

Kyranthia

LIVE ACTION ROLE PLAYING

EARLY VERSION

This version is the complete text of the rulebook, but the layout is only 80% done, missing some pictures and formatting.



CORE RULEBOOK



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CORE RULEBOOK

FOURTH EDITION

CREATED BY BEN RING

RULES BY:

BEN RING

SCOTT JEWELL

JEFF MERWIN

EDITING BY:

SCOTT JEWELL

JEFF MERWIN

LAYOUT BY:

SCOTT JEWELL

THANKS TO ALL OUR AMAZING PLAYERS, STAFF, AND NPCs.
THIS GAME COULDN'T EXIST WITHOUT YOU GUYS.

DEDICATED TO:

BRENDA AKA PACHAMAMA

AJ LESSARD

WWW.KYRANTHIALARP.COM

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After 500 years, the strength of the Shadow Lord is returning, and he grows stronger now even in his imprisonment. A war between blessed Light and the corruption of Chaos is beginning.

Will you answer the call of Light 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?

The choice is yours, but whatever choice you make, your journey is just beginning...

INTRODUCTION

The wind was making the trees sound as if they were whispering vile curses and wicked incantations as I ran through the night. I could hear my target ahead of me, trampling through the dense forest. I could see the lights of the town ahead growing closer with each step. I had to get him before he reached Oakcrest.

I was hired to take out Krahn Draaciik, a known Shadow Binder in the area, as discreetly as possible. If he reached the safety of town, there would be no possible way I could kill him. The money Frenrick was to pay me would make me wealthy as a lord. I had to end his life, and I had to do it now.

As I thought I was about to lose him, he abruptly stopped and turned to me. I skidded to a halt in surprise. He slowly removed the dark hood that concealed his features, and the pale light of the moon revealed his face. It was Frenrick Dorth, the very man who paid me to assassinate one of the Shadow Binders' leaders. My jaw dropped in shock. He smirked at me and laughed.

"Did you honestly think a boy like you could contend with the Shadow Binders?" he asked, as he snapped his fingers ever so nonchalantly. Immediately afterward, I heard rustling and saw shadowy figures moving from the cover of trees and boulders. I was surrounded by Shadow Binders!

My first instinct was to flee, but with a flash of light, a spell pinned my right foot to the ground. Another flash trapped my arms to my sides. It was then that I noticed the ritual circle I was standing in the middle of. It started to glow as the Shadow Binders started lighting candles as they chanted their treacherous incantations of evil.

I felt a fool for falling into their trap. I never trusted Frenrick, but the mounds of gold he promised had fed my greed. The Shadow Binders were notorious for making sacrifices to aid in the casting of their rituals, and I was about to join those countless tortured souls.

I realized I was set up from the start. I was informed to tell no one. No one would know I was missing. I was told to go alone. All of which made it easier to capture me. I was told that you could not trust a Shadow Binder or the wicked lies they spoke. I

believed them from the beginning. Frenrick said anyone could be a Shadow Binder. As it turned out, the man that hired me was one of them, and now my life lay at his mercy.

He produced a black, jagged dagger from his sleeve and held it high. "Let this worthless soul feed the Shadow Lord. Let it feed the dark!" The others joined in, chanting more wicked words.

As the dagger came towards my heart, I realized my time in this realm was done. It was drawing nearer when we heard screams coming from nearby. I could make out silhouettes moving closer in the dark trees surrounding us. I thought the shadows themselves were coming to get me...

Until I noticed the look of fear on Frenrick's face, too.

Was that the end of our brave adventurer? Were the advancing shadows actually servants of the dark? Maybe it was his companions he left back at town coming to save him? Or perhaps they were ravenous ghouls and zombies, drawn to the smell of living flesh!

Whatever the case, the adventure is just beginning for our brave hero... just as it is beginning for you!





WHAT IS THIS ABOUT?

What if you could live in a fantasy world, if only for a weekend?

Kyranthia is a live roleplaying game that takes place in a fantasy world. It combines elements of theater, improvisational acting, and roleplaying. You'll be immersed in our 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. 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.

Kyranthia is very easy to get into. You're not a lone actor on a 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 are 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.

NPCs are the people who help make the game run. As an NPC, you will play various monsters and supporting roles throughout the event. The staff will provide costumes and weapons for your NPC roles. You could play anything: 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, 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 webpage at www.kyranthialarp.com. Preregistering ensures that you secure a spot at the event and earns you extra SP. It also gives the game staff the opportunity to involve you in the plots and storylines for the event.

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 explain what was covered.

SOFT START

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

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 out and earn some extra XP. After this, you are free to return to the mundane world. Please remember to fill out an Event Report Card on our webpage, 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 of travel, you reach the tavern. 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 (despite 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 at 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 a battle as some unknown forces charge 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, always 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 garb from medieval times or a fantasy world. If you are unsure what a proper costume is or what to wear, please visit our website. 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.

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. Depending on your character's race, you may have to paint your skin a different color or wear prosthetic appliances. If you play a race that requires makeup, you must always wear this makeup, and unless otherwise noted, the makeup should be applied to any exposed skin.

Etiquette: There is a "sickness" that affects players who wear shoddy or incomplete makeup. If your make-up doesn't meet the minimum 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; 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 perform these actions.

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 must 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 a while.

Etiquette: Decorum - Since game flow depends on the shared experience of living in a fantasy world, we have the Decorum call. If someone states "Decorum," it is a gentle reminder to bring the conversation back to the in-game world.

If you notice another person breaking game immersion, politely remind them to stay In Game by stating "Decorum." Just because you think you're alone, doesn't mean there isn't a thief or monster in the shadows nearby!





GAME ENVIRONMENT

Game events take place at a camp 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 several reasons, whether it's for safety, 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 except in the case of an emergency. In Game (IG) items cannot be hidden in OOG areas.

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

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

This is the OOG NPC headquarters, sometimes referred to as Staff Camp. 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!

WHITE HEADBANDS

Sometimes NPCs need to move through an IG area but are not technically IG at the moment. In this case they will be wearing a white headband. People in this state should be ignored. You cannot go OOG like this unless either instructed to by a staff member, must leave the site or go to your vehicle, or it is an emergency.

YELLOW SIGNS

During an event, you will encounter yellow signs. A yellow sign is very important, and will describe the 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.

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

PLOT ENVELOPES

Throughout the game you will see colored envelopes that are used for Information Skills. These envelopes will list an In Game skill that the contents of that envelope correspond to, and you may only open the envelope if you have that skill. Do not point it out to others or ask if anyone has that skill.

SMOKING AREAS

These areas are sometimes referred to as the "Smoker's Guild" in game. Smoking areas are designated OOG areas that can be used for the purpose of smoking cigarettes, vaping, or other legal tobacco products. We ask that you do not hang out in these areas and use them only for their intended purpose. Remember that you are close to an IG area and talk quietly. You cannot use a smoking area as an excuse to get out of IG situations or to hide.

Please keep all cigarettes in the designated area and dispose of butts properly. Do not smoke or vape anywhere else!

Etiquette: You may use a tobacco pipe during play if you are careful and use matches to light them. You cannot use a pipe indoors. Please respect other

players and do not smoke too close to them. If someone asks you to move away from them with your pipe, respect their wishes and politely comply.

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 a purple glow stick or a 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. You must abide by the yellow plot sign describing the portal if there is one. 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 (or other shape) of colored lights and they are on, this means it is a magical area of some kind. Locate the Plot Card for this area and read it to make sure that you understand the conditions and rules concerning the area. Do not enter it until you've read the Plot Card. As with portals, you may have to 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 interacted with In Game. These props will have an info card or Prop Sticker attached to it. Often a certain skill is needed to

manipulate that 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 unless a plot sign says you can. All props should be treated with care and may only be taken or manipulated if a Skill, Prop Sticker, or Item Tag tells you that it is okay to do so.

***Etiquette:** Whether a Prop may be interacted with or not, please always exercise caution in manipulating any prop. Some props are made of materials that may not be as sturdy or robust as they appear! Props may never be destroyed or defaced without specific permission from a Staff Member or in rare cases, a Plot Card.*

PROP STICKERS AND TAGS

Some props will have a colored sticker, ribbon, 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 interacted with 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 into Monster Camp 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.



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 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: if there is no sticker, it can be read and handled but must be put back where it was found.

Scrolls: A scroll is an in-game sheet of paper with writing on it. Different types of scrolls you encounter may include Spell Scrolls or informational scrolls that require a certain skill to use. Such information will be written on the scroll itself. Scrolls do not need a prop sticker and follow the rules for Green-stickered items.

Gems: There are many different types of valuable gems, and they are often used as currency. Uncut gems are rough-shaped minerals that are gathered by players with the Mining skill. Cut gems, or gemstones, are cut from uncut minerals by someone with the Jeweler skill and are used in many In Game skills, such as scrolls, wands or other magic processes. Gems do not need a prop sticker and are treated as a Green Stickered item.

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 not point it out to others.

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



WHITE

White prop stickers signify an object that can only be moved with a Burst of Strength, or by two people slowly moving it. Otherwise, treat it as a yellow sticker.

BLACK

Black prop stickers signify an object that can only be moved with Superhuman Strength. Otherwise, treat it as a yellow sticker.

WEAPONS

All weapons must be 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.

Magical and Special Items: Magical or Special items are unique In Game items. These items will have an accompanying tag that will have more information. Such tags may contain a single letter, number, or code that will require special circumstances to be Identified. Sometimes an item will not have a tag, but a number or letter marked on it. Most Magic Items also require a process called Attunement (see Magic Items chapter).

ALCHEMICAL SUBSTANCES

A player with the Alchemy skill can spend 10 seconds of concentration to identify any alchemical substance and read the tag. If you open an alchemical container without having the Alchemy skill, the substance is used up and you must take the effect listed on the tag, for better or worse. In other words, whether it's harmful or not (even if it's a blade poison), you immediately take the effect as if you were attacked with the substance.

***Etiquette:** Ripped Alchemy and Potion Tags should be properly disposed of, ideally, the ripped tag can be saved inside the container, and the entire container is placed in a "Used Components" bin. These bins are found near major crafting stations and clearly marked.*

Potions: These are found in vials or small canisters with a tag inside. Anyone may force-feed a potion by pouring it down the throat of an incapacitated character. Potions work instantly unless stated otherwise. You cannot slip potions into someone's food or drink.

Ingested Poisons: Such poisons will be marked by a small Ingested Poison tag placed under the eating or drinking vessel (plate, bowl, cup, etc.). This tag will list the effect.

If you notice such a tag on your eating or drinking vessel, you will take the effect of the poison. If you see them in someone else's food, you cannot notify them unless you have the Alchemy skill.

Gas Globes: Gas globes are vials of gas poison that are 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 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!"

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.

Blade Poisons: You may only apply Blade Poisons 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 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, spears, bolts, or arrows, 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 sets 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 game that allow characters to create, set, and disarm traps.

Snappers: These traps are represented by a snapping novelty firework such as throw snaps. They may 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.

Poppers: These traps are represented by a popping novelty firework such as champagne poppers. They may only be moved or set by someone with the Disarm Traps skill. These do 10 points of damage to the person who set it 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 usually represented by a black tile or other shape on the floor. A Yellow Sign or staff member will explain these areas and traps as you encounter them. If any part of your body comes in contact with it, you suffer the Death Effect (unless a Yellow Plot Sign or staff member 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 roleplaying it takes to pick the lock. You must have the appropriate skill (such as Pick Locks) to attempt to pick a lock.

You cannot open or break a lock with a weapon or damage. 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, and this will be listed on the tag.

BUILDINGS

Kyranthia runs at a camp that has many buildings: cabins for housing players, taverns that serve food and drink, shops, and guild halls. Most of these buildings are in game unless otherwise stated. If there are no signs labeling the building as OOG, you may enter these buildings, unless an IG lock (or other circumstance listed on a Yellow Sign) prevents you from doing so.

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 a common occurrence at 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.

COMBAT VERBALS

A verbal is a short phrase that is called out to describe an 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 Damage by Fire," indicating 10 points of damage done by a fire attack. Another example is "Sleep by Glamor," indicating the Sleep effect caused by some sort of glamor 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 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 attached, such as a verbal of "5 Damage by 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 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 your weapon back for one second after four consecutive weapon attacks. This gives 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, you may count every other hit.

Etiquette: You may remind someone who does not pause after four swings of this rule by stating "One Second Pause."

DELIVERY OF ATTACKS

During the game you may be subjected to a wide variety of attacks. There are many ways to deliver an attack. Every attack has a verbal that describes an effect so that you know how to react.

MELEE WEAPONS

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

Melee abilities 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).

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 90 degrees when swinging but be careful not to hit too hard. Remember that you must draw back and pause for at least one second after four consecutive swings.

Melee attacks that are blocked by your opponent's weapon or shield are not counted (unless the attack targets a weapon or shield). 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 attacks (such as Critical Strike) are only used up if your attack strikes a legal target area, and the target acknowledges the hit (either by roleplaying the effect or calling out a defense).

MISSILE WEAPONS

These attacks are delivered by thrown weapons or projectiles such as bows and crossbows. These

weapons cannot be used in melee combat. You can only throw one thrown weapon at a time, though you may fire a crossbow from each hand if your character has the skill.

Missile abilities are used up whether you hit the target or not.

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 (unless the attack targets a weapon or shield). Attacks to the head, hands, groin, or neck are illegal and not counted.

PACKETS

A packet is a small beanbag filled with birdseed that represents some sort of magical effect. Packet abilities are used up whether you hit the target or not.

To deliver a packet attack, you call a verbal and throw a packet at the target. Do not throw packets 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 attack.

Packets are not solid objects In Game and cannot be affected by Disarm or Shatter. 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.

Spells: 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 spells, but you may take one "pitching step."

If your weapons, shields, or any part of your body are hit, it interrupts the spellcasting. No armor can be worn when casting a spell from the Paths of Arcane unless a special ability allows you to do so (see Magic section).

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 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.

TOUCH

Some skills or abilities may be delivered by touch. To deliver a touch effect, touch a packet to someone's arm, shoulder, or upper back, then speak the required verbal. Never attempt to deliver a touch attack while someone is moving or engaged in combat.

Etiquette: You may use other safe items to deliver a touch effect, such as a cloth bandage, flower, stuffed animal, etc.

VOICE

These attacks are delivered by the player's voice. If someone calls out "By My Voice" followed by 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 may indicate the effect is radiating from the creature calling the effect, and not necessarily by their voice.

ROOM/PLACE

If someone calls out "In This Room..." or "In This Place..." followed by an effect, everyone in the clearly enclosed space will be affected by it. The attack only works in enclosed rooms or spaces (such as a cavern), whether doorways are shut or not. This delivery also works if you are in a magical circle or other such bounded space. This attack will affect you if any part of you was in the room or enclosed space when the verbal was started.

GESTURE

Some attacks may be delivered with a palm, finger, object, or weapon pointed at a target. They will simply point and say "By my gesture..." followed by an effect. If you are directly pointed at and the clear target for this type of attack, you immediately suffer the called effect.

Etiquette: If you are using this attack to target someone who's far away, not in front of you, or is blocked by other people, your target may not hear you or realize they are being targeted. In this case, the attack fails and is retained.

NAME

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

GAZE

If someone with this attack meets your eyes for three seconds, they may call, "By my Gaze" followed by an effect.

Etiquette: If you are using this attack to target someone who's far away, not in front of you, or is blocked by other people, your target may not hear you or realize they are being targeted. In this case, the attack fails and is retained.

KILLING BLOW

Any unconscious or immobile being may be given a Killing Blow, which kills them. To perform a killing blow, place a weapon on their torso, then say, "Killing blow one, killing blow two, killing blow three" clearly and slowly. If you or your weapon are not hit or interrupted in any way, you will successfully kill the target. If you are interrupted, you must start over.

AFFLICTION (3-COUNT ATTACKS)

Affliction delivers an effect to an immobile or unconscious player. This is done by touching a weapon or packet to their torso and calling "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.

SHIELDS

When using a shield, you cannot crouch behind a shield so only your head is exposed. This is referred to as "turtling." You cannot strike an opponent with a shield; a shield is for blocking only.

COMBAT SAFETY

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

Distance: You must maintain a safe distance from an 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 towards your opponent and forcing them back physically is called charging and is not allowed.

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 by a staff member 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.

Watch Your Swings: Don't swing your weapons

hard. You only need to tap a player hard enough to know they've been hit.

Etiquette: If someone tells you to "watch your swings," don't take offense and soften your blows. Everyone has a different level of tolerance; please be respectful of this.

Physical Contact: No grappling, punching, kicking, or tripping other players. All physical contact must be using weapons or packets unless you have explicit permission from that person.

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, one of the players or staff members involved in the Hold will make a loud, clear, and deliberate "Game on!" call, 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 someone tripping, 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 gameplay only long enough for the person to get out of harm's way. Those involved can restart gameplay when ready.

CLARIFY

If you are hit with an attack and are unsure of what it does, you can call "Clarify." This informs your opponent that you are unsure of what has hit you and gives them time to briefly 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 a "HALO," which is an orange headband that may glow. For your safety and the ease of combat of those around you, this headband should always be on your head and extremely visible from all angles.

This Halo may be noticed In Game as a blessing by the Light (or another power or deity). If your Halo is visible and, on your person, you may spend ten seconds of concentration to call "Heal 1 by Light" (or another appropriate Trait). If combat becomes unavoidable (maybe you're stuck in a module or backed into a corner by enemies), you may cross your arms over your chest and loudly call "Caution: Disengage" to temporarily back others off so you can navigate yourself to safety.

Etiquette: "Caution: Disengage" is a last resort that is not meant to be a common call. It is solely for the purpose of backing people off from you if you feel you are in danger of being hit or surrounded by enemies. We understand the risk you may take as a non-combatant and would like you to feel comfortable playing the game as much as possible.

In-game, your Halo has weakened your character's health. Anyone may point their weapon at you within striking distance and state "I drop you!" This drops you to the Unconscious state for 5 minutes. You may then be killed by someone delivering a NO CONTACT Killing Blow (usual rules, but do not touch!)

As a Non-Combatant, you cannot actively participate in combat or use any Attacks by any means. You may touch-cast beneficial effects to allies or use beneficial gestures and voice deliveries. You may not use any harmful effects or attacks. NPCs or other players may mistake you for an active participant who may be attacked.

The Larp Portal system that Kyranthia uses for Character maintenance has a designated "Medical Character Build" option, where you may temporarily reconfigure your character's skills for Non-Combatant status. Please contact Logistics or a Staff Member to enable this option.

Finally, if you start an event as a Non-Combatant, you must keep that designation for the entire event unless you get specific permission from Staff. Contact logistics@kyranthialarp.com to designate your Non-Combatant status before the

next game if it changes, or to re-verify your Non-Combatant status.

Etiquette: You are strongly encouraged to always keep the Halo on top of your head. However, if costuming or other circumstances prevent this, an alternative may be negotiated with Staff. Your costume should be easily distinguishable from your Halo, especially near the Halo itself.

MUSICAL INSTRUMENTS AND PROPS IN COMBAT

Some people may be carrying or using expensive props or musical instruments. While these items are legal to have around combat, it is a scenario that leads itself to respect and caution. If you have one of these items in your hands and combat erupts around you, you may call "Caution: Disengage" to alert those near you that you do not wish to participate and endanger your valued item. This should not be used to avoid repercussions or danger; it is up to the player to avoid direct combat while carrying delicate items.





STRENGTH

One of three things will then happen:

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.

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.

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. This may also be used for arm wrestling and other types of roleplaying 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.

They could state "describe your search." For this, you will have to tell them the areas you wish to search. If you wish, you can mimic the search to represent the time it would take. The item has to be where they say it is.

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.

Superhuman strength is a permanent burst of strength. With superhuman strength you may run while carrying two people and may 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").

Cabins may be searched as well, but please remember that under bunks is OOG and off limits. 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 don't take it. When you steal a physical weapon, you only take the tag.

CARRYING A PERSON

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

Stolen items can be kept, sold, or traded. If you have any items you wish to be IG items, notify staff before the game starts so a tag may be made for it.

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

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.

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.

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

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."

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 will be able to work yourself free.

Anyone can free another character from bindings with 10 seconds of concentrated roleplaying.



DOORS

For safety, and to avoid damage, doors cannot be forced or kicked open, 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 may be able to resurrect and live your life a little longer. This can be done several 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. Magical or temporary 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 with a call of "10 Damage," this has brought you below 0 Body, and you are now unstable and bleeding out.

Another example: you have 2 Body Points left and you are struck 2 times with normal uncalled attacks, 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 mishaps may 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 or skill. 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, pick up any items other than your weapons or personal effects, or use any game ability unless it specifically says otherwise on a plot card or skill.

While en-route to Death's realm, you must hold your arms at your sides and bow your head. This signifies to other players that you are a spirit and cannot be normally 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 a 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 be resurrected. 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 a 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 25% 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 use of skills, while some may be beneficial to your character. Effects can be delivered in a variety of ways (see Combat chapter).

Etiquette: Some of the Effects in the game will be a bit ambiguous to those around you and the person that applied the Effect to you. Do your best to Roleplay receiving negative effects, especially to the person that delivered the Attack. Some examples are grunting, groaning, or thematic roleplaying like clutching your heart if hit by a Stricken or Weakness.

TRAITS

Traits are descriptive identifiers that include things such as race, class, 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 skills, spells, or Plot Cards may modify or grant you traits.

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.

ATTACK TRAITS

Some attacks include 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."

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 attack traits are Air, Lightning, Earth, Stone, Fire, Flame, Genesis, Light, Mystic, Poison, Shadow, Silver, Water, Ice, Darkness, Corruption. There are more you may find in-game. If you are uncertain if a trait affects you, assume it does.

Etiquette: Calling out a special trait for every swing of a weapon is unnecessary and adds too much noise in battle. If your weapon has a special trait attached to it, you only need to call that trait for the first few swings to let your opponent know you're using it.

For example, if your weapon swings for Silver damage, you only need to call "Silver" for the first few strikes. After that, you will only need to call the trait again if you face off against a different opponent.

TARGETED TRAITS

Some attacks can specifically target a trait you have. In this case, traits are added to the end of the attack verbal, such as "Pin to Undead". If you have the specified trait, you take the effect. Those without the trait would call "no effect." Any trait you possess may be targeted by an attack.

For example: A powerful villain 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 villain's forces. The villain 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 the "Warrior" trait would take the Paralyze effect. All others 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.

TO SELF

Instead of saying "by" you say "to Self" after the effect. This is to let others know you are the only target of that effect.

LIST OF GAME EFFECTS

These are Effects you will encounter in the world of Kyrantia that will affect your character in various ways. They can be harmful or beneficial.

The duration of effects is listed under their description. If no duration is specified, the effect is instant.

In addition, there are modifiers to these effects:

Lesser: When this modifier is added to an effect, it reduces the duration from 5 minutes to 10 seconds. Some effects will have different rules concerning the Lesser modifier, which will be listed in the description.

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

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 any defenses such as Resist.

ANIMATE

This effect animates a corpse that has been dead less than 5 minutes. The animated corpse will have body points equal to the maximum body points it had before dying. The corpse is under the complete control of the caster and cannot talk or use any skills other than weapons. The corpse is immune to Berserk, Charm, Death, Forget, Heal, Nausea, Poison, Sleep, Stricken, and Waylay. When the animated corpse falls to 0 BP, it is dead and needs to be resurrected. The corpse lasts until destroyed.

Lesser Animate lasts for 5 minutes or until the corpse is destroyed.

BANE

This effect causes an automatic final death.

BECKON

This effect causes you to seek out and move towards the person calling this effect. You stop advancing when you are within arm or weapon's reach of the attacker. If moving directly towards the attacker puts you in danger, you may move around the danger, taking the fastest route to the one who called this effect. You must stay within reach of your attacker for 5 minutes.

BERSERK

This effect causes you to attack everyone around you, even friends and allies. You may attack with any 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 will prevent them from being harmed in any way, short of getting yourself killed. You would not realize you're being Charmed until this effect ends. Charm lasts 5 minutes, or if the

person who charmed you attacks you in anyway.

CHAOS DAMAGE

This damage bypasses any type of Armor or Protection Points and hits your Body Points directly.

CRUSHING...

This attack cannot be blocked; it bypasses weapons and shields. If a strike with the Crushing attack hits your weapon or shield, you take the effect. This effect may be utilized in combination with another skill or call. An example of this would be: "Crushing Agony by Earth."



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; other types of Hit Points are restored in various ways.

DEATH

This effect kills you instantly. You fall dead as if you had been struck with a Killing Blow.

DETECT...

The Detect effect is followed by a trait. If you

have that trait, you must call out that trait, revealing the fact that you have the trait and exposing 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, dead, or under the effects of a Silence, Paralyze, or other disabling effect.

You are not affected by Detect if you have the Spirit defense, unless the Detect effect targets the Spirit trait.

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

If you do not have the Trait called out, you should stay silent. You do not have to call out "No Effect!"

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 on a person.

DIAGNOSE...

This effect allows you to examine the health status of the target. 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 except for 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 touch the recipient with a packet or bandage 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 in this case, it must remain there for at least 5 seconds.

Shields are only disarmed if "Disarm Shield" is called out verbally. You cannot Disarm a shield unless an ability specifically states you may call "Disarm Shield."

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.

DISENGAGE

To use this effect, step back or stand in place, gesture your weapon or hand towards any number of opponents directly in front of you, then call "Disengage." You cannot move towards any target.

If you are the target of a Disengage, you must move at least 5 feet back away from them. Once the distance has been reached, the effect ends, and you may approach again. Disengage will not force you into a dangerous area; you may choose to cross your arms and lean back for 3 seconds rather than be forced into an area that causes a detrimental effect. If you are under the effects of a Pin or cannot move back, cross your arms, and lean back for 3 seconds.

Etiquette: Disengage is not a normal melee delivered attack, and thus cannot be negated by defenses or abilities that stop such attacks. The purpose of this effect is to back opponents off who are crowding you, or to get yourself out of an area you're backed into. It can also be used by Non-combatants to indicate they are in danger of being pulled into combat.



DOMINATE

You are under the 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 uncomfortable with (dancing, singing, laughing uncontrollably), you can opt to stand there and stare in silence. You would not realize you're being Dominated until the effect ends.

Lesser Dominate: You must follow a short command given by the attacker. For example, you are hit with "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. The effect ends after the short command is followed.

FRAILITY

This effect causes you to take double from all damage attacks. Frailty lasts until Removed somehow. Lesser Frailty lasts for 5 minutes.

FEAR

This effect causes intense fear. You are unable to use any attacks or defenses against your attacker, including weapons. You will attempt to get as far away as possible from the attacker, preferring to leave the room if indoors, or cowering behind large objects and allies if you can't flee.

Fear ends when you break line of sight with your attacker for one minute. Closing your eyes won't work, but ducking behind a large rock, tree, wall, or building so that you can't see them for one full

minute will work. Lesser Fear lasts until you break line of sight for 10 seconds.

FORGET

This effect causes you to permanently forget the last 30 minutes of your life. Lesser Forget causes you to permanently forget the last 5 minutes.

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 take the form of many different things, such as granting the use of Attacks, Defenses, Effects, or even Traits. If you are targeted by a spell, ability, or Plot card that modifies your character, it will either be in the Verbal or on the Plot Card. Plot card Imbue effects do not end when you die unless stated otherwise.

Temporary Imbues: These grant you an Attack, a Defense, or a Touch delivered ability. You can only have up to three total Temporary Imbues. If you receive a fourth Imbue, it replaces one of your Temporary Imbues. These last until used unless the ability says otherwise. Temporary Imbue effects end when you die unless the skill or ability specifically states otherwise.



Imbue Attack: This Imbue grants you one called Attack. The delivery can be any Delivery that is specified (Melee, Missile, Packet, Voice, Gesture). If the delivery is not specified in the verbal, you may choose between Melee, Missile, Packet, or Gesture. Voice delivered attacks must be specified.

Example calls:

"Imbue Packet Attack: 5 Damage by Fire"

"Imbue Melee Attack: Agony"

"Imbue Missile Attack: Disarm"

Imbue Defense: This Imbue grants you one called Defense (see Defense chapter), specified in the verbal.

Example calls:

"Imbue Defense: Avoid Sleep by Luck"

"Imbue Defense: Shield by Magic vs Packet"

"Imbue Defense: Resist Death by Light"

Imbue Touch: This Imbue grants you a touch delivered effect that the recipient can use on other people.

Example calls:

"Imbue Touch: Heal 5 by Light"

"Imbue Touch: Remove Web by Magic"

"Imbue Touch: Stabilize by Nature"

Imbue Protection: This Imbue grants Protection points. For example, "Imbue 5 Protection by Inspiration."

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.

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. If you cannot drop to a knee, you may cross your arms over your chest and lean back for five 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 or use a walking stick for a crutch.

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, and then you can only sit or lie down. Maim only works on arms and legs.

Lesser Maim lasts for 10 seconds.

NAUSEA

This effect makes you feel extremely sick and causes you to wretch or cough for 10 seconds. 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 any defenses such as Resist.

PARALYZE

You cannot move or speak for 5 minutes. You are aware of what is going on around you. You cannot be moved by others. If you are rendered unconscious or someone tries to move you, you fall

to the ground for the remainder of the 5 minutes.

PIERCING...

This attack bypasses any type of Armor or Protection Points and reduces your Body Points directly. This effect may be utilized in combination with another skill or call. An example of this would be: "Piercing 5 Damage."

PIN

Your right foot is trapped in one spot for 5 minutes. You may move your left foot, and pivot on your right.

REMOVE...

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

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 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 once as loud as you can, for 2-3 seconds. If you are Silenced or cannot speak, you would silently mouth a scream.

SHATTER

A specified item is destroyed and cannot be used at all 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." You cannot Shatter a shield unless an ability or skill specifically states you may call "Shatter 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 is destroyed.

An attack that uses the "Shatter Armor" verbal will exhaust all 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 will 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 coins or personal non-game items, and items that cannot be Shattered.

You may call "Shatter Lock" if the skill or spell allows you to do so. Items without tags or 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.

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, after which they would call, "Remove Sleep."

SPEAK...

This effect allows you to talk quietly with a being 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.

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.

STRICKEN

While under this effect, any Body Points lost cannot be regained by any means, including potions, skills, spells, etc. Your last Body Point is not affected. Additionally, detrimental effects cannot be Removed. Call "No Effect" to any Remove or Heal effects used on you.

Only a "Remove Stricken" will end this effect. Stricken lasts until Removed somehow. **Lesser Stricken** lasts for 5 minutes.

SUBDUE

You are rendered unconscious for 1 minute.

SUPPRESS

When you are hit by this effect, all magical effects and magical items that are currently affecting you are treated as though they do not exist for five minutes. You may not activate any magical items during this duration or receive any benefit from spells that were active on you, even if cast on you after the Suppress affected you. When this effect ends, all suppressed effects return (in the state they were in before the call), and magic items can be activated again as normal.

TRAUMA

This effect instantly removes all your body points and drops you to Unstable, starting your bleeding out process.

WAYLAY

You are rendered unconscious for 5 minutes.

WEAKNESS

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

WEB

This effect simulates a web entangling your body. You cannot move and must stand in place for 5 minutes. You may speak and use any skills or spells that can be cast on yourself or "By my Voice" Deliveries. Someone may take 30 uninterrupted seconds to cut you free with an edged weapon, after which they would call "Remove Web."

VOID DAMAGE

This damage reduces Mana first and then reduces Protection, Armor, and Body Points.





DEFENSES

ABSORB

The attack is negated and changed into another effect. For example, the fire elemental is healed by flame damage. It is hit by an attack of “3 fire” and calls out, “Absorb and Heal 3.”

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 chapter).

AVOID, PHASE, RESIST

You may choose when you use this defense to negate an attack of the appropriate type. For example, if you have a Resist Fire, you may choose not to use it against a small Flame Dart, and instead save it for the Fireball you suspect is incoming!

GUARD, 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 immune to a certain attack and are unaffected by it.

PARRY

Parry negates a single 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 basically magical armor points, except they cannot be reset; once they are exhausted, they are gone (unless a skill or ability allows it to be reset). These points are always lost first, even before armor points.

REDUCE

The attack is reduced to a lesser effect. For Example: The Berserker’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 Agony.

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. If someone Reflects an attack back to you, you may negate it with another defense if you have one, even a Reflect.

SPIRIT

In spirit form, you are incorporeal and unaffected by most attacks. Call "spirit" to any attack that hits you. Nothing affects you unless the call is "to Spirit." You cannot use game abilities unless specifically allowed to do so. If someone tries to talk to you, you may call out "spirit" to inform them you can't communicate. 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 or pick up 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.

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 walk with your hands at your side and head bowed. 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.



CONDUCT

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:

THREE STRIKE RULE

Anyone caught cheating or causing serious strife (Out of Game) will be issued a Strike. After three Strikes, you will be asked to leave the game. We take this rule very seriously, but are willing to work with honest mistakes, accidents, or other excusable offenses. But the fact remains, we take everyone's enjoyment of the game and the spirit of honesty very seriously.

After three events with no incidents, we will happily remove a Strike from your record in good faith that efforts are being made to keep the spirit of the game alive.

Kyranthia reserves the right to modify or negotiate any of these rules as we see fit. If the incident is deemed serious enough, more than one Strike may be applied. We may ban players without a Strike at our discretion.

All of these rules apply to not only Players, but Staff, NPCs, and conduct on Kyranthia social media.

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 or Rules Marshal.

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 may not be counted.

COUNTING HITS

You are responsible for counting any hits you take in combat, as well as the roleplaying requirements associated with them (cries of pain, grunts, etc.). 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 NPC shifts, 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 gameplay, 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 will be designated smoking and vaping areas at each camp where the game is played at. Staff will communicate this location before the event and at the opening meeting. Contact a staff member before smoking or vaping if you are unsure if you are in the correct area or not.

DRUGS AND ALCOHOL

Non-Prescription drugs and alcohol are not allowed at a Kyranthia event. You may not play under the influence and will incur Strikes if caught breaking these rules.

STEALING

Although the stealing of In Game items is allowed, theft of Out of Game and personal property will not be tolerated. If the item doesn't have a tag or sticker and you're unsure if an item is IG, leave it alone. Also, under a player's bed is considered OOG and any personal effects should be placed there. Do not search under beds.

REAL WEAPONS

The only weapons allowed are safety-approved weapons. While a simple cutlery set for eating or a utility knife for weapon or armor repair is allowed, do not bring any real weapons into game.

FIRE AND FLASHLIGHTS

For safety reasons, you can't use any open flames or incense unless approved by a Staff Member.

Light sources such as LED lamps or electric candles may be used if they emit light no brighter than candlelight. Glowsticks are allowed only if they emit yellow light, unless a skill or ability allows another color. Flashlights should only be used in emergencies.

Campfires are allowed in designated fire-pits but should never be left unattended. Ask a Staff Member if a fire pit is safe to use. Be sure to have water available to extinguish the fire safely when finished. Combat may never occur within 10 feet of an active fire pit.

Etiquette: Never flee to a campfire to avoid IG danger.



CHARACTER CREATION

A character in Kyrantia is the alter ego that you play to interact with other characters and the game world. Your character may have a personality like 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.

Remember, you'll be sticking with this role for an entire weekend, so comfort and sustainability is key! Don't pick a silly accent that will damage your throat, or a personality that may leave you too exhausted to play safely.

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 before your fourth event.

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 any number of other things. Skills will include specific game rules to indicate how often they may be used. 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.

All new characters start off with some base equipment. This will only be given to you at 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 number 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 usable once per event, then that skill will not be refreshed at reset.

ADVANCING YOUR CHARACTER

Each event you attend will grant you Experience Points (XP). Submitting an Event Report Card (ERC) within two weeks after an event will gain you more XP. XP can also be granted for donating needed items to the game.

EXPERIENCE POINTS

Experience Points (XP) are what you earn to convert to Skill Points. For every 100 total Skill Points your character has gained, the amount of XP needed to gain SP will increase. There are numerous ways to gain XP points, such as playing events, submitting an Event Report Card, helping to clean up after an event, or donating needed items to the game.

XP to SP Conversions

- 0- 99 SP = 10 XP for 1 SP
- 100 - 199 SP = 15 XP for 1 SP
- 200 - 299 SP = 20 XP for 1 SP

(Every 100 SP adds an additional 5 XP per SP)

Attending an Event: 50 XP (For a full paid weekend, partial events may be negotiated)

Clean Up: 25 XP (Upon approval of having helped in a substantial way)

Event Report Card: 25 Xp (Upon approval of a thorough review of the event)

There may be other ways to earn extra XP during an event; you must be given such a task by a Staff Member to receive the benefit.

For Donations, you can receive no more than 1500 XP for the entire year. Once the last event of a year is over, all Donations received count towards the next year's total.

LEARNING SKILLS

A player may purchase any of the skills listed in this book. Skills may only be purchased between events. Additionally, there are many skills and abilities that are in the world of Kyranthia that do not appear in this book. Special Rules exist for learning these skills, and they must be taught by the appropriate Tutor.

Etiquette: While it is legal to purchase any skill available to you in the Core Rulebook (except Advanced Skills), we highly encourage all players to Roleplay learning their chosen skills In Game from another person that knows that skill. This will help justify the gaining of that skill, enrich the game, and bring a special moment to another person by asking them to be your mentor!

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 memorized spells.
- All other classes start with 1 memorized spell.

You may choose your starting spells only from those listed in this book. You may 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 Scroll at the end of an event to learn a spell between events (see Magic chapter).

INFORMATION SKILLS

Information Skills are driven by the storyline and roleplaying 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 roleplaying and playing an information gathering character are encouraged to consider buying these skills.

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. 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. Be sure to check our website at www.kyranthialarp.com for additional information.



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 deeper, 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 characters. There's no rule that says the player **MUST** play a goody-two-shoes. 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 roleplaying 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 playing 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 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 your 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?

Handsome tavern wenches? Beautiful barkeeps? 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 must 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 world of Kyranthia. Each race differs in appearance as well as roleplaying and abilities. Make-up requirements must be followed and maintained during gameplay. Racial features such as pointed ears, horns, or tusks must be visible and cannot be permanently removed.

Etiquette: *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 a Plot 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 stonework, as well as their skill in battle. Since they spend much of their lives working in 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. You may use extensions with staff

approval. 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 Resist Poison (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 all the common races, Elves are believed to be born of magic and as old as the world itself. Many Elves feel at home amongst the trees, but some Elves have taken to city life.

Elves are distrustful of other races, looking down their nose at them. While they can make friends outside their race, it is uncommon. They are stubborn and prideful, and have considerable willpower, known to be able to resist mental attacks.

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.

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 Humans.

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 wherever they go. A good many Half-Elves are bards. It is not uncommon for a Half-Elf to travel constantly, never feeling at home wherever they go.

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 union of Goblin and Human, Half-Goblins have traits of both. They vary as much as Humans do when it comes to cultures, but they keep some of the fears and habits of their 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 tend 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 (storytelling!), or cheating at games (winning!) Although their cheerful nature makes 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.

Disadvantages: Due to their curious nature,

unless it means 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 the 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.

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: They can purchase Adaptation.

Disadvantages: None

CLASSES

Classes dictate the cost for most 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. However, there's nothing wrong with playing the class differently; it's more important to enjoy playing your character, after all.

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 performances. 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 hand, casting magic that heals the living and harms the dead. Clerics train in some combat and are known to use basic weapons and armor. Some of the more powerful Clerics pledge their lives to banishing undead and dark spirits from our realm. Clerics usually wear armor such as chain or leather beneath their tabards or robes.

DRUID





Druids are at home with nature and draw their power from it, casting 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 and bows. Druids usually wear armor made of bones, wood, or leather if any at all.

ROGUE



Rogues are cunning, 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, pickpockets, or tomb-raiders. Preferring stealth over direct combat, Rogues usually wear any armor that is quiet and doesn't hinder their movement.

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 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.

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 favor chain or plate mail.

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 studying. 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.



SKILLS

Some skills require a prerequisite skill that must be learned first. Some skills can only be used once per reset, 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.

ADAPTATION♦

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

Prerequisite: Human 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 weapon once per reset.

Prerequisite: Any weapon skill.

ALCHEMY

This skill allows you to create and handle alchemical substances. See the Alchemy chapter for more information.

Prerequisite: Harvest and Read and Write.

APPRAISE

You may appraise the roughly estimated value of certain items. You 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/Magic, or Water/Ice. You may call “Resist” to the chosen trait once per reset.

Prerequisite: Sorcerer Class.

ARCHERY

You may use any safety approved 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 bloodlust 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, and Sleep effects. In addition, you gain 10 extra points of temporary BP. 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 remain unconscious for 5 minutes.

BREWING

Brewers use herbal components to make drinks that give a little something extra. There may be side effects though, so please drink responsibly (See Crafting chapter).

Prerequisite: Harvest.

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. The 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 it to rip out of one Pin, Bind, or Web effect by using a three count ("I rip out one, I rip out two, I rip out three").

COOKING

You have learned special techniques and ingredients so that certain food you cook adds special properties that do more than just fill bellies (See Crafting chapter).

Prerequisite: Harvest.

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 lightly stretching or sprawled out on the ground or bench in one spot for 20 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 types 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 with any melee weapon and call "Disarm!" once per reset. This skill will not work on a shield.

Prerequisite: Any melee weapon skill.

damage.

DISENGAGE◆

Sometimes you need to back opponents off so you can regroup in a battle. This skill allows you to call "Disengage" three times per reset.

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



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 such a way that would make it unusable with more than a few moments of reset time. If there is only a Plot Card that describes the trap, you may take one uninterrupted minute of concentration to remove it with your Thieves' Tools. You cannot have anything else in your hands while disarming a trap.

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, but if you accidentally set them off, you take the

types of attacks still affect you. This skill will last until you move your feet or use any weapons or skills other than called defenses. 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.

ENCHANTING

This is the art to bestowing magical properties upon items. To enchant an item, you need a formula, gems, mana, components, and an appropriate magical junction (see Enchanting Chapter).

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 objects may only be interacted with by characters using this skill.

Some beings will wear a purple headband or a purple glowstick to denote they are Ethereal Spirits. They will respond by calling "Spirit" if anyone tries to interact with them. 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."

You may attempt to interact with incorporeal beings 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. Using this skill to examine such beings may be dangerous, as it is likely to draw the attention of the being examined. Some incorporeal beings (such as Banshees) become enraged when examined ethereally.

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.

GARDENING

You may attempt to seed and grow certain plants. See the Crafting chapter.

GATHER INFO

With this skill, you may gather information on specific things, places, or 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 information on the subject you were looking into. The longer your shift, the better your information will be.

Etiquette: The type of information you may

gather is basic information that could be gleaned with an hour of rubbing elbows and eavesdropping. The more uncommon or hard to come by your question is, the slimmer your chances of getting any good information!

GLANCING BLOW◆

This skill represents attacks bouncing off more armored areas. You may call “Resist” to negate any melee attack up to 25 Damage once per reset.

Prerequisite: Warrior Class.

HARVEST

You can harvest special components from certain creatures, the forest, on modules, or other places. Components are used in the production of various game items such as weapons, armor, alchemical substances, or used in rituals and enchantments.

You may harvest things like honey, plants, herbs, roots, mushrooms, leather, meat, wood, or even insects. 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. To harvest components from an unconscious or dead creature, call “Harvest” to collect components from the creature, if any are available. Component props are considered yellow sticker items.

Harvested components may need to be brought to a specified in-game location (see Crafting chapter) to refine the item into a more suitable state. You turn over the harvested items, then you receive component tags which you keep. 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.

HEALING ARTS

You can use the Stabilize Effect on a person who is unstable and bleeding out. 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 bandage, or otherwise roleplaying 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 arm’s 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 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. If someone states, "Find Hidden Item" while you are incapacitated, then they are using a special ability, and you must give up one item that was hidden using this skill.

The item must not be visible and smaller than a softball. If the item is 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 at a time; each time you buy this skill you may hide a single item when searched.

IRON JAW◆

You may Resist a Subdue effect 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 station (see Crafting chapter).

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 station (see Crafting chapter).

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 call on you to improvise. If your weapon gets destroyed by a Shatter effect, roleplay grabbing anything around you (such as a table leg or branch), call "Imbue by Makeshift," then continue using your (IG broken) 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 man type when purchasing this skill: Air, Chaos, Earth, Fire, Harmony, Light, Mystic, Nature, Water.

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 number of specified components after one minute of concentrating or roleplaying. 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. Resources 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.

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, and any small, edged weapons such as daggers and cleavers.

PARRY◆

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

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). Touch a packet to a target and call "Imbue <X> Protection by Harmony." 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, drumming, playing a musical instrument, reciting poetry, or other such performance, if it continuously lasts for 1 minute.



This skill can only be performed once per reset regardless of the 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 a lock shaped block, tag, or prop. 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 roleplaying it takes to pick the lock. Some lock tags will have other restrictions or require additional skill or resources to Pick. You cannot pick Magic Locks with this skill.

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.

This skill grants you one set of thieves' tools, but you must provide your own physical representations.

PICK POCKETS

You may attempt to pick someone's pockets by stealthily attaching a clothespin 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 clothespin on a pouch or pocket, please bring the contents and the clip to Monster Camp or hand it to an available staff member.

Clothespins will be provided to you by Logistics, and they will have a number written on them. For the event you are assigned this number; it will be your way of proving to Monster Camp/Logistics that items being retrieved from Pick Pockets are yours! Clothespins are returned at Check-Out, that way you'll receive a new number next time, and no one will be able to meta-game what number is associated to what player.

PIERCE◆

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

Prerequisite: Any weapon skill.

PRESERVING

Food and drinks can spoil fast if not properly stored. Preserving can add a little (or a lot) to the shelf-life (See Crafting chapter).

Prerequisite: Harvest.

READ AND WRITE

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

READ MAGIC

This skill allows you to read and cast from Spell Scrolls (see Magic chapter).

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 undead away from you, once per reset. You must have a symbol of Light at least 4" 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!"

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.

When a Research topic has not been submitted before the deadline, this skill produces the effect of the Rumor skill instead.

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, Pin, or Web 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 or Nausea attack per reset.

Prerequisite: Half-Goblin Race.

RESIST FLAMES◆

Born and raised around fire in the Smolder Fields, fire doesn't hurt you as much. 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 effect with the Poison trait per reset.

RESIST SLEEP◆

You may call "Resist" to one Sleep effect per reset.

Prerequisite: Half-Elf Race.

RITUAL LORE

You may cast rituals. To cast a ritual, you will need a Ritual scroll, components, mana, and possibly other items. You also gain access to

Cantrips (see Ritual chapter).

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 may contain 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. Sometimes a Rogue Sense envelope will only contain game items such as coins or gems; in this case, you may simply take the contents of the envelope.

RUMOR

This skill allows you to receive a true rumor that is related to plot in the world of Kyranthia. The rumor will be completely random, but always useful in some way, and could be relevant to plot or someone else In Game.

Etiquette: Roleplay with as many people as



possible to try and figure out the origins and relevance to your Rumor!

SCAVENGER◆

You have a knack for finding useful things. You will be given a random item or 5 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. You can read Scholar's Eye cards that may be found at various places and times. These cards will contain information you may have found in your studies or allow you to receive extra knowledge from books.

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 unless the card says otherwise.

Prerequisite: Read and Write.

SCROLL CRAFT

You may craft Spell Scrolls. To craft a scroll, you need a memorized spell, scroll paper, ink, gems, and access to an appropriate crafting station (see Crafting chapter).



Prerequisite: A memorized spell.

SHIELD

You may use any shield or buckler. 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 4 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.

SMELTING

You may recycle metal weapons into Iron Ore at a forge or other appropriate crafting station. This takes 5 minutes of concentrated roleplaying. Four rusted weapons can be used as one unit of Iron Ore. Two normal weapons can be used as one unit of Iron Ore.

Prerequisite: Smithing

SMITHING

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

SPEAK WITH NATURE

You've learned to listen to the whispers in 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 Scroll. Once this slot is filled, the new spell is memorized, and the scroll is destroyed (turn the scroll into the appropriate area or give it to a staff member).

Prerequisite: A Path of Magic and Mana.

STAFF

This skill allows the use of any staff weapon.

SUCKER PUNCH◆

You may attempt to knock out your opponent with a surprise punch. While standing in front of your target and within arm's reach, you may throw a packet at their torso and call "Subdue!" once per reset.

TANNING

This skill allows you to turn certain harvested components into leather at an appropriate Crafting Station (see Crafting chapter).

Prerequisite: Harvest

THICK SKULL◆

You may call "Resist" to one Waylay or Subdue effect once per reset.

Prerequisite: Half-Orc Race.

THROWN WEAPON

This skill allows you to use any thrown weapons, including a throwing 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 (or another appropriate magical junction) 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.

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 spellbook. 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 it.

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 a trap formula, all necessary components, and access to an appropriate crafting station (see Crafting section). You may also arm and set traps, including snappers and poppers.

Prerequisite: Disarm Traps.

TRIP◆

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

Prerequisite: Two-handed Blunt, Two-Handed Edge, 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.

WEAPON MASTER

This skill allows you to use all Weapon, Shield, and Florentine skills.

WILLPOWER◆

You have a resilient mind and may call "Resist by Will" to one Charm, Dominate, Fear, or Sleep effect once per reset.

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.

RACIAL SKILLS									
Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Adaptation♦	5	5	5	5	5	5	5	5	Human
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 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	Any one handed 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	None
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



WEAPON AND SHIELD SKILLS

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
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
Weapon Master	25	32	35	35	30	40	20	50	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
Disengage♦	2	2	2	2	2	2	2	2	None
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	4 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	Any one handed weapon skill



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
Rumor	3	3	3	3	3	3	3	3	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
Brewing	5	5	5	5	5	5	5	5	Harvest
Cooking	5	5	5	5	5	5	5	5	Harvest
Enchanting	12	8	8	12	12	7	12	9	Read Magic
Gardening	5	5	5	5	5	5	5	5	Harvest
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
Preserving	5	5	5	5	5	5	5	5	Harvest
Scavenger♦	3	3	3	3	3	3	3	3	None



CRAFTING AND TRADE SKILLS

Skill Name	BA	BD	CL	DR	RO	SO	WR	WZ	Prerequisite
Scroll Craft	10	6	6	10	10	7	10	5	Read Magic
Smelting	4	5	6	6	6	6	3	7	Smithing
Smithing	8	9	10	10	10	10	7	15	None
Tanning	2	4	5	4	4	5	5	6	Leather Worker
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	Read Magic



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 borrow 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.

BOFFER WEAPONS

The "classic" boffer weapons are made from a length of PVC or CPVC pipe covered by a layer of pipe insulation 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.

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. Because they have pointy ends and are firmer than boffers, you cannot thrust with latex weapons

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 never 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 always wielded with two hands 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 have both hands on the weapon grip 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 may have a grip located in the center of the weapon not exceeding 30 inches.



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 red boffer weapon 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, throwing javelins, and throwing spears.

THROWN WEAPONS

This category includes javelins, throwing 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 to make them 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, NERF, and golf tube arrows may be accepted, but must pass inspection for safety. Arrows cannot exceed 36 inches.

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

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.

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, 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. You may not move from the spot once you start, whether you are sitting, standing, or kneeling. No other game actions can be performed. You must have at least one hand free to roleplay fixing your armor. AP do not have to be reset all at once; you may reset a point, move from your location, then stop and start on another point. If you are interrupted while resetting your armor, the count must restart.

If 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 Smithing 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.

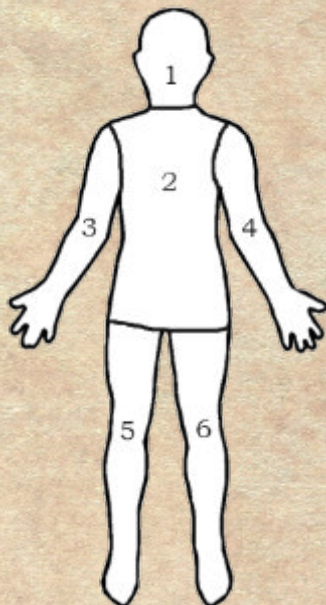
ARMOR COVERAGE

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 chainmail 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 chainmail 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 Waylay 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. Very Light Armor and Light Armor may be worn as costume pieces instead of Armor pieces. 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 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 chainmail 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 roleplaying, 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 smiths to create wondrous artifacts of legendary power, but such artifacts are lost to the ravages of time.

There are rules for the use of magical items that you should be aware of. Magical items may first have to 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.

SLOTS

All characters start with 3 empty magic item slots. More slots may be gained in-game somehow, either by skills, rituals, or other special means. You cannot use any magic item until it is attuned to one of your slots.

Once all your slots are filled by attunement, you cannot use any more magic items until you change an attunement slot. This takes 5 minutes of concentration at an appropriate in-game area, such as the Mage Guild. You can only switch out or empty



a slot in this manner once per reset.

IDENTIFYING

Before a magic item can be attuned, it may have to be identified somehow. There are rituals that allow you to identify items. Sometimes spirits can be summoned that will identify an item for you. Some characters may identify items at an appropriate Juncture, such as the Mages Guild.

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 using such an effect.

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

To use any special properties of a magic item, it must be 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 area, such as the Mage Guild. You must have an empty magical item slot. 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 area that allows attunement. You can only switch out or empty a slot in this manner once per reset.

Once the item is attuned, you do not need to keep the item on your person to keep the attunement. The slot for the item is still filled, however. 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. Only one person can be attuned to a magical item at one time. There are some Artifacts that can be attuned to multiple people at a time, and this will be listed on the tag.

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. You must have the attuned magic item on your person to use it.

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.

DURATION

There may be a specified date when the enchantment fades on an item. Many items are times-ever items, meaning that once all the charges are used, the item loses its enchantment. Even repairing such an item will not restore the enchantment. Some items are times-per-reset or times per-event. Some items are more permanent in nature, and last until Shattered or destroyed somehow. There are some ancient artifacts that cannot be destroyed and last indefinitely, but these items are very rare.

MAGIC ITEM LEVELS

Each magic item has a level of 1 to 3 listed on the tag. Level 1 items are usually times-ever items. Level 2 items are usually times-per-reset/day or grant a passive defense. Level 3 items grant a passive defense or are times-per reset/day but are permanent in nature and usually indestructible.

ARTIFACTS

Artifacts are an uncommon type of magical item that you may find in the world and are considered yellow stickered items. Nearly all these items will need to be identified and will have a number etched or stickered onto their prop. When you Identify this item, visit Monster Camp for the Tag. All Permanent and Artifact Magic Items are property of Kyranthia, count as Yellow Stickered items, and must be returned at Check-Out.

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 into 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 Kyranthia 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. Formulaic spells are learned by reading a spell scroll until the spell is memorized.

Note that within the world of Kyranthia, you may stumble across slightly different versions of spell scrolls. These could be the results of different sources, or even In Game events that warp and change the world as you experience it.

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.

SPELL SCROLLS

Spell scrolls can be used in one of two ways: learning new spells, or as a single use of that spell.

Learning from a spell scroll requires you to sign

your name on the spell scroll (rendering it unusable), and it may be either saved for Check-Out or brought to Monster Camp to be verified and added to your character. To learn a new spell, you must purchase Spell Slots in-between events.

Spell scrolls can be cast by holding the scroll and reading the incant. Using spell scrolls in this way is convenient since it doesn't require mana (it's stored in the scroll), but the scroll crumbles 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 or type of mana 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.

Innate: Some creatures can 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 would just say, "Five Damage by Fire" while throwing the packet.

SPELL PACKETS

The casting of many spells requires packets. A packet is a small beanbag filled with birdseed that represents some sort of 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 include your entire body, EXCEPT for Head/Neck/Groin. Legal target areas also include any carried items, weapons, armor, and shields.

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 be filled with enough birdseed so the packet will 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 spell fails, and 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 spellcasting.

- 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 or spell packet gently on the recipient's body during or immediately after the verbal. Touch-casting cannot be performed if the recipient is engaged in combat or moving. Touch-casting otherwise follows normal spell rules.

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 a spell scroll while wearing armor.

SPELLBOOKS

To cast formulaic spells, you need a spellbook somewhere on your person. Spellbooks 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 spellbook 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 spellbooks 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, such as The Mage Guild or the Temple. 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 (rip it up and dispose of it properly). Spells need only be learned once, and then that spell may be used anytime, providing you have the amount of mana available. When you learn a spell, sign your name over the In-Game literature on the Spell Scroll (rendering it unusable) and either save it for Check-Out, or visit Monster Camp to have this verified.

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 in the

forest or other game areas. There may be other places to learn spells found in-game.

When you learn a 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.

CASTING FROM SPELL SCROLLS

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

To cast a spell using a spell 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, then throw a packet at your target (or touch-cast, or however the spell is delivered). Using a spell scroll in this way does not use mana, but once used, it is destroyed.

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) 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 cannot cast a spell if your hands are unable to move. 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 you, 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. 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

This spell grants the target two magical points of Protection. These points are lost first in combat and cannot be reset. This spell may be touch-cast.

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

DISARM WEAPON

Mana Cost: 4

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

You may call "Shield" to negate the first attack with Air or Lightning in the verbal. 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: 0

This spell creates a magical source of light. When this spell is cast, you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

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

LIGHTNING BLADE

Mana Cost: 7

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 may 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. Imbue by Lightning."

LIGHTNING DART

Mana Cost: 1

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

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

REPEL

Mana Cost: 8

You may throw a packet that causes the Repel effect.

Incant: "I summon a torrent of wind to keep you at bay. Repel by Air."

SHOCK

Mana Cost: 5

You may throw a packet that causes Agony.

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

SLOW

Mana Cost: 3

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 forth a gust of wind to slow you down. Slow by Air."

TORNADO

Mana Cost: 5

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 is punishable by death.

Those who wield Chaos are known as Enthromancers. Enthromancers can 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/CURE WOUNDS

Mana Cost: 1+

This spell will allow you to throw a packet that causes one point of Chaos damage per mana spent. If any undead is hit with this spell, they are healed. You may touch-cast this spell on undead. It can also be reversed to heal. This spell will then heal one point of damage per mana spent. You may touch-cast this spell.

Incant: "I call upon chaos to cause wounds. X Damage by Chaos." or "I call upon light to cure wounds. Heal X by Light."

CHARM

Mana Cost: 8

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

This spell allows you to throw a packet that causes Dominate to Lesser Undead.

"I call upon chaos to control this lesser undead. Dominate to Lesser Undead by Chaos."

DESECRATE

Mana Cost: 15

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

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

"By Dark forces, I inflict you with fear. Fear by Chaos."

FREE UNDEAD

Mana Cost: 2

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. Remove Pin to Undead."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

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

SCREAM

Mana Cost: 2

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

"By fear of the Shadow Lord, I command you to scream. Scream by Chaos."

SHADOW LORD'S MARK

Mana Cost: 5

This spell will temporarily mark the soul of a living creature, drawing all spirits and undead to it for 5 minutes. You must provide a red glowstick which the target must wear. The glowstick cannot be removed by any means short of a Suppress 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: *

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

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

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

EARTH ARMOR

Mana Cost: 2

This spell grants the target two magical points of Protection. These points are lost first in combat and cannot be reset. This spell may be touch-cast.

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

EARTH BLADE

Mana Cost: 7

This spell creates a sword of earth that only you may wield for 5 minutes. This spell may not be cast on any other person. You may 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. Imbue by Earth."

EARTH DART

Mana Cost: 1

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

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

ENHANCE GRIP

Mana Cost: 5

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 Defense: Resist Disarm by Earth."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

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

PIN

Mana Cost: 4

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

The first melee weapon attack that causes more than one point of damage will be Reduced to one point. You may touch-cast this spell.

Incant: "I encase your skin with stone. Imbue Defense by Earth: Reduce to 1."

STRENGTHEN SHIELD

Mana Cost: 10

This spell creates a magical barrier on a shield, allowing it to Resist one Shatter effect. You may touch-cast this spell.

Incant: "With the power of Earth I protect this shield from breaking. Imbue Defense by Earth: Resist Shatter."

STRENGTHEN WEAPON

Mana Cost: 10

This spell creates magical barrier on a weapon, allowing it to Resist one Shatter effect. You may touch-cast this spell.

Incant: "With the power of Earth I protect this weapon from breaking. Imbue Dense by Earth: Resist Shatter."

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

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

Incant: "I wrap you in flame to cause you pain. Agony by Fire."

CAUTERIZE

Mana Cost: 2

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

This spell causes you to grow claws which can be used in combat. They cannot be disarmed but a Shatter effect will cause that limb to be Maimed. 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."

ENFLAME WEAPON

Mana Cost: 8

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

This spell grants the target two magical points of Protection. These points are lost first in combat and cannot be reset. This spell may be touch-cast.

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

FIREBALL

Mana Cost: 3

You may throw a packet that causes five points of Fire damage.

Incant: "I call forth a fireball. 5 Damage by Fire."

FIRE BLADE

Mana Cost: 7

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 may 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. Imbue by Fire."

FLAME DART

Mana Cost: 1

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

Incant: "I call forth a Flame Dart. 2 Damage by Fire."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

Incant: "With the power of fire I create a magical light. Imbue by Fire."

MAIM

Mana Cost: 7

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

Incant: "I call upon fire to cripple you. Maim (right/left) (arm/leg) by Fire."

PATH OF ARCANE (MYSTIC)

Legends state that Mystic force is 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

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 touch-cast.

Incant: "By mystic force I enable you to communicate freely. Imbue by Mystic: Speak to Living."

DETECT MAGIC

Mana Cost: 4

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. Additionally, you may Diagnose specific spell effects on a target.

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

ELEMENTAL SHIELD

Mana Cost: 7

The recipient may call "Shield" to negate the first attack with either Air/Lightning, Earth/Stone, Fire/Flame, or Water/Ice in the verbal. You may touch-cast this spell.



Incant: "I create an elemental shield. Imbue Defense, Shield vs X" where X is the caster's choice from the above list.

ENCHANT WEAPON

Mana Cost: 7

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 may 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. Imbue by Mystic."

ENDOW

Mana Cost: 10

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. Imbue by Mystic."

GATE MESSAGE

Mana Cost: 5

This spell allows you to magically send a note to a specific location. Bring the note to Monster Camp. You may not get an immediate reply.

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

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

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

MAGIC ARMOR

Mana Cost: 3

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. You may touch cast this spell.

Incant: "I grant you a Magic Armor. Imbue Defense by Mystic: Guard vs. Melee."

MAGIC MISSILE

Mana Cost: 1

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

Incant: "I call forth a magic missile. 2 Damage by Mystic."

SLEEP

Mana Cost: 10

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

Incant: "By mystic force I cause you to slumber. 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

The recipient may call "Shield" to negate the first attack with Water or Ice in the verbal. You may touch cast this spell.

Incant: "I create an elemental shield of ice. Imbue Defense: Shield vs Ice and Water."

ICE BLADE

Mana Cost: 7



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 may 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. Imbue by Ice."

ICE SHIELD

Mana Cost: 7

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. Imbue by Ice."

ICE TOUCH

Mana Cost: 2

This spell will instantly stop a player from bleeding out and grant the Stabilize effect. This spell may be touch-cast.

Incant: "With freezing cold I prolong your life. Stabilize by Ice."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

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

PURIFY DRINK

Mana Cost: 2

This spell will remove any ingested poisons from a drink.

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

Remove Ingested Poison by water."

SILENCE

Mana Cost: 8

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: 5

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

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

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

Incant: "I call forth a snowball. 2 Damage by 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 may 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.

AWAKEN ARIA

Mana Cost: 5

This spell will Remove the Sleep or Waylay effects from a target.

Incant Length: 20 syllables.

OOG Verbal: "Remove Sleep or Waylay by Harmony."

CHARM CHORUS

Mana Cost: 5

You may point at your target and state "By my Gesture, Charm by Harmony."

Incant Length: 20 syllables.

Out of Game Verbal: "By my Gesture, Charm by Harmony."

DANCE OF BLADES 1

Mana Cost: 3

This spell allows you to grant the recipient two uses of the Guard vs. Melee defense. You may touch-cast this spell.

Incant Length: 16 syllables.

Out of Game Verbal: "Imbue by Harmony: 2 Guards vs. Melee."

DITTY OF DONATION

Mana Cost: 5

This spell ensures you will make some money for your art. The target is compelled to give you one of

their coins.

Incant Length: 16 syllables.

Out of Game Verbal: "By my Gesture, Lesser Dominate by Harmony: Give me one copper or silver coin."

ENDURANCE MELODY

Mana Cost: 1

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. You may touch-cast this spell.

Incant Length: 12 syllables.

Out of Game Verbal: "Imbue by Harmony: 2 Body Points."

FEAR FINALE

Mana Cost: 8

This spell allows you to point at your target and state "By my Gesture, Fear by Harmony."

Incant Length: 24 syllables.

Out of Game Verbal: "By my Gesture, Fear by Harmony."

FUGUE OF FREEDOM

Mana Cost: 5

This spell will Remove a Bind, Paralyze, Web, or Pin effect from the recipient. This spell may be touch-cast.

Incant Length: 16 syllables.

Out of Game Verbal: "Remove <Bind, Paralyze, Web, or Pin> by Harmony."

HYMN OF HEALING

Mana Cost: 1+

This spell will Heal one body point of damage per mana spent. You must touch-cast this spell.

Incant Length: 14 syllables.

Out of Game Verbal: "Heal X by Harmony."

MUSIC IN THE AIR

Mana Cost: 0

Sometimes you need background music to accompany some sort of performance or add some ambiance to a space. You may place a hidden or disguised CD or MP3 player in the background somewhere, or in your cabin. You can only play music that uses no obviously out-of-period instruments or musical styles (most medieval, symphonic, and renaissance music is okay); the music should be instrumental without vocals. If you aren't sure whether the music might jar people's immersion in the game, you can check with staff. Keep the volume low and in the background, so that people can easily speak in conversational tones without having to speak louder. If someone asks you to turn it down, you must oblige.

Incant Length: 50 syllables.

Out of Game Verbal: "Imbue by Harmony."

REQUIEM OF REPULSION

Mana Cost: 10

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: 20 syllables.

Out of Game Verbal: "By my voice, Repel to Undead by Harmony."

SOUND BURST

Mana Cost: 7

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: 3

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: 12 syllables.

Out of Game Verbal: "By my gaze, Lesser Paralyze by Trance."

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

This spell will awaken any player who is under a Sleep, Waylay, or Subdue effect. This spell may be touch-cast.

Incant: "I call upon the light to awaken you. Remove X by Light" where X is Sleep, Waylay, or Subdue.

BLESS WEAPON

Mana Cost: 4

This spell blesses a weapon that only you may wield for 5 minutes. The spell may not be cast on any other person. You may call out "Light" with each swing. The spell ends if you drop the weapon.

Incant: "By the Light I bless this weapon. Imbue by Light."

CURE MAIM

Mana Cost: 3

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. Remove Maim by Light."

HARM UNDEAD - LEVEL 1

Mana Cost: 1

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

Incant: "I call upon the Light to harm undead. 2 Damage to Undead."

HEAL WOUNDS

Mana Cost: 1+

This spell will Heal two body points of damage per mana spent. You may touch cast this spell.

Incant: "I call upon the Light to heal wounds. Heal X by Light."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

Incant: "With spiritual power I create a magical light. Imbue by Light."

PIN UNDEAD

Mana Cost: 2

This spell allows you to throw a packet that roots an Undead being in place.

Incant: "I pin this undead to the very earth. Pin to Undead by Light."

REMOVE SHADOW LORD'S MARK

Mana Cost: 2

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. Imbue by Light."

SANCTUARY

Mana Cost: 15

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. Repel to Undead by Light."

TURN UNDEAD LEVEL 1

Mana Cost: 2

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. Fear to Minor Undead."

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

This spell will awaken any player who is under a Sleep, Waylay, or Subdue effect. This spell may be touch-cast.

Incant: "I call upon the light to awaken you. Remove X by Nature" where X is Sleep, Waylay, or Subdue.

BARK ARMOR

Mana Cost: 2

This spell grants the target two magical points of Protection. These points are lost first in combat and cannot be reset. This spell may be touch-cast.

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



BARK SKIN

Mana Cost: 3

This spell will grant the recipient a bark skin. The first melee weapon attack that causes more than one point of damage will be Reduced to 1. The call for this is "Reduce to 1." You may touch cast this spell.

Incant: "I call upon nature to harden your skin like bark. Imbue Defense by Nature: Reduce to 1."

HEAL WOUNDS, SELF

Mana Cost: 1

This spell will Heal 3 points of damage. This spell cannot be cast on others.

Incant: "I call upon nature to heal my wounds. Heal 3 to Self by Nature."

LIGHT

Mana Cost: 0

This spell creates a magical source of light. When this spell is cast you may use a yellow glowstick that you may hand off to others. This spell lasts until the glowstick dies.

Incant: "With the power of nature I create a magical light. Imbue by Nature."

NATURE'S CARESS

Mana Cost: 4

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: 0

This spell will allow you to instantly Stabilize a target that is bleeding out, as long as they are outside and on ground or stone, or within a cave or underground. You may touch cast this spell.

Incant: "By nature's embrace I patch your wounds.

Stabilize by Nature."

NATURE'S WEAPON

Mana Cost: 2

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. Imbue by Nature."

TREE PUNCH

Mana Cost: 8

You may knock down a target with the strength of a tree.

Incant: "I call forth a tree to punch you. 5 Damage and Knockdown by Nature."

UNBREAKABLE WOOD

Mana Cost: 7

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 "No Effect" to any Disarm or Shatter effects that target either your weapon or the hand it's in for 5 minutes. This spell cannot be cast on anyone else. If you drop the weapon, the spell ends.

Incant: "I strengthen my weapon with nature. Imbue by 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 Ritual 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 often drawn with circles and sigils that call forth the immense power they are capable of. A ritual scroll will contain the name of the ritual, the mana required, the effects caused, casting procedures, and the components needed. Sometimes a ritual can only be cast at an appropriate magical area, 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.

Casting from a ritual scroll usually doesn't consume the scroll, although some unique plot rituals may 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 is 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 items 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

You can cast a ritual indoors or outdoors. To cast a ritual, you must first mark a space by laying down a cloth, making a circle, or otherwise clearly marking out a special area with physical items. A

room doesn't count as a bounded space.

Your space must be a minimum of 3×3 feet in length or diameter. You must be able to fit yourself along with any items, components, or other people within the space. Your space can be a maximum of 10×10 feet unless you're casting in a pre-existing magical circle.

To mark your ritual space, you may use rope, chalk, rocks, branches, bones, led candles, or just a circular, square, or rectangular cloth. Other means may be used with permission from an appropriate staff member. 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. You may use yellow, white, or orange rope lights or glowsticks. You may use any permanent magical circle of any size.

Many ritual casters will find it easier to carry 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.

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 ritual 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." At this point, you may begin timing the ritual. It would be a good idea to keep some sort of timer on you, such as an in-game looking sand timer.

Once the ritual begins, your bounded space can't be disturbed, 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, the mana is spent, 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. If you have a called defense that would negate the attack, you may resume the ritual after you call out the defense.

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. There must be a lead caster.

The lead 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, roleplaying, 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 roleplaying." This means it is up to the caster to provide any incantations and ritual performances. Such required roleplaying 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 roleplaying to the ritual you're casting. Regular conversation or silent meditation doesn't count.

ADDITIONAL RULES

You cannot have more than one copy of the same Ritual cast upon you; additional castings will replace the previous one.

The ritual scroll must be within the bounded space for the entirety of the ritual and in plain sight.

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, 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. This will not interrupt the ritual. You may have an assistant to do this if they remain in the space for the entirety of the ritual.

Using led candles not only grants enough light to cast a ritual at night, it adds to the atmosphere. Feel free to use props such as chalices, gems, crystals, jewelry, or other such knickknacks to improve the atmosphere.

For longer rituals, you should have people keep watch so that the ritual isn't interrupted.

SPIRIT SUMMONING

Some rituals give you the power to summon forth elementals or spirits to perform services or answer questions. Most of 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.

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 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.

CANTRIPS

A Cantrip is a simplistic ritual that does not require components or a ritual scroll and may be copied into your spellbook. All other ritual rules apply; you must prepare a Bounded Space for the Cantrip to be cast in, perform 1 minute of required roleplaying, etc. Purchasing the skill Ritual Lore gives you access to the following Cantrips. These must be copied into your spellbook, which must be on your person or within the bounded space in order to cast them. You cannot have more than one copy of the same Cantrip cast upon you; additional castings will replace the previous one.

CANTRIP: RITUAL CLOTH

Mana Cost: 10

Casting Time: 1 Minute of required roleplaying

Target: Ritual Cloth/One Person

This Cantrip protects a ritual caster's most precious item: their Ritual Cloth. To begin this Cantrip, designate which participant will be the target. At the end, call "Imbue Spirit Link by Magic" and the designated person and cloth are now Spirit Linked. The Ritual Cloth may no longer be destroyed, Shattered, or removed from the target's person without their permission. This Cantrip is permanent.

CANTRIP: RECOVERY

Mana Cost: 3

Casting Time: 1 Minute of required roleplaying

Target: One Person

This Cantrip will Remove any effect with a duration of 5 minutes or less. When the Cantrip is complete, call "Remove X by Magic."

CANTRIP: RENEWAL

Mana Cost: 3+

Casting Time: 1 Minute of required roleplaying

Target: One to Three People

This Cantrip will heal any one target within the bounded space to their maximum body points upon completion. Additional targets may be added, up to a maximum of 3. The Renewal Cantrip requires 2 additional mana for every extra target. When the Cantrip is complete, call "In this Place, Heal All by Magic."

CANTRIP: LIGHT

Mana Cost: 4

Casting Time: 1 Minute of required roleplaying

Target: Three Objects (Light Sources)

This Cantrip summons up to three magical sources of light for anyone to use. The props for



these lights may be a yellow glowstick, or any other glowing lantern prop that looks In Game and has been approved by a staff member. Additionally, a person holding one of these sources of light while this Cantrip is being cast may afterward use a single Touch Cast of "Heal 2 by Light" once per Light source. When this Cantrip is complete, call "Imbue Light by Magic."

CANTRIP: BESTOW MAGIC STRIKE

Mana Cost: 5

Casting Time: 1 Minute of required roleplaying

Target: One Person

This Cantrip Imbues the target with a magically charged melee attack. Upon completing this Cantrip, call "Imbue Melee Attack: 10 Damage by Magic." The target retains this attack until they use it or the end of the event.

CANTRIP: MAGIC BURST

Mana Cost: 6

Casting Time: 1 Minute of required roleplaying

Target: One Person

This Cantrip allows a person to harness and retain a magical blast. At the end of the Ritual, call "Imbue Packet Attack: 10 Damage by Magic." Provide a packet if the target does not have one. This attack may be used only once and is lost at the end of the event if unused.

CANTRIP: LESSER CLAWS

Mana Cost: 5

Casting Time: 1 Minute of required roleplaying

Target: One Person

This Cantrip allows the target to grow a vicious set of claws from their hands that last one hour. At the end of this Cantrip, call "Imbue Claws by Magic." Up to two Claw boffer weapons (max of 24") must be provided. These claws may be retracted. Call "No Effect" to the Disarm effect. If Shattered, the limb holding the claw takes a Maim.

CRAFTING

Crafting skills allow characters to create game items. To produce crafted goods, you need a specific skill, a crafting formula (sometimes called a recipe or other term), the necessary components, and access to a lab, forge, workbench, or other suitable Crafting Station. Crafted items take some time to produce. The minimum time is 1 minute of concentrated roleplaying, but some items may take much longer, which will be listed in the formula or recipe.

You should put together some props or a crafting toolkit that will be used to enhance your roleplaying. 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. Many basic props can be found in the Crafting Stations, however, having a personal prop can elevate the atmosphere and your gaming experience.

The crafting system depends on players being honest. If you have the necessary resources and you're at the appropriate crafting station, you can craft the item. Crafted item tags and props should be available at the crafting station. If you craft an item and are lacking the appropriate tags at a crafting station, bring the issue to Monster Camp. Master Crafted items usually require a staff member, as they are powerful items that may be a part of a major plot.

Crafting areas have boxes for turning in used components, scrolls, or tags. Items may never be removed from this box by a Player. If you cannot find such a box, discreetly hand used items to a staff member or Monster Camp.

See the Book of Crafting supplement you can find on our website for more information on formulas available in the game.

LEVELS

Characters new to their craft may only create a few simple items, while the masters may create works of wonder and power. There are three levels of crafting: Apprentice, Journeyman, and Master. When you purchase a crafting skill, you start as an Apprentice. As an Apprentice, you can only use Apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Advancing your crafts to the next levels of expertise may be

discovered in-game, through training.

FORMULAS

Most crafting requires formulas; 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 some are found in this book. Master formulas cannot be copied, as the magic that goes into the crafting is 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 or insects) that contain naturally occurring magic within them. They are used in the production of various game items, or in rituals and enchantments. Component props are considered yellow sticker items.

Components can be found anywhere in game, whether harvested, looted, purchased, traded, stolen, or gifted to you. You can only harvest a component if you have the Harvest or Mining skills. 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. Unrefined components are represented by physical props and will have a small tag or number to designate what the item is in-game.

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 roleplaying. A set of mining tools is needed to use this skill.

HARVESTING

With the Harvest skill, you can collect special components from certain creatures, the forest, or modules, or other places. You may harvest things such as honey, plants, herbs, roots, mushrooms, leather, meat, wood, or even insects. These items will have a tag or number attached to them. You

may harvest components from an unconscious or dead creature; call "Harvest" to collect components from the creature, if any are available. 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.

REFINING

Once harvested, you need to take component props to a specified crafting station to refine the item into a more suitable state for crafting and other uses. You turn over the harvested items and receive component tags which you keep. You can only refine a component if you have the Harvest or Mining skills. Components cannot be used for crafting, rituals, or any other use until they are refined at an appropriate station. 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.

ALCHEMY

Alchemy is the process used to make potions, poisons, and other substances by mixing natural components and infusing them with elemental properties. To successfully create such substances, you need the Alchemy skill, a formula (also called a recipe), the required components, and access to an appropriate Alchemy crafting station often known as a lab. All substances take a minimum of 1 minute of concentrated roleplaying, though some substances may take much longer.

When you purchase the Alchemy skill, you start as an Apprentice. As an Apprentice, you can only make Apprentice level substances. You may collect or copy higher level recipes, but you must achieve the appropriate level to use them. Master recipes cannot be copied; you need the original to make it.

IDENTIFYING SUBSTANCES

You may identify any potion, poison, oil, or other alchemical substance with ten seconds of roleplaying. 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. In other words, whether it's harmful or not (even if it's a weapon poison), they immediately take the effect as if they were attacked with the substance.

RECIPES

Recipes are the formulas for making Alchemical substances, 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. Unlike spellbooks, alchemy recipes are considered in-game items and can be looted or destroyed. Master formulas cannot be copied, as the magic that goes into the crafting is contained in the formula.

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 (do not use glass) about that size will do, if 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 into the Alchemy Guild or Monster Camp.

POTIONS

Potions are beneficial substances that are ingested. Anyone can drink ingested potions or force-feed them by pouring them down the throat of an incapacitated person, though you cannot slip potions into someone's food or drink.

INGESTED POISONS

Ingested Poisons can only be placed into a person's food or drink. To Poison a food or drink, apply a Poison Sticker onto the bottom of a cup, plate, or other food vessel, then alert the nearest Staff member. If you notice an Ingested Poison Sticker on food or drink, you are obligated to inform that person. If you notice it in your own food or drink, you are under the effects of that poison.

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 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) require 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 "by Poison" to the end. For example, to throw a globe that causes the 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). If it is a cornstarch packet, anyone that gets cornstarch on them is affected by the Poison. You cannot throw a gas packet if your hand is unable to move in some way. You cannot drink or force-feed gas poison, or touch-cast with them.

BLADE POISONS

Blade Poisons are applied to edged weapons. They may safely be handled within 10 seconds of opening the container and take 10 seconds of roleplay to apply. 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 to weapons of any kind. They may safely be handled within 10 seconds of opening the container and take 10 seconds of roleplay to apply. 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.

APPRENTICE ALCHEMY RECIPES

You may record the following recipes into your primer:

ACID 1 GAS GLOBE

Components: Sweet Weed, Linseed

You may throw a packet and call "1 Acid!"

AGONY GAS GLOBE

Components: Bugbane, Del Puril

You may throw a packet and call "Agony by Poison!"

CURE LIGHT WOUNDS POTION

Components: Harebell, Kelp

When you drink this potion, you take the "Heal 2 by Alchemy" effect.

CURE WEAKNESS POTION

Components: Pigrush, Yarrow

When you drink this potion, you take the "Remove Weakness by Alchemy" 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 applying to a weapon handle and your hand. Once applied, it lasts until used or you let go of the weapon.

LIGHT

Components: 1 Eyebright

This recipe creates a light stick. When this substance is activated, you may use a yellow glowstick that you may hand off to others. This spell will last until the glowstick dies.

BREWING

With the Brewing skill, you may craft brews such as Ale, Mead, Dwarven Whiskey, Elven Wines, and even an ethereal drink known only to a few. Brews are represented by small bottles with tags explaining the effects of the brew. Once made, they can be distributed and consumed by anyone. All brews take a minimum of 1 minute of concentrated roleplaying to make, though some drinks may take much longer.

When you purchase the Brewing skill, you start as an Apprentice, and can only brew Apprentice level drinks. You may collect or copy higher level recipes, but you must achieve the appropriate level to use them. Master recipes cannot be copied; you need the original to brew it.

APPRENTICE RECIPES

You may copy and use the following recipes at an appropriate crafting station:

TEA

- 1 Tea
- 1 Sweet Weed
- Lasts one hour
- Immunity to Sleep, Charm, Dominate, Berserk, and Fear
- After the tea wears off, the drinker is inflicted with Greater Subdue

COFFEE

- 1 Coffee Bean
- 1 Buku
- Lasts one hour
- Immunity to Sleep and Slow
- Jittery effect: Cannot reset Armor, Dexterity Armor, or Heal via the Temple for 30 minutes

MEAD

- 1 Honey

- 1 Elhorn
- Lasts one hour
- Beckon by Gesture
- After the mead wears off, the drinker forgets the last hour

COOKING

Cooking is a skill that involves using meat, herbs, vegetables, and other ingredients that are combined based on a recipe at a heat source such as a campfire. Cooking will produce healing and other benefits to those that eat the resulting products. All recipes take a minimum of 1 minute of concentrated roleplaying, though some food may take much longer.

When you purchase the Cooking skill, you start as an Apprentice. As an Apprentice, you can only cook Apprentice level dishes. You may collect or copy higher level recipes, but you must achieve the appropriate level to use them. Master recipes cannot be copied; you need the original to cook it.

APPRENTICE RECIPES

You may copy and use the following recipes at a campfire or other appropriate crafting station:

SQUICH PIE FILLING

- 1 Green or Yellow Squich
- 1 Sweetweed
- 1 Superspice

Restores 10 points of Mana

UMPLE DUMPLINGS

- 1 Umple
 - 1 SuperSpice
- Heals 5 Body Points

PICKLED PIPPLES

- 1 Umple Cider Vinegar
- 1 Red or Green Pipple

1 Salt Berry

Purified Water

Causes Agony and Imbues 1 Burst of Strength

Makes 4 servings

PURIFIED WATER

8 ounces water

Boil for five minutes

ENCHANTING

Enchanting is the art of bestowing magical properties upon items. To enchant an item, you need the specific formula, required components, a gem, and mana. Occasionally, additional items may be necessary, and will be outlined in the formula.

When you purchase the Enchanting skill, you start as an Apprentice. As an Apprentice, you can only enchant Apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master formulas cannot be copied; you need the original to enchant with it.

Enchanting can only be performed at an Enchanting Table, a space that facilitates the infusion of items with mystical properties. You must engage in 5 minutes of concentrated roleplaying at the enchanting table. To enhance the roleplaying experience, you may bring props such as strange tools or other thematic items that contribute to the atmosphere.

The formula includes information on the effects of the enchantment, re-enchantment costs, and the number of uses or charges the item will have. For certain enchantments, players may need to provide their own props, which must be approved by staff to ensure safety and adherence to the game atmosphere.

Each Enchanter must have an Enchanting Tome. This book prop must be provided by the player and cannot be stolen or destroyed.

Apprentice Enchanters start with the following formulas.

FLAMEFORGED BLADE

3 Charges

When activated, this weapon will swing Fire Damage for 5 minutes and grant one use of Piercing per charge.

Resources:

Sword

Ruby

10 mana

3 Common Components

WARDING AMULET

3 Charges

When activated, you receive one Resist vs packet attack and one Reflect vs packet attack.

Resources:

Silver Amulet

Diamond

15 mana

1 Common and 1 Uncommon Component

CRYSTAL AEGIS

1 Charge

This enchantment grants 10 temporary protection points when activated. You may also Absorb a packet attack to restore 5 Light Mana per charge.

Resources:

Diamond

10 mana

3 Common Components

WYRMGUARD ARMOR

3 Charges

When activated, you receive one Resist Fire defense.

Resources:

Armor

Ruby

5 mana

1 uncommon component

THUNDERSTRIKE HAMMER

3 charges

When activated, you gain a melee attack for “Crushing 5 Damage by Air”

Resources:

Hammer

Topaz

4 mana

2 Uncommon Components

RE-ENCHANTMENT

Once an enchanted item has all its charges used, it is dead and will need to be re-enchanted. To do this, the only component required is the original mana cost. Re-enchancement needs to be done at an enchanting table and requires 5 minutes of roleplaying.

GARDENING

Gardening is a skill that lets you grow your own components. There may be other in game opportunities to garden. When you purchase the Gardening skill, you start as an Apprentice. As an Apprentice, you can only grow using Apprentice level seeds. You may collect higher level seeds, but you must achieve the appropriate level to use them. Seeds must be found in-game.

APPRENTICE GARDENING

Tool: Trowel (Small Shovel), a versatile tool for digging small holes, planting seeds, and cultivating the soil. You gain this tool when you purchase this skill.

You may grow:

• Cucumbers

• Carrots

• Tomatoes

• Bell Peppers

• Chili Peppers

• Garlic

• Pears

• Berries

• Pomegranates

• Grain

Instructions:

1. Container: Use small pots for planting.

2. Watering: Water the plants moderately. For optimal growth, water every 6-8 hours.

3. Special Water: No special water is required.

4. Compost/Fertilizer/Plant Food: Use fish-based fertilizer. Apply once a day.

5. Tending Time: Roleplay tending to the plants for at least 1 minute.

6. Harvesting Window: Harvest when the fruits or vegetables are fully developed.

More information and training may be found in-game.

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 station.

When you purchase the Jeweler skill, you start as an Apprentice. As an Apprentice, you can only use Apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master formulas cannot be copied; you need the original to use them.



APPRENTICE JEWELER

Available Ore Types:

- Iron
- Copper

SIMPLE IRON RING

Iron
2 minutes

COPPER PENDANT

Copper
3 minutes

PLAIN EARRINGS

Iron
3 minutes

LEATHER WORKER

Leather workers craft beautiful and durable armor (and other goods) out of leather. When you purchase the Leather Worker skill, you start as an Apprentice. As an Apprentice, you can only use Apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master formulas cannot be copied; you need the original to use them.

All Leather Crafts take a minimum of 1 minute of concentrated roleplaying to make, though some works may take much longer, and must be done at a skinning rack found in the general crafting area in game.

APPRENTICE FORMULAS

1. Helmet:

- Resources to Create: 4 leather, 4 minutes
- Resources to Repair: 1 leather, 1 minute

2. Studded Helmet:

- Resources to Create: 4 leather, 1 metal, 4 minutes

- Resources to Repair: 1 leather, 1 metal, 1 minute

3. Cuirass:

- Resources to Create: 8 leather, 10 minutes
- Resources to Repair: 2 leather, 4 minutes

4. Studded Cuirass:

- Resources to Create: 8 leather, 2 metal, 10 minutes
- Resources to Repair: 2 leather, 1 metal, 4 minutes

5. Upper Arm:

- Resources to Create: 4 leather, 6 minutes
- Resources to Repair: 1 leather, 2 minutes

6. Studded Upper Arm:

- Resources to Create: 4 leather, 1 metal, 6 minutes
- Resources to Repair: 1 leather, 1 metal, 2 minutes

7. Bracer:

- Resources to Create: 4 leather, 4 minutes
- Resources to Repair: 1 leather, 1 minute

8. Studded Bracer:

- Resources to Create: 4 leather, 1 metal, 4 minutes
- Resources to Repair: 1 leather, 1 metal, 1 minute

9. Upper Leg:

- Resources to Create: 4 leather, 6 minutes
- Resources to Repair: 1 leather, 2 minutes

10. Studded Upper Leg:

- Resources to Create: 4 leather, 1 metal, 6 minutes
- Resources to Repair: 1 leather, 1 metal, 2 minutes

11. Greaves:

- Resources to Create: 4 leather, 6 minutes
- Resources to Repair: 1 leather, 2 minutes

12. Studded Greaves:

- Resources to Create: 4 leather, 1 metal, 4 minutes
- Resources to Repair: 1 leather, 1 metal, 2 minutes

PRESERVING

This is the art of prolonging the shelf life of food. When you purchase the Preserving skill, you start as an Apprentice. As an Apprentice, you can use Apprentice level preservation methods. You may collect preserving components, but you must achieve the appropriate level to use them.

APPRENTICE – SALTING

Lasts for 1 month

SCROLL CRAFT

This skill allows you to craft Spell 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 usually found in the Library or Mages Guild.

The time it takes you to craft the scroll is the time it takes you to actually write the scroll on special scroll paper. The scroll must be written neatly and legibly 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 is gemstones. Each Path of Magic has a specific gemstone:

Air: Topaz

Chaos: Onyx

Earth: Emerald

Fire: Ruby

Harmony: Garnet

Light: Diamond

Mystic: Amethyst

Water: Aquamarine

To craft a Spell Scroll you need the following:

- ◆The spell already memorized
- ◆Master crafted scroll paper
- ◆Master crafted ink
- ◆The appropriate cut gemstone that is a total value in gold equal to the mana cost. Example: a spell that costs 25 mana would need gems totaling a value of at least 25 GP

SMITHING

In these dangerous times, the demand for weapon and armor smiths is very high. When you purchase the Smithing skill, you start as an Apprentice. As an Apprentice, you can only use Apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master formulas cannot be copied; you need the original to use them.

All Smithing items take a minimum of 1 minute of concentrated roleplaying to make, though some may take much longer, and must be completed at a Forge.

REPAIRING ITEMS

You may repair weapons, shields, and some other items that have been Shattered by using components and time at a forge. 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
Chainmail Coif	4 metal, 6 minutes	1 metal, 2 minutes
Chainmail Pants	6 metal, 10 minutes	2 metal, 3 minutes
Chainmail Shirt	6 metal, 10 minutes	2 metal, 3 minutes
Chainmail, Long Sleeve	8 metal, 12 minutes	3 metal, 3 minutes
Plate Bracers	4 metal, 1 leather, 4 minutes	1 metal, 1 minute
Plate Cuirass	10 metal, 1 leather, 10 minutes	3 metal, 3 minutes
Plate Greaves	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Plate Helmet	6 metal, 1 leather, 6 minutes	2 metal, 2 minutes
Plate Upper Arms	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Plate Upper Legs	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes

Weapon or Shield	Resources to Create	Resources to Repair
Bow	4 wood, 1 leather, 4 minutes	1 wood, 1 minute
Buckler	3 wood, 1 leather, 4 minutes	1 wood, 1 minute
Dagger	2 metal, 1 wood, 4 minutes	1 metal, 1 minute
Cudgel	2 wood, 2 minutes	1 wood, 1 minute
Short Sword	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Short Club	4 wood, 1 leather, 6 minutes	1 wood, 2 minutes
Short Hammer	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Short Axe	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Short Mace	4 metal, 1 leather, 6 minutes	1 metal, 2 minutes
Long Club	6 wood, 1 leather, 8 minutes	2 wood, 2 minutes
Long Hammer	6 metal, 1 leather, 8 minutes	2 metal, 2 minutes
Long Axe	6 metal, 1 leather, 8 minutes	2 metal, 2 minutes
Long Mace	6 metal, 1 leather, 8 minutes	2 metal, 2 minutes
Long Sword	6 metal, 1 leather, 8 minutes	2 metal, 2 minutes
2 Handed Club	9 wood, 2 leather, 9 minutes	3 wood, 1 leather, 2 minutes
2 Handed Hammer	8 metal, 2 leather, 9 minutes	3 metal, 1 leather, 2 minutes
2 Handed Axe	8 metal, 2 leather, 9 minutes	3 metal, 1 leather, 2 minutes
2 Handed Mace	8 metal, 2 leather, 9 minutes	3 metal, 1 leather, 2 minutes
2 Handed Sword	8 metal, 2 leather, 9 minutes	3 metal, 1 leather, 2 minutes

Weapon or Shield	Resources to Create	Resources to Repair
Staff	6 wood, 4 minutes	1 wood, 1 minute
Polearm	3 wood, 1 metal, 1 leather, 9 minutes	1 wood, 1 metal, 2 minutes
Metal Shield	6 metal, 1 leather, 6 minutes	1 metal, 1 leather, 2 minutes
Wood Shield	6 wood, 1 leather, 6 minutes	1 wood, 1 leather, 2 minutes
Thrown Weapon	2 metal, 1 leather, 2 minutes	1 metal, 1 minute

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.

This skill allows you to create traps by using a trap formula (also called a schematic), components, and an appropriate crafting station. All traps take a minimum of 1 minute of concentrated roleplaying to create, although some traps may take much longer. When you purchase the Trap Crafting skill, you start as an apprentice. As an apprentice, you can only set snapper and popper traps. You may collect or copy higher level schematics, but you must achieve the appropriate level to use them. Master schematics cannot be copied, you need the original to craft it.

APPRENTICE TRAP CRAFT

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.

Poppers

These traps are represented by a popping novelty firework such as champagne poppers. They may only be moved or set by someone with the Disarm Traps skill. These do 10 points of damage to the person who set it off.

1 Cockroach

1 Eyebright

1 Nidor

This formula makes 10 throw snaps or 1 champagne popper.

The following are more advanced schematics:

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 construct an out-of-game trap that makes a loud snap, beep, or buzz, and can be set in an enclosed box, in a doorway, or some other mechanism. This will allow you to use schematics 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.



PRESTIGE CLASSES

These classes and the skills they wield are rare and legendary in Kyranthia. 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 one from your own Class. You must find a teacher in-game to specialize in a Prestige Class and learn the skills. You can find the Prestige Classes supplement on our website for more information.

BARBARIAN

Beastmaster

Beastmasters invoke the spirits of predatory beasts of the forest, taking 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 bloodlust 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 who are deadly with a bow or crossbow. With a keen eye and honed senses, they can 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, and 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 entertaining others. Their performances are the fuel for their magical abilities. They are acrobatic and nimble, quick enough to jump out of the way of attacks and can even catch projectile weapons. Using their comical nature to their advantage, Jesters 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 public performance, and it runs deep into their way of life. Their over-the-top acting abilities and flair for theatrics allow them to imitate other people, even other races! They are said to craft magical masks that grant them special powers, allowing them to use skills they don't normally have.

CLERIC

Monk

Monks have augmented their powers of Light with meditation and faith. Their willpower is legendary, and they are experts with a staff and can even conjure a magical one. 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 at 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 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. There are whispers of Oracles drifting into trances to take on the ethereal form of spirits.

Paladin

Paladins were once the guardians of Light and protectors of the land. They consecrate their weapons with holy might and smite undead creatures with the power of their faith. Tales are told of the Paladins of ancient times sacrificing themselves to clear a battlefield of undead foes.

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 are 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 consecrate special areas as their groves. Within their sacred groves they are unparalleled masters and can heal and protect others within.

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 woven from their magic silk and have ingested so many toxins they are resistant to most poisons and diseases. 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 to be unseen and unknown, commonly wearing black 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 and ways to find treasure that others may not even think about. They also know many lucrative places to sell their "acquired" goods.

SORCERER

Artificer

Artificers mix the ancient arts of magic and crafting to create items of extraordinary power and durability. They can create 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.

Battlemage

Battlemages are practiced in the art of combat as well as spellcasting. Able to wear armor while casting, they are formidable on the battlefield, even using their weapons to deliver spell-strikes to their astonished foes. Legends say that Battlemages of old could even cast their spells while magically silenced.

Soulcanter

Soulcanters evoke the power of 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 who can suppress magic that is cast upon them. They may use any mana they have as a powerful void attack and can even absorb spells they are hit with to use as raw mana. Warlocks are the bane of other spellcasters; 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 person 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

Samurai 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 makes 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 harm elementals. They find it easier to cast elemental spells, which are more powerful when they cast them. They can 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.

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 can 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 beseech 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. Gameplay 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, valuable knowledge, 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.

ATMOSPHERE

We try to make this fantasy world as realistic as possible through extensive costuming, props, and roleplaying. We want to make it feel like you are in a fantasy realm. We ask that you follow the guidelines for costuming, roleplaying, 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 or lantern
- makeup and prosthetics if needed
- gloves
- toilet paper
- soap
- shampoo
- towel
- sleeping bag and pillow
- any prescriptions you need

LIGHTS

Flashlights should not be used except in cases of emergency. LED candles and lanterns that are battery powered 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 orange should be used. You should 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-served basis. Groups smaller than 6 or individual players may have to stay with another group. There are usually bunk beds in each cabin, and you bring your 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 or props 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 encourage this. Light your cabin with battery-powered candles and lamps, flicker bulbs, or even Christmas lights. Banners, flags, and other decorative items are encouraged, and greatly add to the atmosphere of the game. Exceptionally decorated cabins are always noticed by Staff and often rewarded.

FOOD AND DRINK

Food and drink are always available at the tavern during an event. Players are encouraged to bring snacks and plenty to drink; you can also bring food and baked goods to sell for in-game money. On Fridays there will be snacks and hot soup, breakfast on Saturday and Sunday, and dinner on Saturday. Lunch is often available, as are fruit and other snacks throughout the event. 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 players. If you need to communicate with staff, acquire item tags, or your character has died, go to the front door, knock, 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's important to approach the staff In Game as your character and discuss the matter discretely unless it is an emergency.

COSTUME

Keep your costume and make-up on during gameplay. 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 buy medieval and fantasy clothes. Don't wear modern-looking clothing if possible. Clothing such as shorts, jeans, t-shirts, and tank tops should not be worn unless they are covered. Clothing with brand logos or modern patterns should be avoided or covered up.

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 unless you can cover them with boot tops or cloth wrapping.

ACCESSORIES AND PROPS

A pipe can be used as a prop for your character; only smoke in designated areas, though. You may smoke a pipe outside near a firepit. 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. Every item you carry can have a story attached to it to add depth to your character.

LANGUAGE

You don't have to talk with "Thee's and Thou's," but keep from using modern slang. This is a mature game, so there may be some cussing (don't go crazy with it). If you sense someone is getting offended OOG, please stop. Refrain from using skill names In



Game. 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, and 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. Currently the year is 515 AR.

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 In Game. Ask yourself if it looks in-period. If not, please try to put it somewhere out of sight or cover it up.

GETTING THE MOST OUT OF A KYRANTHIA EVENT

Be Proactive

Don't just sit around the tavern or your cabin waiting for something to happen. 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. Kyrantia 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; or better yet, hire a scribe!

Don't always assume that you must defeat everything by killing it. Sometimes the key to success in Kyrantia 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. Anyone could have 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 staff often target 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. 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.

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?

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. Anyone under 14 must have special permission by the game staff and must be accompanied by a parent or legal guardian.

You must be familiar with the Kyrantia 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>.

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 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. If this is your first event, you will be asked to sign waivers for safety and emergency contacts. 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 the 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 THE GAME STARTS?

Game starts at 9:30pm on Fridays of Weekend Events. Once the game starts, it is the staff's goal to prevent the game flow from being interrupted for any reason. 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 the game in costume and proceed to Monster Camp. There they wait for 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 gameplay.

HOW DO I CHECK OUT?

At the end of the event there is a check out area, usually 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 Experience Points (XP) by playing the game and helping in various ways:

Each Adventure Weekend you attend as a player, NPC, or staff earns you 50 XP.

If you submit an Event Report Card after an Event, you gain 25 XP.

Staying after an event to help clean up will gain you 25 XP (a staff member will give you a task).



There may be more ways to earn additional XP during an event, such as helping in the kitchen, taking an NPC shift, cleaning up, or other tasks. Communicate with a staff member for more information.

Donations can also gain you extra XP; visit our Website, Facebook, or Forums for information.

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 our website. If you have trouble submitting the forms, you can submit the ERC 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.

ADVANCED SKILLS

Prerequisite: 3 purchases of Disarm

These skills must be learned In Game. You may not start the game with any of these skills. If a skill can be bought multiple times, you may purchase further instances of the skill without a Tutor.

◆ can be purchased multiple times

ARCHERY MASTER

SP Cost: 8

You may call "2 Damage" permanently with a bow or crossbow.

Prerequisite: Archery

BLADE BREAK◆

SP Cost: 7

You may call "Shatter" with a two-handed melee weapon once per reset. You can only Shatter a weapon with this skill; it does not affect shields.

Prerequisite: Two handed Edge or Two Handed Blunt

BULLSEYE!

SP Cost: 10

You may call "2 Damage" permanently with thrown weapons.

Prerequisite: Thrown Weapon

BURST OF SUPERHUMAN STRENGTH◆

SP Cost: 6

This skill grants you a Burst of Strength that lasts for five minutes, once per reset.

Prerequisite: 3 purchases of Burst of Strength

CHARM◆

SP Cost: 8

If you hold eye contact with someone for 3 seconds, you may call "By my Gaze, Charm" once per reset.

DISARM SHIELD◆

SP Cost: 8

You may call "Disarm Shield" with a melee weapon once per reset.

DISGUISE I◆

SP Cost: 10

This skill allows you to disguise yourself as another race for up to one hour. You must wear any makeup, mask, or prosthetics that the race requires. You do not gain the Trait of that race, or any racial skills, only the appearance. The disguise takes as long as it takes to put on the makeup. You may shed this disguise any time before the hour is up, but then you must remove all makeup and prosthetics (and apply any makeup for your actual race, if required) before you can come back into play. You can use this skill once per reset for each purchase.

DISGUISE II◆

SP Cost: 5

This skill allows you to borrow a monster mask from Monster Camp to appear as a monster, for up to one hour. You do not gain the Trait of that monster, nor the abilities, only the appearance. The disguise takes as long as it takes to put on the mask. You may shed this disguise any time before the hour is up. You can use this skill once per reset for each purchase.

Prerequisite: Disguise I

DODGE◆

SP Cost: 10

You may call "Avoid" to negate a weapon or packet attack, once per reset for each purchase.

DREAM READER

SP Cost: 8

This skill grants you the ability to have prophetic dreams. You may receive a written Dream that may be relevant to the plot of that event, or perhaps a later event. This skill may only be purchased once. You are not guaranteed such a dream at every event, though the Plot team will make every effort to.

Prerequisite: Ethereal Perception

ESCAPE MAGICAL BONDS◆

SP Cost: 4

If you are under the effect of Pin, Bind, or Web, you may concentrate for 10 seconds and then call

“Remove <Pin, Bind, Web>.” You can use this skill once per reset for each purchase.

Prerequisite: 3 purchases of Escape Bonds

EXTRA DEXTERITY ARMOR◆

SP Cost: 3

Each purchase of this skill grants you one point of Dexterity Armor and can only be purchased up to 10 times.

Prerequisite: 10 purchases of Dexterity Armor

FIELD MEDIC

SP Cost: 4

This skill permanently reduces your count with Healing Arts to 10 seconds instead of one minute.

Prerequisite: Healing Arts

FIND HIDDEN ITEM◆

SP Cost: 7

This skill allows you to find one Hidden Item on an incapacitated target. Call “Find hidden item” to reveal one item that was hidden using the Hide Item skill.

Prerequisite: 3 purchases of Hide Item

GREATER PICK POCKETS

SP Cost: 8

This skill allows you to use a Greater Pick Pockets clip; these have a string attached. Anything in the radius of the string will be looted. Otherwise, this skill acts as Pick Pockets.

Prerequisite: Pick Pockets

HIDE LARGE ITEM◆

SP Cost: 7

This skill allows you to hide one item on yourself larger than a softball. The item hidden can be no bigger than a basketball, otherwise this skill acts as the “Hide Item” skill.

Prerequisite: Hide Item

LOCKSMITHING

SP Cost: 10

This skill allows you to craft locks (See Book of Crafting). You start as an Apprentice; Journeyman

and Master levels are achieved In Game. You must craft these at an appropriate Crafting Junction. You start with the following schematics:

Simple Lock:

Pick Time: 15 seconds

Iron Ore: 1 piece

Roleplaying time to craft: 5 minutes

Sturdy Lock:

Pick Time: 30 seconds

Iron Ore: 2 pieces

Roleplaying time to craft: 8 minutes

Intricate Lock:

Pick Time: 45 seconds

Iron Ore: 3 pieces

Roleplaying time to craft: 10 minutes

Complex Lock:

Pick Time: 60 seconds

Iron Ore: 4 pieces

Roleplaying time to craft: 20 minutes

You will receive 1 key with each lock. Additional keys can be crafted using 1 Iron Ore each.

Prerequisite: Pick Locks and Smithing

PICK MAGIC LOCKS

SP Cost: 10

This skill allows you to pick a Magic Lock that has special tags. You must roleplay picking the lock for 5 continuous minutes with Masterwork Thieves Tools and nothing else in your hands. This skill can only be used once per event and can only be purchased once.

Prerequisite: Locksmithing

PRECISION◆

SP Cost: 5

You may call “10 Damage” with Archery weapons once per reset for each purchase.

Prerequisite: 2 purchases of Aim

READ AND WRITE DWARVEN

SP Cost: 6

This skill allows you to read and write Dwarven runes. A translation sheet will be provided.

Prerequisite: Read and Write

READ AND WRITE ELVEN

SP Cost: 6

This skill allows you to read and write Elven runes. A translation sheet will be provided.

Prerequisite: Read and Write

READ AND WRITE GOBLIN

SP Cost: 6

This skill allows you to read and write Goblin runes. A translation sheet will be provided.

Prerequisite: Read and Write

READ AND WRITE ORCISH

SP Cost: 6

This skill allows you to read and write Orcish runes. A translation sheet will be provided.

Prerequisite: Read and Write

RESIST CURSE◆

SP Cost: 7

You may call "Resist" to an attack with the Curse trait. This will not work against Plot Card Curses unless specified on the card. You can use this skill once per reset for each purchase.

SALVAGE POTION

SP Cost: 9

This skill allows you to turn in 5 potion containers (with their ripped-up tags) to Monster Camp in return for a Level 1 or Level 2 potion of your choice, depending on availability. Alternatively, you may opt to receive a random potion that could have powerful but unpredictable results.

Prerequisite: Alchemy

SHIELD SMASH◆

SP Cost: 10

You may call "Shatter Shield" with a two-handed melee weapon once per reset for each purchase.

Prerequisite: Two handed Edge or Two Handed Blunt

SLOW◆

SP Cost: 5

You may call "Slow" with a melee weapon once per

reset for each purchase.

Prerequisite: A melee weapon skill

SPELL PARRY◆

SP Cost: 8

You may call "Parry" to a packet attack once per reset for each purchase. You must have a weapon in your hand to use this skill.

Prerequisite: Parry and Read Magic

THRESHOLD

SP Cost: 15

You may permanently call "Reduce" to any called weapon Damage you receive that is 5 points or less. The damage is reduced to 1 point.

Prerequisite: 10 purchases of Endurance

TRACKING

SP Cost: 8

This skill allows you to read any Tracking cards you may find in the game.

TUTOR◆

SP Cost: 5

For each purchase of this skill, you may teach one Advanced or Prestige skill you know. You choose the skill you can teach when you purchase this. The person you're teaching must meet the requirements of the skill being taught. After 15 minutes of teaching, you and the student must go to Monster Camp to report the use of this skill.

WEAPON FINESSE

SP Cost: 4

This skill lets you use combat skills (Parry, Critical Strike, etc.) in conjunction with the Makeshift Weapon skill.

Prerequisite: Makeshift Weapon

WEAR EXTRA ARMOR◆

SP Cost: 5

Each purchase of this skill allows you to wear 5 additional armor points beyond the maximum.



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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