THE VALE

Player's Handbook

The Vale LRP

A mature high fantasy live roleplaying game where two distinct factions fight over resources for their war effort.

The two factions; the Orc Khanate and the Northern Alliance have very different life views and goals, but are put against each other in the Vale; a magically rich location where the land itself fights back against all invaders.

The two factions each have a base camp, a safe location from which they can coordinate their efforts in the Vale; these are known as the:

Orc Khanate	Northern Alliance
Khan's Camp	Duke's Camp

A barrier exists in each camp, somewhat, protecting you from the outside world; though the players generally make it less safe by the plots and scheming they get up to within.

This is player vs. player; both within each camp, and within the Vale. That is not to say there aren't rules in each camp which you should be wary not to break. Even when you think it is safe, be careful of the creatures the Vale sends forth to protects its lands.

Welcome to the player's handbook for the Vale LRP.

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The Basics

This section covers the basic information about the game.

Conduct

Your health, safety, wellbeing and enjoyment at the game are important to us and we would like to highlight some joint obligations to help to achieve this. The Vale is restricted to participants who are 18 or over and as such may involve bad language and drinking as well as adult themes.

The world background has been designed to avoid any IC bias based on any form of real life characteristics. It is ok to say to a knight that they fight like a goblin, it is ok to say you hate elves or beastkin, but it is not acceptable to use real life attributes such as sex, race, religion, physical ability etc. as insults or the basis for discrimination.

While you may behave in an extreme manner in character (IC), out of character (OOC) anti-social behaviour, particularly any form of bullying, will not be tolerated.

The volunteers who make the game possible also need to feel safe and secure. **We will not tolerate threatening or abusive behaviour to our volunteers and people who do this may be excluded from further participation in our events.**

If you are uncomfortable with any interaction at the game, we encourage you to give active and direct feedback if you feel able to do so. We suggest telling the person 'please stop [that], it is upsetting me'. We hope that both parties would react positivity to this approach but we also understand that this may not always be the case. If you do not feel comfortable giving such feedback, please bring the matter to any member of the game team; they may escalate the matter to a more appropriate person once they understand the problem. We have a complaints procedure and will treat all complaints seriously, investigate, and take appropriate action which may include excluding someone from the game, but if you do not tell us what has happened we will not be able to help.

Personal Property

Whilst in The Vale you may be given many different type of props, item scrolls, money, letters, etc. These are supplied by us so that there is no need for any player to take another player's property.

It is entirely possible for characters to steal in game props including resources and item scrolls and as such any IC game items must be kept in the IC game areas while you are in them.

Please respect other people's property and hand any lost property to your Camp REF or into GOD.

In-Character Camping

Unless it is your tent or you have permission from the owner you are not allowed to enter zipped up tents. Tents with IC game items should be left open if no one is in the tent. Boxes clearly marked with OOC labels must not be entered, and you should not keep IC game items inside them.

Non-Combatants (non-com)

If you do not wish to be struck in a situation for any reason, you may raise one arm saying, 'Non-Com' and move to a place where you are clear of combat and can fall over – you have taken a WOUND and start to die. Anyone can use the non-com call at any time.

Personal Safety in Combat

All participants are responsible for their own safety and the safety of those they interact with. This is particularly important in simulated combat and you must have regard to others and pull your blows.

If your opponent makes it clear that you have reduced them to zero hits you should stop engaging them (you may of course execute them with a 'KILLING BLOW').

Even though The Vale is a competitive environment, we expect all the participants to react appropriately to combat – don't just ignore the fact that you are being struck, roleplay the effect of the blows.

Any participant may put on their armband and go out of character at any time. If a ref has asked you to do this there is no further effect but if you choose to do it your character has suffered permanent death – please report to GOD to generate a new character. This rule is intended to allow people to be able to cease to play at any time for any reason but also to prevent people from using the armband to avoid deadly situations in what is a PvP game.

Note: No player is required to go with other players if they do not wish to. This means that you cannot be kidnapped, have your body moved etc. without your out of character consent. This is a once off choice and cannot be changed once you have made it for your character.

Man Down

If you are seriously hurt or see a situation where a participant has been injured, please call out 'MAN DOWN'. If you hear a call of 'MAN DOWN', everyone within hearing should immediately cease combat and ensure that the injured party is safe before continuing combat where you left off. Players that perform healing should refrain from using this call in-character.

Weapon Safety

Anything that you want to use to contact an opponent must be approved by the weapon checkers.

Blows must be controlled and carefully 'pulled' so they strike with minimal force. Participants are encouraged to avoid striking opponents on the head – participants should be extra careful to pull such blows and those who repeatedly strike their opponents on the head may be subject to censure.

If you are holding an object which is not safe for hand to hand combat (e.g. a walking stick, a cooking pot, a bow, crossbow or firearm) you must not defend yourself until you have put down or dropped the unsafe item or holstered/slung it – until you have done this you must just let enemies hit you. You may run away!

You cannot:

- grapple
- shield bash or press
- stab with weapons
- trap weapons with weapons or shields
- use an object smaller than 8" long in melee combat, except for claws which require a separate competency test, and can only be used by special creatures.

To use a firearm, bow, crossbow, shield or a weapon in each hand you need a specific weapon style.

Downtime

While we do not operate a fixed downtime system, it is possible for your character to try and achieve things in downtime. Please send an email into the vale team, or use the contact form on the website stating your character name, faction, and what they hope to achieve.

Our Volunteers

No game runs on its own, and we have a contingent of people helping us run the game who are all volunteers, from admin to refs and everyone in between.

Referee (REF)

We have five full time referees and you will find at least one in each camp, and one running the ritual circle. At a game, there will be refs assigned to each camp; **their words are final over matters in the camp they have been assigned to.** From now on they will be referred to as ref or refs.

Refs will have a blue armband on whilst they are performing that role.

Games Operations Desk

The games operations desk, or GOD as it is widely known, is where you can speak to those volunteers that help us run the game from an administration point-of-view. At the beginning of every game weekend they will ask you to sign in and provide you with your character's starting pack.

GOD maintains first aid provisions and can help with many other non-game related issues or information.

Permanent Crew Member (PCM)

Within each of the camps, we use permanent cast members to help motivate the players. These cast members are given briefs as to what their characters should be doing at this event. Each cast member is considered a marshal, and in certain circumstances they may accompany players into the Vale, in IC or OOC state.

If they are OOC they may be wearing a yellow armband on one arm, or just have their hand over their head; in either case, they are not available to comment except on rules queries.

Monsters

We sometimes have monsters playing roles within the Vale. These creatures may look like your comrades or something completely different. Either way their stats are given to them and they will be under the supervision of one of the refs.

Marshalls

Our site Huntley Wood is a vast location, and as such having refs everywhere is simply not feasible. Instead we have a marshalling system where players, cast, and monsters that have demonstrated a fundamental grasp of the rules are given the status Marshall. GOD carries a complete list of Marshalls for a game.

Marshalls are there to observe combat and gameplay, can respond to rule queries, and directly move characters if safety is a concern.

Weapons Checkers

Within each camp there are designated weapons checkers or you can get your weapons checked at GOD. Once a weapon is checked it will be non-permanently marked by the weapons checker for that game. Before we allow people to use bows, crossbows, or guns we require them to attend a ranged

weapon checking session at GOD before the game begins. If at any time a report is made of an unsafe weapon, a weapons checker might revisit a checked weapon and deem it unsafe.

Using a weapon that has not passed these safety checks is breaking a core rule of the game and as such you may be asked to leave. Details of your camps weapons checkers will be listed in the game guide which is included in your character pack.

Character Pack

At the start of each weekend you can pick up your character pack from GOD. It will contain one or more of the following:

Character Card	Please keep this on you always, but only show it to a REF or permanent cast member if requested
Soul Card	Not everyone has one, but if you do please keep it on you always. There is a specific way of losing a soul card via Trap the Soul, this spell only works on you if your **Soul Card is BLACK.**
Special Race Brief	If you are special race you will have an explanation of any advantages and disadvantages, it is in your interest that other players do not see this information
Faction Brief	If anything, major has occurred within your faction since the last game then you will find information here.
Money	Most characters are given an amount of their faction's coin to get them started in the game.

Other things that might be in your character pack	
Personal Brief	There is plot going on, and you might be involved; this information might end up here, or be given to you by your Camp REF.
Hi-Vis Yellow Armband	If you are a new player you will be provided with a high-vis yellow armband. We have limited stocks, so please keep them safe for future games.
Magic Brief	If you are a mage you should get an overview of what your spells do.
Ritual Brief	A copy of the ritual rules to help you perform rituals successful in the Vale.
Foraging / Prospecting Brief	The appropriate equipment and information to gather the best amount of resources from Nodes
Blessing Card	If you have received a Blessing / Reward you will have a card that proves you can do it.
Magic Item Card	All permanent or temporary magic items (not item scrolls) have a magic item card associated with them. Without this card, you do not have the item.

Player Camps

When you book an event, you will select a camp. Normally you cannot change camp mid-game though there are special ways to this.

These areas have barriers marked around them, making them safe from the opposing camp. The Duke's camp is marked by strips of white fabric with runes on the ends, tied to trees, whilst the Khan's camp is marked by twisted willow wands with white fabric tops.

Both barriers prevent entry; your SOUL CARD will say which barrier/s may be crossed with impunity.

The default is:

- **Duke's camp member cannot enter the Khan's camp**
- **Khan's camp member cannot enter the Duke's camp**

Time In / Out

Time in will be called by the REFs simultaneously across both camps, whereas timeout might deviate slightly depending on events in each camp. We ask that players not to visit the other camp until a REF informs them that the other camp is also timed out.

Time IN

The Vale is time in from 6pm on the Friday, but you cannot leave camp until 7pm on the Friday, when the barriers relax. This allows those in each camp to start the roleplaying before the Vale becomes active. The game team might adjust when the barriers relax, but will inform both camps simultaneously if this occurs.

Time OUT

The stated time of time OUT is 3pm on the Sunday.

At time-out, all players will be led from the camp by the faction leader. Any characters outside of their camp and in the Vale at timeout will be lost.

Barrier States and times

The barriers have four states:

- None; there is no barrier
- Default; the barrier is up, but normal means for passing through it are allowed
- Hard; you cannot enter the opposing camp at all, even if you have other means of circumventing the protection
- Impassable; you cannot exit your camp at all into the Vale. The purpose of this state is to allow the game team to make changes in the Vale, which might include vehicles and other transportation devices.

	Barrier Times	State
Friday	Time In – 6pm	Impassable
	7pm or called by REF	Default
Saturday	1am	Hard
	6am	Impassable
	10am	Default
	3pm	Impassable
	4pm (approx.)	Default
	1am	Hard
Sunday	6am	Impassable
	10am	Default
	Time Out – 3pm	Impassable

Clean Location

Each player camp is designated a clean location, which means that a surgeon can fix those that have taken a WOUND, and they may start to naturally recover hits. Please see Healing pg. 18 for more information.

Character Creation

There are two types of characters in The Vale; Living Races or Special Races

Living Races

Living characters are: Beastkin, Elf, Goblin, Human, Orc, Hobgoblin, Vampire Thrall (even though they are undead and subject to their own rules as well). **Note: Vampire thralls should speak to a ref before character creation.** These creatures all have a specific way of character creation following the rules below.

Abilities

	Magic 3 Advanced	Magic 2 Basic	Magic 1 Petty	Magic 0 None
Combat 3 Master				3
Combat 2 Skilled		2	4	5
Combat 1 Casual		4	7	8
Combat 0 None	3	5	8	9

	If you take Magic 3 or Combat 3 you cannot take the other.
#	The number of points you have remaining to purchase skills.

Each character has two abilities **COMBAT** and **MAGIC**. Please select the level you wish in from the table below, the number is the points you have left to take skills.

With a maximum of three in each ability the development of your character will be restricted by in each of COMBAT and **MAGIC** by your score.

For instance; the technique of **FATAL** is a master tier and requires **COMBAT 3**, or if you wanted the technique of **FIRE STORM**, you would require **MAGIC 3**.

Combat

For every point in combat you must select a weapon style associated with it	
One Handed	Use a single weapon in either hand up to 42".
Two Handed	Use a single weapon in both hands between 42-54", using both hands on the weapon at all times.
Polearm	Use a single weapon in both hands between 50-84". You must have a grip that permits hands to be held two feet apart, and you must keep both hands on the weapon when using in combat.
Dual Wield	Use a weapon in each hand, up to 36" each.
Weapon & Shield	Can use a shield, and a weapon up to 36" in the other hand.
Bow	You can use a bow or crossbow. Your bow must be tested for pull strength, and not be over a draw distance of 28" and must not exceed 30lbs. You cannot use a bow at night.
Firearms *requires MAGIC 1*	You can fire a pistol, to cause elemental damage based on the ammunition type used _____ DART; would be **FIRE** DART if the ammunition was **FIRE**.

	When you fire the gun the cap must discharge, if this does not occur the gun misfires and no damage is done.

All living characters can use:

- a single weapon in one hand from 12-36" long, a polearm used in two hands to a max of 72", a coreless throwing weapon, smaller than 6" (these must not be used in melee combat).

Weapon techniques cannot be performed with a staff, or a weapon smaller than 6". To use weapon techniques with a weapon between 12-24" you require the SHORT weapon technique.

Magic

Magic 0	you have no access to magic.
Magic 1	You have access to the following spells: **Detect Magic**, **Mage Light**, **Mend Item**, **Sigil**, and **Wizard Flame**. They cost no essence to cast.
Magic 2+	You must select a school of magic from the list below: **Fire**, **Lightning**, **Ice**, **Spirit**, **Mind** (Duke's camp only), **Necromancy** (Khan's camp only), and **Conjuration** (Khan's camp only)

Skills

With your abilities selected you will have several points remaining to spend on skills. Please select skills from the table below.

Cross Camp General Skills

Skills	Cost	Requirements	Unavailable
Apothecary	1		
Surgeon	2	Apothecary	
Forager	2		
Prospector	2		
Light Armour	1		
Heavy Armour	1		
Magic Resistant	2	MAGIC 0	
Ritual Magic	3	MAGIC 3	
Resilient	1-3	If you have combat 2+ it costs 1 point, combat 1 – 2 points, combat 0 – 3 points	
Khan's Camp Exclusive Skills			
Tinker	2		
Senior Tinker	1	Tinker	
Shaman's Assistant	1		
Shaman	2	Assistant	Hobgoblin
Warlord	3		Hobgoblin
Duke's Camp Excluisve Skills			
Guild Apprentice	2		
Guild Member	1	Apprentice	
Initiate	1		
Priest	2	Initiate	Beastkin, Elf
Noble	3		Beastkin, Elf

Additional information

Those marked in yellow are politically unavailable skills in the camps, and are subject to change.

Some skills have additional restrictions:

- You may only be one of a Warlord, Shaman or Senior Tinker
- You may only be one of Noble, Priest or Guild Member
- Nobles/Warlords gain a one point skill of their choice as long as they meet the requirements.
- Forager / Prospector are mutually exclusive, you cannot get both at character creation.
- Any unspent skill points will become extra hits

Apothecary	The apothecary can attach bandages to a wounded individual to halt their death count, and can apply a poultice to a wound to stabilise it, in preparation for surgery. Only apothecary's can apply poultices to wounds
Forager	You specialise at recovering materials from the Vale from plant nodes and processing them into resins and powders.
Prospector	You specialise at recovering materials from the Vale from mineral nodes and processing them into metals and crystals.
Light Armour	The skill to wear light armour, grants 1 extra global hits. Please note that wearing any type of armour restricts spell casting capabilities.
Heavy Armour	The skill to wear heavy armour, and grants three extra global hits. Please note that wearing any type of armour restricts spell casting capabilities.
Surgeon	The skill to repair WOUNDS so that their patients can recover hits with further rest. Surgery is almost exclusively done within the player's camp. When a surgeon uses their abilities, they may be given or asked to draw a WOUND card from a ref or crew member that will tell them more about the WOUND and what they need to do to fix it. See Healing for more information.
Magic Resistant	Halves the duration of all spells cast upon you.
Ritual Magic	The knowledge and command of several ritual runes that can be used to perform powerful and dangerous rituals in places of power like the ritual circle in the Vale. This skill also allows the character to learn Rites and Acts.
Resilient	Stops the first *melee* blow, or arrow/bolt from a bow/crossbow that would wound, including techniques; apart from FATAL. You must call 'RESILIENT'. After you use this skill you must return to camp and rest for one hour before you can use this skill again. **You cannot use this against spells or firearms**

Khan's Camp Exclusive skills

Tinker	As a tinker to one of the crafting guilds and able to create magic item scrolls based on the recipes they provide you with. You should select one of the following at character creation: Mage Crafter; items for wizards, War Smith; items for warriors, or Alchemist; short duration consumables.
Senior Tinker	Are trusted with the most advanced recipes, and are the only crafters that can make tier 3 items
Shaman's Assistant	Acolyte of the faith, able to stand before the Black Mirror and talk to the Demons (please be careful, they talk back).
Shaman	Now recognised as a full Shaman by the Demons. You can perform Celebrations and Liturgies in the Black Mirror for all followers, especially shaman apprentices, shaman, and possessed.
Warlord	You are one of the tribal leaders of Orcs or Goblins within the Orc Khanate. You have the right to talk to the Great Khan in his throne room. Within your character background you should also include information about your war clan, and this could be subject to approval by the game team

Duke's Camp Exclusive Skills

Guild Apprentice	As an apprentice to one of the crafting guilds and able to create magic item scrolls based on the recipes they provide you with. You should select one of the following at character creation: Mage Crafter; items for wizards, War Smith; items for warriors, or Alchemist; short duration consumables.
Guild Member	Are trusted with the most advanced recipes, and are the only crafters that can make tier 3 items
Initiate	Acolyte of the faith, able to enter the Fane and talk to the Gods (please be careful, they talk back).
Priest	Now recognised as a priest by the Gods (and in most cases the Theocracy). You can perform Celebrations and Liturgies in the Fane for all followers, especially initiates, priests and chosen.
Noble	You are either a part of the Kingdom of Elland nobility, with lands and vassalage as granted to you by the King of Elland, or a Jarl from the Northlands, or the rank of noble from the Sisters. Whilst all the above are applicable nobles, the ones from the Kingdom of Elland take precedence in almost every situation. Within your character background you should also include information about your noble house, and this could be subject to approval by the game team.

Special Races

Each of the special character races has its own character creation, and separate information detailing any weaknesses. There are limited numbers of special races in each camp, and you should talk to the game team if you want to play one.

Special characters do not use renown to level up, but instead are improved through ritual magic, by members of their own race, or specific other individuals.

These characters do not have SOUL CARDS. This is because they do not have souls within their bodies. This means that they cannot bargain with demons or gain the blessings of the gods.

All special characters have a vulnerability and a weakness.

Vulnerability

A creature with a vulnerability will be incapacitated for 15s if they are struck by a weapon or hit by a spell that targets their vulnerability.

The creature should role play the elemental effect whilst incapacitated. During this time, they should roleplay the effect of the incapacitation:

- **Fire** – putting out the flames that are on their body
- **Ice** – trying to break free as their joints freeze up
- **Lightning** – jolting shocks pass through them, causing paralysis
- **Water** – dark whispers and fears fog their mind
- **Air** – deep sickness is felt inside, leading to retching and fevers
- **Earth** – an invisible swarm of insects attacks you.

Whilst roleplaying these effects, you should not swing your weapons around madly to protect yourself…

Further a creature with a vulnerability cannot use those spells or items with that vulnerability specified. i.e. a creature with vulnerability to FIRE cannot use any spells with the term FIRE in them, nor any magic item scroll with FIRE in the wording.

Note: The effect of this incapacitation is not a spell and cannot be resisted by any means, nor is it reduced by the skill Magic Resistance.

Weaknesses

Each special race has a weakness which will normally take the form of spells that cannot be resisted with SPELL GUARD, which target your specific race, though they can still be stopped using the techniques of COUNTER SPELL, and SPELL BLOCK.

I.e. the CONJURATION spell of STUN **Outsider** cannot be 'resisted' with a SPELL GUARD when cast at an **Outsider**.

Further the DISMISS version of the spell will cause a WOUND which cannot be stopped by 'resilient' and could lead to permanent death.

Undead of the Lich Council

The Lich Council has a specific group of undead. They come from the high cold plateau of the Lichfells, and are ruled by a council compromising of the five major lineages. You will be playing one of the undead from these lineages, as either an apprentice necromancer or a minion.

To play as a necromancer you must have four minions in your phylactery. Forces of the Lich Council are all members of the Khan's Camp.

Minion

To play a minion of a necromancer you should; select two weapon styles of your choice from; One Handed, Two Handed, Dual Wield, Polearm, Bow.

All minions get the skills of Heavy Armour, are immune to Necrosis, and Light Armour as Skin.

Apprentice Necromancer

Select a Lineage, you gain the ability of Magic 3 – Necromancy, and the skills of Ritual Magic, and Bonecrafter. You will be given a phylactery phys-rep, please return it at the end of the game.

Bonecrafter (Undead Specific)

The skill to be able to repair undead creatures in the ways that others cannot comprehend. Allows a form of surgery to repair the wounds of undead creatures (this does not work on living creatures).

Abominations/Dire Beastkin

These are special characters that require permission from the game team to play; this is because they have more stringent costume requirements and because they are only available in limited numbers. As a result, if you are interested in playing one of these characters please contact your camp ref.

These characters are all monsters. They are intelligent and can speak and so forth but their intellect is more animalistic rather than academic. Their abilities are natural and not the result of training. As such none of these characters' benefit from experience and training so they are much harder to improve in play.

Benefits

Due to their size and nature these creatures have many base hits, natural armour, resilient, and a form of regeneration which makes them extremely hard to kill.

In character creation, you should talk to your camp ref; they have further knowledge which can help you build your character.

The People

Arriving during Vale Expedition 8; the People are the last remnants of a once great civilisation that was all but eradicated by war with the Undead. Newly created People know little to nothing about the war they lost. Instead they now have a new home in the Mountains of Fire and a new Alliance to aid them get revenge for the genocide of their race, and rebuild their society anew.

Appearance

These creatures are a strange race in that no two of them look the same. There are two basic types:

Mechanicals – appear to be humanoids constructed entirely from magically animated parts. Their bodies are constructed like suits of armour, with pistons and gears on their limbs; they generally have shrouded faces, or visors, or masks. They often have hoses which carry magical fluid around their bodies. Some show signs of sparking and have metal cords carrying lightning around their bodies.

Golems – appear to be carved out of stone or metal hewn from raw material. They are clearly magical constructs with no obvious means of function. Some are delicate statues from wood or crystal, or moulded from metals such as bronze, while others are crudely hewn from granite or raw metals. Their faces may be heartbreakingly human or may be rough and incomplete. Some are coated in sparks as they move.

Workers

The front-line fighting models must select two weapons styles; anything except firearms, and weapon & shield style

Magi

The support models come in two varieties either;

> Spirit magic with the Ritual Magic skill
>
> Or
>
> Ice magic with the Engineering skill

Engineering (People only skill)

The skill of repairing and maintaining the People in camp and in the field. Allows a form of surgery to repair the wounds of People (this does not work on living creatures), and grants something akin to War Smith.

Vampires

Arriving the in the Vale: Expedition 11 these creatures have recently signed a treaty with the Great Khan to join his forces within the Orc Khanate.

Herald

They are magic users which specialise in the school of Necromancy and have very limited character creation choices.

Thrall

These are created using the living race build for the Khan's camp. A thrall is always associated with a Herald.

Game Play

This section deals with all the rules required to play the game.

Character Hits

We operate a Global hits points system, with each character's hits marked on their character card.

Living creatures can calculate their total global hit points by adding together their RACE + COMBAT score + ARMOUR worn. i.e. an elf, which combat 3 and heavy armour will have: 2+3+3=8, whereas an orc with combat 3 and heavy armour will have 4+3+3=10.

Living creatures have the following hits:

Elf	2
Human/Goblin/Hobgoblin	3
Beastkin/Orc	4

Special creatures have their hit points, based on their race, and specialisations, and are not calculated in the same way.

When do I lose a hit?

Each attack that hits a legitimate location will cause the loss of a single global hit point of damage. Legitimate locations are anywhere on the body or head, but not on the weapon or a shield.

A person can suffer a maximum of one hit per second from any one attacker – this is to encourage pulled blows and decent swings as there is no advantage to rapid strikes.

When are reduced to zero (0) global hits you take a WOUND.

Armour

Armour is considered global – if you are wearing armour you are protected all over

There are four possible types of armour your character could wear; None, Light, Heavy, Magical.

If you are wearing any armour covering your chest and back; then you can be in LIGHT armour.

If you are wearing predominately heavy armour covering no less than 75% of your body (e.g. your chest, back and 50% of a combination of head, arms and legs); then you are in HEAVY armour. If in any doubt as to what your armour counts as please ask your camp refs.

Living creatures gain the hit points from the armour skills as a one-off addition to their hit point total, are still required to wear armour if they want to gain the benefits of it. Special creatures do not gain hits points from the armour skills, and in some cases, are still required to wear armour if they want to gain the benefits of it.

Blessings or any other affects that would give the skill of light or heavy armour, only allows the wearing of the armour, and does not affect your hit point totals.

None

Cause a WOUND:

- Any combat technique except DISARM, SHIELD BREAKER
- Arrow from a bow, Crossbow bolt
- The spells of dart, bolt, and storm
- 0 hits

Cause the loss of a global hit:

- A melee weapon blow
- A thrown weapon

Light

Cause a WOUND:

- Any combat techniques except DISARM, SHIELD BREAKER
- Arrow from a bow, Crossbow bolt
- The spells of bolt and storm
- 0 hits

Cause the loss of a global hit:

- A melee weapon blow
- A dart spell

Cause no damage:

- Thrown weapons

Heavy

Cause a WOUND:

- The combat techniques of THROUGH, SEVER, and FATAL
- The spell STORM
- 0 hits

Cause the loss of a global hit:

- A melee weapon blow
- The spell of BOLT
- Arrow from a bow, Crossbow bolt

Cause no damage:

- Thrown weapons

Light Armour Resistance

Concerning **magic Item scrolls** that apply to light armour: In all cases when light armour resists an effect:

- the wearer still takes a hit
- and is affected by any ancillary effects of the blow.

i.e. Billy is in light armour with a scroll of Light Armour of Repel Resistance attached to it. When hit with the melee technique of Repel, Billy is forced three paces backwards, and takes a hit, but they aren't wounded.

Heavy Armour Resistance

Concerning **magic item scrolls** that apply effect to heavy armour: In all cases when heavy armour resists an effect:

- the wearer still takes a hit

- but is not affected by any ancillary effects of the blow.

i.e. Billy is now in heavy armour with a scroll of Heavy Armour of Stun Resistance attached to it. When hit with the melee technique of Stun, Billy still takes the hit of damage, but is unaffected by the Stun portion of the blow.

Magical

There are three spells which provide magical armour:

Magic Armour – available to all casters as a spell, provides light armour for 30s. You do not wear armour to gain the effect, nor do your global hits change.

Greater Magic Armour – a technique available to all casters, after character creation; provides heavy armour for 30s. You do not wear the armour to gain the effect, nor does your global hits change.

Enchanted Armour – available to most casters, provides protection against non-magic weaponry for 30s. The following are magic:

- the weapon property calls of **MAGIC, and ELEMENTAL**
- the weapon techniques of **SEVER, and FATAL**

You cannot resist a hit from a magical weapon with a SPELL GUARD.

Armour as Skin

Several special creatures and monsters have the abilities of LIGHT ARMOUR as SKIN, or HEAVY ARMOUR as SKIN. These armour types do not require them to wear armour, but you cannot attach or use armour-based item scrolls on this type of armour, nor do you gain any additional global hit points.

Healing

Once a character is reduced to zero hits they take a WOUND, this must be STABILISED, and then a surgeon can fix the wound.

If you take a WOUND, however it occurs, your hits will become 0 until you can recover some.

There are **three** stages to healing:

- First - **STABILISE** the wound preparing the way for it to be fixed
- Second - **REPAIR** the wound (usually with surgery)
- Third - recover hit points, in **RECOVERY**

I am wounded!

Collapsing to the ground, unable to act in any other way but to roleplay your wounds.

When this occurs, your character will start its DEATH COUNT.

Holding a wound

Any other character can temporally stop another character's death count by holding the wound with both hands. This simply pauses the count at that point for the duration they hold it.

An apothecary can apply a bandage to a wound, this will also hold the wound.

> **in either case; if you move whilst a wound is being held you should continue your death count**

Death Count

All characters have a death count, in seconds, listed on their character card; this is based on their race and other factors. You should count out (in your head) your death count; when you reach the total, your character has died.

Living characters have the following base death counts:

Race	Death Count
Elf / Goblin / Human / Hobgoblin	**300 seconds**
Beastkin / Orc	**480 seconds**

Special character races may not die at the end of their death count, but will, more likely than not, leave the field of battle.

Killing Blow

To immediately kill an opponent: say '**EXECUTE**' in a normal voice or louder; mime finishing off your target for ten seconds then say, '**EXECUTE**' again; any contact or distraction (either you or target) forces a restart; do not hammer on people on the ground or grapple. This negates a character's death count.

Death

If your death count is complete you have died. Place the yellow hi-vis armband on your arm, and leave the field of combat. When this occurs:

- **Do leave behind:** game props that you have received and are carrying on you; money, item scrolls, paperwork, resources, etc.
- **Do not leave behind**: Character cards, soul cards, blessing cards, etc. but hand these into GOD.

Stabilising a WOUND

There are three common ways to **STABILISE** a wound:
1. An apothecary can apply a POULTICE to the wound; this should take at least 15s of roleplaying.
2. Anyone can apply a MYSTIC COMPRESS to the wound; this should take at least 15s of roleplaying.
3. A mage with access to the spell STABILISE casts it on you; this is instant.

Necrosis

You cannot STABILISE a NECROTIC WOUND in the field without a MOULD potion, or in a designated clean location.

STABILISE

Once a WOUND has attained the state of STABILISE you can:
- attack or defend yourself with weapons.
- use any starting spell from petty, basic, or advanced magic you have access to.
- move normally

but you cannot:
- use any spell techniques
- use any weapon techniques, offensive or defensive
- use any firearm

- use a bow or crossbow
- craft an item
- recover hit points; your hit point state is 0 but Stabilised, and additional damage taken will reopen the wound and take you back to I am wounded!

if you try to do any of these things your WOUND will reopen before you complete the action, causing you to immediately fall on the floor, without the effect occurring

Note: some special races do not have this stage in healing.

REPAIR

Once the wound has attained the state of STABILISE you can move on to having it fixed.

The easiest way of repairing wounds is through surgery, which can only be completed in a Clean Location.

Other ways of repairing wounds are using the Alchemical potions of Mystic Elixir, or Mystic Panacea, or using the Spirit magic spells of Advanced Healing, or True Healing; these do not require a clean location.

Surgery

A surgeon in a Clean Location can with tools (bandages and so forth) fix a wound with at least five minutes of roleplaying. During this time, the surgeon may be given, or asked to draw a wound card which list complications with the wound being healed.

Once surgery is complete you gain 1 hit point.

Clean Location

A clean location is anywhere that has been designated as such. Each of the camps is so designated, but it is possible to create these in the field with more advanced surgeons. Areas within the Vale that are so created will be equipped to look like a field hospital, and a REF or PCM will be there whilst it is operational.

RECOVERY

Whilst not in combat you recover at a rate of one hit per thirty minutes in a clean location. Faster recovery can be done using the Spirit magic spell of Healing, resting in a location with the correct Rite cast on it, or using Alchemical Potions.

Combat

While you do not need to play a fighter character to participate in The Vale, it is a game which involves a war between rival powers. As such you must be prepared to be the subject of simulated attacks and are assumed to consent to the simulated combat set out in these rules. If you do not consent you should not attend these events.

Most simulated combat occurs outside the camps; but your character is not completely safe in any in game area.

Weapon Calls

There are two types of combat calls:

1. Properties; a function of the weapon normally from the use of an Alchemist's application.

2. Techniques; skills from the attacker like **CUT** or **DISARM**

Property Effects

Properties fundamentally change the makeup of the weapon they are attached to. **Weapons can only ever have a single property on them.**

Some special creatures can manifest a property effect on their weapon. Whilst they might be able to manifest more than one property, they can only do this on separate weapons.

These **must** be called each time a blow is landed; they are not limited to once every thirty seconds.

Alchemical item application scrolls will change the weapon for the duration of the event once applied, though if they are removed, the application is considered used. If you die you should remove application scrolls of this nature and destroy them.

FIRE	**Calls** for **FIRE.** Exploits a Vulnerability
ICE	**Calls** for **ICE**. Exploits a Vulnerability
LIGHTNING	**Calls** for **LIGHTNING**. Exploits a Vulnerability
AIR	**Calls** for **AIR.** Exploits a Vulnerability
WATER	**Calls** for **WATER.** Exploits a Vulnerability
EARTH	**Calls** for **EARTH.** Exploits a Vulnerability
MAGIC	Considered as **MAGIC** and **calls for MAGIC.**
NECROTIC	if you take a WOUND with this property, the wound takes the property of NECROSIS. Please see healing for more information
ELEMENTAL	Considered as **MAGIC**, and **calls for ELEMENTAL.** Exploits the vulnerabilities of **FIRE, ICE, LIGHTNING, AIR, WATER, EARTH**
SILVER	**Calls** for **SILVER.** Exploits a Vulnerability, except in special cases.

IMPORTANT NOTE: The property changes the way the blow affects you. If you are immune to the property effect, you are immune to any damage from the weapon or technique associated with it but are still incapacitated for 15s if you are VULNERABLE. Most of the property effects are **not** considered as MAGIC.

i.e. Glubsink has a FIRE effect on their sword of FATAL, upon seeing the fire mage they charge. The mage puts up their FIRE SHIELD. Glubsink, who is now very unhappy, pulls a new sword with ICE on it, and cuts the mage to pieces.

Technique Effects

These can be learnt using renown, or gained in other ways, and will be listed on your character card. Once learnt your technique can be used with any style you have access to (unless it has a restriction) provided you have the correct item scroll for the weapon you wish to use.

This might result in you carrying numerous different weapons with item scrolls or finding rare or expensive item scrolls which combine multiple effects.

Offensive techniques may only be used once every thirty seconds, and the blow must be properly swung.

Blows that strike weapons and shields generally have no effect unless specified below.

The following techniques may be learnt and used by the melee weapon styles of One Handed, Two Handed, Dual Wield, Polearm, and Weapon & Shield.

TECHNIQUE	COMBAT	EFFECT
CUT	1	Penetrates light armour
THROUGH	2	Penetrates heavy armour
FATAL	3	Shatters weapons hit, shatters a shield that doesn't **BLOCK**, if unstopped causes a WOUND.
SEVER	3	cuts off an arm or leg and causes a WOUND, has no effect on shields or weapons, and does a point hit point of damage if it hits anywhere else. This is crippled and not usable for anything requiring any degree of skill
STRONG GRIP	1	You are immune to the DISARM weapon technique
DISARM	2	If struck against a weapon, you must release it and let it drop. You may retrieve it after 10s. If you have it attached you must let it dangle for 10s, before taking it back up Has no effect if it misses a weapon and does not cause damage.
SHATTER	3	If struck against a weapon or shield, it becomes damaged and may not be used again until it is repaired. If you are unable to discard the weapon or shield and it is struck again the blow is treated as a hit.
REPEL	1	Forces an opponent to retreat three steps. A blow on a weapon or on a shield will still cause the opponent to retreat three paces, though no damage will be done.
STRIKEDOWN	2	the target must fall to the ground so that their torso touches the ground, or they must place one knee and a hand on the ground (if they are using a shield, they must place the flat of the shield on the ground) for ten seconds. A blow on a shield will still cause this effect.
STUN	3	the target is unable to attack (including casting taxing spells or using techniques), move faster than a walk, but may defend themselves for 10s, this blow has no effect if struck on a weapon or shield
SHORT WEAPON	2	A complex technique which allows you to use a weapon between 824"
ROLL WITH BLOW	3	A master technique which allows you to evade damage. You cannot wear heavy armour and use this technique.

The following techniques are specific to their weapon styles:

Technique	Weapon Style, COMBAT	Effect
Shield Breaker	Polearm, 2	A complex technique which allows an axe or javelin to be thrown to break a shield, can cause damage to unarmoured foes.
Block	Weapon & Shield, 1	A simple technique which allows you to block the following weapon techniques, if the blow hits the shield: REPEL, STRIKE DOWN – you call **BLOCK**

Advanced Block	Weapon & Shield, 2	A complex technique which allows you to block all weapon techniques if the blow hits the shield: REPEL, STRIKE DOWN, SHATTER, FATAL, SHIELD BREAKER – you call **BLOCK**
Spell Intercept	Weapon & Shield, 3	Allows you to use the effect **COUNTER MAGIC** as a technique provided you raise the shield to block the spell, you call **SPELL BLOCK**

**NOTE*: Block, Advanced Block do not stop spells.*

**NOTE*: all techniques listed here require magic item scrolls to use.*

Defensive techniques, those in bold above, can be used all the time, but you cannot use an offensive technique until 30s have passed since you last used one.

Example
Jeremy the Orc wanders into combat with his shield of advanced block, he faces off against two opponents, and manages to take both shatters they land on him on the shield, calling **BLOCK** each time. He really wants to hit them with his Fatal sword but counts to thirty before he does so, at 2s remaining he takes a Fatal blow on the shield, resetting his count to 30s… but hey at least he is not dead on the floor bleeding from a wound.

Firearm Technique Effects

Rifle	Use a rifle to perform _____ BOLT, dependant on ammunition
Blunderbuss	Use a blunderbuss to perform _____ STORM, dependant on ammunition
Derringer	Allows the firing of a holdout pistol to perform _____ DART, dependant on ammunition
Heavy Pistol	Allows the firing of a substantial pistol used in two hands to perform _____ BOLT, dependant on ammunition

Magic
To cast a spell:

- spend the appropriate essence
- speak the verbal of the spell
- you must clearly indicate your target by pointing and referencing them appropriately.

Each branch of magic has its own verbal:

- The first part of the verbal indicates which branch of magic it is from
- The second part indicates what spell and effect is being cast.

You cannot cast more than one offensive spell every thirty seconds (this includes firearms):

i.e. a magic user can put up various non-offensive spells, then cast a _____ bolt spell, or, a magic user can cast a _____ bolt then put up various non-offensive spells. In either case, they cannot cast another offensive spell for 30s after the last one they cast.

Spell Duration & Range
- Spell durations are thirty (30) seconds, unless stated otherwise in the spell description.
- All single target spells and firearms have a range of thirty feet (10m).
- All AREA spells start their range at the caster and extend 30' radius

While you need only take effects if you are in range, we expect participants to be reasonable about this and give the attacker the benefit of the doubt if unsure.

AREA Based Spells

The Caster must declare the spell loudly and clearly followed by 'ALL IN THE SOUND OF MY VOICE'. Everyone within range (30' radius) is affected.

or

The caster may indicate an arc with their arms, and use the verbal 'ALL THAT STAND BEFORE ME' and everyone within the arc and within range is affected. If you are unsure if you are in the arc, you should take the effect.

Destroy Race (ritual magic only)

This effect is used in the ritual circle when the magic goes very wrong.

This effect:

1. Removes all spell effects currently on you.
2. Reduces your hits to 0
3. Wounds you
4. Puts you on your death count

If you are not stabilised / healed, by an external party, before the end of your death count you are permanently dead. **This effect bypasses all regenerative and special abilities including your soul being stored in another location.**

Essence Cost

Petty Magic spells cost 0 essence to cast. All other spells cost 1 point of essence.

All living creatures have an inherent essence regardless of whether they have any magic. Whereas most other creatures do not inherently have essence and must gain it by other means.

Magic	Living Creatures (Start/Max)	Special Races (Start/Max)
0	1 / 2	0 / 1
1	1 / 3	0 / 2
2	3 / 5	0 / 5
3	5 /10	0 / 10

Spell Verbals

The verbal component depends upon the style of the caster and the difficulty of the spell.

The caster should say the entire spell in a normal voice or louder but importantly should not say the casting words more quickly or quietly than the critical effect words at the end. In other words, you can speak the entire phrase normally or choose to shout it but should not whisper 'by the high powers of fire' quietly before shouting '… **FIRE BOLT**!'

Schools of Magic	basic	By the power of [school of magic] [SPELL]
	advanced	By the high power of [school of magic] [SPELL]
Magic	petty	By my powers [SPELL]
Magic Items		By the power of this item [SPELL]

Scrolls	By the powers invested in this scroll and the sphere of [school of magic] I invoke [SPELL]

Examples

- By the power of fire… fire weapon other
- By the power of spirit… healing
- By the high power of mind… dominate
- By the high power of necromancy… dismiss true undead
- By the powers invested in this scroll and the sphere of mind I invoke ALL IN THE SOUND OF MY VOICE, PACT.
- By my power mend

Armour Restrictions

Living creatures have restrictions on wearing physical armour and casting magic. The more armour you wear the more restricted you are in casting spells:

- **No Armour** - There are no restrictions on magic
- **Light Armour** – You can cast any spell that affects yourself, can participate but not lead rituals.
- **Heavy Armour** - You may cast petty magic but no other spells. You may not participate in or lead any rituals
- **Armour as Skin** – does not restrict magic

In all cases, this only refers to the physical armour worn.

Direct Damage spells

Currently there are only three types of direct damage spells within the Vale: Dart, Bolt, and Storm, whether from the spell or from a firearm, these rules affect them:

DART / Pistol / Derringer

The DART spell causes damage based on the type called in association with the spell. i.e. a FIRE DART causes FIRE damage. Common calls for this spell are FIRE, ICE, and LIGHTNING, uncommon calls are WATER, AIR, and EARTH.

The DART spell causes:

- a WOUND to foes in NO ARMOUR
- the loss of a single global hit to those in LIGHT armour.
- An exploit to a vulnerability to those that could take damage from it.

BOLT / Rifle / Heavy Pistol

A more powerful version of the dart spell, which causes damage based on the type called in association with the spell. i.e. an ICE BOLT causes ICE damage. Common calls for this spell are FIRE, ICE, and LIGHTNING, whilst uncommon calls are WATER, AIR, EARTH, and ELEMENTAL (which encompasses all vulnerability types).

The BOLT spell causes:

- A WOUND to foes in LIGHT, or NO ARMOUR
- The loss of single global hit to those in HEAVY ARMOUR
- An exploit to a vulnerability to those that could take damage from it.

STORM

The most powerful of the direct damage spells. A blast of magic explodes in an area up to 30' from the caster. The spell verbals are the same as any other advanced magic of its type. i.e. a fire mage would use **by the high power of FIRE … FIRE STORM**

The caster will nominate a target which is the centre point of the spell, and all characters that are within 10' of them are affected by it. (the target nominated is simply for ease of reference and has no game bearing on the spell.)

The STORM spell causes:

- A WOUND to everyone in the area, except the caster.
- An exploit to a vulnerability to those that could take damage from it.

Common calls for this spell are FIRE, ICE, and LIGHTNING, whilst uncommon calls are WATER, AIR, EARTH, and ELEMENTAL (which encompasses all vulnerability types).

Blunderbuss

The explosion of this hand cannon, has the effect of a point-blank STORM, affecting everyone in front of the gun. This only occurs if the cap explodes. If used in a structure or tent, without a 10' clearance in front of it, it will backlash to fill the space, including the wielder of the gun.

How do I stop a Direct Damage Spell?

Direct damage spells can be stopped in the following ways:

- a RESIST from a SPELL GUARD
- COUNTER MAGIC, or SPELL BLOCK from the appropriate techniques
- Being immune to the damage type. i.e. a creature with FIRE SHIELD will not be affected by FIRE DART, FIRE BOLT, or FIRE STORM.

You cannot use RESILIENT to avoid a WOUND from a direct damage spell

Incantation

Incantations are spells that take three (3) minutes to cast and target a creature or item. To affect a creature, they must be already downed, and on their death count. They do not inherently cause any damage but cause an effect on the target.

The caster must start the incantation within touching distance of the target, and clearly state the spell they are casting. They must then incant over the target for three (3) minutes. At the end of the incantation they must repeat the spell they are casting.

i.e. By the high power of conjuration of I start this casting of the Dismiss True Outsider… chant… (2m 50s) … chant … I finish this incantation; DISMISS TRUE OUTSIDER.

During the incantation:

> The caster can move up to 2m (~6') away from the target as long as they return within touching distance at the end of the spell.

> If the caster is attacked, then the spell is interrupted and must be started again from the beginning.

The essence cost is only paid at the successful casting of the spell.

If the target is a creature its death count is suspended and for all intents and purposes is unconscious. They cannot take any action that could disrupt the spell.

At the end of the incantation:

The target will take the effect of the stated spell.

A creature is executed as per Killing Blow

This cannot be stopped by Spell Guard or Counter Magic.

Currently the spells available as Incantations are: all Dismiss, Trap the Soul, and the Store Soul spells.

'Dismiss…' Spells
All dismiss spells require Magic 3

Each special race is affected by a dismiss spell relevant to their type of either; Undead, Outsider, or Created.

There are three tiers of each Dismiss spell; Dismiss, Dismiss Greater, and Dismiss True. If you are one of these creatures it will state which tier you are, and subsequently which spell is required at the minimum to dismiss you.

The Dismiss range of spells uses the Incantation spell method; and upon successful completion the target must hand you their Dismiss Card (much like a soul card for living).

'Trap the Soul' Spell
This spell is designed to steal the soul of a living creature and uses the Incantation casting method, placing it in a pre-prepared item.

At the end of casting of the Incantation: Trap the soul you may take from the target its soul card, if it reads either Heroic, Legendary, or Mythical, and has either a black, or gold border around it.

This spell can only be stopped by the creature if its soul is stored via the spell Store Soul, or other similar methods.

'Store…' Spells
All store spells require Magic 3

These spells are designed to stop the Incantations of Dismiss… and Trap the Soul. Store; Soul, is for living creatures; Mind, is for outsiders; Body, is for created; Spirit, is for undead.

Each Store spell is an Incantation cast upon a specially prepared vessel which will store it until such a time that it is used up, or for a period of 1 year (4 consecutive events).

When a creature with a Store Incantation spell is killed they must put on a yellow arm band and go back to their camp ref, who will ask you to lead them to their Store Vessel:

If this is available, then you will be saved from permanent death and the vessel will be destroyed.

If it is not, then you are dead.

The Store Vessel must be kept in game at all that your character is in game.

The most basic use of this Incantation is used for Store (self), but more advanced versions can be found which allow Store (other).

If you are subject to a Trap the Soul, or a Dismiss Incantation then you will only take the killing blow portion of the effect.

All Spells

Below is a list of all the spells and spell techniques in the game, the magic required to know the spell, and whether it is a technique you must purchase with renown or learn by other means.

Name

The name of the spell.

Magic

The Magic score required in that school of magic to attain the spell. Universal can be obtained by all magic users.

Offensive (off.)

Designates whether the spell is considered offensive.

If a spell is hostile and will adversely affect another target it is considered offensive. You cannot cast an offensive spell quicker than 1 every 30s.

Techniques (tec.)

Shows whether the spell is also a technique which can only be obtained after character creation.

Note: *all spell techniques require an item scroll to use, a list of which can be found in the appendix*

Effect

What the spell does.

Universal

These spells are common to every school of magic, though techniques will still need to be learnt with character advancement.

Name	Magic	Off.	Tec.	Effect
Detect Magic	1	no	no	All those within 10' of the caster must say 'PING' in a clear audible voice if you; have a spell running on you, have a card stating you should, have a permanent magic item. **YOU SHOULD NOTDo Not** 'Ping' if you are carrying magic item scrolls. This effect is instant… As the audible part of this spell must be made, items will never ping to detect magic, if not carried by something that can utter the word. You may spell guard or counter magic this spell.
Mage Light	1	no	no	Creates a small light; the caster can create and dismiss this light as wished but must keep it on their person; the phys-rep should be a low powered non-directional light source like a glow stick, or fake candle.
Mend Item	1	no	no	Used to repair broken equipment, particularly objects that have been subject to SHATTER. It takes 30s to cast Mend Item.
Sigil	1	no	no	Allows the caster to place a magical mark upon an object. Please do not mark other people's property without consent. It can be used to place a mark on a creature; if so they are marked for 30s during which time they will 'ping' to Detect Magic. You may spell guard or counter magic this spell.
Wizard Flame	1	no	no	Creates a small flame, which is not to be used in combat.
Enchant Weapon Other(o)	2	no	yes	The target must call MAGIC with any melee weapon they attack with for 30s.
Magic Armour	2	no	no	The caster gains the benefit of light armour for the duration
Spell Guard	2	no	no	The caster gains a single spell guard until used; Spell Guard can be used to resist incoming magic spells. You cannot resist a spell that targets a WEAKNESS, or the DISMISS RACE spell. I.e. An undead cannot resist **REPEL Detect UNDEADUndead**. Spell guard cannot be used to stop simultaneous spells targeting you and will only stop the first spell.
Spell Guard Other(o)	2	no	yes	The target gains a single spell guard until used; Spell Guard can be used to resist incoming magic spells. You cannot resist a spell that targets a WEAKNESS, or the DISMISS RACE spell. I.e. Ann undead outsider cannot resist **REPEL UNDEADDetect Outsider**. Spell guard cannot be used to stop simultaneous spells targeting you and will only stop the first spell.
Counter Magic	3	no	yes	Allows you to use the call 'COUNTER MAGIC' to resist incoming spells continuously. Counter Magic will personally stop any spell that targets you, including area of effects, but does not negate the spell for others. Creatures with a Weakness can use this to resist spells they normally couldn't. You may continually use this capability for as long as necessary and **counter simultaneous spells targeting**, but**you** but cannot cast anything else while doing so, and can counter simultaneous spells targeting you.
Enchanted Armour	3	no	no	The caster becomes immune to all weapon which are not considered MAGIC effect for the duration. Weapons that have the MAGIC effect are: ELEMENTAL & MAGIC weapons, and the Techniques of FATAL, and SEVER.
Free Cast	3	no	yes	The caster may use any other non-Off. basic or advanced spell without the expenditure of essence for 30s.

Greater Magic Armour	3	no	yes	The caster gains the benefit of HEAVY armour for the duration

Conjuration

Where specified these spells have no effect on a creature that isn't an **Outsider**. i.e. Freeze Outsider will only Freeze a creature with a WEAKNESS to **Outsider** spells.

Name	Magic	Off.	Tec.	Effect
Detect Outsider	2	no	no	All **Outsiders** within 10' of the caster must say 'PING' in a clear audible voice. This spell is instant.
Enchant Weapon	2	no	no	The caster must call **MAGIC** with any melee weapon they attack.
Pact Outsider	2	yes	no	The specified **Outsider** must not attack the caster, unless the caster attacks it first.
Repel Outsider	2	yes	no	The specified **Outsider** is driven three paces back from the caster.
Charm Outsider	2	yes	yes	The specified **Outsider** must not attack, and must protect the caster, unless the caster attacks it first.
Freeze Outsider	3	yes	yes	The specified **Outsider** is completely frozen in place and cannot move.
Student of Dreams	2	no	yes	Gain access to Basic Magic 2 – Mind and can purchase additional techniques at a lower cost.
Stun Outsider	2	yes	yes	The specified **Outsider** is unable to attack (including casting Off. spells or using Techniques, using items, or calling on active power), or move faster than a walk, but may defend themselves.
Dismiss Greater Outsider	3	yes	yes	Allows the Incantation Dismiss... on a Greater Outsider.
Dismiss Outsider	3	yes	yes	Allows the Incantation Dismiss... on an Outsider.
Dismiss True Outsider	3	yes	yes	Allows the Incantation Dismiss... on all Outsiders.
Dominate Outsider	3	yes	yes	The specified **Outsider** must not attack, and must protect the caster, and kill itself if so ordered (in this case starting and completing a KILLING BLOW, in uninterrupted).
Freeze Outsider, AREA	3	yes	yes	All **Outsiders** WITHIN 30' of the caster are frozen in place and cannot move.
Master of Dreams	3	no	yes	Gain access to Advanced Magic 3 - Mind and can purchase additional techniques at a lower cost.
Root Outsider	2	yes	yes	The specified **Outsider** cannot move its feet.
Root Outsider AREA	3	yes	yes	All **Outsiders** within 30' of the caster cannot move their feet.

Unknown Spells

These spells are unavailable to starting characters and can only be found in game. This information is not common knowledge anywhere!

Name	Magic	Off.	Tec.	School	Effect
Detect (race)	2	no	no	Unknown	All those of the specified RACE within 10' of the caster must say 'PING' in a clear audible voice. This effect is instant.
Empyreal Armour	2	no	no	Unknown	The caster is immune to all magic weapons. Non-magical weapons still affect them just fine!
Reflect	2	no	no	Unknown	Causes an effect just called on you to instead affect the caster. A reflected spell can only be stopped with COUNTER MAGIC. You may continually use this capability for as long as necessary but cannot cast anything else while doing so. Reflect cannot be used on aoe spells.
Air Weapon (s/o)	2	no	yes	Elemental	The caster/target must call AIR with any melee weapon they attack with.
Earth Weapon (s/o)	2	no	yes	Elemental	The caster/target must call EARTH with any melee weapon they attack with.
Elemental Weapon (s/o)	2	no	yes	Elemental	The caster/target must call ELEMENTAL with any melee weapon they attack with. The weapon is also considered MAGIC.
Water Weapon (s/o)	2	no	yes	Elemental	The caster/target must call WATER with any melee weapon they attack with.
Charm Created	2	yes	yes	Unknown	The specified **Created** must not attack the caster; but protect them. If the caster attacks them the spell end prematurely
Fear Created	2	yes	yes	Unknown	The specified **Created** must run away from the caster, fighting if necessary to get away
Repel Created	2	yes	yes	Unknown	The specified **Created** is driven three paces back from the caster.
Stun Created	2	yes	yes	Unknown	The specified **Created** is unable to attack, or move faster than a walk, but may defend themselves.
Student of the Elements	2	no	yes	Unknown	Allows the purchase of Magic 2 – Elemental Techniques.
Empyreal Shield	3	no	no	Unknown	The caster is immune to hostile magic.
Master of the Elements	3	no	yes	Unknown	Allows the purchase of Magic 3 – Elemental Techniques.
Elemental Shield (s/o)	3	no	yes	Elemental	The caster/target has a shield composed of all elements, making them immune to all those effects.
Store Mind (s/o)	3	no	yes	Conjuration	A specially prepared item receives the imprint of an outsider (as per store soul).
Store Body (s/o)	3	no	yes	Unknown	A specially prepared item receives the imprint of a created (as per store soul).
Store Soul (o)	3	no	yes	Spirit	A specially prepared item receives the imprint of a created (as per store soul).
Store Spirit (s/o)	3	no	yes	Necromancy	A specially prepared item receives the imprint of a created (as per store soul).
Dismiss Created	3	yes	yes	Unknown	Allows the Incantation Dismiss... on a Created.
Dismiss Greater Created	3	yes	yes	Unknown	Allows the Incantation Dismiss... on a Greater Created.
Dismiss True Created	3	yes	yes	Unknown	Allows the Incantation Dismiss... on all Created.
Dominate Created	3	yes	yes	Unknown	The specified **Created** must not attack the caster; but protect them. If ordered to they must self disrupt.
Elemental Bolt	3	yes	yes	Elemental	This has the same effect as other BOLT spells.
Elemental Storm	3	yes	yes	Elemental	This has the same effect as other STORM spells.
Freeze Created	3	yes	yes	Unknown	The specified **Created** is completely frozen in place, and must not move.
Forget (#)	3	yes	yes	Mind	The target will forget the last (#) number of minutes that have just occurred. These memories will not return by talking to other people, your memory has been modified. This effect is permanent, but you can consult your camp ref for more information.

Elemental

This effect will EXPLOIT A VULNERABILITY in any special creature, causing them to become incapacitated as listed under Vulnerabilities & Weaknesses, pg. 11. Having a protection up against a single form will not protect you from the spell. i.e. Lightning Shield will not stop the affect.

Fire

This is available in either camp, one of three direct damage schools of magic, and is common knowledge in both camps.

Name	Magic	Off.	Tec.	Effect
Drop (thing)	2	yes	no	The target must drop the named item, which cannot be picked up for 30s.
Fire Weapon	2	no	no	The caster must call **FIRE** with any melee weapon they attack with.
Fire Shield	3	no	no	The caster is wrapped in a shield composed of **FIRE**, making them immune to **FIRE**.
Shatter	3	yes	no	The nominated weapon or shield is damaged and may not be used again until it is repaired. If you are unable to discard the weapon or shield and you are struck in the weapon or shield, you take a hit.
Fire Dart	3	yes	no	the target is subject to a dart of **FIRE** energy as per DART, pg. 19
Fire Weapon Other	2	no	yes	The target must call **FIRE** with any melee weapon they attack with.
Student of Ice	2	no	yes	Gain access to Basic Magic 2 – Ice and can purchase additional techniques at a lower cost.
Student of Storms	2	no	yes	Gain access to Basic Magic 2 – Lightning and can purchase additional techniques at a lower cost.
Fire Shield Other	3	no	yes	The target is wrapped in a shield composed of **FIRE**, making them immune to **FIRE**.
Free Dart	3	no	yes	Dart spells cost 0 essence to cast, this is an effect that is constant and does not require essence to power.
Master of Ice	3	no	yes	Gain access to Advanced Magic 3 - Ice and can purchase additional techniques at a lower cost.
Master of Storms	3	no	yes	Gain access to Advanced Magic 3 - Lightning and can purchase additional techniques at a lower cost.
Fire Bolt	3	yes	yes	the target is subject to a bolt of **FIRE** energy as per BOLT, pg. 19
Fire Storm	3	yes	yes	all targets are attacked with **FIRE**, as per STORM, pg. 20

Ice

This is available in either camp, one of three direct damage schools of magic, and is common knowledge in both camps.

Name	Magic	Off.	Tec.	Effect
Ice Weapon	2	no	no	The caster must call **ICE** with any melee weapon they attack with.
Mute	2	yes	no	The target cannot make any voluntary vocal sounds, including the 'ping' from detect spells, though you should go through the motions of replying (and see if anyone notices).
Ice Dart	3	yes	no	The target is subject to a dart of **ICE** energy as per DART, pg. 19
Ice Shield	3	no	no	The caster is wrapped in a shield composed of **ICE**, making them immune to **ICE**.
Root	3	yes	no	The target cannot move their feet for 30s
Ice Weapon Other	2	no	yes	The target must call **ICE** with any melee weapon they attack with.
Student of Fire	2	no	yes	Gain access to Basic Magic 2 – Fire and can purchase additional techniques at a lower cost.
Student of Storms	2	no	yes	Gain access to Basic Magic 2 – Lightning and can purchase additional techniques at a lower cost.
Ice Shield Other	3	no	yes	The target is wrapped in a shield composed of **ICE**, making them immune to **ICE**.
Master of Fire	3	no	yes	Gain access to Advanced Magic 3 - Fire and can purchase additional techniques at a lower cost.
Master of Storms	3	no	yes	Gain access to Advanced Magic 3 - Lightning and can purchase additional techniques at a lower cost.
Free Dart	3	no	yes	Dart spells cost 0 essence to cast, this is an effect that is constant and does not require essence to power.
Freeze	3	yes	yes	The target is frozen in place and cannot move.
Ice Bolt	3	yes	yes	The target is subject to a **BOLT** of **ICE** energy as per BOLT, pg. 19
Ice Storm	3	yes	yes	All targets are attacked with **ICE**, as per STORM, pg. 20

Lightning

This is available in either camp, one of three direct damage schools of magic, and is common knowledge in both camps.

Name	Magic	Off.	Tec.	Effect
Lightning Weapon	2	no	no	The caster must call **LIGHTNING** with any melee weapon they attack with.
Stun	2	yes	no	The target is unable to attack (including casting Off. spells or using Techniques, using items, or calling on active powers), or move faster than a walk, but may defend themselves.
Lightning Dart	3	yes	no	The target is subject to a dart of **LIGHTNING** energy as per DART, pg. 19
Lightning Shield	3	no	no	The caster is wrapped in a shield composed of **LIGHTNING**, making them immune to **LIGHTNING**.
Strike Down	3	yes	no	The target must fall to the ground so that their torso touches the ground, or they must place one knee and hand on the ground (which must be the shield flat on the ground) for ten seconds.
Lightning Weapon Other	2	no	yes	The target must call **LIGHTNING** with any melee weapon they attack with.
Student of Fire	2	no	yes	Gain access to Basic Magic 2 – Fire and can purchase additional techniques at a lower cost.
Student of Ice	2	no	yes	Gain access to Basic Magic 2 – Ice and can purchase additional techniques at a lower cost.
Lightning Shield Other	3	no	yes	The target is wrapped in a shield composed of **LIGHTNING**, making them immune to **LIGHTNING**.
Master of Fire	3	no	yes	Gain access to Advanced Magic 3 - Fire and can purchase additional techniques at a lower cost.
Master of Ice	3	no	yes	Gain access to Advanced Magic 3 - Ice and can purchase additional techniques at a lower cost.
Free Dart	3	no	yes	Dart spells cost 0 essence to cast, this is an effect that is constant and does not require essence to power.
Lightning Bolt	3	yes	yes	The target is subject to a bolt of **LIGHTNING** energy as per BOLT, pg. 19
Lightning Storm	3	yes	yes	All targets are attacked with **LIGHTING**, as per STORM, pg. 20
Strike Down, AREA	3	yes	yes	All targets with 10m must fall to the ground so that their torso touches the ground, or they must place one knee and hand on the ground (which must be the shield flat on the ground) for ten seconds.

Mind

Controlling the minds of creatures is only available in the Duke's Camp and is not common information in the Khan's camp.

Name	Magic	Off.	Tec.	Effect
Detect Outsider	2	no	no	All **Outsiders** within 10' of the caster must say 'PING' in a clear audible voice. This spell is instant.
Enchant Weapon	2	no	no	The caster must call '**MAGIC**' with any weapon held for the duration
Fear	2	yes	no	The target must run away from the caster fighting if necessary to get away
Pact	3	yes	no	The target may not attack the caster, unless the caster attacks it first
Student of the Veil	2	no	yes	Gain access to Basic Magic 2 – Conjuration and can purchase additional techniques at a lower cost.
Fear, AREA	2	yes	yes	All targets with 10m of the caster must run away from the caster fighting if necessary to get away
Terror	2	yes	yes	The target must collapse to the ground and cower, they cannot defend themselves.
Terror, AREA	2	yes	yes	All targets with 10m of the caster must collapse to the ground and cower, they cannot defend themselves.
Master of the Veil	3	no	yes	Gain access to Advanced Magic 3 - Conjuration and can purchase additional techniques at a lower cost.
Charm	3	yes	yes	The target must not attack the caster, and must protect them, ends if the caster attacks them.
Charm, AREA	3	yes	yes	All targets with 10m of the caster must not attack the caster, and must protect them, ends if the caster attacks them individually.
Dominate	3	yes	yes	The target must not attack, and must protect the caster, and kill itself if so ordered (in this case starting and completing a KILLING BLOW, in uninterrupted).
Pact, AREA	3	yes	yes	All targets with 10m of the caster may not attack the caster, unless the caster attacks it first
Petrify	3	yes	yes	The target is frozen in place by fear. At the end of the spells duration you are executed, as per a completed killing blow.

Necromancy

Where specified these spells have no effect on a creature that isn't **Undead**. i.e. Terror Undead will only Terror a creature with a WEAKNESS to **Undead** spells.

Name	Magic	Off.	Tec.	Effect
Detect Undead	2	no	no	All **Undead** within 10' of the caster must say 'PING' in a clear audible voice. This spell is instant.
Enchant Weapon	2	no	no	The caster must call **Magic** with any weapon held for the duration
Mend Undead	2	yes	no	Restores hit points to an **Undead** creature provided they have at least 1. Hits are returned at a rate of 1 per 10s
Repel Undead	2	yes	no	The specified **Undead** is driven three paces back from the caster.
Charm Undead	2	yes	yes	The specified **Undead** must not attack the caster, and must protect them, ends if the caster attacks them.
Repel Undead, AREA	2	yes	yes	All **Undead** with 10m are driven three paces back from the caster.
Student of Life	2	no	yes	Gain access to Basic Magic 2 – Spirit and can purchase additional techniques at a lower cost.
Terror Undead	2	yes	yes	The specified **Undead** must collapse to the ground and cower, they cannot defend themselves.
Trap the Soul	3	yes	yes	Allows the Incantation Trap… the Soul on a living creature.
Fear Undead	3	yes	no	The specified **Undead** must run away from the caster fighting if necessary to get away.
Dismiss Greater Undead	3	yes	yes	Allows the Incantation Dismiss... on a Greater Undead
Dismiss True Undead	3	yes	yes	Allows the Incantation Dismiss... on a True Undead
Dismiss Undead	3	yes	yes	Allows the Incantation Dismiss... on an Undead
Dominate Undead	3	yes	yes	The specified **Undead** must not attack, and must protect the caster, and kill itself if so ordered (in this case starting and completing a KILLING BLOW, in uninterrupted).
Master of Life	3	no	yes	Gain access to Advanced Magic 3 - Spirit and can purchase additional techniques at a lower cost.
Petrify Undead	3	yes	yes	The specified **Undead** is frozen in place by fear. At the end of the spells duration you are executed, as per a completed killing blow.
Restore Undead	3	yes	yes	The caster can heal a slain undead creature that has not been subject to a DISMISS spell, allowing the use of **Mend Undead** to restore hit points. It takes 30s to perform this spell.

Spirit

The power of healing and protection for all living creatures. This is available in either camp and is common knowledge.

Name	Magic	Off.	Tec.	Effect
Detect Undead	2	no	no	All **Undead** within 10' of the caster must say 'PING' in a clear audible voice. This spell is instant.
Enchant Weapon	2	no	no	The caster must call **MAGIC** with any weapon held for the duration
Healing	2	no	no	The caster must touch a person with at least one hit remaining, the target recovers 1 hit every 10s.
Speak with Dead	2	no	no	The caster may communicate with the recently departed. The target must have their soul.
Ward Self	3	no	no	When you are wounded, your death count begins. At the end of your death count your wound becomes **Stabilised**. You must have a Soul Card for this spell to work, and during this time you cannot be subject to a Killing Blow. The Incantation of *Trap the Soul* may be used if your renown is high enough. The spells effects fade at dawn if not used.
Stabilise	2	no	yes	The caster must touch a recipient; the target's **Wound** is now **Stabilised** and can be fixed by surgery and other means. This spell is instant. Only works on creatures that can be stabilised.
Student of Death	2	no	yes	Gain access to Basic Magic 2 – Necromancy and can purchase additional techniques at a lower cost.
Advanced Healing	3	no	yes	The caster places an amulet around the neck of a **Stabilised** target. Whilst wearing the amulet (with appropriate item scroll), they are in **Recovery** and can gain hit points back normally. At camp, a ref may remove the amulet, and you will become camp bound for 1 hour, while the magic fully restores you. If the amulet is removed by anyone else, then you will take a Wound. Taking another wound, from any source (including the removal of the amulet), will negate the spell. The wound will heal overnight, and you may remove the amulet at dawn, if you do not wish to visit a ref.
Advanced Warding (self only)	3	no	yes	When you are wounded, your death count begins. At the end of your death count your wound is **Stabilised**, and you enter **Recovery**. Hit points can be restored by normal methods. You cannot be killed with a Killing Blow. You must be a creature that has a soul card, though that doesn't necessarily have to be on you. The Incantation of *Trap the Soul* may be used if your renown is high enough, and you have a soul card. The spells effects fade at dawn if not used.
Master of Death	3	no	yes	Gain access to Advanced Magic 3 - Necromancy and can purchase additional techniques at a lower cost.
Store Soul (s)	3	no	yes	A specially prepared item receives the imprint of a living creature. You must attach your soul card to the item.
True Healing	3	no	yes	The caster touches a recipient that is STABILISED, they are healed of their wound and recover hit points based on their race if living, or 3 if a special creature. It takes 30s to cast this spell. Only works on creatures that can be stabilised.
Ward Other	3	no	yes	As per **Ward Self**. You must wear the correct crafted item for the spell to start working when you are wounded.

Spell Techniques

For those spells that require a more detailed explanation:

Detect Spells

These spells require that an individual says 'Ping' in a clear and audible voice. Those around hear what occurred.

Weapon Spells

These spells modify a melee weapon's properties so that every blow with the weapon causes the appropriate effect. As a weapon can only have one property effect on it; they have no effect on weapons with an existing property.

OTHER Spells

These spells are not offensive and cannot be used to detrimentally affect a hostile target. i.e. you cannot cast Lightning Weapon Other on your opponent's weapon, and then cast Lightning Shield on yourself.

Casting Time Spells

If a spell which has a casting time, you should use the verbals, then count time before repeating the affect, to make it clear that the time has passed. i.e. by my power MEND ITEM 1... 2... 3... … 30... MEND ITEM. Spells that have this effect are: Mend Item, Mend Undead, Healing, Restore Undead, True Healing.

Student of

Gain access to Basic Magic 2 (school) and reduces the cost of buying magic 2 techniques from that school by 1. Use of the basic magic requires a sash

Master of

Gain access to Advanced Magic 3 (school) and reduces the cost of buying magic 3 techniques from that school by a further 2 if combined with Student or 1 if not. Use of the advanced magic requires robes.

Elemental Schools of Magic

A master of fire / ice / lightning can with the appropriate robes use the advanced spells and techniques they know from the other magic schools, provided they have an appropriate magic item scroll for the technique.

i.e. An ice caster who has master of fire, can cast: drop, fire weapon, fire shield, shatter, fire dart. For each of the techniques of ice bolt, and ice storm they could also use the fire version, with the appropriate magic item scrolls.

Other Schools of Magic

You gain the base spells for that school of magic; all other techniques must be purchased. It will be written on your character card what techniques you have access to.

Knowledge Required

Some techniques will require knowledge to be gained in play before they are offered as a training possibility:

- Student of / Master of
- Universal spell techniques of Free Cast, and Counter Magic.

Crafting

Crafting uses resources collected to make items needed for techniques. Crafters need the items specific formula to make it, which can be obtained through other players, NPCs and research. However, having the correct formula is not always enough; there are several difficulty tiers for formulae, the higher of which requires both a more experienced crafter and full membership of the crafting association within your camp. Once you have the resources needed you should ask for a crafting slip, which you can then fill out with the items details.

The roleplaying time spent on crafting is equal to 10 minutes per tier of the recipe, but each of the crafting machines has an hour cooldown, between crafting processes from a single individual (this can be potentially lessened with research).

After you have spent the suitable amount of time making the item, you take the crafting slip and the resources to a ref, and once your item is completed you will be notified. The amount of time it takes for an item to be completed is variable and completely dependent on the item itself.

Each camp has a cast member whose role is to help those who wish to craft, giving further information about recipes and help with the crafting process.

Mage Craft

Make the items that spell casters need to use their advanced magic techniques. They make **carved** items (wand, rods and staves), **jewellery** (amulets, firearms and so on) and **fashion** items (hoods, robes and sashes). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

War Smith

Make items so that warriors can use their advanced techniques. They make **swords** (of all types), **hafted** weapons (hammers, axe, maces and polearms) and **armour** (light and heavy armour and shields). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

Alchemist

Alchemists make a wide variety of items most which do not require any techniques to use. They make **applications** to apply to items to give them powers, **potions** which are consumed to give different effects and **compounds** which are neither consumed nor applied but can be used to create effects (e.g. incense and ammunition). They start off able to make only first tier equipment from all types but can learn to make extra tiers of equipment one tier at a time.

Apothecary's and Surgeons.

Apothecary's can use the alchemical crafting station to create; Poultice, and Mould Potion. More advanced surgeons may have other options open to them.

The crafting of Poultices, and Mould Potions require only a minimum of 5 minutes roleplaying, and have no cooldown, when produced by an Apothecary.

Starting Recipes

At character creation, you will gain a set group of recipes based on the tier of crafting you have access to. You gain access to tier 1 recipes for your chosen profession.

Recipes can be learnt in game from many different sources, but you are restricted to the tier/specialisations which you have access to.

A list of the starting recipes can be found at Appendix 3 – Starting Crafting Recipes pg. 1

Magic Item Scrolls

The purpose of most crafting is the creation of magic item scrolls. These empower your items to allow you to use techniques learnt or gained through advancement.

As a rule of thumb: you require a magic item scroll to use any technique gained after character creation.

Magic Item scrolls have a limited durational lifespan, after which it becomes a very useless piece of paper.

Magic Item scrolls are made of paper and will bear the seal of the crafting association belonging to one of the two camps, and are issued by a REF.

Anyone can use either camps magic item scrolls, if they have the associated techniques, but they must be attached to the item to allow it to function. If the scroll is not on the item, you cannot use the associated technique. You cannot attach more than one item scroll of the same type onto a single item.

If you die you should leave behind magic item scrolls with any resources and coinage.

Having a magic item scroll does not cause you to PING to Detect Magic spells

Stacking Magic Item Scrolls

On a weapon:

- A single Warsmith scroll. i.e. Cut
- A single Alchemist scroll for offensive. i.e. Fire
- A single Alchemist scroll for defence. i.e. Shatterproof Weapon

On armour:

- A single Warsmith scroll. i.e. Light Armour of Bolt Spell Resistance
  or
- A single Alchemist scroll. i.e. Light Armour of Bolt Spell Resistance

On a shield:

- A single Warsmith scroll. i.e. Block
- A single Alchemist scroll for defence. i.e. Shatterproof Shield

On an item of clothing / wand / staff:

- A single Magecrafting scroll. i.e. Hood of Healing

Whilst it is possible to stack multiple effects on a single scroll, you can never have more than one offensive weapon property on a single weapon.

Alchemical Items

Some crafting recipes create alchemical goods that have a limited duration or limited use:

- Applications; once applied to an item last for an event. If you die the application is lost on the item.
- Compounds; are either single use or have several charges associated with them. They will be provided in a tube with tear-offs. Once the all charges have been used, the item ceases to function.
- Potions; are single use items, which are provided in a test tube with a slip of paper. You should remove the paper and show it to the person you are applying the potion to.
- Ammunition; firing caps will be providing in a test tube, will a slip of coloured paper denoting the type; magenta – fire, yellow – ice, blue – lightning.

Please return all used test tubes and corks to the REF tent in your camp once you have finished with them 😊 Thanks!

Magic Item Cards

Some things are truly powerful, beyond the work of magic item scrolls. These items will have special phys-reps within the game and will be the personal property of either the Vale or the individual using them.

Please do not pick up items of this nature without the permission of the person who owns the item.

In these cases, the magic item will have a printed card associated with it. If you die, DO NOT drop this card with the rest of your things. Return the card to your camp REF or GOD.

If you believe you should have a magic item card but one is not present in your character pack, please contact GOD and a REF will sort this out. You cannot use any function of a magic item without the possession of this card.

Examples of magic items in each camp are:

- The Great Khan's axe within the Khan's camp. This axe must not be picked up or used without the Great Khan's expressed permission.
- Ser Kaylen's sword within the Duke's camp. This sword must not be picked up or used without Ser Kaylen's expressed permission.

Character Advancement

Special Creatures advance through ritual magic, but living creatures advance through the gaining of Renown.

After each event which you survive as your character you will gain 1 renown from the leader of the Alliance for attending the expedition. Further renown can be obtained by various methods:

- A small number of training certificates can be available from your camp NPCs. Training certificates are only available for those below 16 renown.

- Aiding the camp in some exceptional fashion beyond the normal recourse of the game could lead to an additional 1 renown being granted.
- Attending the appropriate college or school until you are at 10 renown.

Only one training certificate can be obtained per expedition, and they count only for the expedition they are given in.

In each case, the maximum renown a character can gain from an event is 2.

Your renown score can be found on your Soul Card and can be read by someone with the appropriate skill.

Experience

As your renown grows, you will gain experience which can be spent on furthering your character's abilities and skills.

Initially this experience is tiered to make progression slower as your gain more experience, but once you are well recognised within your Alliance, progression becomes easier again. At each renown tier up to 15 you will gain 2xp, which may be saved to purchase skills with higher costs.

Traits

Living creatures can have information written on their soul by powerful entities and by other means. These traits add flavour to your character and reflect the characters actions within the game.

RENOWN	XP	MAX TRAITS
1	2	1
3	2	1
6	2	2
10	2	2
11	-	3
15	2	5
16	-	7
21	-	11

Heroic Soul

Once a living creature has 11 renown they become Heroic, and will be noticed more by their Alliance NPCs, and other powerful entities in the world. They will be able to access locations that they previously could not attain, without aid from others.

Legendary Soul

Once a living creature has 16 renown they become Legendary. They may talk to their deities without going through the proper channels and will be recognised throughout their Alliance as someone deserving of respect.

Mythical Soul

Once a living creature has 21 renown they become Mythical. They are known widely through their Alliance, and effectively gain the powers and capabilities of Nobles / Warlords and may be offered their own lands and retinues by their Alliance leader