 30 inches
Long Weapon	31 to 42 inches
Two-Handed Weapon	43 to 64 inches
Polearm	60 to 72 inches
Staff	60 to 72 inches

There may be some flexibility on these measurements, which will be taken into consideration on a case by case basis. Safety is our main concern and what we'll base our ultimate decision on.

ARMOR

Armor provides points of protection from Damage. To receive Armor Points (AP), you must wear actual armor, or material that's crafted to resemble armor (such as foam). Armor Points are lost like Body Points are, except armor points are lost before body points in battle. The more coverage you have and the better the material, the more armor points you will be granted.

Resetting Armor Points

As you lose AP from damage, you may regain lost points by resetting your armor. Resetting armor is represented by adjusting and refastening your armor (or pretending to). Resetting armor takes 10 uninterrupted seconds per point of armor.

If you are interrupted while resetting your armor, the count must restart. No other game actions can be performed while resetting.

As long as your armor points were not reduced to 0, you may reset your armor to full points. If your armor was reduced to 0, then your total armor points are reduced by 1 point the next time you reset it. Each time you reset your armor after it was reduced to 0, your total armor value gets reduced by 1 point until you have none left. At this point, you must have your armor repaired by a Smith at a forge.

A "Shatter Armor" effect will reduce your armor to 0 points completely and it must be repaired at a forge before you can reset it again.

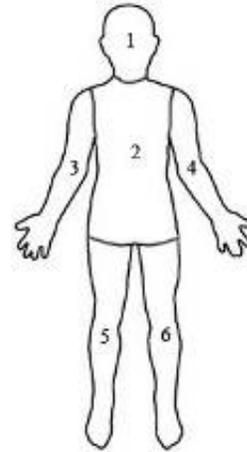


Repairing Armor

A character with the Smith skill may repair armor at a forge. A character with the Leather Worker skill may repair leather armor at a forge or leather crafting junction. Repairing armor takes resources and time. Once armor is repaired, it may be reset to full value again. See the Crafting section for more details.

Armor Coverage

Armor is divided into six sections on the body:



- 1) Head
- 2) Torso
- 3) Left arm
- 4) Right arm
- 5) Left leg
- 6) Right leg

You receive points for each section covered according to the type of armor you wear. If less than the whole section is covered, you receive half points. If less than half of the section is covered, you get no points for that section.

You gain the coverage points listed if the armor is actually made of real leather or metal. If the armor is made of a synthetic material like foam or plastic, less points may be awarded. Extra points may be awarded if the armor is exceptionally thick or outstanding in craftsmanship. Armor points are awarded at the sole discretion of the game staff.

Very Light Armor

Very light armor includes light suede, thin leather, and furs. This type of armor provides 2 points per section.

Light Armor

Light armor includes rigid and thick leather, leather scale mail, studded leather (studs must cover 50% or more), bone, and wood. This type of armor provides 3 points per section.

Medium Armor

Medium armor includes chain mail and leather reinforced by plate (plates must cover 50% or more). This type of armor provides 4 points per section.

Heavy Armor

Heavy armor includes plate mail, scale mail, and chain mail reinforced with rigid leather or plate pieces in at

least 50% of the area. This type of armor provides 5 points per section.

Helmets

A Helmet that covers your head and back of your neck will grant you one Guard vs. Waylay, which allows you to call "Guard" to negate the first attack with the Waylay trait you receive from behind. Resetting armor will not grant you another Guard vs. Waylay; the helmet must be repaired by a smith to bring back this ability.

Armor Limit

You cannot receive more than 30 points of protection by wearing armor unless you have a skill that allows you to do so.

Costume

Some skills such as Arcane casting and Dexterity Armor cannot be used in conjunction with armor. Characters can still wear decorative fur, bone, and leather clothing items without it being counted as armor. This is so characters can wear such items while casting, as long as they gain no benefit. Metal, chain, or reinforced leather armor pieces should not be worn in this case.

Here's a scenario explaining how armor works:

You are walking down a forest path, enjoying the cool breeze, when an Orc suddenly jumps out of a bush. He catches you off guard and his blade bites into your armor. You are wearing a chain mail shirt and leather bracers, which grant you six points of armor. The blow the Orc dealt takes one point off, bringing it down to five. He swings again but you are able to block it.

Another swing from him catches your leg. Another point is removed from your armor, bringing it down to four. You are able to land a few hits on him before he hits you yet again, bringing your armor down to three points. You decide it's time to even this match and use a critical strike, which drops your opponent. After searching the body you spend sixty seconds resetting your armor, bringing it back to the full six points.

As you head back down the path, an Orc shaman runs out of the tree line and throws a Lightning Bolt at you, causing ten points of damage. Your armor is now breached (reduced to 0) and you take four points of damage to your body points. You decide this fight might be a little much for you, so you flee to the safety of the town. Once you are out of harm's way you reset your armor with fifty seconds of role playing, as its new rating is now five instead of six. To get back the point lost due to the armor breach, you must have a smith repair it.



MAGIC ITEMS

You may come across many mystical and mysterious artifacts in the world of Kyranthia. Ancient and lost arts once allowed Enchanters to create wondrous artifacts of legendary power, but both the Enchanters and such artifacts are lost to the ravages of time. The art of the Enchanter has been slowly returning, though.

There are rules for the use of magical items you should be aware of. Magical items must first be identified. You must be Attuned to a magical item to use it, and you can be attuned to a maximum of 3 magical items at any given time.

Identifying

Before a magic item can be used, it must be identified somehow. There are rituals and spells that allow you to identify items. Sometimes spirits can be summoned that will identify an item for you. Some magical junctions (see Magic section) allow you to identify a magic item, but such junctions are often temporary and fleeting.

You may get a tag with an item that states “Unidentified Item,” or you may find a prop with a yellow or green sticker with no tag. Using a “Detect Magic” effect on this item may tell you if it's magical or not, but such an item must be brought to Monster Camp prior to casting.

After an item is successfully identified, you will receive a tag with the item's magical properties listed on it, and it may now be attuned to you. You only need to identify an item once to reveal its magical properties.

Attuning

In order to use any special properties of a magic item, it must be identified and attuned to you. For example if someone hands you a magical sword that swings Light, you could use it, but it swings normal uncalled damage until you get it attuned to you.

Attuning an item takes 5 minutes of concentrated rest at an appropriate junction, such as the Mage's Guild. You write down the name of the attuned item on your character sheet. An attunement lasts until you remove the attunement, the magical item is destroyed, or all its charges are used up. It takes 5 minutes of concentrated rest to remove an attunement. You may do this at any junction that allows attunement.

Once the item is attuned, you do not need to keep the item on your person to keep the attunement. If you lose the item or it is stolen, you are still attuned to it (in case you regain the item) unless you remove the attunement.

If you give an item to another character to attune, you must tell them how many charges are used, if applicable. Magic items can be attuned to more than one player, so players can hand off an item to another player attuned to the same item. The magic item slot is still used. Up to 3 people can be attuned to one item.

Using Magic Items

You must be conscious to use a magic item, unless the tag specifically says otherwise or grants an effect that is used while unconscious.

Activating

If an item allows you to activate an ability, you must call out “Imbue by magic” to use this ability, and a charge is then used up.

Stacking

You cannot have more than one version of the same defense or ability active on you at a time. This means that any effect or defense with a lasting duration (one that stays on your character for a time period) cannot be activated on your character or another more than once to enhance the effects.

For example, if an item grants you points of the Protection defense, you cannot have another such defense activated on you until the previous one is used up and gone. This does not apply to healing or damage, or any other effect without a duration.

Types of Magic Items

There are three types of magic items. They are magic trinkets, permanent magical items and artifacts.

Trinkets have a set amount of uses. When all the uses have been utilized the item can no longer be used until recharged by the appropriate In-Game skill.

Permanent magical items will have a set amount of uses by duration, whether per hour, reset, event or year. These items do not need to be recharged.

Artifacts will have special attributes explained on their item tags.

Shattered Magic Items

When a magic item is affected by a Shatter effect, it becomes unusable until repaired by an Enchanter. In this case, do not tear the tag. After it is repaired it may function as normal.

Any magic item destroyed on your person will cause 50 points of Greater damage to you.

Restrictions

Some items require you to have a certain trait or skill to use its power. If you're restricted in such a way from using the item, you cannot even attune the item to you.

Items must be kept with tags. You must have the tag and the item on your person to use it. If you lose either the prop or the tag (or both), you lose the item and must turn one or the other in to Monster Camp. If a prop or tag is damaged and needs replacement, bring it to Monster Camp. It may take some time to get you a replacement.

MAGIC

Magic in Kyrantia comes in a few forms. All magic uses mana, which is the essence of spellcasting.

Formulaic magic is comprised of spells that can be cast instantly from memory, and is learned from *spell scrolls*. There are many paths of formulaic magic.

Ritual magic cannot be memorized like formulaic magic, and must be cast from a ritual scroll. They take longer to cast and require components, mana, and a bounded space such as a circle or specially prepared cloth.

Spells can be cast from **battle scrolls** by holding the scroll and reading the incant. Battle scrolls are convenient since they don't require mana (it's stored in the scroll) but they crumble to dust after one use.

Mana

Casters must learn to channel mana, which is the basic unit of power used to fuel all magic. Each spell or ritual requires a certain amount of mana in order to cast it. If you don't have the required mana, you can't cast the spell.

Spell Incantations

Every spell requires an in-game verbal called an incantation. An incantation is always followed by an out-of-game verbal that states the effect and any traits that describe the effect.

Incantations, or *incants*, must be stated clearly and loudly enough to be heard by your target. Garbled, incomplete, or incorrect incantations result in the spell being blown. In the case of a blown spell, the mana is not spent. However, once the out-of-game verbal is spoken, the mana is spent.

Spell Packets

The casting of many spells requires packets. A packet is a small beanbag filled with birdseed that represents some sort of magical attack. Packets are not solid objects In Game, and cannot be affected by Disarm. They are visible In Game as a faint glow when they are held by a caster.

Spell Target Areas: The legal target areas for spell packets are as follows: the torso below the neck and above the waist, hands, arms, legs, and feet.

To make a spell packet, you need birdseed (without sunflower seeds) and cotton fabric. Cut the fabric into 6" x 6" squares. Each packet should have enough birdseed to fit into a 35mm film canister. Place the birdseed in the center of the fabric, then gather the fabric around it and use a small rubber band or string to bind the fabric. Packets should be loosely packed. You may personalize your spell packets if you wish, by using a distinctive cloth or marking the packets.

Casting an Attack Spell

To properly cast an attack spell, the arm that is

delivering the packet must be free and the hand empty except for the packet. You must plant both feet on the ground, recite the incant and out-of-game verbal, and then throw the packet. Do not throw the packet too hard. If the packet hits the target or any direct possession of the target (weapons, shields, or other items attached to the character), then the target is affected by the spell. The packet must be thrown within 3 seconds after the entire verbal is finished, or the mana is wasted.

You cannot be walking or running while casting, but you may take one "pitching step." If the in-game incant is misspoken, then the spell is blown but the mana is not spent. If you miss the target, the mana is still spent, as the mana is spent as soon as you start the out-of-game verbal after the incantation. If your weapons, shield, or any part of your body are hit with any attack, it interrupts the spell-casting.

- **Walking or running while casting:** The spell is blown, but mana is not spent.
- **Stopping halfway through or misspeaking an incant:** The spell is blown, no mana is spent.
- **You, your weapons, shield, or possessions are hit with any attack:** The spell is interrupted and blown. No mana is spent unless you started out-of-game verbal.
- **Finish incant but misspeak out-of-game verbal:** The spell is blown and mana is spent.
- **Finish out-of-game verbal, but don't throw packet within 3 seconds:** The spell is blown and mana is spent.
- **Miss or hit target with packet:** The spell is successfully cast and mana is used up.

Touch-Casting

Touch-casting is performed the same as normal spell casting, except instead of throwing a packet, you place your hand gently on the recipient's body during or immediately after the verbal. The recipient must be willing or incapacitated. Touch-casting cannot be performed if the recipient is engaged in combat or moving. Touch-casting otherwise follows normal spell rules. You cannot touch-cast a spell unless the description states you can.

Armor and Spellcasting

Spells from the Paths of Arcane (Air, Chaos, Earth, Fire, Mystic, Water) cannot be cast while wearing armor, unless you have a skill or ability that allows you to. The Chaos spells that mimic Light spells can be cast while wearing armor, however. You can cast from Arcane battle

scrolls while wearing armor.

Spell-books

To cast any formulaic spells you need a spell-book somewhere on your person. Spell-books need to contain the spell information, mana cost, and incant of each spell you have in memory. When you learn a spell, you need to copy it down in your spell-book before you can cast it. This is so you can keep track of the spell details in-game. Spells in your book must be written neatly and must be legible, and contain all the necessary information including the name of the spell, the mana cost, the spell description, and any incantations and verbals necessary to cast the spell.

Spell books are personal items that are bound to each caster and thus cannot be stolen, destroyed, or otherwise removed from their person. Druids have special spell-books that do not require Read and Write in order to understand them, but must have them so they can keep track of spell details out-of-game.

You can print pages out and bind them together, or you can hand-write them into a journal. You can personalize them in any way that looks appropriate to a fantasy game. Feel free to keep notes in your spell-books.

Learning Spells

Formulaic spells are learned by reading a spell scroll until the spell is memorized. To learn a new spell, you must purchase Spell Slots in-between events. During an event you may fill a spell slot with a spell by learning from a Spell Scroll at an appropriate In Game location. You may also turn in spell scrolls at the end of an event to learn a spell between events. The new spell must be from a Path of magic that you already have learned.

Once the spell is learned, the scroll is destroyed (turn it in to a staff member or other designated spot). Spells need only be learned once, and then that spell may be used anytime, providing you have the amount of mana available.

New characters start with memorized spells when they purchase their first path of magic. Wizards and Clerics start with 3 memorized spells; Bards, Druids, and Sorcerers start with 2; all other classes start with 1. You may choose your starting spells only from those listed in this book. You can only purchase one Path of Magic until you've played one event with your character; then any new paths must be taught to you.

Learning Spells During Events

Spells must be learned at an appropriate In Game location. Spells from the Arcane Paths may be learned at the *Mages Guild*. Spells from the Light Path may be learned at the *Temple of Light*. Spells from the Harmony Path may be learned at the *Tavern*. Spells from the Nature Path may be learned from Speak with Nature packets located at junctions in the forest. There may be other places to learn spells found in-game.

When you learn the spell, write it on your character

sheet in an open spell slot, and write your player and character name on the bottom of the spell scroll. These areas will usually have boxes to place your used spell scrolls in. These boxes are out-of-game, and it is cheating to take scrolls from them or look inside, whether they are locked or not. If there is no box, or you are learning a spell in the forest, take the card to Monster Camp.

After you've properly learned the spell, you must write a copy of it in your spell-book before you can cast it.

Battle Scrolls

Battle Scrolls are magical spells put to paper. They are made by using special inks to write the essence of the spell onto master-crafted paper. Battle scrolls can be read by anyone with the Read Magic skill. You can cast Arcane battle scrolls while wearing armor.

To cast a spell using a battle scroll, you must have the scroll in one hand and have enough light to read it. You must have one hand free to hold a packet if the scroll requires one. Read it out loud and then throw a packet at your target (or touch-cast, or however the spell is delivered). Battle scrolls do not use up any mana, but once they are used, they are destroyed (rip them in half or give them to a staff member). Battle scrolls cannot be used more than once.

Additional Spell Rules

You cannot have more than one version of the same spell active on you at a time. This means that any spell with a lasting duration (one that stays on your character for a time period) cannot be cast on your character twice to enhance the effects. *For example, if you have a magical armor spell cast upon you, you cannot have another magical armor spell cast on you until the previous one is used up and gone.* This does not apply to healing or damage spells, or any other spell without a duration.

You cannot cast a spell if you can't talk, or are under the Silence effect. This applies to any effect or any condition (gagged, etc.) that renders your character unable to speak or speak coherently.

You also cannot cast a spell if your hands are unable to move in some way. Unless at least one of your hands is free, you cannot cast a spell. However, if your hands are bound so that they are touching yourself, you may touch-cast on yourself only.

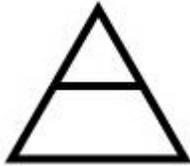
You may touch-cast any beneficial spell on yourself unless the spell states otherwise.

Spell Paths

Magical spells are divided into Paths. In order to learn a spell, you must know the appropriate path of magic. In the following pages are the common Paths of magic that any character could learn, along with the most common spells. There may be other Paths and spells that can be found in-game.

PATH OF ARCANE (AIR)

The Path of Air draws from the elemental forces of wind and lightning. Its elemental opposite is Earth. Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Air Armor

Mana Cost: 2 Air

This spell grants the recipient two magical points of Protection. These will be the first points lost in combat, and they cannot be reset. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I grant you the protection of Air. Imbue 2 Protection by Air."

Disarm Weapon

Mana Cost: 4 Air

This spell allows you to Disarm an enemy's weapon with a gust of wind. You may throw a packet to call the Disarm Weapon effect.

Incant: "I disarm you of your weapon with wind. Disarm <weapon> by Air."

Lesser Air Shield

Mana Cost: 3 Air

You may call "Shield" to negate the first attack with Air/Lightning in the verbal. This spell cannot be stacked. You may not cast this on others.

Incant: "I call upon air to make me one with the sky. Imbue by air."

Light

Mana Cost: 1 Air

This spell creates a magical source of light. You may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With the power of air I create a magical light."

Lightning Blade

Mana Cost: 8 Air

This spell creates a sword of lightning that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Lightning" with each swing. The spell ends if you drop the weapon. You do not need a weapon skill to be able to use this spell. You must provide your own phys. rep.

Incant: "With elemental force I create a blade of Lightning."

Lightning Dart

Mana Cost: 1 Air

You may throw a packet that causes 2 points of Lightning damage.

Incant: "I call forth a Lightning Dart. 2 Lightning."

Repel

Mana Cost: 8 Air

You may throw a packet that causes the Repel effect.

Incant: "I call forth a gust of wind to repel you from me. Repel by Air."

Shock

Mana Cost: 5 Air

You may throw a packet that causes Agony.

Incant: "With the power of Lightning I shock you. Agony by Lightning."

Slow

Mana Cost: 3 Air

This spell causes the target's legs to become so heavy and tired that they cannot run. You may throw a packet that causes the Slow effect.

Incant: "I call a gust of wind to slow you down. Slow by Air."

Tornado

Mana Cost: 8 Air

This spell causes the target to be engulfed in a small tornado, knocking them off their feet. You may throw a packet that causes the Knockdown effect.

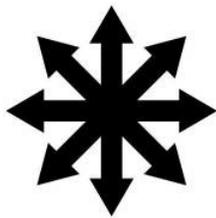
Incant: "I call forth a tornado. Knockdown by Air."

PATH OF ARCANE (CHAOS)

The Path of Chaos draws upon the power of destruction and imbalance, and is the primary instrument of the Shadow Binders. Many believe that Chaos magic gives power to the Shadow Lord, so the use of Chaos is outlawed in Kyranthia and may be punishable by death. Chaos is an unnatural force that disrupts the cycles of nature.

Those who wield Chaos are known as Enthromancers. Enthromancers have the wicked ability to change some of their incants to mimic those of other schools of magic, in order to hide what they are. Such are the deceitful ways of the Enthromancer.

Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Cause Light Wounds

Mana Cost: 3 Chaos

This spell will allow you to throw a packet that causes two points of Chaos damage. If any undead is hit with this spell they are healed. You may touch-cast this spell on undead.
Incant: "I call upon chaos to cause light wounds.
2 Chaos."

Charm

Mana Cost: 8 Chaos

This spell causes the target to treat the caster as if they are best friends. The target does not have to do as you say, but may be more inclined to than normal. This spell allows you to throw a packet that causes the Charm effect.
Incant: "By chaotic force I charm you. Charm by chaos."

Control Lesser Undead

Mana Cost: 5 Chaos

This spell allows the caster to control any lesser undead. They may only follow simple phrases and one word commands. You may throw a packet that causes the Dominate to Undead effect.
Incant: "I call upon chaos to control this lesser undead. Dominate Undead by Chaos."

Desecrate

Mana Cost: 20 Chaos

This spell enables you to repel living creatures from you. You

must cross your hands on your chest. You may not use any other spells, skills, or abilities while this spell is in effect. The spell ends when you move your arms or use any game ability. You may call "By my voice, Repel to Living by Chaos" as often as needed until the spell ends. You may not cast this spell on others.

Incant: "I call upon dark forces to desecrate my form. By my voice, Repel to Living by Chaos."

Fear

Mana Cost: 10 Chaos

This spell allows you to throw a packet that causes the Repel by Fear effect.

Incant: "By dark forces, I inflict you with fear."

Free Undead

Mana Cost: 2 Chaos

This spell allows you to touch-cast or throw a packet that causes the Remove Pin to Undead effect.

Incant: "With the dark arts of chaos, I free this undead."

Light

Mana Cost: 2 Chaos

This spell creates a magical source of light. When this spell is cast you may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With dark arts I create a magical light.
Imbue by Chaos."

Scream

Mana Cost: 2 Chaos

This spell allows you to throw a packet that causes your victim to scream.

Incant: "By fear of the Shadow Lord, I command you to scream."

Shadow Lord's Mark

Mana Cost: 5 Chaos

This spell will temporarily mark the soul of a living creature, drawing all spirits and undead to it for 30 minutes. You must provide a red glow stick which the target must wear. The glowstick cannot be removed by any means short of a Remove Magic effect, for 5 minutes. The target must be unconscious or immobile, and you may only touch-cast this spell.

Incant: "The Shadow Lord burns his mark on you. Inflict by Chaos."

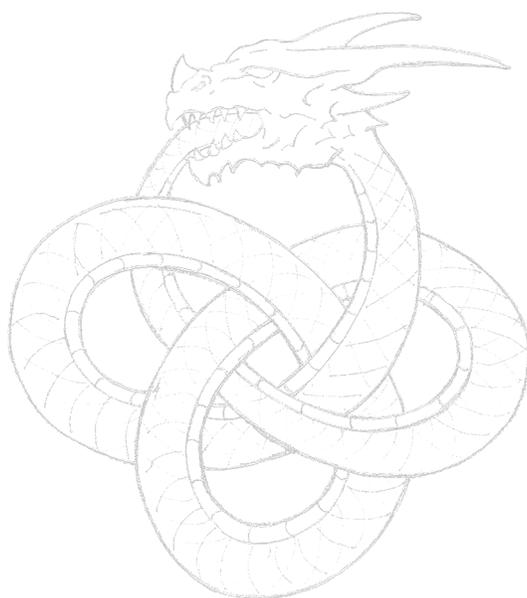
Spell Mimic

Mana Cost: * Chaos

This spell mimics a spell from another Path of magic. The duration and incant are the same as the spell being mimicked.

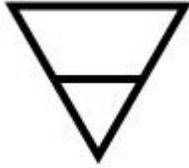
Mana cost is the same numerically as the original spell as well. This spell will only mimic one spell. To mimic another you would need to learn a new spell mimic. To learn this spell you need an empty spell slot and a spell scroll of the spell you wish to learn..

Incant: Special: see above



PATH OF ARCANE (EARTH)

The Path of Earth draws from the elemental strength of stone and earth. Its elemental opposite is Air. Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Bind

Mana Cost: 8 Earth

This spell allows you to throw a packet that causes the Bind effect.

Incant: "With vines from the ground I bind your arms to your sides. Bind by Earth."

Earth Armor

Mana Cost: 2 Earth

This spell grants the recipient two magical points of Protection. These will be the first points lost in combat, and they cannot be reset. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I grant you two points of Earth armor. Imbue 2 Protection by Earth."

Earth Blade

Mana Cost: 8 Earth

This spell creates a sword of earth that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Earth" with each swing. The spell ends if you drop the weapon or it receives a successful Shatter effect. You do not need a weapon skill to be able to use this spell. You must provide your own phys. rep.

Incant: "With the power of Earth I create a blade of stone."

Earth Dart

Mana Cost: 1 Earth

You may throw a packet that causes two points of Earth damage.

Incant: "I call forth an Earth Dart. 2 Earth."

Enhance Grip

Mana Cost: 5 Earth

This spell allows the recipient to call "Resist" to one Disarm effect. This spell cannot be stacked. You may touch-cast this spell.

Incant: "By the power of Earth I enhance your grip. Imbue Resist Disarm by Earth."

Light

Mana Cost: 1 Earth

This spell creates a magical source of light. When this spell is cast the caster may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With the power of earth I create a magical light."

Pin

Mana Cost: 4 Earth

You may throw a packet that causes the Pin effect.

Incant: "I pin you to the very earth. Pin by Earth."

Stone Skin

Mana Cost: 4 Earth

The first melee weapon attack that causes more than one point of damage will be Reduced to one. The call for this is "Reduce to 1." This spell cannot be stacked. You may touch-cast this spell.

Incant: "I call upon earth to encase your skin with stone."

Strengthen Shield

Mana Cost: 10 Earth

This spell creates a magical barrier on a shield, allowing it to Resist one Shatter effect. This spell cannot be stacked. You may touch-cast this spell.

Incant: "With the power of Earth I protect this shield from breaking."

Strengthen Weapon

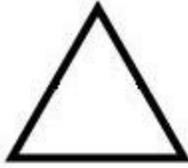
Mana Cost: 10 Earth

This spell creates magical barrier on a weapon, allowing it to Resist one Shatter effect. This spell cannot be stacked. You may touch-cast this spell.

Incant: "With the power of Earth I protect this weapon from breaking."

PATH OF ARCANE (FIRE)

The Path of Fire draws from the elemental essence of flame. Its elemental opposite is Water. Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Agony

Mana Cost: 5 Fire

This spell allows you to throw one "Agony" packet.
Incant: "I wrap you in flame to cause Agony.
Agony by Fire."

Cauterize

Mana Cost: 2 Fire

This spell will instantly stop a player from bleeding out and grant the Stabilize effect. This spell must be touch-cast.
Incant: "With searing flame I cauterize your wounds. Stabilize by Fire."

Claws

Mana Cost: 4 Fire

This spell causes you to grow claws which can be used in combat. They cannot be disarmed but a Maim or Shatter effect will render that limb useless for five minutes. The claws can be no longer than 24 inches. You must provide the phys. reps. This spell cannot be cast on others.
Incant: "By Fire I cause claws to grow from my hands. Imbue by Fire."

Disarm Weapon

Mana Cost: 8 Fire

You may throw a packet to call the Disarm and Agony effect.
Incant: "I heat your weapon to burning. Disarm <weapon> and Agony by Fire."

Fire Armor

Mana Cost: 2 Fire

This spell grants the recipient two magical points of Protection. These will be the first points lost in combat, and they cannot be reset. This spell cannot be stacked. You may touch-cast this spell.
Incant: "I grant you two points of Fire armor.
Imbue 2 Protection by Fire."

Fireball

Mana Cost: 3 Fire

You may throw a packet that causes five points of Fire damage.
Incant: "I call forth a fireball. 5 Fire."

Fire Blade

Mana Cost: 8 Fire

This spell creates a sword of fire that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Fire" with each swing. The spell ends if you drop the weapon or it receives a successful Shatter effect. You do not need a weapon skill to be able to use this spell. You must provide your own phys. rep.
Incant: "With the power of flame I create a blade of Fire."

Flame Dart

Mana Cost: 1 Fire

You may throw a packet that causes two points of Fire damage.
Incant: "I call forth a Flame Dart. 2 Fire."

Light

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast the caster may use a green glow stick. This spell will last until the glow stick dies.
Incant: "With the power of fire I create a magical light."

Maim

Mana Cost: 7 Fire

This spell allows you to throw a packet that causes the "Maim" effect.
Incant: "I call upon fire to maim you. Maim (right/left) (arm/leg) by Fire."

PATH OF ARCANE (MYSTIC)

Legends state that Mystic force is actually derived from the discarded essence of a long-dead race known as the Grigori, or more commonly, "The Watchers". It is said that they evolved past the need for physical existence, so they took their place in the Sky and their discarded forms is what powers the Path of Mystic. The stars are thought to be these Watchers looking down at us from afar.

Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Communicate

Mana Cost: 4 Mystic

This spell allows you to use the Speak effect to communicate with creatures that normally would not be able to speak. This does not guarantee the target will speak, though. The target must be a living creature. This spell may be packet-delivered or touch-cast.

Incant: "By mystic force I enable you to communicate freely."

Detect Magic

Mana Cost: 6 Mystic

This spell can be used to detect the presence of magical items, or magical effects that are active on any target, such as defenses granted by magic. In a conversational tone, you may call out "By my Voice, Detect Magic."

Incant: "By mystic force I detect magic in this area. By my Voice, Detect Magic."

Elemental Shield

Mana Cost: 7 Mystic

This recipient may call "Shield" to negate the first attack with either Air/Lightning, Earth/Stone, Fire/Flame, or Water/Ice in the verbal. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I create an elemental shield."

Enchant Weapon

Mana Cost: 8 Mystic

This spell creates a sword of magic that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Mystic" with each swing. The spell ends if you drop the weapon or it receives a successful Shatter effect. You do not need a weapon skill to be able to use this spell. You

must provide your own phys. rep.

Incant: "With mystic force I enchant this weapon."

Endow

Mana Cost: 10 Mystic

This skill grants the recipient a use of the Burst of Strength skill. This spell cannot be stacked. You may touch-cast this spell.

Incant: "By mystic force I grant you an endowment of strength."

Gate Message

Mana Cost: 5 Mystic

This spell allows you to magically send a note to a specific location. The note would be brought to monster camp. You may not get any immediate reply.

Incant: "Through the gates of magic I send this message to X."

Light

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast the caster may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With mystic force I create a magical light."

Magic Armor

Mana Cost: 3 Mystic

This spell creates a magical barrier around the target that will allow them to call "Guard" to negate the first melee weapon attack they receive. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I grant you a Magic Armor."

Magic Missile

Mana Cost: 1 Mystic

You may throw a packet that causes two points of Mystic damage.

Incant: "I call forth a magic missile. 2 Magic."

Sleep

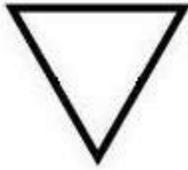
Mana Cost: 10 Mystic

This spell allows you to throw a packet that causes the Sleep effect.

Incant: "By mystic force I cause you to sleep. Sleep by Mystic."

PATH OF ARCANE (WATER)

The Path of Water draws from the elemental flow of water and ice. Its elemental opposite is Fire. Spells from the Paths of Arcane cannot be cast while wearing armor, unless you have a skill or ability that allows you to.



Elemental Shield - Water

Mana Cost: 4 Water

The recipient may call "Shield" to negate the first attack with Water/Ice in the verbal. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I create an elemental shield of ice."

Ice Blade

Mana Cost: 8 Water

This spell creates a sword of ice that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Ice" with each swing. The spell ends if you drop the weapon or it receives a successful Shatter effect. You do not need a weapon skill to be able to use this spell. You must provide your own phys. rep.

Incant: "With the power of water I create a blade of ice."

Ice Shield

Mana Cost: 8 Water

This spell creates a shield of ice that only you may wield for 5 minutes. The spell may not be cast on any other person. The spell ends if you drop the shield or it receives a successful Shatter effect. You do not need the shield skill to be able to use this spell. You must provide your own phys. rep.

Incant: "I create a shield of ice to protect myself."

Ice Touch

Mana Cost: 3 Water

This spell enables you to extend the bleed out time of a target to 5 minutes instead of one. The target must be bleeding out unstable for the spell to have any effect. You may touch-cast this spell.

Incant: "With freezing cold I prolong your chance to survive."

Light

Mana Cost: 1 Water

This spell creates a magical source of light. When this spell is

cast the caster may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With the power of water I create a magical light."

Purify Drink

Mana Cost: 2 Water

This spell will remove any ingested poisons from a drink.

Incant: "I call forth water to purify this drink."

Silence

Mana Cost: 8 Water

This spell allows you to throw a packet that causes the Silence effect.

Incant: "I freeze your voice to silence you. Silence by Ice."

Slip

Mana Cost: 8 Water

You may throw a packet that causes the Knockdown effect.

Incant: "By the power of ice I cause you to slip. Knockdown by Ice."

Slow

Mana Cost: 3 Water

This spell causes the target's legs to become so cold that they cannot run. You may throw a packet that causes the Slow effect.

Incant: "I numb your legs with ice. Slow by Ice."

Snowball

Mana Cost: 1 Water

You may throw a packet that causes two points of Ice damage.

Incant: "I call forth a snow ball. 2 Ice."

PATH OF HARMONY

The Path of Harmony calls upon the spirits of the ancient Bards, those who had a natural ability to draw forth magical power from their instruments and songs.

Those who cast the magic of Harmony create their own songs and performances for each spell. You must write an in-game incant for each spell that follows the listed minimum syllable length. You can write incants that exceed the syllable length, but they can't be any shorter.

To cast a bard spell you must sing the incant, or act it out in some dramatic way while you recite; each spell is a performance, after all. You may instead play a song on an instrument and count notes as syllables, or even give an appropriately thematic inspiring speech or poem. The incant cannot be mimed, and must be an obvious performance.

The out-of-game verbal listed must be added at the end of the incant. Bards cannot run while casting but can walk slowly or dance. During the out-of-game verbal you plant your feet.



Awaken Aria

Mana Cost: 5 Harmony

This song allows the bard to cast awaken on a target. This spell will awaken any player who is unconscious from any sleep spells or poisons and from waylay or sucker punch.

Incant Length: 36 syllables.

Out of Game Verbal: "Awaken by Harmony."

Charm Chorus

Mana Cost: 7 Harmony

This spell causes the target to treat you as if you are their best friend. The target does not have to do as you say, but may be more inclined to than normal. You may point at your target and state "By my Gesture, Charm by Harmony."

Incant Length: 50 syllables.

Out of Game Verbal: "By my Gesture, Charm by Harmony."

Dance of Blades 1

Mana Cost: 3 Harmony

This song allows you to grant the recipient two uses of the Guard vs. Weapon defense. This spell cannot be stacked. You may touch-cast this spell.

Incant Length: 36 syllables.

Out of Game Verbal: "Imbue 2 Guards vs. Weapon by Harmony."

Ditty of Donation

Mana Cost: 5 Harmony

This song helps ensure you will make some money for your art. When this song is cast the target is compelled to give you one of their coins.

Incant Length: 36 syllables.

Out of Game Verbal: "By my Gesture, Lesser Dominate by Harmony: I command you to give me one coin."

Endurance Melody

Mana Cost: 1 Harmony

This spell will grant the recipient two extra body points. These body points are magical in nature and cannot be healed. They are the first body points lost in battle. This spell cannot be stacked. You may touch-cast this spell.

Incant Length: 48 syllables.

Out of Game Verbal: "Imbue by Harmony."

Fear Finale

Mana Cost: 10 Harmony

This spell allows you to point at your target and state "By my Gesture, Repel by Fear."

Incant Length: 48 syllables.

Out of Game Verbal: "By my Gesture, Repel by Fear."

Fugue of Freedom

Mana Cost: 5 Harmony

This spell will Remove a Bind, Paralyze, Pin or Web effect from the recipient. This spell may be touch-cast.

Incant Length: 40 syllables.

Out of Game Verbal: "Remove <Bind, Paralyze, Pin Web> by Harmony."

Hymn of Healing

Mana Cost: 1+ Harmony

This spell will Heal one body point of damage per mana spent. You must touch-cast this spell.

Incant Length: 50 syllables.

Out of Game Verbal: "Heal X by Harmony."

Requiem of Repulsion

Mana Cost: 10 Harmony

This spell enables you to repel undead creatures from you. You may not use any other spells, skills, or abilities while this spell is in effect. When cast, you must strum a chord, keep a beat, hum a song, or otherwise perform continuously.

The spell ends when you stop your performance for more than 5 seconds or use any game ability. You may call "By my

voice, Repel to Undead by Harmony” as often as needed until the spell ends. You may make this call a part of your performance so it does not interfere.

Incant Length: 60 syllables.

Out of Game Verbal: “By my voice, Repel to Undead by Harmony.”

Sound Burst

Mana Cost: 6 Harmony

You must strum a chord or sing an off key note. Then you may point at your target and state “By my gesture, Knockdown by Harmony!”

Incant Length: 1 syllable.

Out of Game Verbal: “By my gesture, Knockdown by Harmony!”

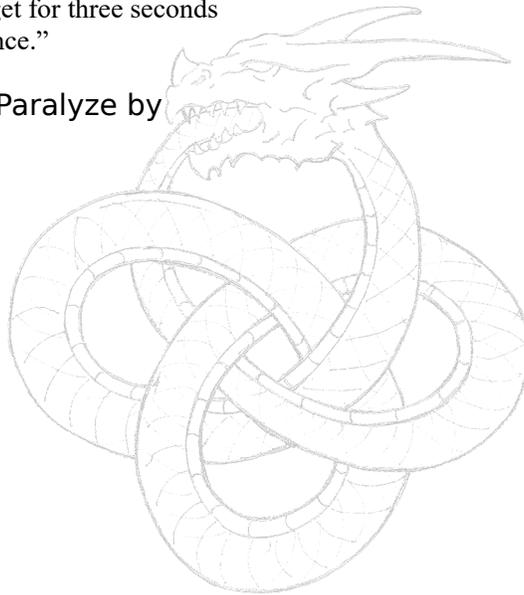
Trance Tune

Mana Cost: 10 Harmony

This spell allows you to mesmerize your target. After the incant, you make eye contact with a target for three seconds and state “By my gaze, Paralyze by Trance.”

Incant Length: 50 syllables.

Out of Game Verbal: “By my gaze, Paralyze by Harmony.”



PATH OF LIGHT

The Path of Light gathers its power from the essence of Light, the Sun, and the day. Light is seen as the icon of healing and creation. To many, it also gives life and hope. Light can be a powerful tool against undead creatures.



Awaken

Mana Cost: 4 Light

This spell will awaken any player who is under a Sleep effect. This spell may be touch-cast.

Incant: "I call upon the light to awaken you."

Bless Weapon

Mana Cost: 4 Light

This spell blesses a weapon that only you may wield for 5 minutes. The spell may not be cast on any other person. You call out "Light" with each swing. The spell ends if you drop the weapon.

Incant: "By the Light I bless this weapon."

Cure Maim

Mana Cost: 3 Light

This spell will Remove the Maim effect from one limb. You may touch-cast this spell.

Incant: "I call upon the Light to heal this maimed limb."

Harm Undead - Level 1

Mana Cost: 2 Light

You may throw a packet that causes three points of Light damage to Undead.

Incant: "I call upon the Light to harm undead. 2 Light to Undead."

Cure Light Wounds

Mana Cost: 1 Light

This spell will Heal two body points of damage. You must touch-cast this spell.

Incant: "I call upon the Light to cure light wounds. 2 Light."

Light

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast the caster may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With spiritual power I create a magical light."

Pin Undead

Mana Cost: 2 Light

This spell allows you to throw a packet that causes the Pin effect to an Undead being.

Incant: "I pin this undead to the very earth."

Remove Shadow Lord's Mark

Mana Cost: 2 Light

This spell will remove the Shadow Lord's Mark spell from the target. You may touch-cast this spell.

Incant: "I call upon the Light to remove the Shadow Lord's Mark from your soul."

Sanctuary

Mana Cost: 15 Light

This spell enables you to repel undead creatures from you.

You must clasp your hands above your head. You may not use any other spells, skills, or abilities while this spell is in effect.

The spell ends when you move your arms or use any game ability. You may call "By my voice, Repel to Undead by Light" as often as needed until the spell ends. You may not cast this spell on others.

Incant: "I call upon the light to create a sanctuary for myself."

Turn Undead - Level 1

Mana Cost: 2 Light

This spell allows you to throw a packet that causes some undead to leave the sight of battle.

Incant: "I call upon the Light to turn this undead, level one."

PATH OF NATURE

The Path of Nature draws upon the essence of growth, change, rebirth, and the cycles of the natural world. Nature can be a destructive or healing force, and it does not take sides in the balance of Life and Death, or of Light and Shadow.



Awaken

Mana Cost: 4 Nature

This spell will awaken any player who is under a Sleep effect. This spell may be touch-cast.

Incant: "I call upon nature to awaken you."

Bark Armor

Mana Cost: 2 Nature

This spell grants the recipient two magical points of Protection. These will be the first points lost in combat, and they cannot be reset. This spell cannot be stacked. You may touch-cast this spell.

Incant: "I grant you two points of nature armor."

Bark Skin

Mana Cost: 3 Nature

This spell will grant the recipient a bark skin. The first melee weapon attack that causes you more than two points of damage will be Reduced to two. The call for this is "Reduce to 2." This spell cannot be stacked. You may touch-cast this spell.

Incant: "I call upon nature to harden your skin like bark."

Heal Wounds, self

Mana Cost: 2 Nature

This spell will Heal you two body points of damage. This spell cannot be cast on others.

Incant: "I call upon nature to heal wounds. "

Light

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast the caster may use a green glow stick. This spell will last until the glow stick dies.

Incant: "With the power of nature I create a magical light."

Nature's Caress

Mana Cost: 4 Nature

This spell will Remove the Berserk effect from the recipient. You may touch-cast this spell, but it may be better to throw a packet.

Incant: "May nature's caress wash away your madness. Remove Berserk by Nature."

Nature's Embrace

Mana Cost: 1 Nature

This spell will allow you to instantly Stabilize a target that is bleeding out.

Incant: "By nature's embrace I patch your wounds."

Nature's Weapon

Mana Cost: 3 Nature

This spell creates a weapon of wood that only you may wield for 5 minutes. The spell may not be cast on any other person. The spell ends if you drop the weapon, or it receives a Shatter effect. You do not need a weapon skill to be able to use this spell. You must provide your own phys. rep.

Incant: "With the power of nature I create a weapon of wood."

Tree Punch

Mana Cost: 10 Nature

You may throw a packet to call "5 Damage and Knockdown." This spell can only be cast outdoors.

Incant: "I call forth a tree to punch you. 5 Damage and Knockdown."

Unbreakable Wood

Mana Cost: 7 Nature

This spell strengthens a wooden staff (or other wooden blunt weapon) as long as it's in your hand or until 5 minutes have passed. You may call "Resist" to any Disarm or Shatter effects that target either your weapon or the hand it's in. This spell cannot be stacked or cast on anyone else. If you drop the weapon, the spell ends.

Incant: "I strengthen my weapon with nature."

RITUAL MAGIC

The art of ritual magic differs in many ways from formulaic magic. Ritual spells cannot be memorized or learned; they must always be cast from a scroll. You cannot even attempt to cast a ritual without Ritual Lore. You need components and a bounded space to cast in, such as a circle or prepared cloth.

Ritual Scroll

All rituals must be cast from a ritual scroll. These are drawn with circles and sigils that call forth the immense power they are capable of. A ritual scroll will contain the name and type of spell, the amount of mana necessary, the effects of the spell, casting procedures, and the components needed. Sometimes a ritual can only be cast at an appropriate magical junction, or in the presence of a staff member, and this will be listed on the scroll.

If you cannot read the scroll due to poor lighting or other factors, then the ritual cannot be cast. If the scroll is unreadable, then the scroll cannot be cast from.

Casting from a ritual scroll usually doesn't consume the scroll, although some unique plot rituals crumble to dust after use.

Ritual scrolls cannot be copied by normal means; for this you need a special skill. The magic in the scrolls are necessary to cast the ritual. The art of crafting ritual scrolls is a lost one - a skill that was practiced by Ritual Masters of old.

Components

Components are items that contain naturally-occurring magic in them. These components are sometimes common, or sometimes rare and powerful, and are necessary to cast a ritual. Rituals may require any amount from one to three (or even more) components to cast.

If rituals require additional components such as make-up or in-game props, these must all be present and in place before the ritual will have any in-game effect.

All components used in the ritual are consumed and the tags must be destroyed, unless you have a skill that preserves them.

Bounded Space

To cast a ritual, you must first mark a space by laying down a cloth, making a circle, or otherwise clearly marking out a small area with physical items. A room doesn't count.

A good size is 3' to 10' diameter for a circle, or 3' x 3' to 6' x 6' for a ritual cloth. Your space must be a minimum of 3 feet in length or diameter. You must be able to fit yourself and any items, components, or other people within the space.

To mark your ritual space, you may use rope, chalk, rocks, branches, bones, led candles, or just a circular, square, or rectangular cloth. There can be no larger than a 6 inch gap between objects you're using as a boundary. The boundary must be obvious and easily identified as a ritual space.

Many ritual casters will find it easier to carry around a ritual cloth to cast on. If using a ritual cloth, you should decorate it with personal runes, designs, and other shapes and symbols. You could simply draw a circle on the cloth with some runes to personalize it. Feel free to get as creative as you want.

You may use rope lights or glow sticks, but for these you must cast a light spell for each glowstick, or channel 1 mana per foot of rope light or Christmas lights. You may use any permanent magical circle of any size.

Casting

All rituals take a minimum of one minute to cast, but some may take as long as an hour.

The casting of rituals does not require a staff member unless so noted on the scroll. If required, before you get a staff member, make sure everything you need for the ritual is ready to go. If not, the staff member may leave and you may have to wait much longer to cast your ritual.

Once you have marked your space, you must set any ritual components and other props for use in the ritual upon the space. If the ritual has a target character or item, that target must also be in contact with the space for the entire ritual duration. Your target may not use any game abilities during the ritual.

To begin the ritual, you should state clearly and audibly "The ritual has begun," or "Begin ritual," or something that clearly states that you are starting to cast. At this point, you may begin timing the ritual.

Once the ritual begins, your bounded space can't be disturbed or crossed or the ritual is blown and you must start over. You must be within the ritual space for the entire duration of the ritual. You or your target may sit, kneel, stand, or move around during the ritual as long as you stay within the bounded space, and as long as you are performing the necessary actions and speaking any required incantations.

As soon as you complete the ritual duration and out-of-game verbal, the ritual is cast and all effects take place. The component tags consumed in the ritual must be torn within 10 seconds after finishing the out-of-game verbal.

Interrupting the Ritual

You may cancel the ritual at any time, and do not expend the mana or components until the ritual is complete and has taken effect. The ritual is complete when the out-of-game verbal is spoken.

If you misspeak an in-game incantation, the ritual is not blown as long as you keep going and speak the correct incantation immediately after your mistake.

If you are interrupted before completion, whether by being struck by a weapon or packet, leaving the ritual space, or by your target leaving the space, any mana or components that would be consumed are not lost, but you must start the ritual over again from the beginning.

Additional Casters

A ritual may be cast by more than one caster. For instance, if the caster with the scroll doesn't have enough mana necessary, other casters may combine their mana and they all may aid in casting the spell. Sometimes this enhances the effectiveness of the casting.

The main caster must have the Ritual Lore skill, but casters that are aiding the ritual only need mana. All casters must be within the bounded space for the entire ritual, and if anyone aiding the ritual is interrupted, or interrupts the caster's performance, the ritual fails and must start over. The additional casters must declare how much mana they are contributing before the ritual starts; the minimum is 1 mana.

Incantations and Roleplaying

Any actions, role playing, chanting, or any other performance required for the ritual must be continuous, with a pause of no longer than 10 seconds, or the ritual is blown. The exception would be if the ritual required periods of silent meditation or concentration.

Many rituals will state "X minutes of required role playing" This means it is up to the caster to provide any incantations and ritual performances. Such required role playing may be accomplished through various methods of roleplay, like constant movement or verbal chanting. Movement can be hand motions, dancing, the drawing of symbols, lighting candles, or moving props around in various patterns. Verbal performance could include speech, singing, chanting, repeating various phrases over and over, or recitation in a "magical language". You may read aloud text in a dramatic fashion. You may even incorporate a combination of anything listed here, though you are encouraged to prepare such performances beforehand. You may repeat the same performances or incantations for the same ritual, but you should tailor your role playing to the ritual you're casting. Regular conversation or silent meditation doesn't count.

Additional Tips

You may take longer than the minimum casting time if you need to, in case the incant or action required by the scroll takes you a little longer to perform.

For your bounded space, be sure to use objects that won't blow away or move too easily so that it doesn't get disturbed during the casting. A little accidental movement is acceptable as long as the space isn't broken.

It is helpful to have a minute sand-timer to keep track. If the ritual is longer than a minute, just keep turning it over until the necessary amount of minutes have past.

Using led candles not only grants enough light to cast a ritual at night, it looks cool, too. Feel free to use props like chalices, gems, crystals, jewelry, or other such nick-knacks to improve the atmosphere.

For longer rituals, you should have people keep watch so that the ritual isn't interrupted.

If using a large magical circle for protection, it is a good idea to cast on your ritual cloth within this circle, for others may freely enter the circle and interrupt the ritual otherwise.

Spirit Summoning

Some rituals give you the power to summon forth elementals or spirits to perform services or answer questions. These rituals cannot be cast just anywhere; you must know the proper time and place to cast the spell, and you must discover this information in-game. A magical junction is a good place to summon such spirits, if you're lucky enough to know the time and place of one.

The nature of the spirit that you summon is determined by the place and time of the summoning. A mage who summons a spirit at sunrise in a glade may call forth a spirit of life, while casting the same spell in the graveyard at midnight might bring forth a much darker spirit. Each spirit is a unique character, and likely to treat the caster differently. Keep this in mind when dealing with such a spirit; they tend to have long memories, and will remember how you treated them and will act accordingly in future summonings.

The summoned spirit is not compelled to speak, but likely will, and it must tell the truth (as it understands it). You must learn the spirit's personality and how to deal with it in-game. The spirit may attempt to bargain with you, or cajole you to release it or perform a task in exchange for its services.

These rituals require a staff member, and you should inform the game staff well in advance when you plan to attempt a summoning. Sometimes the spirit may take a while to appear after the completion of the spell. Sometimes the time just isn't right. You must be patient while awaiting a spirit's arrival, and not stray from the area. A spirit will not chase you down to talk with you.



CRAFTING

Crafting skills allow characters to create game items, and are resource driven - meaning you'll need to acquire components to craft such items.

To craft an item in the world of Kyranthia, a character must use a specific area, such as a forge or lab. Crafting items also requires raw material components.

Characters new to their craft may only create a few simple items, while the masters of their craft may create works of wonder and power.

You should put together some props, or a crafting 'tool-kit' that will be used to enhance your role playing. Maybe include a larp-safe hammer for crafting weapons and armor, a quill pen and ink for Scroll Craft, or a mortar and pestle to grind herbs for Alchemy.

Formulas

Formulas are necessary to the art of crafting. Formulas are instructions for creating specific items; some rare formulas contain magical writings that are used to imbue the item with the necessary magic. Common formulas may be copied and distributed freely, and many are found in this book. Advanced formulas cannot be copied, as the magic that goes into the crafting is partially contained in the formula.

There are many formulas and recipes that are not in this book, either because they are not widely known, or are extremely rare and must be discovered in-game.

Components

Components are items (such as plants and insects) that contain naturally-occurring magic in them. Components can be found anywhere, whether they are harvested, looted, purchased, traded, stolen, or gifted to you. Common components are easy to come by, but others are extremely rare and can only be found in dangerous and mystical places. Usually, the rarer the component, the more potent its qualities are likely to be.

Harvesting

The Harvest skill allows you to acquire special components from certain creatures, from the forest, on modules, or other places. You may harvest things like honey, plants, herbs, roots, mushrooms, leather, meat, wood, or even insects. These items will have a tag attached to them. Sometimes you'll come across an envelope or special plot card that is labeled "Harvest," and you may read any information and take whatever components the card tells you to. Component props are considered yellow sticker items.

To harvest components from an unconscious or dead creature, call "Harvest" to collect components from the creature, if any are available.

Once harvested, you need to take the item to a specified In Game location to *refine* the item into a more suitable state. You turn over the harvested items and receive

component tags which you keep. Component props must be turned in by the end of the event.

Mining

The mining skill allows you to mine copper, gold, iron, silver, crystals, minerals, gems, and other valuable materials from caves and other special areas. If an area, envelope, or other marker is labeled "Mining," and you have this skill you can read any mining card and take the amount of specified components after one minute of concentrating or role-playing. A set of mining tools is needed to use this skill.

Once mined, you need to take the resources to a specified In Game location to *refine* the resource into a more suitable state. You turn over the mined items and receive component tags which you keep. Component props must be turned in by the end of the event.

Refining

Refining represents the preparation of components for use in crafting. You can only refine a component if you have the Harvest or Mining skill. Components cannot be used for crafting, rituals, or any other use until they are refined at an appropriate junction. Unrefined component props must be turned in by the end of the event or at check-out.

Item Expiration

Some crafted items, once created, begin to break down with use and time. Such items will have an expiration date on the tag.



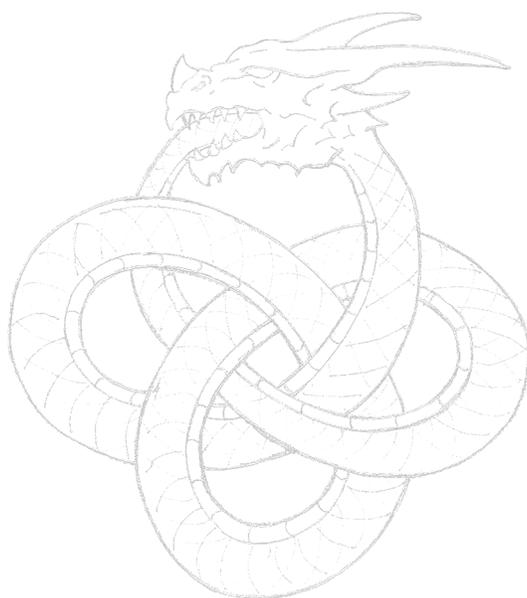
Pachamama Potions: A local Alchemy shop

Crafting an Item

To produce crafted goods, you need a specific skill, a crafting formula or recipe, the necessary components, and access to an lab, forge or other suitable location.

Crafted items take some time to produce. The minimum time is 1 minute of concentrated role playing, but some items may take much longer. Any item that takes longer than 1 minute to craft is listed in the formula or recipe.

See the following sections for information on the crafting of specific items.



HARVEST

You can harvest special components from certain creatures, from the forest, on modules, or other places. You may harvest things like honey, plants, herbs, roots, mushrooms, leather, meat, wood, or even insects. These items will have a tag attached to them. Sometimes you'll come across an envelope or special plot card that is labeled "Harvest," and you may read any information and take whatever components the card tells you to. Components are used in the production of various game items such as weapons, armor, alchemical substances, or used in rituals and enchantments. Component props are considered yellow sticker items.

To harvest components from an unconscious or dead creature, call "Harvest" to collect components from the creature, if any are available. Once harvested, you need to take the item to a specified in-game location (found in-game, example, alchemy lab) to refine the item into a more suitable state. You turn over the harvested items, and receive component tags which you keep. Components must be turned in by the end of the event. Refining represents the character properly preparing the items for use. Components cannot be used until they are refined in this manner. Unrefined component props must be turned in by the end of the event or at check-out.

Advanced Harvest Skills

These are skills that must be learned in-game and cannot be purchased by a starting character.

Farming is a skill that lets you grow your own components. Herbal and vegetable components can be planted via seed gathered from previously harvested components. Honey may be produced by a beekeeper. Snakes may be kept for snake oil. Animals can be raised for meat. There may be other in-game opportunities to farm.

Cooking is a skill that involves meat or herbal and vegetable components and a heat source, such as a pie filling in the cauldron or a meat over a fire. Cooking almost always results in vitality restoration or a healing. Cooking can create large doses of "food" that can be distributed either poured from a "jar" (canister) onto real food, or it may be represented by real food with a tag nearby the serving place. If "monster meat" is harvested, role playing making a fire to cook it and the actual cooking must be a realistic amount of time.

Brewing is a skill that involves herbal components and time. You may craft brews such as Ale, Meade, Dwarven Whiskey, Elven Wines, and even an ethereal drink known only to a few. The effects of brews are varied, and will be represented by small bottles with tags explaining the effects of drinking the brews. Roleplaying involves mixing brews,

covering them, checking on them at specified intervals, and bottling them. While they may be created only by a brewer, they can be distributed and consumed by anyone.

Alchemy

ALCHEMY

Alchemy is the process used to make potions, poisons, and other useful substances by mixing natural components and infusing them with elemental properties. To successfully create such substances you need the Alchemy skill, a formula (often called a recipe), the required components, and access to an appropriate Alchemy junction often known as a lab. All substances take a minimum of 1 minute of concentrated role playing, though some substances may take much longer.



Identifying Substances

You may identify any potion, poison, oil, or other alchemical substance with ten seconds of role playing. You may then open the canister and read the tag, or see if a poison has been placed in food or drink and identify it.

If a player without the Alchemy skill opens an alchemical container, the substance is used up and the player must take the effect listed on the tag, for better or worse, unless it is a salve. In other words, whether its harmful or not (even if its a weapon poison) they immediately take the effect as if they were attacked with the substance.

Recipes

Recipes are the formulas for making Alchemy, listing the necessary components and time. You may start off with the recipes found in this book. You are required to have a book to store your recipes in known as an Alchemical Primer. Your primer can be of any size but must be easily readable. Alchemy recipes are considered IG items and can be looted or destroyed. Advanced formulas cannot be copied, as the magic that goes into the crafting is partially contained in the formula.

Doses

Alchemical substances may have one dose or multiple doses, which will be listed on the tag. If there is more than one dose, tear off the dose tag each time you use it. Once you use the last dose, the substance is used up and the tag should be torn in half.

Alchemy Containers

Alchemical substances are stored in vials or small canisters with a tag inside. These are usually 35mm film canisters, but any plastic container about that size will do, as long as a tag can easily be placed in and removed from the container. It's a good idea to label your containers with sticky labels you can write on. Empty containers should be turned in to the Alchemy Guild or Monster Camp.

Forms and Delivery

Alchemical substances come in a variety of forms and are delivered by different means.

Potions

Potions are beneficial substances, most commonly found as ingested potions. Anyone can “drink” ingested potions. As an alchemist, you may force-feed a potion by pouring it down the throat of an incapacitated person, though you cannot slip potions into someone’s food or drink as you would a poison.

Salves

Salves are beneficial substances that are applied directly to another character. Salves do not require the Alchemy skill to administer. Anyone can apply a salve on a wound and have it work. Salves can only be applied to willing or helpless characters. Salves take thirty seconds of role playing to apply.

Poisons

Poisons are harmful substances that come in many forms and are delivered by a variety of means.

Ingested Poisons

Ingested Poisons can only be placed into a person’s food or drink. Such poison will be marked by a poison tag and a gummy candy in the food or drink. You may put many different poisons into one dish of food, and they all take effect. The poison takes effect when the target either notices the gummy or tag, or ingests the food/drink and notices the evidence at the end (example, bottom of the cup). Large quantities of food or drink that many people will use (such as a punch bowl or large cake) requires much more of the alchemical substance to affect everyone who drinks or eats it. It takes 1 dose for every quarter-gallon of drink to take

effect, or 1 dose for every six inches of food. The staff member makes all judgment calls when the amount of poison needed is in question.

Gas Globes

Gas Globes are vials of gas poison thrown as packets at your target. They are represented by a canister with a tag and a packet inside. To use a gas globe, you would call the effect and add “Poison” to the end. For example, to throw a globe that causes a Sleep effect you would call “Sleep by Poison!” To throw a gas globe, at least one of your hands must be free (not holding anything other than a packet). You also cannot throw a gas packet if your hand is unable to move in some way. You cannot drink or force-feed a gas poison.

Blade Poisons

Blade Poisons are applied to weapons, and may safely be handled within 10 seconds of opening the container and takes 10 seconds of roleplay. Once applied, you may then hand off the poisoned weapon to others. To use a blade poison, you call out the effect and add “by Poison” to the verbal. A blade poison can only be put on an edged weapon, and is good until the next successful strike to an opponent's body. A single blade can only be coated with one type of blade poison at a time.

Oils

Oils are applied much like blade poisons. and may safely be handled within 10 seconds of opening the container and takes 10 seconds of roleplay. Once applied, you may then hand off the weapon to others. Oils add a damage trait to a weapon, such as Silver. To use an oil, you strike with a weapon and call out the trait along with the damage. An oil is good for 5 minutes only after application. For example, if you add Silver oil to a weapon, you strike for “Silver” with your attacks for the next 5 minutes.

Advanced Alchemy

There are also several other skills to be learned. Master Alchemists may experiment with new and known potions and poisons, and make advanced recipes such as salves and gas globes. There are recipes out in the game world that require Master Alchemists to craft substances from them. These skills must be learned in-game and cannot be purchased by a starting character.

Common Alchemy Recipes

The following is a sampling of common recipes. You may record in to your primer any recipe listed here. You may find other recipes in-game.

Acid 1 Gas Globe

Components: Sweet Weed, Linseed

This gas poison allows you to throw a packet and call “1 Acid!”

Agony Gas Globe

Components: Bugbane, Del Puril

This gas poison allows you to throw a packet and call “Agony by Poison!”

Cure Light Wounds Salve

Components: Wild Succony, Yellow Dock

When applied to a helpless or willing character, this salve will Heal two points of damage. After thirty seconds of role playing to apply, state “Heal 2 by Salve.”

Cure Light Wounds Potion

Components: Harebell, Kelp

When you drink this potion, you take the Heal 2 effect.

Cure Weakness Potion

Components: Pigrush, Yarrow

When you drink this potion, you take the Remove Weakness effect.

Glue

Components: 2 Buffalo Herb

This substance is a strong glue that allows you to call “Guard” against the next Disarm after applying. Glue takes thirty seconds of role playing to a weapon handle and your hand to apply. Once applied, it lasts until used or you let go of the weapon.

Healing Arts Salve

Components: Peggle, Teasel

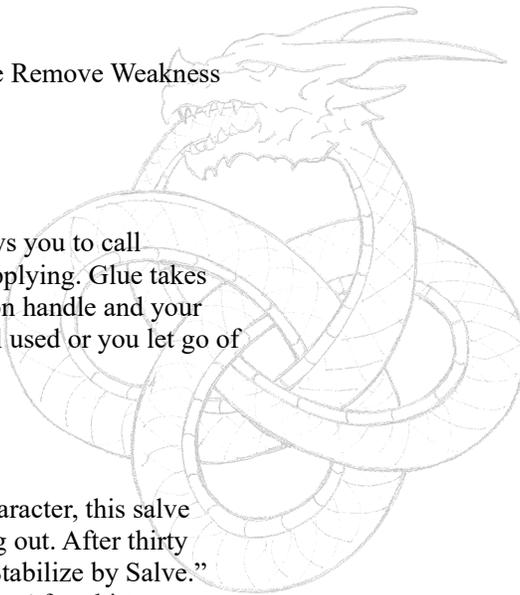
When applied to a helpless or willing character, this salve will Stabilize a character who is bleeding out. After thirty seconds of role playing to apply, state “Stabilize by Salve.” You may also apply this to a Maimed limb. After thirty

seconds of role playing to apply, state “Remove Maim by Salve.”

Light

Components: 2 Eyebright

This recipe creates a light stick. When this substance is activated, you may use a yellow or green glow stick that you may hand off to others. This spell will last until the glow stick dies.



SMITHING

In these dangerous times, the demand for weapon and armor smiths is very high. There are many common blacksmiths that can create mundane weapons and armor, but these items are inferior and wear out quickly. To craft quality weapons and armor that stand up to the demands of a place as dangerous as Thaydon's Rest, there must be some natural magic that goes into the crafting. The components and skills for such superior items require the use of a magical forge junction.

Smithing Formulas

To make most items, common formulas can be freely traded and copied, and these list the components and time necessary to craft or repair an item. You may craft from any of the formulas listed in this book. You may find other formulas in-game. Advanced formulas cannot be copied, as the magic that goes into the crafting is partially contained in the formula.

Repairing Items

You may repair weapons, shields, and some other items that have been Shattered by using components and time. You may repair breached armor to restore the suit up to its full points listed on the tag.

Armor	Resources to Create	Resources to Repair
Chain-mail Coif	2 metal, 3 minutes	1 metal, 2 minutes
Chain-mail Pants	3 metal, 5 minutes	2 metal, 3 minutes
Chain-mail Shirt	4 metal, 5 minutes	2 metal, 3 minutes
Plate Bracers	2 metal, 2 minutes	1 metal, 1 minute
Plate Cuirass	5 metal, 5 minutes	3 metal, 3 minutes
Plate Greaves	2 metal, 3 minutes	1 metal, 2 minutes
Plate Helmet	3 metal, 3 minutes	2 metal, 2 minutes
Plate Upper Arms	2 metal, 3 minutes	1 metal, 2 minutes
Plate Upper Legs	2 metal, 3 minutes	1 metal, 2 minutes

Weapon or Shield	Resources to Create	Resources to Repair
Bow	2 wood, 2 minutes	1 wood, 1 minute
Buckler	2 wood, 1 leather, 2 minutes	1 wood, 1 minute
Dagger	1 metal, 1 wood, 2 minutes	1 metal, 1 minute
Cudgel	1 wood, 1 leather, 2 minutes	1 wood, 1 minute
Short Sword	2 metal, 1 leather, 3 minutes	1 metal, 2 minutes
Short Club	2 wood, 1 leather, 3 minutes	1 wood, 2 minutes

Weapon or Shield	Resources to Create	Resources to Repair
Short Hammer	2 metal, 1 leather, 3 minutes	1 metal, 2 minutes
Short Axe	2 metal, 1 leather, 3 minutes	1 metal, 2 minutes
Short Mace	2 metal, 1 leather 3 minutes	1 metal, 2 minutes
Long Club	3 wood, 1 leather, 4 minutes	2 wood, 2 minutes
Long Hammer	3 metal, 1 leather, 4 minutes	2 metal, 2 minutes
Long Axe	3 metal, 1 leather, 4 minutes	2 metal, 2 minutes
Long Mace	3 metal, 1 leather, 4 minutes	2 metal, 2 minutes
Long Sword	3 metal, 1 leather, 4 minutes	2 metal, 2 minutes
2 Handed Club	4 wood, 2 leather, 4 minutes	3 wood, 1 leather, 2 minutes
2 Handed Hammer	4 metal, 2 leather, 4 minutes	3 metal, 1 leather, 2 minutes
2 Handed Axe	4 metal, 2 leather, 4 minutes	3 metal, 1 leather, 2 minutes
2 Handed Mace	4 metal, 2 leather, 4 minutes	3 metal, 1 leather, 2 minutes
2 Handed Sword	4 metal, 2 leather, 4 minutes	3 metal, 1 leather, 2 minutes
Staff	2 wood, 2 minutes	1 wood, 1 minute
Polearm	2 wood, 2 metal, 4 minutes	1 wood, 1 metal, 2 minutes
Shield	3 wood, 1 leather, 1 metal, 3 minutes	1 wood, 1 leather, 2 minutes
Thrown Weapon	2 metal, 1 leather, 2 minutes	1 metal, 1 minute

Advanced Smithing

There are formulas out in the game world that require Master Smiths to craft items from them. The formulas for crafting Silver and Mithril weapons and armor are very rare, and for legendary Blackwood weapons and armor, even rarer. There may be other skills found in-game. These skills must be learned in-game and cannot be purchased by a starting character.

Master Smith

Prerequisite: Smithing.

Master Smiths may create Masterwork weapons, armors, and shields that Resist one Shatter effect. The cost to make these is double the components and time listed on the Smithing charts in this book. You may also use Master Formulas.

Smelting

Prerequisite: Master Smith.

You may recycle metal weapons into components. This takes 5 minutes of concentrated role playing Four rusted weapons can be used as 1 metal unit. Two normal weapons can be used as 1 metal unit.

SCROLL CRAFT

This skill allows you to craft Spell Scrolls and Battle scrolls. To craft a scroll for any spell, you must have the spell memorized, scroll paper, ink, other components, and access to an appropriate crafting location such as the Mage Guild.

The time it takes you to craft the scroll is the time it takes you to actually write the scroll onto scroll paper. The scroll must be written neatly and must be legible, and contain all the necessary information including the path and name of the spell, the mana cost, the spell description, and any incantations and verbals necessary to cast the spell.

One of the main components in scroll crafting are gemstones. Each Path of Magic has a specific gemstone:

Air: Topaz
 Chaos: Onyx
 Earth: Emerald
 Fire: Ruby
 Harmony: Garnet
 Light: Diamond
 Mystic: Amethyst
 Nature: Amber
 Water: Aquamarine

Spell Formulas

To craft a Spell Scroll you need the following:

- The spell already memorized
- Master crafted scroll paper
- Master crafted ink
- The appropriate cut gemstone of equal value in gold to the mana cost. Example: a spell that costs 25 mana would need a gem valued at 25 GP.

Battle Scrolls

To craft a Battle Scroll you need the following:

- The spell already memorized
- Scroll paper
- Ink
- The appropriate cut gemstone of any value

LEATHER WORKER

Leather workers craft beautiful and durable armor out of leather, and possibly other items.

Leather Armor	Resources to Create	Resources to Repair
Helmet	2 leather, 2 minutes	1 leather, 1 minute
Studded Helmet	2 leather, 1 metal, 2 minutes	1 leather, 1 metal, 1 minute
Cuirass	4 leather, 5 minutes	2 leather, 4 minutes
Studded Cuirass	4 leather, 2 metal, 5 minutes	2 leather, 1 metal, 4 minutes
Upper Arm	2 leather, 3 minutes	1 leather, 2 minutes
Studded Upper Arm	2 leather, 1 metal, 3 minutes	1 leather, 1 metal, 2 minutes
Bracer	2 leather, 2 minutes	1 leather, 1 minute
Studded Bracer	2 leather, 1 metal, 2 minutes	1 leather, 1 metal, 1 minute
Upper Leg	2 leather, 3 minutes	1 leather, 2 minutes
Studded Upper Leg	2 leather, 1 metal, 3 minutes	1 leather, 1 metal, 2 minutes
Greaves	2 leather, 3 minutes	1 leather, 2 minutes
Studded Greaves	2 leather, 1 metal, 3 minutes	1 leather, 1 metal, 2 minutes

JEWELER

This skill allows you to cut crystals and gems and craft special jewelry for rituals, enchanting, and other uses. To produce such goods, you need this skill, a crafting formula, the necessary components, and access to an appropriate crafting junction.

The following items may be crafted by a jeweler. Jeweler formulas must be found in-game, but any out-of-game jewelry you create at a proper junction will be given a high appraising value:

- Cut Gemstones
- Ritual Foci
- Master-crafted Jewelry that may hold Enchantments
- Refined Crystals

TRAP CRAFT

Traps are special devices that are set to deliver an effect to anyone who sets them off or moves past them. There will always be some sort of noise, light, or other effect to notify you if a trap has been sprung.

Anyone can attempt to avoid a trap, but to move or manipulate a trap you must have this skill.

Most traps cause an effect to the person who set it off. Some traps can work multiple times, others only once. Some traps affect the entire room or anyone within hearing distance.

The creation of traps is taken on a case-by-case basis. With this skill you may arm and set traps, including snappers and poppers.

Snappers - These traps are represented by any kind of snapping novelty firework, such as throw snaps and champagne poppers. These do 1 point of damage per pop to the person who set them off. You may create these with the following components: 1 Cockroach, 1 Eyebright, and 1 Nidor. This formula makes 5 poppers.

Alarm Trap - This trap makes an electronic buzz or beep of some kind when set off. There will be a trap card to explain the effect of the trap. To receive a trap card for this, you must actually construct out-of-game a trap that makes a loud snap, beep, or buzz, and can be set in enclosed box, in a doorway, or some other mechanism. This will allow you to use formulas that set off a wide variety of effects. Formulas for these can be found in-game.

Weapon - The weapon trap category covers any boffer trap, such as falling ceilings, pendulums, or trigger released weapons. These must hit the target to take effect. Weapon traps do 25 points of damage. These must be constructed by you out-of-game, and with this skill you may set it up in-game. The component cost is 5 metal, 2 wood, 2 leather.



PRESTIGE CLASSES

These classes and the skills they wield are rare and legendary in Kyrantia. Once your character reaches 200 Skill Points, you may choose to specialize in a Prestige Class. Each regular Class has four Prestige Classes under it, and you can only choose from your own Class. You must find a teacher in-game to specialize in a Prestige Class, and you may only choose one. The skills under each Prestige Class are hidden, though you may find more information and people who know of such skills in-game.

Barbarian

Beastmaster

Beastmasters invoke the spirits of predatory beasts of the forest, and can take on their physical aspects and powers. They can manifest bestial claws and fight with the frenzy of a wild animal when backed into a corner. It is said they can also transform into such beasts, but this may just be legend.

Berserker

Berserkers charge into battle, intimidating their foes with ferocious battle-cries and vicious tactics. When the blood-lust takes over, neither fear nor minor wounds will slow them down. There are tales of enraged Berserkers shrugging off damage, ripping from spells, and cutting a swath through hordes of enemies.

Hunter

Hunters are swift trackers and deadly with a bow or crossbow. With a keen eye and honed senses, they are able to stalk their prey and kill them with accuracy. The thrill of the hunt drives them, and their legendary tracking skills allow them to find places (and people) that no one else can.

Wizardslayer

Wizardslayers have a strong hatred for magic and have many ways of destroying it. They can use their weapons to block spells or even reflect them back to the caster. It is rumored that they can even absorb some spells that would usually cause harm.

Bard

Herald

Heralds grant extra strength and courage to their companions, aiding them in battle with their songs and tales. With the power of their voices they bolster those who are joined in their company. They are thought to be invincible while they carry their banners for their allies to rally to in battle.

Jester

Jesters have mastered the art of acrobatics. They are quick enough to jump out of the way of attacks and can even catch projectile weapons. They are usually comical in nature, and have some unique abilities and ways to deliver them.

Minstrel

Minstrels can gather magical power by singing and entertaining crowds, which allows them to cast Harmony spells easier. They excel at gathering rumors that are more often true than not, and many Minstrels charge plenty for their information. It has even been said that their songs can be powerful and moving enough to please Death, allowing for an easier resurrection, but that might just be a minstrel's tale.

Thespian

Thespians have a knack for performance and it translates well into their way of life. Their over-the-top acting abilities and flair for theatrics allow them to imitate other races and people. There are tales of magical masks that grant them special powers as well.



Cleric

Monk

Monks have augmented their powers of Light with meditation and faith, allowing them to cast Light magic easier. Their willpower is legendary, and they are experts with a staff and can even become masters of unarmed combat. It is said that a Monk's skill in healing the life-force of others is so strong they have the power to bring the dead back to life.

Necromancer

Necromancers wield powerful magics that harm or help undead, and can corrupt a life-force to create undead abominations. They can empower a circle of bones to aid them, and may draw forth disease from someone to send to another foe. Legends say that Necromancers can assume an undead visage to evoke fear in the living and walk among the restless dead.

Oracle

Oracles are the soothsayers and prophets of ancient times, able to read the fates of the mana-flows in people and places. They can walk the Paths of Dreams to gain valuable information of the past or present, and even imbue others with the power of Fate. Whispers of Oracles drifting into trances to take on the ethereal form of spirits may or may not be true.

Paladin

Paladins were once the guardians of Light and protectors of the land. They can consecrate their weapons with holy might and repel or smite the undead with the power of their faith. Paladins of ancient times could sacrifice themselves to clear a battlefield of undead foes, but such powers may be lost forever.

Druid

Ranger

Rangers are self-sufficient woodsmen adept at survival in the wilderness. They are excellent at scouting, and know the lay of the land so well they always know when something is amiss in the forest. They can strengthen their furs to wear as surprisingly tough armor, and are hardy foes when in the forests they call home.

Shaman

Shamans are sensitive to the spirits of the forest and have learned how to call on their aid. They have been known to have a close relationship with the woodland fey, but such fey have not been seen in ages. They have primitive healing skills using herbs and roots of the forest they keep in their medicine bags.



Warden

Wardens are the protectors and caretakers of the forest and all that lives and grows within. They can meld with trees for protection and camouflage, and consecrate special areas as their groves. Within their sacred groves they are unparalleled masters, and can heal and protect others.

Witch Doctor

Witch Doctors are always experimenting with the flora and fauna of the forest, brewing strange and foul-smelling concoctions (often with side effects). They are friends of the orb-spiders who taught them to catch spells in webs weaved from their magic silk, and have ingested so many toxins they are resistant to most poisons and disease. They are known to curse others who offend them, and craft eerie totems that allow them to inflict their foes with various maledictions.

Rogue

Assassin

Assassins move swiftly and silently, unseen in shadows. They prefer not to be seen or have their identities known, thus they commonly wear black and hooded cloaks when stalking their victims. Whether they are thieves of the shadows or killers for hire, they can be the deadliest foe at night.

Duelist

Duelists excel at one-on-one combat, and are always prepared to defend their honor. They are rarely matched when they are on their guard, and are quick to anticipate their foe's attacks, returning strikes with celerity. Any fool that challenges a Duelist to honor combat should be prepared for the fight of their life.

Jack of all Trades

The Jack of all Trades is the dabbler in many skills, but master of none. They can be nearly impossible to sneak up on (for they know all the tricks), are difficult to trap or restrain, and no lock made yet can thwart them. Their luck is uncanny at times - better lucky than good, they say - and they seem to be able to use any weapon in a pinch. They also have connections to various underground markets.

Swashbuckler

Swashbucklers have spent a fair share of their time on the sea marauding ships as well as visiting shady taverns. They have learned dirty fighting tactics as well as ways to find treasure that others may not even think about. They also know many lucrative places to sell their "acquired" goods.

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Battlemage

Battlemages have practiced both spellcasting and combat equally. They can wear any armor while casting, and it is said they can even cast while magically silenced. They can use their weapons to deliver spell-strikes to their surprised foes.

Enchanter

Enchanters mix the arts of magic and crafting to create items of extraordinary power and durability, and can craft limited magic items. They can enchant weapons and armor to rival the artifacts of legend, and were the original devisers of Crystal Weapons, now thought lost along with the ancient heroes that wielded them.

Soulcancer

Soulcancers evoke the power within their own souls and the souls of others. They are often vengeful - woe to those who grant them their killing blow. They wield spectral weapons, can use their own blood to cast spells, and can steal the soul essence of others and bottle up the energy as mana. They are said to have certain powers to ward off or battle demons.

Warlock

Warlocks are powerful wielders of void, and have the ability to suppress magic that is cast upon them. They may use any mana they have as a powerful void attack, and can even absorb any spell they are hit with to use as raw mana. Warlocks are the bane of other spell-casters; hated and feared by those who wield magic.

Warrior

Cavalier

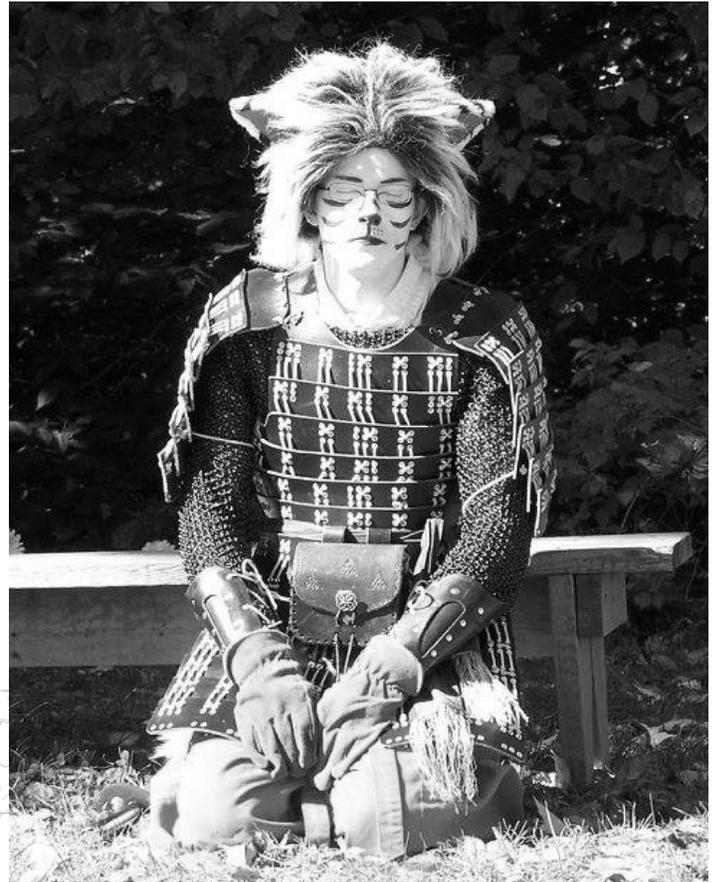
Cavaliers are soldiers through and through, and think nothing of entering combat for just about any cause. They are excellent in group fighting, are good at offense, and courageous when joined in battle. Many famed heroes in ages past were cavaliers, fighting to the last man until the battle is won.

Protector

Protectors are masters of defense, and can become an unwavering force against those who threaten them and their allies. Practically an unmovable statue, a good protector is the most sought after guard money can buy.

Samurai

Samurais have a very strict code of conduct. They are well practiced in the art of meditation and can use this ability to calm their minds, heal wounds or even enter a state that leaves them almost invincible. Their precision with sword and bow make them a true force on the field of battle.



Warlord

Warlords are well versed in the art of battle, and don't scare easily. They are more proficient in armor than most, and can use any weapon they come across. It is said that any weapon they wield will never break as long as they are in battle.

Wizard

Elementalist

Elementalists are masters of air, earth, fire, and water, and can control or even banish elementals. They find it easier to cast elemental spells, which are more powerful when they cast them. They are able to conjure elemental weapons and hurl raw elemental power at their enemies.

High Wizard

High Wizards are ultimate masters of the Paths of Magic. Spells become second-nature to them, and casting is far easier to them than other wizards. They know the Paths so well that they don't consume a spell formula when they learn a new spell, and sometimes they don't even need a formula.

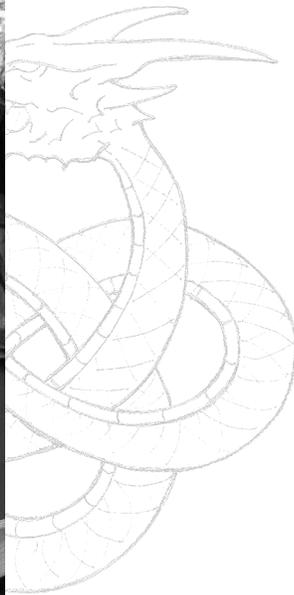
Ritual Master

Ritual Masters have an inherent and well-practiced mastery over the art of casting rituals. The rituals they cast

cost them far less mana, and they are able to reuse certain components. They can draw circles of power that enhance their rituals, and use specially prepared Foci to aid them. Some Ritual Masters have even found ways to craft their own rituals.

Shadowmancer

Shadowmancers wield the power of shadow, and can harm or help restless spirits. They can learn to speak with the shades of the dead, and even summon forth spirits to grant knowledge or aid. Legends say that powerful Shadowmancers can take incorporeal form and phase through attacks.



PLAYING EVENTS

We want to set this expectation up front: you will be challenged. Game-play may be difficult and sometimes deadly. You can't always expect to survive. Victories may be hard fought, with no guarantee to win every (or any) encounter or module. You may or may not acquire treasure.

Your character is not immortal. The magic sword is not yours; it's a game item and if Grimy the Goblin mugs you and steals it, you do not get to automatically track him down and take it back. Things are not always fair.

However, with those expectations in mind, you should be able to expect a reasonable amount of good things to happen during events. You may acquire treasure, magical items, or notoriety within the town. You may solve challenging puzzles. You and your fellow heroes may save the day. You will meet and interact with a host of interesting characters. You'll make friends. You'll make enemies. You'll have many adventures to tell stories about, and memories of encounters you can treasure for years. Above all else, we hope you'll have fun.

Game World

Kyranthia is a very magical world, full of legendary heroes and villains, powerful artifacts, mysterious spirits, pompous nobility, and a host of mischief-makers and ne'er-do-wells to contend with. We try our damndest to immerse you in our world, whether you're running in fear, facing your enemies, arguing with your fellow townsfolk, or poring over musty tomes in the library.

As a player, you are now part of a growing town, where you'll battle undead and goblins and beastmen aplenty, and deal with ancient spirits rising to reclaim a world that was once their home. As ancient evil begins to stir, so too do long-forgotten heroes, so there is always hope.

Atmosphere

We try to make this fantasy world as realistic as possible through extensive costuming, props, and role playing. We want to make it feel like you are actually in a fantasy realm. We ask that you follow the guidelines for costuming, role playing, and staying in-character.

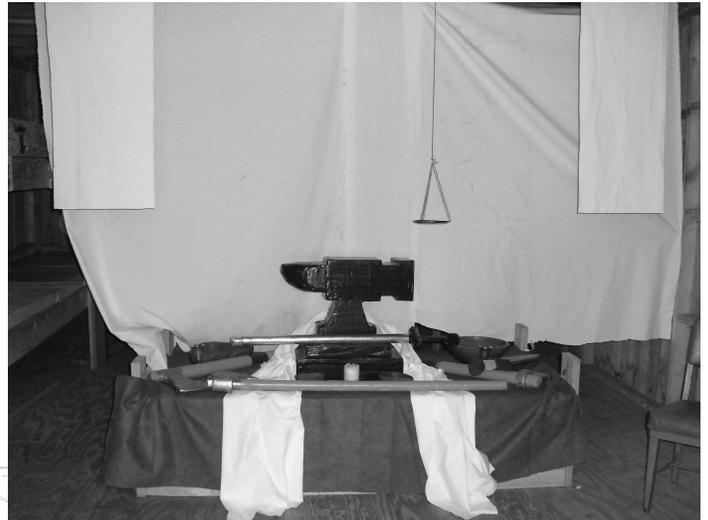
What to Bring

The following items should be brought to every event: costume, weapons, snacks, drink, extra socks and underwear, a change of clothes and footwear, extra clothes for layering in case of extreme cold, flashlight and extra batteries, glowsticks, makeup and prosthetics if needed, gloves, toilet paper, soap, shampoo, towel, and a sleeping bag and pillow.

Lights

Flashlights should not be used except in cases of

emergency. Battery powered lanterns are encouraged, as overhead lights should not be used in buildings. Candles and other open flames are not permitted, including oil lamps. Glowsticks are permitted for light by any player, but only yellow or green should be used. Always carry a pocket flashlight to see plot cards in the dark and for emergencies.



Cabins

Players stay in cabins with their group of friends if enough space is available. Cabins are granted on a first come, first serve basis. Groups smaller than 5 or individual players may have to stay with another group. There are bunk beds in each cabin, and you bring their own bedding.

Cabins are In Game during the event, and other characters and monsters may freely enter these cabins without warning or permission. Please remember you are In Game even when you are sleeping, unless you have a medical reason for sleeping Out of Game.

You cannot lock cabin doors, barricade them, or otherwise prevent them from being opened for safety purposes. There are In Game locks used to represent locked doors, and these are tags with the lock information printed on them. These can only be opened or removed by in game means.

You may store personal items you don't want to be part of the game under your bunk, as this is an Out of Game area. It is cheating to store In Game items under your bunk. Items in any other area are considered In Game and may be gone through. Remember that if an item doesn't have a game tag, sticker, or ribbon attached to it, it should be left alone. This includes weapons without a tag.

Feel free to decorate your cabin. We actually encourage this. Light your cabin with battery-powered candles and lamps, or even Christmas lights.

Food and Drink

Food and drink will be made available to players at

the tavern during an event. Players are encouraged to bring some snacks and plenty to drink, as food may not always be readily available in between mealtimes. On Fridays there will be snacks, breakfast on Saturday and Sunday, and dinner on Saturday. If you decide to bring your own meals, portable propane and charcoal grills may be used in certain areas.

Monster Camp

This building is the staff headquarters, and is Out of Game and generally off limits to regular players. If you need to communicate with a staff member, acquire item tags, or your character has died, go to the front door and wait for someone to speak with you. It is important that you do not enter without permission, as there are things that might be going on that you shouldn't know as a player.

Staff and NPCs

Staff members are volunteers who participate in the game under the direction of the game directors who run the events. Staff members are given roles to help maintain the atmosphere and plot of the game. NPCs are players who attend events and are assigned roles by the staff and NPC coordinator.

Staff members should be contacted immediately if there is an Out of Game problem or emergency. It is important to remember to approach the staff In Game as your character and discuss the matter discretely if possible.



Costume

Keep your costuming and make-up on during game-play. If you go to bed and remove these, refrain from running out to a battle without reapplying these first.

Always start with a good base layer of costuming. There are many online resources and stores available to procure medieval and fantasy shirts, pants, dresses, or skirts. Be careful not to wear modern-looking clothing styles. Items such as shorts, jeans, t-shirts, and tank tops should not be

worn. Clothing with brand logos or modern patterns should be avoided.

A leather belt worn over a long shirt, tunic, or tabard is a good start for a basic costume. Adding a cape or a cloak is a good way to keep warm and dry during bad weather.

Jewelry such as necklaces, pendants, broaches, and bracelets make great additions to your costume. The more jewelry, pouches, sashes, feathers, bells (if you don't care about being sneaky) and other curiosities you add, the more interesting and eye-catching your costume will be.

Sturdy and supportive footwear is a must, as larping is a very active hobby. You'll spend a good deal of time on your feet wandering around the camp and engaging in regular combat. Medieval and renaissance style shoes and boots are ideal, but can be expensive. Plain black work boots are an acceptable alternative, but avoid wearing sneakers or other modern-looking footwear.

Accessories and Props

An unlit pipe or cigar can be used as a prop for your character; only smoke in designated areas, though. If your character is a gambler, carry some dice and a deck of cards around with you. Carry around some good luck charms if your character is superstitious.

Language

You don't have to talk with "Thee's and Thou's" but try to keep from using modern slang. This is a mature game, so there may be some cussing but don't go crazy with it. Also, if you can sense someone is getting offended OOG, we ask that you stop. Also, try to refrain from using skill names IG. Instead of saying "That guy just hit me with a slay!" try something like "The blow I received would have killed most men" or something along those lines.

Time

In the world of Kyranthia, time is similar to the mundane world. There are seven days in a week, fifty two weeks a year. The months are named the same and we can tell the hours of the day. The only difference is the year. The year is 1500 years less than the real world. Instead of A.D. it is A.R., for the Age of Rebuilding.

Currency

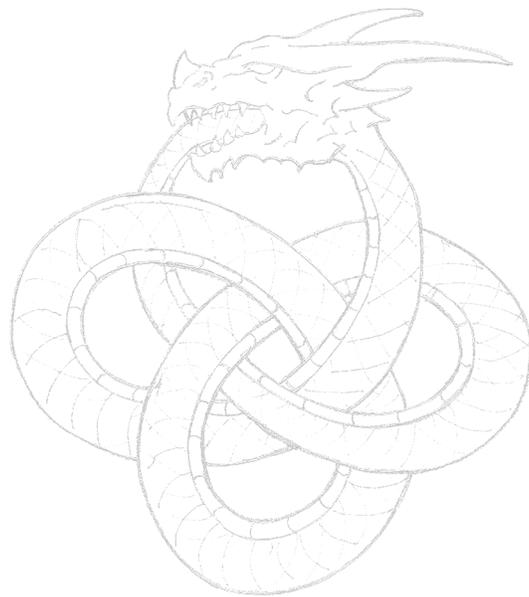
There is a common currency used by just about everyone. The system of copper, silver and gold has been in effect since King Teros took up the crown. The conversion rate is as follows:

- 10 copper equals 1 silver
- 10 silver equals 1 gold

Some people prefer to deal in gems, but the market is always changing.

Miscellaneous

Please keep your vehicles in the designated parking locations. Any plastic bins should be put under beds or covered with cloth. Hide watches and cellphones in a pouch or under a costume. Use your best judgment when bringing anything IG. Ask yourself if it looks in-period. If not, please try to put it somewhere out of sight.



Getting the Most out of a Kyranthia Event

Be Proactive

Don't just sit around the tavern waiting for something to happen. If you sit around waiting for opportunities to come to you, then you will see less opportunities than if you actively go out and look for them. The game won't always come to you, you need to go out and find it. If you involve yourself, you'll be much more involved in the game as a whole. Kyranthia is a very interactive game; it's not something meant to be watched from the sidelines. Remember, *you* decide your own level of involvement.

Join a guild (or create your own!) Get a job at the tavern. Hire yourself out as a bodyguard or deliver messages. Let people know you have certain items or information, or you have special skills as a healer, ritualist, or scribe. Don't keep everything to yourself or hoard items and information, or people won't like interacting with you and you'll get less plot.

Make goals for your character and keep updating them. Always have an agenda and plan what you want to accomplish or try at the next event. Let staff in on your plans and goals by submitting an Event Report Card. Make sure you submit a character history so you can get targeted plot for your character.

Be an Explorer

Don't be afraid to try things. Don't be afraid to explore. There are trails in the woods where you may find items or interesting travelers. Look for information tags if your character has the skill to read them. Don't be afraid to wander off the path!

Be Attentive!

Listen to what people are saying. Even listen to your enemies; they may slip up and tell you things they didn't mean to. Keep a journal. Write things down that seem important. Pay attention to signs and symbols. Keep note of things that change around town. Even if your character can't read or write, it's perfectly OK to keep out-of-game notes for yourself.

Don't always assume that you have to defeat everything by killing it. Sometimes the key to success in Kyranthia is knowing when to put your swords and magic away and talk rather than fight. You may learn valuable information, or hear an interesting story.

Be Social

Don't be afraid to talk with others. This includes the mysterious stranger in a dark corner of the tavern, or the seemingly innocuous peasant. Introduce yourself, ask questions, tag along with your group. Talk to people, anyone and everyone you can. Everyone has information to share. Tell tales, sing songs, or play an instrument. Voice your

opinion and ask questions.

Visit in-game establishments. Yes, there's a tavern, but there's also other shops and guilds you can visit. Make connections with the people in there. Ask if there's any tasks you can perform, or anything you can help them with. Make yourself known in town, and people will start to come looking for you!

Join a group! Going solo will cause you to miss out on a lot of opportunities, because plot often targets groups. You're also far less likely to die because you'll have others watching your back.



Be Your Character

Most of the fun of larp is playing a character in a different world, away from the norms of everyday life. Play your own character. Don't let someone else dictate what or who you play. By all means, ask for advice and suggestions, but create your own character that you want to play. Remember, you are as much a part of the game as anyone else. You've paid the same money to be there.

Stay in character! Your experience, and those around you, will be far better if you make the effort to remain in character. Don't be afraid to immerse yourself fully. It's a rewarding experience that will make it easy for everyone around you to join in.

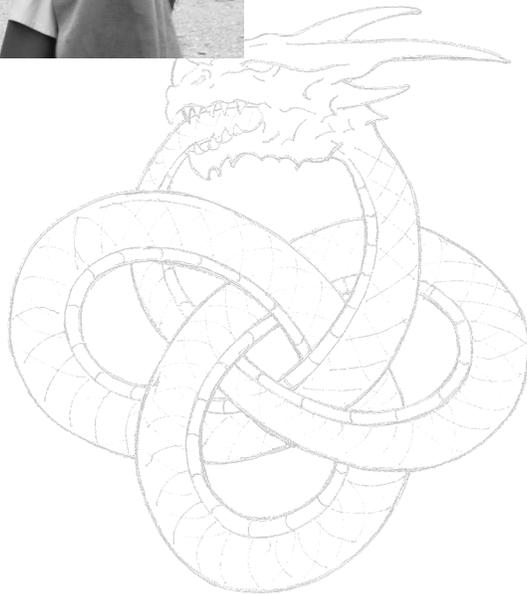
Be a Good Sport

Don't be abusive to other players just because of your character. The game can't always be about winning, and about being good at fighting. These things happen within the game, but they are only a part of it.

Have Fun!

Besides safety, this is our most important rule. It's easy to get wrapped up in the story, but if you aren't enjoying yourself, then something is wrong. Remember, it's just a game and the whole point is to have fun. Don't be afraid to relax into your character and take risks.

If someone or something is ruining your enjoyment, then it's up to you to let the staff know. Don't let it stew because it will only get worse. Above all else, we want everyone to have a great time, because that's why we're running the game in the first place.



LOGISTICAL FAQ

Can I Play Kyranthia?

You must be 14 or older to play Kyranthia. Anyone under 16 must be accompanied by a legal adult. Anyone under 18 must have their parent or legal guardian sign the participatory agreement waiver.

You must also be familiar with the Kyranthia Core Rulebook so you will have some idea how to respond to the various game effects we use. Players who arrive without any knowledge of the rulebook will be taken aside until they have some familiarity of the rules, so you should read through this material before you arrive.

How Do I Register For Events?

You should tell us you are attending an event and pay for that event in advance. Until you pay or contact us to make special arrangements, we can reserve a space, but only so long as the event doesn't sell out. If the event fills up then those players who have paid for the event are given space over those players who have registered but have not paid.

You can pay for an event by PayPal on the website at <http://kyranthialarp.com/Events.html>

Why Should I Preregister For Events?

We urge you to preregister for events as far in advance as possible. We really enjoy running targeted plot, but we can't target you or your group if we don't know if you're going to be at the event. You should preregister at least a few weeks or a month in advance, when we're actually writing the plot.

How Do I Check In?

When you arrive at the campsite, you should proceed to the check-in area that will be marked with signs. The check-in staff will check to see if you are a current member. If not, you will have to sign a waiver and give us your information. If you are preregistered, you will receive a character card and any yellow-tagged items you turned in at the end of a previous event.

You must park in the designated parking area. If you arrive before the start of game and have a lot of gear to move, you are more than welcome to pull up into the site, but you should move your car to the lot by 8pm. Do not drive anywhere but the dirt roads on the site. Drive slowly.

What If I Show Up After Game Starts?

Game starts at 9:30pm on Fridays of Weekend Events. Once game starts it is the staff's goal to prevent the game flow from being interrupted for any reason. It is for this reason that we strongly suggest that you arrive before game starts. If this is impossible, we ask that you come to the game

in costume so you don't disrupt the flow of the game. It is our goal to move you into the ongoing game as smoothly as possible. You will be asked to move into your cabin In Game.

Players who arrive late enter game in costume and proceed to the Monster Camp. There they await a staff person to appear and check them in. This way you are never interrupting the flow of the game for other players as you arrive. You should make every attempt to enter and leave the game area as your character during game play.

How Do I Check Out?

At the end of the event there is a check out area in the same place where check in took place. You may turn in your character card and register for future events at that time. All yellow-marked items must be turned in at check out.

What Happens During a First Event?

At the beginning of your first event you are encouraged to attend the new player orientation. Players who attend this orientation will likely have an easier time playing their first event. We also run a special plot to bring new players into the game world.



How Do I Get More SP?

Players earn Skill Points (SP) by playing the game and helping out in various ways. Donations can earn you additional points.

Each Adventure Weekend you attend as a player or a staff earns you 5 skill points.

If you submit an Event Report Card after an Adventure Weekend you gain 3 skill points from it.

Staying after an event to help clean up extra areas will gain you up to 3 skill points. You must be given a task by the clean up staff to gain this award.

Sometimes the staff posts lists of items or props they need to the message board or Facebook page. They will offer SP awards for players who donate these props.

How Do I Write an Event Report Card?

All players are encouraged to submit Event Report

Cards (ERCs) after each event they attend. ERCs also earn you experience points if they are submitted within 2 weeks after the event.

The best way to submit an event report card is through the form on our website. If you have trouble submitting the forms, you can submit the summary letter by sending an email to logistics@kyranthialarp.com. Embed it right in the body of the message so there are no formatting or attachment problems. The subject of your letter should say “Event Report Card.” In the email write the name of your character and the date of the event. You should answer the following questions:

- Which plots were you involved with during the event?
- Which plots or staff characters do you want to see more of?
- What goals or unfinished business does your character have?
- What actions did you take towards those goals?
- Do you have any other comments about the game?

Our goal is to use the answers to these questions to run a more enjoyable game. You should try to answer the questions with honesty, and follow up the answers with any In Game commentary you wish to include. We enjoy In Game journals and views and commentary and try to read it all, but this should be included after the answers to these questions. Feel free to use the Forum and our Facebook page to communicate with other players and staff.



GAME WORLD

Kyranthia is a very magical world, full of legendary heroes and villains, powerful artifacts, mysterious spirits, pompous nobility, and a host of mischief-makers and ne'er-do-wells to contend with. We try our damndest to immerse you in our world, whether you're running in fear, facing your enemies, arguing with your fellow townsfolk, or poring over musty tomes in the library.

As a player, you are now part of a growing town built from the ruins of Thaydon's Rest, where you'll battle undead and goblins and beastmen aplenty, and deal with ancient spirits rising to reclaim a world that was once their home. As ancient evil begins to stir, so too do long-forgotten heroes, so there is always hope.

This chapter contains some general knowledge of the lands, people, and things of note in the Realm of Kyranthia. More information can be found In-Game or in the Campaign Guide.

AEGARIUS

Aegarius is the home of King Teros Montell, ruler of Kyranthia. Its economy is well balanced and its people are happy. Aegarius is the largest of the provinces. The terrain of Aegarius varies from vast fields and lush forests to small mountains and beautiful coasts. There are numerous cities, townships and farmsteads throughout this province. The capitol city of Aercius holds the castle of the King. The crest of Aegarius is a green dragon eating its own tail on a field of maroon.



ATHLORN

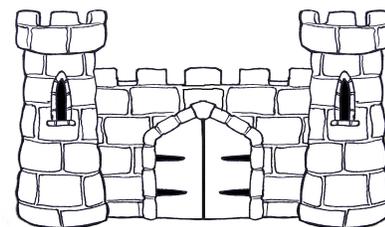
Athlorn is ruled by Killian Waker, the Pauper Prince. Waker believes himself to be no better than any citizen, so he keeps no wealth or lands. He wears

common clothes and lives amongst his people, staying at inns, visiting with farmers, or even sleeping in barns. Athlorn is made up of mostly farmlands and fields. The people never starve for lack of food here. The crest of Athlorn is a broken gold coin on a field of tan.



BELGRIM

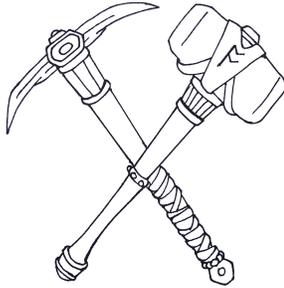
The province of Belgrim was once the proud home of the Elves, but is now home to more Dwarves than any other race. Its coffers were running dry and Lord Protector Giles Fathor turned to the province of Drägrim Thel for help. There were great deposits of metal, so the Dwarves were easily able to turn profit for the once-poor Belgrim. The bureaucrats of Belgrim and Drägrim Thel will say this unified the two Provinces, but the common folk would disagree. Belgrim is home to a large cluster of forests as well as a collection of foot hills and many canyons. Most of the metal used throughout the Kingdom comes from the industrious Belgrim. The crest of Belgrim is two towers joined by a gate.



DRÄGRIM THEL

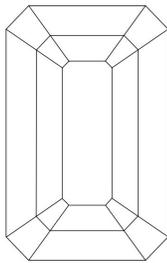
Translated from ancient dwarven, the World's Stone Heart is the home of Lord Protector Drahm Silveraxe, a Dwarf of the Kegbreaker clan. Drägrim Thel is homeland to numerous clans of dwarves, dwelling deep in its mountainous lands. Outsiders are almost never permitted in the Mountains, so much is still unknown about this place. It's rumored that there

are tunnels leading to every region of Kyranthia burrowed under its mountains. The crest of Drägrim Thel is a crossed silver hammer and pick on a field of gray.



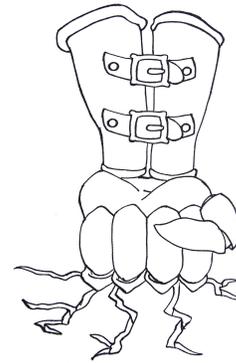
DURAGO ISLAND

Captain Gale Typhoon of the ship Maiden's Lust is the leader of this province, and resides in the capitol of Emerald Port when not off adventuring on the high seas. Emerald Port, or Ol' Green as it is known by its residents, is a pirate den and responsible for almost all of the trade in Kyranthia. It's rumored that anything that is bought or sold in Kyranthia has at one time been through Emerald Port, and that Captain Typhoon has more money than all of Aegarius' vaults. Durago Island is a tropical land full of lush jungles, pleasurable beaches, and port cities. The crest of Durago Island is an emerald on a field of yellow.



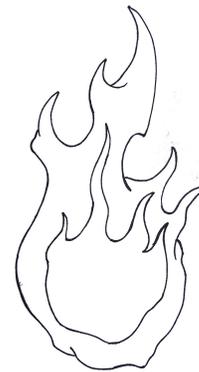
KRAZA-THULL

Kraza-Thull, or The Sands of Blood as translated from the Orc tongue, is a truly savage place. It is run by Throck Vul Doon, the self-proclaimed Wind of Death. Here in Kraza-Thull it is truly survival of the fittest. The weak die and the strong rise in power. It is said that Throck Vul Doon has never been defeated in battle. Kraza-Thull is a barren, dry savanna. Many of the other provinces feel a growing tension emitting from Kraza-Thull. The crest of Kraza-Thull is a grey mailed fist cracking the ground on a field of crimson.



SMOLDER FIELDS

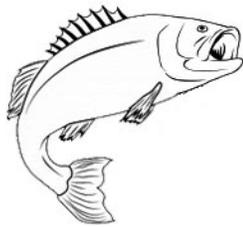
Not much is known of the Smolder Fields, for it is a desolate wasteland. The name given to it by its creator is Gul-Morthas. The very earth is charred and turned to broken glass. Fire spews from its soil and ash rains from its skies. The further you venture in, the hotter the fires and the more dangerous the creatures. Hobgoblins are born here in its fissures. The vault that kept the Shadow Lord bound is in its heart, but few have been able to reach it since his appearance scorched the lands. Firestorms and constant lightning surround its heart. Even the sea surrounding this land is impassable. The water is at a constant boil and wracked with storms and attacks from giant beasts of the sea. A hobgoblin by the name of Scourge demanded the Smolder Fields be considered a province of Kyranthia, so he now sits on the council as its Lord Protector. The crest of the Smolder Fields is a yellow and red flame on a field of black.



THE ICE SHELVES

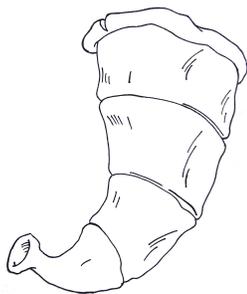
This frozen region is home to only the strongest of people. The province of the Ice Shelves is nothing more than glaciers and ice drifts. The

warmest day there is comparable to the coldest of winter days anywhere else in Kyranthia. It is run by Lord Protector Yorn Wiles, a human. The Ice Shelves have a very profitable fishing trade. Those who live there seldom travel elsewhere. Life is tough in the Shelves and a person spends all their time just surviving. The crest of the Ice Shelves is a blue fish on a field of white.



Tog

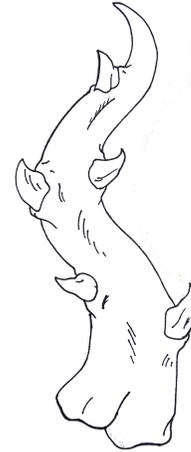
The island of Tog is run by a Goblin named Grung. The people of Tog, mostly Goblin, are separated into tribes. Most of the tribes ignore the laws of Kyranthia and live in a state of chaos, attacking and looting each other. Grung does little about this, for he is more concerned with lining his purse than the state of his Province. Tog is a gloomy place, littered with dark forests and troubled with constant rains. There are a few cities, but they are dangerous, attracting all the wrong types of people. The cities are littered with gambling nests, brothels, and drug dens. It's very common to go missing after a visit to any of the cities here. The crest of Tog is a brown battle horn on a field of dark green.



WILTSHIRE

Wiltshire is run by a Halfling named Varin Krecksin. Varin won the title of Lord Protector in a game of chance and now resides in Stranglevine Keep, the swamp fortress. People close to Varin will say he is losing his sanity. Although its capital is in a large swamp, the rest of the province is similar to Aegarius. The taxes of Wiltshire take much needed

money and supplies from its people, who are at a constant struggle just to survive. Diseases are present in the towns and cities, but thanks to the Citadel, the people seem to be able to thrive. The crest of Wiltshire is a dark green vine on a field of dark purple.



RAEH

This is the world the game takes place in. Most of Raeh's history is shrouded in mystery. When the Shadow Lord appeared, most knowledge was lost or destroyed. As the world is being pieced back together, more of its history is being discovered.

RUINS OF KEL'THORN

This is the remnants of the long dead city of Kel'thorn. Little is known of this place, as it is plagued with restless undead and spirits. Some say there is a great treasure buried deep within these ruins.

CITADEL U'DUNDEI

Citadel U'dundei is the main temple of Light, located in Wiltshire. The healers here are renowned for their abilities. It is run by High Priestess Alhanna Fairhaven.

THE SENTINELS

The Sentinels are a series of towers that protect the border between Gul-Morthas and the rest of Kyranthia. It is manned by the Flame Wardens. There is a sentinel tower every ten miles across the border. A system of passages underground link these towers.

THAYDON'S REST

This is the town that the campaign takes places in. Thaydon's Rest is located in Aegarius.

FLAME WARDENS

These are the protectors of the boundary between the Smolder Fields and the rest of Kyrantia. The Flame Wardens used to be the most valiant and courageous of men, but now most are peasants, criminals, or those not fit for any other work. The Flame Wardens are always looking for new members to join. They are recognizable by their red and black outfits. They also have tattoos of runes that will sometimes glow. Flame Wardens are not allowed to take wives or have children and seldom leave the Sentinels.

NACHTJÄGER

These albino goblins are extremely dangerous. Small groups are known to kill whole villages in a single night. No one knows where they come from. Some people believe them to be just a story told to frighten child.



SHADOW BINDERS

Shadow Binders are servants of the Shadow Lord. They look like everyone else, but are granted gifts from their master. The Shadow Binders will stop at nothing to see their master returned to our world to reign over it.

SHADOW LORD

The Shadow Lord is known by many names,

but speaking his true name, Nil'Gadol is said to increase his power. Because of this, his true name has all but been removed from history. Some other names he is known as are: Dark Lord, Bringer of Shadow, He-who-cannot-be-named, Dark Bringer, and The Father of Night.

SLAGER

There is a tale about a man named Slager who contracted a terrible disease that was decaying his body. The healers of the Citadel could not help, so he turned to the Shadow Lord for answers. Now he travels the land, mutilating people and replacing his rotting body parts with fresher pieces.

THE FEY

The fey are a race of magical beings who for centuries have remained hidden from the world. There are said to be two courts of fey, Light and Dark. Both are told in tales to play tricks on unsuspecting passersby.

DEATH

Little is known about Death. The only common knowledge is that he is the gap between this world and the afterlife and it is he who decides if you live or die.

GNOMES

The Gnomes are engineers who make complicated machines to do the simplest of tasks. They are always tinkering about, making extravagant apparatuses that are utterly pointless to everyone else. Gnomes are very tiny, averaging about a foot tall.

MECHAFRAGAPOPULIOS

This is the Gnome city. It is surrounded by a giant steel wall that is covered in cogs and gears. The wall is slowly growing, covering more land and getting higher with each day. No one has ever been inside it. The city and wall sit upon a system of wheels and conveyers which allow it to move.

THE WHITE LADIES

The White Ladies are tortured souls who wander around, sometimes at their place of death, reenacting that dramatic event. They sometimes look

for haunting companions along paths and roads, and sometimes lead travelers to their deaths. They are harbingers of sorrow and death. They're not always sad, however. Some can be seen dancing or will even help those who are lost or in danger and lead them back onto the right path.



THE OAK MEN

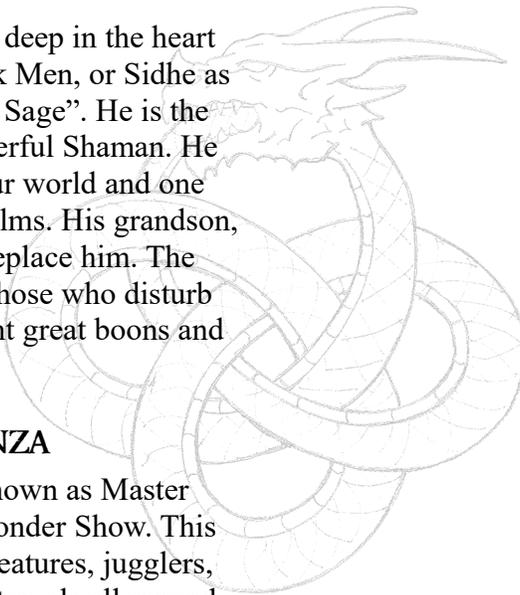
This old and wise race lives deep in the heart of the forests. The leader of the Oak Men, or Sidhe as they are also known, is called “The Sage”. He is the great father of the Sidhe and a powerful Shaman. He has one good eye which watches our world and one blind eye that can see into other realms. His grandson, known as “Himself” will one day replace him. The Oak Men are notorious for killing those who disturb them or the forest, but can also grant great boons and treasures to those they see fit.

THE TRAVELING EXTRAVAGANZA

There is a traveling show known as Master Mallivoe’s Traveling Circus and Wonder Show. This spectacle is famous for its exotic creatures, jugglers, firebreathers, and other oddities. It travels all around the kingdom entertaining the rich and poor alike.

THE KINGSGUARD

The King has a group of very well trained guards, considered to be the best in the land. They are distinguished by their surcoats decorated with the sigil of Aegarius. Their word is as if spoken by the king and should be obeyed at all costs.



HISTORY OF KYRANTHIA

Three thousand years ago the world changed. The civilized races began to go their separate ways, each having their own beliefs. They began to argue. Arguing lead to fighting, fighting led to war. The ten kingdoms were at each others throats. Their hatred and malice is what brought Him into being. Through man's corruption, fear and abhorrence, He was able to manifest himself into a cognizant being.

With so much spite and cruelty in the world He grew in power quickly. He settled in a place whose original name and story is lost in history. The ground charred and turned to glass, and fire spewed from its soil. The sea surrounding it began to boil. Ash rained down from the heavens, blotting out the light. Foul beasts rose from the land's bosom, wreaking havoc on anyone unfortunate enough to be near. His hate-fueled power twisted our world, shifting the land into its current layout. Mountains and cities crumbled. Lakes dried out and valleys flooded. Islands were fused together into what we now call Kyrantia.

He settled his throne in the heart of the dark place, the place we now call the Smolder Fields. His army of monsters ravaged our lands. The war raged on for over two centuries. Hope for survival dwindled more and more with each passing day.

When hope was all but gone, a lone Elf stepped forward and called all the Kingdoms to council. This Elf, Teros Montell, urged the kingdoms to put aside their differences and join as one to face this foe. With their existence on the cusp of annihilation, they all agreed.

The most powerful men of each race and kingdom met in the halls of an immense keep in the great city of Kel'thorn. They delved into the deepest vaults of the darkest libraries, uncovering knowledge long forgotten. Swords and axes were forged of the strongest steel. Wizards wove spells into rituals of untold power.

Across all the land armies assembled. Every able being hefted spear or hammer up high. Lords ranked in beside peasants. The land once again was unified. The High Wizards constructed the Seals of

Six, magical devices representing the elements of magic.

They met on the edge of the Smolder Fields as one army. The ranks of the enemy lay before them, hundreds of thousands in number. Even with the unification of the kingdoms the outlook was bleak. Teros Montell led the charge. The armies met in a clash of steel and screams. Blades flashed and arrows bit. The army of Kyrantia fought with the might of a force ten times their size.

They cleared a path to the heart of Gul-Morthas, straight to the Shadow Lord's fortress. The High Wizards rode forth and laid six seals around it, one representing Fire, one for Water, one Earth, and one each for Air, Mystic and Light to imprison Dark within.

The army of dark was driven back, most retreating to caves. A cheer went up. Light had triumphed. Kyrantia had defeated the Shadow Lord.

The kingdoms of Kyrantia united as one under the rule of Teros. He appointed a Lord Protector to each province who would govern under his law. And the Age of Rebuilding began.

The Smolder Fields and its creatures still remain, however. The Flame Wardens were created, and it was these valiant men who built the Sentinels to guard the borders of Kyrantia and protect its people.

Dark was all but forgotten.

The years went on. King Teros grew in age. New Lord Protectors were appointed over the years. The most valiant of Flame Wardens died off and were replaced with less gallant men. Each province started returning to their old ways.

On a scout mission to the prison of Dark, the Flame Wardens stumbled upon a man performing a ritual on the seals. He was struck down by the Wardens before completing the ritual. With his last breath he warned the Wardens that the Shadow Binders would have their master returned.

The seals are now slowly deteriorating and it is feared the Shadow Lord is growing in power. More creatures are being created in the Smolder Fields. Dark magics are seen more frequently. Vile things too wicked to speak of are being witnessed.

The Shadow Lord is returning.

The Ice
Shelves

Darago
Island

Aegarias

Athlorn

Dragrim Thel

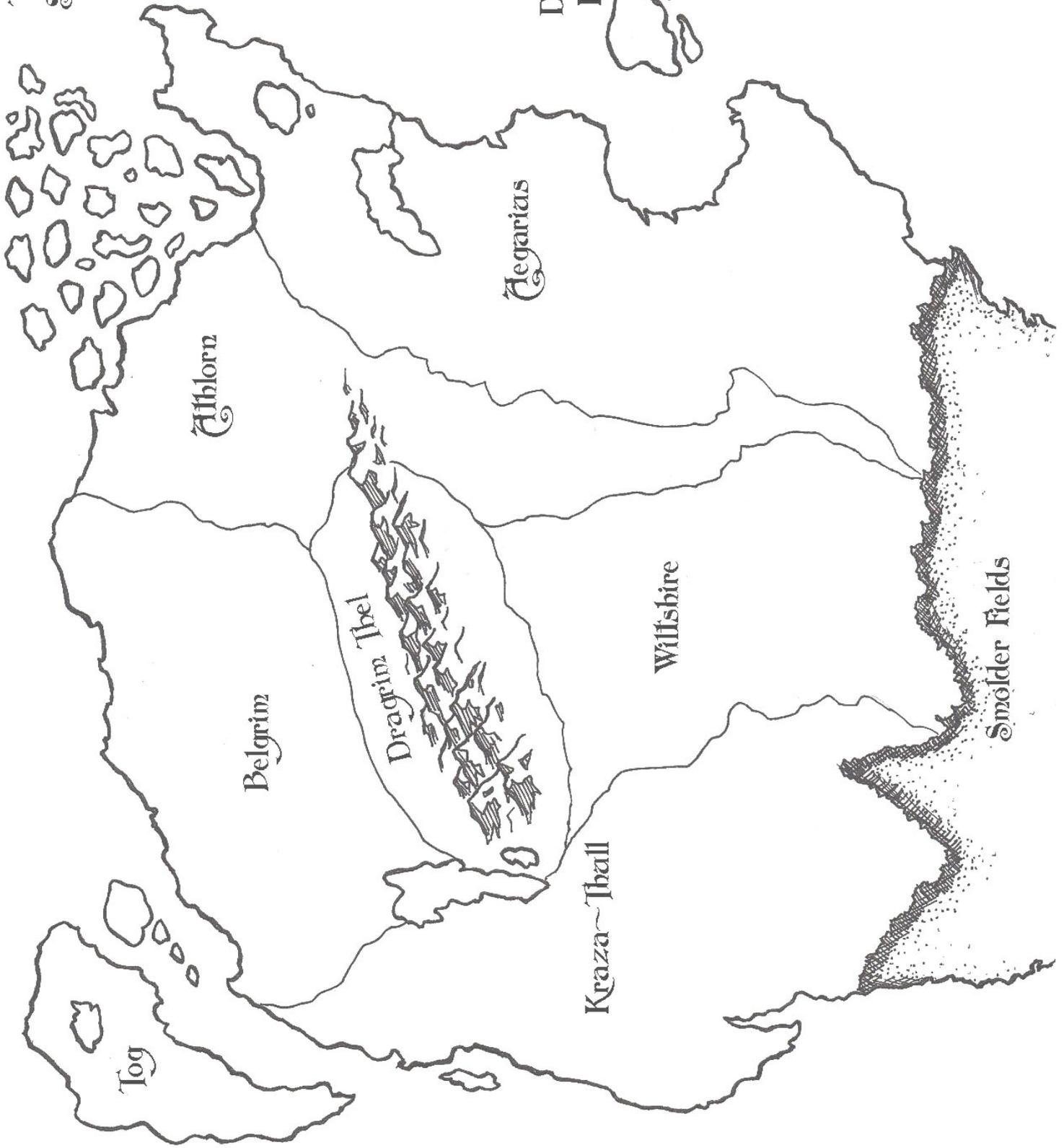
Wiltshire

Smolder Fields

Belgrim

Kraza Thall

Tog



Kyranthia

LIVE ACTION ROLE PLAYING

Within these pages you will find the rule system to help you create and customize a character for Kyranthia LARP. A world filled with magic and monsters awaits you.

Will you answer the call of good and help vanquish the evil creatures plaguing the land or will you join the forces of the Shadow Lord and help him enslave the world? Join us in a fantasy world full of adventure and quests. Crawl through dungeons and catacombs. Battle beasts and villains, gaining glory (and gold!) unlike anything you've ever dreamed.



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