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Table of Contents

Introduction	6
Coming to Your First Event	10
Event Costs	10
What to pack	10
What not to bring	10
What to do when you arrive onsite	11
Enforcing Game Rules	13
Safety Measures	14
Headbands and Their Meaning	15
Physical Contact and Religion	16
Combat Violations	17
Creating a Character	18
People of <i>Veil of Ashes</i>	21
Culture	21
Humans	22
Etharian	22
Elves	23
Deep Elves	23
Sea Elves	24
Dwarves	24
Deep Dwarves	25
Hobblings	25
Gnomes	26
The Fae	27
Goblin	28
Orc	29
Scavenger	29
Strigoi	30
Menhir	31
Special Character Attributes	32
Class Descriptions	35
Warrior	36
Assassin	36
Sorcerer	36
Brigand (Warrior/Assassin Multiclass)	37
Shadow (Sorcerer/Assassin Multiclass)	37
Spell blade (Warrior/Sorcerer Multiclass)	38
Artisan (Production/Merchant)	38
Class Resources	39
Warrior - Tactical Strike*	40
Sorcerer - Cantrips*	42
Assassin - Roguish Ingenuity*	45
Starting Weapons by Class	47
Body and Armor Points by Class	48

Known Class Specializations	49
Shaman	50
Necromancer	53
Paladin	56
Hunter	61
Druid	62
Reaver	64
Elementalist	66
Pyromancer	66
Storm Caller	67
Geomancer	68
Cryomancer	69
Character Progression	71
Game Mechanics	73
Hit Points	73
Health Conditions	75
Combat Mechanics	77
Protections	81
Spell Durations	82
Tagline & Monster Effects	83
Special Monster Attributes	91
Stealing and Searching	93
Limits on Building Protections	94
Skill System	95
Skill Charts	96
Combat Skills	102
Stealth Skills	109
Magic System	111
Ritual Magic	112
Schools of Magic	113
Ethereal Spell List	113
Primal Spell List	127
Production Skills	141
Production	142
Apothecary	142
Apothecary Costs	143
Poison Recipe Descriptions	144
Alchemical Solutions Descriptions	145
Trade Skills	146
Knowledge Skills	149
Crafting, Harvesting, & The Component Economy	151
Harvesting Raw Material Between events	153
Maps	153
Runecraft	155
Chef	157
Blacksmith	158

Artificer	159
Ritual Magic.....	160
Advanced Tools.....	160
The Process of Crafting Items.....	161
Resources & Time	161
Cooperative Crafting & Casting	163
Crafting Scroll Categories	163
Non-Instant Consumables	163
Enduring Effects - Items & Ability Slots.....	164
Stealing Player Equipment & Items.....	167
Item, Consumables, & Spell Maximums	168
Magical Vessel Phys Rep Guidelines	169
Weapon Rod.....	169
Skin Tattoos.....	169
Jewelry	169
Binding Focus.....	170
Armbands.....	170
Refitting your Character	170
Equipping Your Character:.....	171
Wearing Armor	171
Weapon Construction	173
Boffer Weapon Safety Requirements	173
PVC Weapon Standards	173
PVC Weapon Common Mistakes	174
EVA Weapon Standards.....	174
Making/Crafting a Physrep	175
Weapons Construction Dimensions	175
Specific Weapon Notes	176
Making a Sword	177
PVC Weapon Materials List	177
PVC Weapon Construction Process.....	177
EVA Weapon Material List	178
EVA Weapon Making Process	179
Making a Shield.....	183
Shield Guidelines	183
Materials List.....	184
Constructing the Shield	184
Packet Construction	185

INTRODUCTION

At *Veil of Ashes*, you will experience our take on the medieval fantasy Live Action Role Playing Game. We are a boffer-style LARP, so combat mechanics will be a large part of the experience. As our game would be considered by many to have some darker themes to it, we do only allow players that are 16 and over.

One of our key focuses in creating this game was to have an engaging, immersive, player-driven world. We believe that player choice matters and can have long-lasting rewards or consequences to the game world and characters. While we always have the intention to guide players to victory, we are not in control of the choices you make, and those choices may sometimes lead to different outcomes.

In *Veil of Ashes*, we believe the best experiences and most memorable moments will be made between players. Staying immersed within the role you have created for yourself will help to foster a dynamic and diverse setting for all players. Think of yourself as an actor, and the persona that you have created is your contribution to the game's storyline. Whether you choose to be a hero, villain, or a craftsman you should strive to improve your own experience, as well as the experiences of those around you.

Whether you are an experienced LARPer, or this is your first ever LARP, at *Veil of Ashes* you will be welcomed by a great community of players. We hope that you give us a try, and we're excited to meet you.

MINORS ATTENDING Veil of Ashes

Anyone 16 years of age or older is welcome to play *Veil of Ashes*. All legal releases for anyone under the age of 18 must be signed by the minor's parent or legal guardian. Additionally, minors must have their parent or legal guardian listed as their emergency contact.

SPIRIT OF THE RULES AND GOOD SPORTSMANSHIP

At *Veil of Ashes*, there will be rules that are clearly defined and others that may have broader interpretations, even others that are not in the rulebook but still exist because they are common sense. When it comes to rules that are not able to be clearly defined or are not in the rulebook explicitly, we will fall back to the ***spirit of the rules, good sportsmanship***, and proper etiquette.

There are clear intentions behind any rule even if the rule doesn't explicitly state all possible outcomes or even exist. Simple intuition should be able to guide you to the correct intentions of any rule stated or not. Finding loopholes in rules or blatantly disregarding community standards because "it didn't say I couldn't" is no excuse.

Sportsmanship is defined as - ethical, appropriate, polite and fair behavior while participating in a game or athletic event.

We expect that all players are consistently applying the principles of good sportsmanship while playing *Veil of Ashes*.

At no point will players ever be permitted to use racism, sexism, or bigotry of any form while playing *Veil of Ashes*. As such "In-Play" use of any term that would be used in real life to degrade or insult a person based on their sex, race, sexual orientation, or physical appearance will not be tolerated.

Always ask yourself if you are embodying the true intentions of good sportsmanship and that you are always following the spirit of the rules.

CODE OF CONDUCT

At no point shall anyone take part in or advocate the use of drugs, alcohol, hazardous materials, violence, vandalism, pornography, or any disregard for the well-being of people, their belongings, or the campgrounds.

Veil of Ashes has a zero-tolerance policy against discrimination based on a player's race, religion, sex (including sexual orientation and gender identity), national origin, disability, or age.

In *Veil of Ashes*, Theft and looting are two distinctly separate entities. A character is permitted to loot in-game items from another character, at no point will theft or destruction of personal property be tolerated. In-game items can be characterized as any item that has In-Play value. At the same time, personal property can be defined as anything that is solely owned by the individual and not the game.

Any player who can not adhere to our policies (clearly stated, or not), as well as maintain respect for the community and its players will be disciplined up to and including expulsion from the game.

CHARACTER VS CHARACTER CONFLICTS

Players interacting with other players may sometimes result in what we call **Character vs Character** conflict. This can be anything from a tense stare down to more direct in-play confrontations with one character losing a battle to another.

Veil of Ashes staff does not and will not encourage Character vs Character conflict by rewarding the act through any in-play mechanisms. There is no XP value to killing another Character. In addition, no NPC will ever give you anything of In Play value for “killing” another character.

Character vs Character conflict, especially “killing” another character, should be taken seriously and you should have a good in-play reason for it. We do not find killing other characters “for the fun of it” to be additive or transformative to the overall health of the game. Game Managers first responsibility is fostering a healthy game and anything that could hinder that would need to be addressed.

It is imperative that during any Character vs Character conflict that both sides adhere strictly to the guidelines of good sportsmanship.

DISENGAGING

We all have different levels of comfort. In any given interaction one player may find things acceptable while another player might become overwhelmed. It's not up to you to determine where that line is drawn for others, this is a personal preference. It is however our responsibility to respect our differences and be mindful of others' limitations.

If at any point in time a player feels overwhelmed or their level of comfort has exceeded their own personal limits, that player is permitted to step away and go out of play, or simply take a moment to compose themselves. What level of disengagement occurs will be entirely up to the individual player.

If a player needs to leave the area completely, they can place one hand on the back of their head, which indicates to other players that they need space, then simply walk away.

If the situation can be worked out between the involved parties, we would encourage each player to take some time to talk through what happened and decide between yourselves what the outcome should be or whether the engagement can be continued as is.

If a player needs to get someone else involved, then we encourage them to speak with whomever they are comfortable with, whether that be a Game Manager, a Staff Member, or a close friend.

This rule may not be used to avoid the consequences of your in-play actions.

IN-PLAY VS OUT OF PLAY

The world of *Veil of Ashes* is a fantasy setting that our staff and players have put a lot of work into to make come to life. The more that you dive into the fantasy, and keep the fantasy going, the better the atmosphere and experience of all the players will be. When you are immersed in the story and interacting with other players because of something that happened within the story, that is what we refer to as “In-Play.” Our goal is that everyone wants to be In-Play the entire weekend, from start to finish.

There are some functions, actions, and concepts that require you to step out of your character's life, and back into your real life. This is what we call being “Out of Play”. Out of Play actions could include walking to the bathroom, packing your car to leave, walking to “monster town” to pick something up, or working out a misunderstanding of the rules with another player. While that is not an extensive list, we all understand that you may want or need to do something out of play. It's ok to go out of play if you need to. To go OOP, place a white headband on your head to show all other players that you are currently not In-Play.

BREAKING IMMERSION

Breaking immersion happens when someone decides to be disruptive to the atmosphere of the game. Using an example from above, if you are packing your car to leave and yell across the field to a group of players that are involved in something in the game together, they would have to stop and draw their attention away from the game and on to you. By doing that, you have just broken immersion for those people. While they may not be mad at you for it, it does take away from their experience, and everyone involved feels it.

Be courteous to other players. If you need to go out of play, do so with as little disruption to the game as you possibly can.

KEEPING IN-PLAY INFORMATION IN-PLAY

If you don't want other players to know something In-Play, don't talk about it out of play. Even if you are at a bar or a party, and no one is assumed to be “In-Play,” once you talk about In-Play events, that information can and likely will be taken In-Play.

The exception to this rule is if you are at an event and are Out Of Play and you overhear In-Play conversations or witness In-Play actions that your character would not otherwise have access to.

Example: If you are walking around with a white headband or a hand over your head and you overhear In-Play characters talking, if you take that information In-Play, that is called cheating.

COMING TO YOUR FIRST EVENT

EVENT COSTS

For the 2023 & 2024 Season

Events are listed as either a 3-Day or a 4-Day event. 3-day events are from Friday – Sunday while 4-Day events are from Friday to Monday. Event costs are listed below:

- **Parking Fee, per vehicle:** \$5
- **½ Event (1 night):** \$25
- **3-Day Event (2 Nights):** \$50
- **4-Day Event (3 Nights):** \$75

Players will need to pay a one-time 10\$ insurance fee per season.

See our Facebook page for event schedule and site information.

<https://www.facebook.com/groups/VeilofAshes/>

WHAT TO PACK

- Bedding such as sheets, pillow, and blanket.
- Toiletries such as toothbrush, toothpaste, soap, shampoo, toilet paper
- Snacks/food and bottled water to have in your cabin
- Money for the tavern
- Costuming, boots, props, and cabin decor
- “Normal” clothes for leaving the site
- Emergency Items such as a flashlight, first aid kit, and medicine
- Garbage bags
- In-Game Items (All in-game items are required to be at each event)
- Tools and Supplies for repairs that may come up
- A Fan, especially in the hotter months

WHAT NOT TO BRING

- Tents with attached floors - (Campsite dependent)
 - You are allowed to bring any canopy or walled structure that does not have an attached floor.
 - Ask a staff member if you are unsure if your “tent” is allowed.
- Firearms
- Illegal Drugs and Alcohol
- Explosives including fireworks
- Electric heaters or air conditioners
 - Site dependent - make sure to check with staff members first before bringing heaters or AC.

WHAT TO DO WHEN YOU ARRIVE ONSITE

- Find the check-in area - Logistic is open Friday of an event at 7pm
- Your first step will be to check in and to pay the entry fee and receive your cabin assignment.
- You will then be shown to character creation where someone will help you with creating your character.
- You can then collect your cards, tags, etc.
- Locate your cabin, unload your vehicle, and set up your cabin
- Move your vehicle to the designated parking area.
- Get back to the check-in area for opening ceremonies. Opening Ceremonies start around 11:00pm Friday night.
- Logistics will be closed at 12:00am Saturday.
- First time players will need to attend the safety course, which is always held right after opening ceremonies

SAFETY COURSE

The safety of players is the number one and most important concern of *Veil of Ashes* staff. For this reason, a **mandatory safety course** is given to all new players and players that have been away from the game for one year or more.

LATE ARRIVAL

If you arrive late, someone from our staff will still need to check you in. The best thing to do is find any player where the plot cabin is, and they will help you out. Please understand that our logistics staff may be out entertaining other players when you arrive, so it may be necessary to wait until someone is available. We will do our very best to make sure you don't wait too long.

BUILDINGS THAT ARE OUT OF PLAY

- Bathrooms and showers are always considered out of play.
- The plot cabin is out of play. Do not enter the plot cabin if you are not accompanied by a staff member.
- The kitchen is a non-combat zone. You're free to role play while in the kitchen, just no fighting. You may not enter the kitchen to escape monsters or other characters.

SHARED CABIN SPACE

All the cabins at any of our sites have multiple beds. It is typically not possible to have 1 cabin for every single person. This means you might have to share space with someone you do not know personally. We will always do our best to ensure that you are put with people you know, or you request to be with. If you find yourself in a cabin with another character that you would not typically share space with, you are welcome to sleep “out of play”.

MONSTERING FOR THE GAME

At *Veil of Ashes*, our goal is to provide entertainment to our players throughout the entire event. This is only possible if everyone pitches in. As such we ask that each player gives back to the game for a total of **3 hours each event**. This can be done by Monstering/Monster Marshal, Working Logistics, Tavern Worker, Armor and Weapon Check In. Additionally, they may be other tasks such as Crafting Marshal, After Event Site Clean-up or On-Call Medic that will require prior approval from Game Management. Each of these options is also rewarded with Game Points. The specific rewards can be found in the Character Progression section of this guide.

If you would like to come to *Veil of Ashes* but are not ready to commit to playing a character, you are welcome to come play as an “NPC” for the Weekend. “NPC” refers to a non-player character, and in this context, you will help to entertain the players by playing monsters for them.

The benefits of monstering for the game is that you earn GP for your time which can be used when you create a new Character. Additionally, the only cost to attend is the \$5.00 State Park Parking Fee. Be sure that you bring basic costuming and bedding.

AFTER THE EVENT

Before you leave the site, it is expected that all players will at least clean their cabin along with the surrounding area. You will have a checklist with your cabin notes that must be completed and signed off on before leaving. If you leave early, you should complete the checklist and drop it off in the tavern. You should also fill out an envelope at the check-out box while turning in the appropriate tags and XP.

LOST AND FOUND

We are not responsible for any items that are left behind. We will make every attempt to return lost items to their rightful owner. If we are unable to locate the owner, we will turn over any usable weapons or costuming to the game. If at any point you notice a lost item being used by the game, we will gladly return it to you.

CHEATING

Veil of Ashes is based on a social contract between all players. Cheating takes away from the community's experience. We expect there to never be an issue that arises where any player is cheating, however, If a player is found intentionally cheating the issue will be brought before Game Marshals to decide disciplinary action.

ENFORCING GAME RULES

GAME MARSHAL

A game marshal performs several different duties from armor check-in to overseeing the results of a player's crafting or ritual casts. Over time, this role may become more defined, but at the time if you require a Marshal feel free to let a staff member know what you need, and they will find the appropriate person to help.

ROGUE MARSHAL

A Rogue Marshal must be called on anytime you wish to enter a cabin that is not your own without an invitation from the cabin occupants. If you enter a cabin that is not your own, and you do not have an approved Rogue Marshal with you, you will be acting outside of the community's trust, and you will face serious consequences up to immediate expulsion from the game.

The only Rogue Marshals is the Game Managers, and The Head of Plot.

WARNINGS

Warnings are generally given for combat actions such as hitting too hard or repeated strikes to prohibited areas on a player and can be given by any Marshal. Any player may ask another player to "watch their swings," to say they are hitting too hard. If a player sees another player displaying these actions repeatedly, they should report the actions to a Marshal. If a player has been given two or more warnings, they may be subject to being put on probation.

PROBATION

When placed on probation, you will not be able to perform certain combat actions. As an example, if a player is swinging their weapon too hard and a Marshal has already warned the player, they could be placed on a temporary or permanent restriction from melee combat in the game.

DISMISSAL

A Dismissal is generally given to any player who has blatantly ignored the rules or community standards of *Veil of Ashes*. A player who has been Dismissed must immediately stop participating in the current event and leave the site. Depending on the severity of the situation, this could be a Permanent Dismissal or a Timed Dismissal. A player who has been dismissed may appeal the decision. We reserve the right to dismiss any player at any time if we feel that it is necessary for the safety of the community, and the integrity of the game.

SAFETY MEASURES

CALLING A HOLD

During the weekend, you may hear someone yell out very loudly, "HOLD!". This phrase is reserved for situations where there is a medical emergency, a safety concern has been identified, or for staff to clarify game effects. During a HOLD, all gameplay stops. Once a hold is called, the person who called "HOLD!" will then explain the reason, and once addressed, they will say "3, 2, 1 LAYON", which indicates that gameplay is resumed as usual.

CAUTION!

This call-out is to warn other players of a potential safety hazard. An example would be if you were walking down a trail with other players following, and you notice a hole in the ground that could potentially be dangerous to step in. You would say "caution, hole" and then point out the potential hazard to the other players.

CALLING A MEDIC

We make every attempt to provide a safe experience, but as much as we try, there may be times that a player may require medical attention. If at any time you hear the call out **"MEDIC!"**, you must immediately stop all combat, and stop talking. If you are not attending to a person needing a medic, you should be making sure that you are not creating an obstacle for the medic to arrive quickly. Once a medic has arrived, no matter who is hurt, back away at least 10 feet and allow the medical personnel to take over and do their jobs.

ITEM/WEAPON TETHERS

No weapons or items may be tethered to yourself for safety reasons. As an example, you may never have a lanyard that ties your weapon to your wrist.

HEADBANDS AND THEIR MEANING

WHITE

In *Veil of Ashes*, players are authorized to wear two types of distinctive headbands, which symbolize different game mechanics. White headbands are used by players who are out of play. If you go out of play for any reason, please place a white headband on your head. Keep in mind that players who are In-Play have priority. Walk around them instead of between them. If you need to speak to someone who is In-Play, such as asking a staff member a question, please wait until they are not in a tense In-Play moment, combat, etc.

ORANGE

An orange headband is used by players to signify that they possess any form of medical condition or disability that does not permit them to participate in physical combat. Players wearing an orange headband can never be engaged in any type of physical contact. However, other players may interact with that character and roleplay with them. If combat takes place in the vicinity of an individual wearing an orange headband, they must move out of the combat area. If a person in an orange headband is part of a party, like in a module or walking down a trail, and their party dies in combat, they too will resurrect. This is called "Fate of the Party."

The exception to combat with an individual wearing an orange headband is that another character may engage them, but all actions will be strictly roleplayed and include zero physical contact. The only way to attack them is to state to the person in the orange headband that you are attacking them, at which point you may deliver a killing blow on a three-count or announce what spell or ability you are using on them. In no way are you to make physical contact with the player in an orange headband.

PHYSICAL CONTACT AND RELIGION

To participate in a contact sport such as *Veil of Ashes*, body-to-body contact with another player may occur, oftentimes by accident.

We expressly prohibit any body-to-body contact, that is not accidental, without consent. All players should form the habit of asking other players' permission to touch any part of their body with any part of their own body.

CARRYING A CHARACTER

To roleplay that you are attempting to carry another individual, you must approach the individual, extend a free hand towards the individual, and state "dragging". An individual who is being dragged must get up and walk with you while you pretend to hold their shoulder. You cannot move faster than a walk while carrying someone else.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack you do not take that effect.

RELIGION

There is no religion in *Veil of Ashes*. Out of respect for all religions and beliefs, we ask that you not wear anything with religious symbols, nor reference any religious beliefs or idols in any of your costumes, decorations, or character histories.

COMBAT VIOLATIONS

PROHIBITED TARGETS

Prohibited striking points on a target are their head, neck, throat, groin, hands, and on female players the upper chest. While it would be nearly impossible to have complete compliance with this rule due to accidents, we count on the players to follow good sportsmanship and safety by being aware of where they are striking their target. If you are continuously hitting illegal areas on other players, we reserve the right to re-spend your character to a more appropriate class.

SHIELD TURLING

"Turtling" happens when someone is fully hiding behind their shield so that their opponent may not strike them. If someone could overtake a player that is turtling would be deemed unsafe, and therefore turtling is illegal. If a player is repeatedly turtling, we reserve the right to have the Shield skill taken away from their character.

TRAPPING AND CHARGING

As safety is our main concern and combat maneuvers that a player would make to free their weapon would generally be unsafe, pinning an opponent's weapon is illegal at ~~Veil of~~ ~~Ashes.~~

Due to safety concerns, charging is also not allowed. If a player is moving back and stops, their opponent should also stop to keep a safe melee range.

*In all things, we ask that if it seems unsafe, **do not do it.***

CREATING A CHARACTER

The first step to developing your character is to decide on the character's personality. Will your character be a good person, or maybe a greedy thief? Maybe your character will have quirks that you roleplay throughout the weekend. We have many veteran larpers on our Facebook page that can help with possibilities if you need help.

Next, you should decide what you want your character to do in the world. Do you want to use a sword or magic? Attack from the front or behind your foe? Maybe you want to create items to sell to people?

Now you choose one of the Peoples of Cindere you would like to play. You should think hard on this and decide what will fit your character and if you want to put the extra effort into wearing makeup.

Last, you will need to decide how you want to spend the build to start your character. Each character will start with 80 build points.

Your chosen class will show what your character's natural talents are but does not define what their personality is.

You can wait till the event to create your Character, but we encourage you to use the *Veil of Ashes* Discord Server.

Link to Discord: <https://discord.gg/ug79npsQWr>

Link to our Facebook Group: <https://www.facebook.com/groups/VeilofAshes>

CONSIDERATION FOR DEVELOPING YOUR CHARACTER

A large part of your character's personality can be shaped by their past before they enter the world in *Veil of Ashes*. You can consider the nuances of your character prior to playing, as this will help your role play your interaction in-game. You should consider some of the following:

Who were your parents?

Were you raised by them?

Who were your friends?

Who were your enemies?

Did you belong to a group or organization?

What was the culture of your people?

What types of people did you associate with?

We give you the freedom to make your character's history as you see fit. Your character will be from somewhere within this fantasy world, just not necessarily where we are now. We do ask that you make your character's history within reason and stay away from common tropes such as being the child of an ultra-powerful being or born into Royalty. If you have questions about this, please ask.

When your character first enters the game world, they will be entering an unfamiliar land. If you wish, you should consider what your character was doing before they were taken away and brought into this world. This is completely optional, and you may choose to enter play with little or no memories of what was happening prior to you coming here. There doesn't have to be a great event happening, you may have simply been fishing or cooking dinner with your family. An example story is below of what may have happened to someone before being whisked away to this world.

*The below story is just an example and does not represent what we expect of any character's history or give a foreshadowing of what the **Veil of Ashes** game world will be like.*

Sir Liam swore an oath that he would rid the world of undeath before his demise or die trying. Today was meant to be that day.

"That damn lich," he whispered to himself as he looked at the horde before him. The last of his order was succumbing to the onslaught one by one. He knew the odds were stacked against them before the battle even started, but he knew that the belief of his order, and doing what was righteous, would see them through the impossible. Only now did he realize his folly.

"Was I wrong, or am I just a fool?"

As his daughter, the child who carried the very best of him began to rise from the ground with her skin desiccated and rotting, he choked back his tears as anger swelled from deep within his soul. He had lost all his children this day, and before him stood the testament of his failure.

The General stood, knowing that his time would soon come to an end. They were the last bastion of hope, the last ones capable of stopping the coming storm. All his training, all of his preparation, all of it... for nothing. He then looked to his remaining knights for strength but only found the cruel irony that his last act upon this world would be leading them to their demise.

As Sir Liam drew his sword, Silverlight, from its sheath the blade emanated a radiant light of which he had never seen before. Was this one last gift? Would this turn the tide of battle?

His entire order of Knights had been decimated and the undead hordes were closing in around him. Knowing that his time was at an end, Sir Liam fell to one knee. Grasping the hilt of his sword tightly, he thrust Silverlight hard into the ground. "With the power of Silverlight, I consecrate this ground and destroy these abominations before me!" screamed Sir Liam in a final move of desperation. As he finished, light exploded from his body. The first wave of undead, maybe thirty or more, were struck by a pulse of energy and instantly turned to ash... but it wasn't enough.

As the vile army closed around him once more, he looked to his sword... The light from Silverlight was completely extinguished now.

For his final act, he raised his sword, ready to charge toward the fate that awaited him. As he readied himself, the blade of Silverlight once again came to life. Instead of radiating the light of grace as before, the blade began to emit a thick grey mist that suffocated the air around him. Sir Liam looked to his sword, which had carried the light of his order for centuries.

"Have I been betrayed?"

Confused and disoriented, he attempted to break through the veil that had begun to surround him. However, the harder he pressed forward the more he found himself trapped within.

The dense grey fog began to surround him, choking the life from him. His vision became dark. His strength began to fail him, and he slowly slipped into unconsciousness.

PEOPLE OF Veil of Ashes

CULTURE

In *Veil of Ashes*, there will be no “cultural” requirements tied to your character creation choices. This can be explained like this: If you wish to play a “barbarian” in style and culture, then you may do so. Culture is entirely up to the players. We encourage you to explore this aspect of character development.

NO ROLE PLAY RESTRICTIONS

We believe that you should be able to roleplay your character freely and without restriction. As such, no rules tell you how you must play any class, even those that may seem to require specific behavior. An easy example is those that wish to be an honorable Paladin. By nature, they are noble, strong, and will adhere to codes of honor. We believe those honor codes can be as broad and varied as the players who play them. We ask that you be creative and hold your role-playing to high standards when it comes to adhering to any relevant “codes” that you as a player have created.

MAKEUP RESTRICTIONS

In *Veil of Ashes*, we do not wish to limit any player in your character creation choices. However, some of the People of Cindere will require extensive makeup to create the right look and feel that we would like for our game. As such, we reserve the right to ask you to improve your make-up before being allowed to play certain characters. Once you have improved, you will be offered a respend to your character if necessary.

DISGUIISING YOUR CHARACTER

Players are not permitted to ever wear a “disguise”. For example, a human could not put on a “disguise beard” to look like a dwarf. Nor can an Etharian put on “flesh-toned” makeup to cover their veins to look human. Wearing a hood to cover your face is of course perfectly acceptable.

HUMANS

Description

Humans are the most common people across all the lands. You will find them in some density everywhere. Humans typically avoid the harshest of conditions but are sturdy enough to survive almost anywhere.

Makeup Requirements

None

Advantages

None

Disadvantages

None

ETHARIAN

Descriptions

The Etharian are human-like mortals imbued with elemental powers. Many people believe that Etharian are the product of some ancient ritual long forgotten with time. Much like humans they are hardy and can survive in most conditions. However, Etharians tend to stick to regions that suit their elemental affinity more closely.



Makeup Requirements

- Blue, Red, Yellow, or Green veins on all exposed skin to signify the appropriate element (Ice, Fire, Lightning, Earth- Acid).
- May also choose to accent these colors with Black, White, or Gold.

Advantages

- May Purchase One (1) Resist Elemental at levels 5,10 & 15 for a maximum of three (3) total.
- May empower their main handed weapon with the elemental power of their people and call elemental damage for 2 minutes, once per reset.

Disadvantages

- None

ELVES

Description

Elves are the second most common people to be found in the world. They typically have life spans measured in hundreds of years; some are even said to be immortal. Knowledge of the realms and history are points of pride for the elves and their collection of worldly knowledge is highly sought after.

Makeup Requirements

- Must wear pointed ears

Advantages

- May Purchase One (1) Resist Sleep at Levels 5, 10, and 15 for a total of 3 maximum.

Disadvantages

- None

DEEP ELVES

Description

Deep Elves live deep within the depth of the earth in ornate cities carved from the stone itself. They have earned a reputation as a calm, collected, and stern people. It is a rare sight to come across a Deep Elf living among surface dwellers.

Makeup Requirements

- Must wear white or light grey on all exposed skin with dark highlighting tones (purple, black, or red)
- White or dark hair
- pointed ears.

Advantages

- May Purchase One (1) Resist Sleep at Levels 5, 10, and 15.
- May Purchase One (1) Resist Emotion at Levels 5, 10, and 15.

Disadvantages

- None



SEA ELVES

Description

Sea elves live amongst the archipelago as a free, island hopping, tribal society. Beautiful gems and treasures of the sea can be found amongst these tribes. Sea Elves are known to be very open to traveling tourists who may visit their island homes.

Makeup Requirements

- Blue's, greys and greens in order to produce an aquatic look and feel
- Pointed ears
- (Optional) May have gills on the sides of the neck or behind the ears.

Advantages

- May use a Spear and/or Trident no matter class or weapons skills purchased
- May Purchase One (1) Resist Toxin at Levels 5, 10, and 15.
- Immune to ingested poisons

Disadvantages

- None

DWARVES

Description

Hardy, stout, and drunk. This is how most describe dwarves. The reality is that Dwarves are highly intelligent people, filled with great artisans, sages, and warriors. Dwarves are sources of knowledge that can stretch back for hundreds, or even thousands of years. Their cities are carved deep into the sides of mountains. Any who have entered a dwarvish city will know the wonders of dwarven craftsmanship.

Makeup Requirements

- 6" or longer beard
- If using your real beard, you will need to braid or affix beads into the beard. This should be obvious from a distance.

Advantages

- +5 Starting Body
- Pays half for Artificer (Level 1-5).

Disadvantages

- None

DEEP DWARVES

Description

Unlike their surface-dwelling cousins, who normally inhabit the mountainous surface regions of Cindere, Deep Dwarves take solace within the confines of The Deep. They rarely venture onto the surface other than to conduct trade with surface dwellers. Deep Dwarves are not as stoic as Deep Elves but are known to be less friendly than Dwarves.

Makeup Requirements

- Light grey makeup with dark highlights
- 6" or longer white beards.

Advantages

- +5 starting Body.
- Can buy resist toxin at level 5,10,15
- Pays half for Blacksmith (Level 1-10)

Disadvantages

- None

HOBBLINGS

Description

Due to their small size and stature Hobblings are oftentimes overlooked by other people. Many Hobblings have learned to use this stereotype to their advantage. It is known to be wise to befriend a Hobbling, as they will always make sure your belly is full with their ability to create a delicious feast.

Makeup Requirements

- Visible hair on the back of hands and top of feet at all times.
- (optional) Pointed ears

Advantages

- Hobblings can purchase the Craft Skill Chef at half cost for Level (1-10)
- Calls +1 damage from behind per the backstab skill (does not count toward prerequisites for skills such as Assassinate)

Disadvantages

- Cannot wield two-handed weapons

Makeup Requirements

- Grey Makeup with dark highlights
- Pointed ears optional
- A hat that all can appreciate.

Advantages

- Can choose one craft skill at character creation where the first point is free of cost.
- Gnomes may create one armor repair kit per reset whether they have the Blacksmith skill or not. If the Gnome has the blacksmith skill, they can create an additional armor repair kit per reset without expending a skill point.

Disadvantages

- Cannot wield two-handed weapons

Description

Gnomes generally grow to stand no more than three and a half feet tall. The most recognizable feature of a gnome is their hats. They take great pride in their hats, and some believe stealing the hat from a gnome will bring bad luck for many years.

THE FAE

Description

Fae are magical creatures. They deal in magics that are uniquely their own, and while most are considered harmless, or at least friendly, some have committed unthinkable acts. The Fae live their own lives finding happiness and fulfillment by doing nothing more than what they want. Few creatures are as free as The Fae.



Makeup Requirements: Fae are known to come in a variety of different forms. When creating a Fae Character, you will choose how your Fae will appear.

- Pointed ears - Required
- Horns - Required if not wearing wings, or if you have dark veins
- Wings- Required if not wearing horns
- Dark veins to show that you are corrupted - This will be decided at the time of character creation

Advantages

- If you are wearing wings, your character is Immune to pins and traps.
- If you have dark veins, your character will treat healing as damaging and corruption as healing.
- Can choose only one of the following resists and purchase them at levels 5,10,15.
 - Resist Charm
 - Resist Sleep
 - Charm Break

Disadvantages

- Metals produce a very uncomfortable sensation to touch. As such The Fae will not touch metal with bare skin and will not wield large metal objects for more than a few seconds.
- Cannot wield two-handed weapons

Description

A common misconception across the land is that all goblins are just feral savages who only aspire to steal and plot against neighboring communities. In reality, Goblins are revered for their impressive ingenuity in crafting wondrous devices and machines as well as their knowledge in alchemy and poisons.

Makeup Requirements

- Green on all exposed skin
- Pointed ears
- Prosthetic Nose

Advantages

- Pays half for Artificer (Level 1-5)
- Immune to all slowing effects - They can always move at full speed.
- May purchase herbal lore at half cost

Disadvantages

- Cannot wield two-handed weapons

ORC

Description

Orcs are hardened by their surroundings, usually finding comfort in wetlands and swampy regions. They are usually the same size and stature as a large human. Orcs are naturally much stronger than most other people of their size.

Makeup Requirements

- Green on all exposed skin
- At least one tusk prosthetic

Advantages

- +1 damage with a melee weapon (does not count toward prerequisites for any skill such as Fatal Blow)
- May Purchase One (1) Resist Fear at Levels 5, 10, and 15.
- May purchase weapon mastery at half cost.

Disadvantages

- None



SCAVENGER

Description

An odd and twisted species of human-like animals. Scavengers excel in digging up treasures, or trash depending on who you ask. While scavengers will typically run in packs, some have found great fortune in the arts of mercantile, moving freely between the major trading posts around Cindere. If you're looking for rare oddities, scavengers may be a great place to start.

Makeup Requirements

- Color and prosthetics must resemble the animal you are representing.

Advantages

- May Purchase One (1) Resist Disease at Levels 5, 10, and 15.
- Receives Herbal Lore at no cost
- May Purchase Harvester skill at half cost (1-10)

Disadvantages

- None

STRIGOI

Description

There is no question that the Strigoi are a cursed people. Something dark was done to them to make them what they are. Strigoi are viewed derisively among the rest of Cindere. What is known is that the Strigoi can choose their own fate and their own path. As such, one must truly judge Strigoi on their actions, not solely on their sinister appearance.



Makeup Requirements

Characters will appear gaunt with black or darkened staining around the eyes and mouth.

Advantages

- Strigoi have +5 extra Starting Body.
- May Purchase One (1) Resist: Metabolic at Levels 5 and 10 for a max of two.
- May purchase Siphon Life at levels 5, 10 & 15 for a maximum of three (3)
 - See **Special Abilities** for a description.

Disadvantages

- Strigoi are **Corrupted** from birth (See Health Conditions for a description of corrupted)
- Unknown

Makeup Requirements

- White covering all exposed skin, must appear to be made of marble/granite.
- Pointed Ears (elf)

Advantages

- May purchase resist emotion at levels 5, 10, and 15. (fear, charm, friendship)
- Immune to all forms of total mind control (Dominate...etc)
- Role Play - May soothe the mental anguish of another person.

Disadvantages

- None

Description

The Menhir has an elf-like appearance but appears to have been carved from stone. The source of their origin is unknown, but active research into their origins is always ongoing. Menhirs are intelligent and are considered true empaths as they are capable of taking on the emotions of those around them. Whether or not they are capable of truly feeling emotions is a greatly debated topic.

SPECIAL CHARACTER ATTRIBUTES

Listed below are some of the special granted abilities available to the characters of *Veil of Ashes* which include Resists as well as other abilities. Please note that Resists may not be used when a character is not conscious to use them.

ANIMAL EMPATHY

Prerequisite(s): Special, Character

Animal Empathy is a special ability that makes all-natural woodland animals treat the character as a friend—they will not attack the character unless provoked. This will not allow communication with the animal.

*RESIST: CHARM**

Prerequisite(s): The Fae

The Resist Charm skill allows a character to resist any charm effect or spell as many times per reset as they have purchased the skill.

The player should say “Resist” if they wish to resist the effect or spell. One can also pretend to be charmed and say “Resist” later.

*RESIST: CHARM BREAK**

Prerequisite(s): Special

This skill allows a character to break a charming effect or spell on another character. The character with this skill must speak calmly with the charmed character for 15 seconds undisturbed, at which time, the character breaking the charm effect or spell takes one Body Point of damage and the target character is no longer charmed.

*RESIST: DISEASE**

Prerequisite(s): Scavenger

The Resist Disease skill allows a character to resist any disease effect or spell as many times per reset as they have purchased the skill.

The player should say “Resist” immediately if they wish to resist the effect or spell.

*RESIST: ELEMENTAL **

Prerequisite(s): Etharian

This skill allows a character to resist any elemental effect or spell, as many times per reset as the skill has been purchased. This includes any packet delivered elemental damage, spell, or radius effect. The damage portion of melee damage may not be resisted, but the elemental portion may (e.g. if you were going to take double damage from a 10 flaming you were struck with through melee damage, you may resist the fire effect and not take it as double damage). Normal acid damage is not covered under Resist Elemental

The player should say "Resist" immediately if they wish to resist the effect or spell.

*RESIST: EMOTION**

Prerequisite(s): Deep Elves, Menhir

This skill allows a character to resist any emotion-based effect or spell as many times per reset as they have purchased the skill. This includes any fear or charm-based effects or spells.

If a player with this skill is hit with an effect or spell that would cause an emotional response, they should say "Resist" if they wish to resist the effect or spell. They can also pretend to be affected and say "Resist" later.

*RESIST: FEAR**

Prerequisite(s): Orc

The Resist Fear skill allows a character to resist any Fear effect or spell as many times per reset as they have purchased the skill.

If a player with this skill is hit with a fear effect or spell, they should say "Resist" immediately if they wish to resist the effect or spell.

*RESIST: HEALING **

Prerequisite(s):

The Resist Healing skill allows a character to resist any Healing effect or spell as many times per reset as they have purchased the skill. This does not include the life spells.

If a player with this skill is hit with a healing effect or spell, they should say "Resist" immediately if they wish to resist the effect or spell.

*RESIST: METABOLIC **

Prerequisite(s): Strigoi

This skill allows a character to resist any Metabolic effect or spell as many times per reset as they have purchased the skill. This does not include the life spells.

If a player with this skill is hit with a metabolic effect or spell, they should say "Resist" immediately if they wish to resist the effect or spell.

*RESIST: NECROMANCY/CORRUPTION **

Prerequisite(s):

This skill allows the character to resist any Necromancy or Corruption effect or spell, as many times per reset as they have purchased the skill. This does not include the Death spell.

If a player with this skill is hit with a Corruption or Necromancy effect or spell, they should say "Resist" immediately if they wish to resist the effect or spell.

*RESIST: SLEEP**

Prerequisite(s): Elves, Deep Elves, The Fae

This skill allows a character to resist any sleep effect as many times per reset as they have purchased the skill.

If a player with this skill is hit with a sleep effect, they should say "Resist" if they wish to resist the effect. They can also pretend to be asleep and say "Resist" later.

*RESIST: TOXIN**

Prerequisite(s): Sea Elves

This skill allows a character to resist any toxin attack as many times per reset as they have purchased the skill.

If a player with this skill is hit with a gas/venom or has ingested a poison, they should say "Resist" if they wish to resist the gas or poison. One can also pretend to be affected by the gas or poison and say "Resist" later.

SIPHON LIFE*

Prerequisite - Strigoi

Siphon Life is a special ability of Strigoi and may not be purchased by any other Character. Siphon Life can only be purchased a maximum of three (3) times.

May be used against any living (non-undead, non-construct) creature at dead status. After 10 seconds the target suffers the effects of **decay*** and the Strigoi is healed for 20 hit points.

Decay - Speeds death by halving the time it normally takes to dissipate. Dissipation occurs in 2.5 minutes, instead of 5 minutes.

How to use:

Stand or kneel over your target and hold a hand above their body and say, "Siphon Life 1, Siphon life 2, Siphon life 3..." and so on, until you reach a 10 count.

CLASS DESCRIPTIONS

One of the best ways to get the most out of the game is getting out there and playing your character according to your desired goal. Meaning, if you would like to be a protector of the natural world, then your actions should show that, and if you keep your eyes and ears open, you may stumble across additional paths that suit your goals.

There are three standard combat classes available at the time of character creation in *Veil of Ashes*: Warrior, Assassin, and Sorcerer. Also available are three additional classes that have been designed to be a unique mix of the 3 standard archetypes, Spellblade, Shadow, and Brigand.

Warriors, Assassins, and Sorcerers will have additional options for specialization. As above, some of these will need to be discovered In-Play. If you start off playing a certain class and later discover that you have an interest in a specialty path that isn't available to your current class, you will receive a free respend.

WARRIOR

The Warrior is the master of battle and can buy combat skills much faster than any other class. They excel in combat; however, they find it prohibitively difficult to learn magic and production skills. Warriors will utilize **Tactical Strikes** to augment their abilities in combat.

A Warrior **cannot** purchase **Critical Slays**. Instead, they purchase **Fatal Blows** for every **Two (2) Weapon Proficiencies**.

ASSASSIN

Assassins are experts at defeating enemies; however, they specialize at attacking with well-placed surprise strikes in the back rather than full-frontal assaults like the Warrior class. Through **Roguish Ingenuity**, Assassin's always seemed to have tricks up their sleeve to help them in any situation.

An Assassin **cannot** purchase **Assassinates/Dodge**. Instead, they purchase **Terminate/Dodge or Dodge Block** for every Three (3) **Backstabs**.

Assassins do not have to purchase Thrown Weapon Skill, and their backstabs will always apply to thrown weapons as per weapon proficiency. **Critical Slays and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.**

Roguish Ingenuity is an innate resource that the Assassin may utilize to activate other abilities.

SORCERER

Sorcerers are dubbed as such due to the raw magical potential they possess. Through the study of books and tomes, a Sorcerer can typically rely on their magical ability to see them through any situation. They remain versatile using different Magical doctrines and inexpensive Production Skills, as well as mastering Ritual Magic long before any other class. The physical weakness of Sorcerers makes it so that it is best they fight their opponents from a distance, only to close in for the kill once their opposition is incapacitated.

Due to their natural aptitude for magical energies, Sorcerers do not need to memorize their spells and may choose what spell to throw at the time of casting. They will still need to take advantage of a reset to get their spells back after they have been exhausted.

Cantrips are an innate resource that the Sorcerer may utilize to activate other abilities.

BRIGAND (WARRIOR/ASSASSIN MULTICLASS)

Brigands are much like warriors that have decided it is easier to kill enemies when they aren't looking. They combine the frontal capabilities of Warriors with the surprise attacks of Assassins, albeit progressing slower along each path than their specialized brethren.

Brigands must always learn their weapon proficiencies and their backstabs in a "tiered" format. One tier means the purchase of two (2) weapon proficiencies and three (3) backstabs. They may learn within that tier however they wish but may not move to their next tier until they have finished. For example, once a Brigand has learned two weapon proficiencies, they may not learn a third until they have also gained three backstabs.

Brigands also follow this pattern with their Critical Slay/Fatal Blow and Assassinate/Terminate purchases. Once a Brigand has learned a Critical Slay, they may not purchase a second until they have purchased an Assassinate. **Critical Slays and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.**

Brigands, however, can use Critical Slay/Fatal Blow and Assassinate/Terminate skills interchangeably. This means if a Brigand has one Critical Slay and one Assassinate, they may use both as a **Critical Slay, Assassinate, Dodge, Dodge Block, or Critical Parry.**

A Brigand is still limited to a maximum of three (3) uses of **Dodge/Dodge Block** per reset.

SHADOW (SORCERER/ASSASSIN MULTICLASS)

Shadows are perfectly suited to utilize their magical prowess along with the subtlety of an assassin. Shadow progresses quicker in magic than most classes except Sorcerer. Rather than relying solely on their magical affinity, Shadows also use sneak attacks to defeat their foes. Many have paid for the mistake of turning their back on a Shadow. As a result of their training, they are uniquely able to shroud their solid form in the darkness of shadow.

Shadow Step - Works as the *Shadow Form Spell*.

Cost: 5 build with a maximum of 3.

*A Shadow is limited to a maximum of three (3) uses of **Dodge/Dodge Block** per reset*

Critical Slays and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.

SPELL BLADE (WARRIOR/SORCERER MULTICLASS)

Spellblade is a warrior-sorcerer, perfect for those who wish to engage in melee combat but also want to perform magical feats. Though they progress slower than the more specialized Warrior and Sorcerer counterparts, the balance of the two sets them apart. Spellblade is also uniquely capable of transferring certain spells to empower their weapon with the same effect.

Spell Strike: This allows the Spellblade to mimic a spell that was memorized during their last spell reset and recall that spell with a strike from a melee weapon. The spell does not have to be in your memory at the time you transfer the spell to your weapon, but it must have been a spell that you memorized when you performed your most recent spell reset. Transferring a spell from memory into a Spell Strike does not cause the spell to be lost. This ability may also be used as a **Critical Parry**.

A Spellblade may purchase one **Spell Strike** ability at the cost of 15 build for every two weapon proficiencies purchased.

Example: If someone is at the dead status and you have used all your Life spells in memory you can empower your weapon with a Spell Strike Life and save your companion by simply stating “Spell Strike Life” and striking them with your weapon.

Exclusions: You may not use spell strikes with the following spells:

Any multi-level spell (such as repair armor), Protection Spells (e.g. Ward, Spirit Shield), repelling magic, Shadow Form, and any spell that requires packet delivery after the spell is cast (e.g. Disease, Healing Rain)

ARTISAN (PRODUCTION/MERCHANT)

Artisans are the backbone of every civilization. Through their proficiency in working with their hands, they can master the art of creating items easier than anyone. While they may not be as proficient in combat as others, a good craftsman has many friends and should not be taken lightly.

CLASS RESOURCES

The following sections will outline three different resources that can be used by Warriors, Sorcerers, and Assassins. Tactical Strikes are used by Warriors, Cantrips by Sorcerers, and Roguish Ingenuity by Assassins. Each resource is a single-use ability that a character has innately learned through some means and will slightly augment the character by providing a short-term boost to damage or healing output. These resources are provided to you at no cost as you advance your character.

In addition to the inherent usefulness of each resource, a player may choose to also purchase additional abilities that can be used by expending the appropriate resource. For instance, as a Sorcerer, you may purchase the ability "Reverse Time" and then expend the use of one of your cantrips. By doing so the next two spells you cast will not be lost from your memory, in effect giving you 2 free spells.

How these Resources are earned:

Every Character will start with three (3) of their respective resources. At level 10 every character earns one (1) additional, and again at level fifteen (15). After Level 15, all characters will have five (5) total of their respective resources.

WARRIOR - TACTICAL STRIKE*

Prerequisite(s): Warrior

Warriors will gain three (3) Tactical Strikes at character creation and will gain an additional at character level ten (10) and fifteen (15) for a maximum of 5. Tactical Strikes are a representation of the training a warrior receives as they progress in skill. They can be used to increase the damage a warrior calls for a short period of time, or they can be concentrated and expended into a more powerful ability that offers the warrior additional feats.

By expending a Tactical Strike the player may call One (1) additional point of damage with a weapon Tagline for One (1) minute. **[MELEE BURST DAMAGE]**

**Only one Tactical Strike at a time may be used. Except for combining Guard and Juggernaut.*

GUARD

Prerequisite(s): Tactical Strike, Shield

By expending a Tactical Strike, the character, while wielding a shield, may negate a single physical blow (excluding Critical Slays or Fatal Blows) as well as anything else that can normally be parried with a Shield (Venoms, and other physical ranged attacks) they are hit with by calling "Guard". It is not necessary to physically parry or block the attack.

A Character with this skill could also use it for an ally within arm's reach. This skill may also be used to block spells or other attacks that have struck a victim within arm's reach; however, the user of the Guard skill will take the effect unless appropriately protected.

GIANTSLAYER

Prerequisite(s): Tactical Strike, Two-Handed Weapon

By expending a Tactical Strike while wielding a two-handed weapon, the character may use the "Massive" Tagline for Three (3) Consecutive swings of their numerical damage with that two-handed weapon.

IE "Active - 5 Massive x3 times"

This attack may not be physically blocked but can be Parried with a skill or Dodged. This may not be combined with other abilities or skills.

JUGGERNAUT

Prerequisite(s): Tactical Strike

By expending a Tactical Strike the warrior, for the next 60 seconds, can block the heaviest of strikes including those delivered with the massive tagline (excluding Critical Slay or Fatal Blow Massive). You must physically be able to block the attack in the first place, meaning you cannot block anything that hits you in the back.

e.g. "Activate - Negate (must block the damage)"

Juggernaut can be used with the Guard Ability allowing you to use a Fatal Shield Parry to negate a Critical Slay or Fatal Blow Massive attack.

REGENERATE

Prerequisite(s): Tactical Strike

By expending a Tactical Strike and spending 60 seconds of meditation the warrior will regenerate all of their lost health. This cannot be done while in combat, meaning that you must find a place to sit and "rest" while you regenerate your health.

e.g. "Activate - Regenerating 1, Regenerate 2.... etc"

UNLEASHED

Prerequisite(s): Tactical Strike

By expending a Tactical Strike the warrior will be able to resist any confining effect that hits them. They may only use this ability once every ten (10) minutes. This works like a resist, so it can only be triggered after you have blown any active spell protections. The warrior must have a Tactical Strike slot free and unused and can choose when to resist the confining effect. Once you are hit with confining, you will then activate this Tactical Strike.

e.g. "Activate - Resist"

SORCERER - CANTRIPS*

Prerequisite(s): Sorcerer

Sorcerers will gain three (3) Cantrips at character creation and will gain an additional at character level ten (10) and fifteen (15) for a maximum of 5.

Cantrips are an innate magical resource that is used to power other abilities. A cantrip will add 4 additional healing to healing spells, 4 additional corruption to corruption spells, or 5 damage to elemental spells (levels 1-8 only) for one minute. As an example, if you use a cantrip and then cast a first-level healing spell, you would say, "**Activate** - I call upon the Primal to heal your wounds, 8 healing." *[MAGICAL BURST DAMAGE]*

The term **Activate** announces that you are using a Cantrip to empower a spell or Cantrip Ability.

**Only one Cantrip at a time may be used.*

MESSAGE ARROW

Prerequisites(s): Cantrip

Message Arrow allows the caster to write down a simple message on parchment and after expending one of their cantrips, the message will be magically teleported to the person whose name appears at the top of the message. The name at the top can either be the commonly known name or the real (in play) name of the character or NPC.

The process starts with the caster announcing "**Activate** - Message Arrow". They will then use parchment to scribe the note they wish to send. Once they have written the message they will need to sit in an undisturbed manner for 5 minutes in full concentration. Once the 5 minutes are over the player may then head out of play to find the person the message is intended for. This does not pause the game in any way and occurs in real-time. Effectively, your character is in a trance state while the player is off looking for the recipient.

*Message Arrow cannot be cast while inside a Circle of Protection and any actions that would cause the player to lose concentration (taking damage, or using another spell) will cause this spell to fail and the cantrip will remain used.

WALL OF FORCE

Prerequisites(s): Cantrip

Duration: 10 minutes

By expending a cantrip, the caster will be able to create an impenetrable wall of force between two fixed objects that are no more than 10 feet apart. The caster must draw a straight line on the ground connecting the two points together before casting. The sorcerer that cast the Wall of Force may raise and lower the Wall of Force, at will, by stating "Wall Up" or "Wall Down".

Verbal: "Activate - Wall of Force"

Dispel Magic may be used to destroy the wall of force.

*No other Cantrip can be activated while the caster has a Wall of force active.

CIRCLE OF STABILIZATION

Prerequisites(s): Cantrip

Duration: 10 minutes

By expending a cantrip, sorcerers are able to create an area no larger than 6-feet in radius that will stabilize a dead or bleeding to death person for the duration of the circle. This means that if you are at the bleeding to death status and are brought into a circle of stabilization, you will not go to dead status while inside the radius of the circle. You can still receive a killing blow while in the circle, which would place you at dead status. In this scenario you would not dissipate for 10 minutes unless removed from the circle or the circle drops.

The circle must be inscribed on the ground in an -up to- 6 foot radius before the cantrip can be activated, exactly the same way a Circle is inscribed on the ground.

Circle of Stabilization simply stops your counter to dead status or dissipation. If you enter the circle at 4 minutes and 30 seconds, you will remain at 4 minutes and 30 seconds. If the circle drops or you are removed from the circle, you would still only have 30 more seconds to receive the appropriate healing.

Verbal: "Activate - Circle of Stabilization"

REVERSE TIME

Prerequisites(s): Cantrip

By expending a cantrip, sorcerers are able to cast their next two spells without those spells being lost due to normal mental exhaustion. In essence, this is giving the sorcerer the use of two additional spells each time Reverse Time is activated.

This effect is limited to 1-8 level spells.

Verbal: "Activate - (Throw your spell)"

MEDITATION

Prerequisites(s): Cantrip

By expending one of their cantrips, a sorcerer can go into a meditative state that, once completed, resets their spells and skills.

The sorcerer must have a place, whether it be their cabin or some other In-Play physical location elsewhere that is set up to allow for proper meditation. Meditation takes 5 minutes of concentration. In addition, the Sorcerer is able to extend their meditation to 4 additional people, allowing them to also reset their spells and abilities. All parties must be within the meditation area and must spend 5 minutes concentrating on the task.

Light talking is ok but getting into combat, casting any other spells or abilities, or engaging in anything that would take your full concentration away will cause the meditation to fail for that person. ****Players may only benefit from a Secondary Reset - Once per event***

****There will be additional options for other characters to receive this same benefit***

*ASSASSIN - ROGUISH INGENUITY**

Prerequisite(s): Assassin

Assassins will gain three (3) Roguish Ingenuities at character creation and will gain an additional at character level ten (10) and fifteen (15) for a maximum of 5. The assassins Roguish Ingenuity tactical abilities that are delivered by a thrown weapon are treated like gases and poisons.

By expending a Roguish Ingenuity the player may call two (2) additional points of damage with a weapon from behind (as per Backstab) for One (1) minute.

To expend a Roguish Ingenuity as a "Tactical Ability" such as Venom Blade you must use the phrase: "Activate - Paralyze Blade".

HEART PIERCER

Prerequisite(s): Roguish Ingenuity, Dagger

By expending a Roguish Ingenuity while wielding a Dagger in melee combat the character may use the "Body" Tagline for Three (3) Consecutive swings of their numerical damage with that Dagger.

IE "Activate - 5 Body"

This attack may be physically blocked, Parried with a skill, or Dodged. This may not be combined with other abilities or skills.

ELEMENTAL BLADES

Prerequisite(s): Roguish Ingenuity, Thrown Weapon

By expending a Roguish Ingenuity the character may, for the next one (1) minute, throw 10 thrown weapons using the Fire, Ice, or Acid tagline. The assassin must choose at the time of activation which element they will use for their 10 throws. In addition to the elemental tagline, the assassin will call +2 damage for the next minute. **[MELEE BURST DAMAGE]**

e.g. "Activate - Elemental Blade Fire/Ice/Acid" Followed by 10 (7 ice/fire/acid)

These attacks may be physically blocked only by a shield, Parried with a shield parry, or Dodged.

This effect will last for sixty (60) seconds.

This may not be combined with other skills or abilities.

TORPOR BLADE

Prerequisite(s): Roguish Ingenuity, Thrown Weapon

By expending a Roguish Ingenuity the assassin can prep one of their thrown weapons with a highly toxic poison that will place the victim into a deep sleep for a short period of time.

e.g. "Activate - Sleep blade"

These attacks may be physically blocked only by a shield, Parried with a shield parry, or Dodged.

This may not be combined with other skills or abilities.

Sleep from this ability will last for sixty (60) seconds or until woken up or cured.

VENOM BLADE

Prerequisite(s): Roguish Ingenuity, Thrown Weapon

By expending a Roguish Ingenuity the assassin can prep one of their thrown weapons with a highly toxic venom that will instantly paralyze their victim for a short period of time.

e.g. "Activate - Paralyze blade"

These attacks may be physically blocked only by a shield, Parried with a shield parry, or Dodged.

This may not be combined with other skills or abilities.

Paralyze from this ability will last for sixty (60) seconds until cured.

BLADE OF INSANITY

Prerequisite(s): Roguish Ingenuity, Thrown Weapon

By expending a Roguish Ingenuity the assassin can prep one of their thrown weapons with a devilish poison which warps the victim's mind into a state of berserk

e.g. "Activate- Berserk blade"

These attacks may be physically blocked only by a shield, Parried with a shield parry or Dodged.

This may not be combined with other skills or abilities.

The berserk effect from this ability will last for sixty (60) seconds or until subdued or cured.

STARTING WEAPONS BY CLASS

Due to the base training of each class, they may use the following weapons without spending additional build. Starting weapons allowed for each class are as follows:

Class	Starting wieldable weapons
Warrior	Choice of Two-handed or One-handed
Brigand	Choice of Two-handed or One-handed
SpellBlade	Choice of Two-handed or One-handed
Assassin	One-handed and Thrown Weapon (commonly prefers bladed weapons)
Shadow	One-handed (commonly prefers bladed weapons)
Sorcerer	Spear, Staff, and Dagger
Artisan	Spear, Staff, and Dagger

BASE WEAPON DAMAGE

<i>One-handed Weapons</i>	<i>Dmg.</i>
Waylay Widget	-
Daggers/Small Weapons	2
Thrown Weapon *	2
Claws	1
Swords	2
Hammer, Mace	2
Axe	2
<i>Two-handed Weapons</i>	
Staff	2
Spear	2
Polearm	5
Two-Handed Sword	5
Two-Handed Blunt	5

BODY AND ARMOR POINTS BY CLASS

The maximum totals of Armor and Body Points allowed for each class are as follows:

Class	Starting Body	Armor Points Maximum	Body Points	
			Gained Per Level	Maximum*
Warrior	15	Unlimited	3 per level	75
Brigand	15	50 (90)	3 per Odd level/2 per Even level	65
SpellBlade	15	40 (80)	3 per Odd level/2 per Even level	65
Assassin	10	30 (60)	2 per level	50
Shadow	10	20 (40)	2 per Odd level/1 per Even level	40
Sorcerer	10	10 (20)	1 per level	30
Artisan	10	25 (50)	2 per level	50

* Fortify skill and racial bonuses can proportionally increase hit points above their max.

(x) Maximum armor with Wear Extra Armor skill.

KNOWN CLASS SPECIALIZATIONS

Specializing is intended for those players that have spent or wish to spend considerable time following a specific path with a specialized focus. As such, specializing requires that players seek out a teacher that can guide them along their chosen path. The Library is unable to aid in acquiring a specialization.

Currently, specialties are available to Warriors, Sorcerers, and Assassins. Each Specialty will have a prerequisite denoting which of the classes you can be to follow that path. Some abilities require the use of class specific resources, in shorthand we use Cantrip/RI/TS. These are Sorcerer Cantrips, Assassin Roguish Ingenuity (RI), and Warrior Tactical Strikes (TS) respectively.

You will notice that there are several abilities along with their description and an additional “Master Ability”. All the non-master abilities are unlocked once you have been granted access to that path, however, some of them may require In-Play advancement before you can use them. Your specialty trainer will help you understand how to progress to the next ability, which is often done by performing tasks associated with your path. Master Abilities become available once the Character has received their 5th Cantrip/RI/TS which unlocks automatically at level 15.

Once a Character has obtained their master ability, they will be able to take on students and become a specialty trainer.

We have spent considerable time to ensure that specializations are well balanced. Each of the below descriptions and abilities follow a mindset that a player may find intriguing to pursue, but none of them should feel like a requirement. We will monitor these abilities and adjust as necessary.

Lastly, there will be a few additional Specialties available later, once we have figured out how to balance them correctly.

Please send any questions you may have to Veil@veilofashes.com, or find a staff member at an event.

If you are not playing a Warrior, Sorcerer, or Assassin and would like to pursue a specialty, you will be granted a free respend. Additionally, some specialties remove access to specific Cantrips/RI/TS, but if you lose access to one or more that you have already purchased, you will be refunded that build, allowing you to spend that build elsewhere.

SHAMAN

Shamans are widely considered the shepherds of spirits. They draw their talents from a direct connection to the spirit realm. Through the art of divination and rituals, Shamans can gain otherworldly insights, calling on a spirit to come back to the material world, or bolster the spirit of those who seek their wisdom.

Prerequisite - Sorcerer, Warrior, Assassin

SPIRIT TOTEM

A Shaman can create a non-mobile enchanted totem. The Spirit totem acts as a resurrection circle controlled by the Shaman that created it. Shamans can use the resurrection circle to bring a spirit back to life that has recently passed on - Must be within 30 minutes of death. Resurrection takes 3 minutes of concentration while the Shaman and the player to be resurrected are within 6 feet of their spirit totem. To begin resurrecting someone, you must announce "Begin Resurrection". Shamans are not required to perform resurrections for players, and Spirit Totems are not the only place players can resurrect.

In addition, they can use the power of the totem to "reset" their skills without the need to expend one of their cantrips. This reset works as per the mediation cantrip; however, this skill is only usable by the Shaman and cannot be used to reset any other players.

The Spirit Totem must be phys reped in some way - anything from a crystal on a pedestal, a crazy looking doll, or an animal analog. To activate the Spirit Totem, the Shaman must concentrate on the task for 3 minutes at the area where the totem will be placed. Once set, the totem cannot be moved until the next event. If the Totem is not being moved from one event to the next, there is no need to reactivate the Totem.

COMMUNE WITH THE DEAD

While role-playing deep meditation or a ritual of your design for at least 3 minutes the player can contact spirits and attempt to commune with them. This ability has many uses with some examples being knowledge held only by the dead or telling the fortunes of those who seek your insights. Shamans can never gain specific knowledge of the actions or whereabouts of another Player. During Marshaled scenarios (modules, plot interactions...etc), divinations can only occur once per hour, and you are not guaranteed success.

RETURN FROM THE DEAD

If a shaman dies their spirit totem will call to them allowing the shaman to resurrect at the totem's location. Resurrection from your own Spirit Totem takes 5 minutes once your spirit is within 6 feet of your Spirit Totem. These resurrections work exactly like any other resurrections, and no additional advantages or disadvantages apply.

BLESSING OF THE SHAMAN

The Shaman can perform a ritual or concentrate for 1 minute or more on a single target. The shaman blesses the target's spirit making them immune to non-ritual quality curses until the next reset the target takes advantage of. e.g. - if the target is hit with a curse weakness/pain any time until their next reset they can say "No Effect". This ability costs one Cantrip/RI/TS per use. To bless a spirit, you will say "Activate! Beginning Ritual". At the end of the 1 minute, you will say "Ritual complete!"

MASTER SHAMAN

The Shaman can now call a name out to the spirit realm and request that that spirit be returned to its physical form. Most commonly, the Shaman will use this to resurrect a spirit even when they are not within their Spirit Totems influence. This resurrection process (per soul) takes 1 minute and must be done while fully meditating on the task. Each time this is used away from a resurrection circle the Shaman must use one cantrip/TS/RI, and each use will allow the Shaman to resurrect two souls. The second Resurrection must be performed within 10 minutes of the first and still requires 1 additional minute of concentration. To begin the field resurrection, the Shaman must announce "Beginning Ritual!". After 1 minute the shaman will announce "Ritual Complete!". These resurrections work exactly like any other resurrections, and no additional advantages or disadvantages apply.

In addition, the Shaman can sense when a person's spirit is infected with a curse and can identify the nature of the curse. The Shaman must spend 10 seconds trying to identify if a curse is present. They will say "Identifying Curse 1...2...3...etc". If a simple curse is present the Shaman can then remove that curse after 15 additional seconds of concentration. Identifying curses will tell you - What source magics were used, and the basic effects of the curse. Curses cast by Ritual Magic/High Sorcery/Blood Curses would be considered beyond the scope of a Shaman to remove. This specific ability does not require the use of a cantrip.

NECROMANCER

Prerequisite - Sorcerer, Warrior, Assassin

Necromancers are also considered shepherds of spirits, like Shaman. However, the Necromancer has made a different deal which allows them to draw their power from the corrupted and twisted spirits that lay in the darkest corners of the spirit realm. Where a Shaman may guide lost spirits to a destination, the necromancer may choose to conjure corrupted spirits into the physical realm and command them to do their bidding.

Necromancers can choose to be corrupted or not. This is a permanent choice and can only be removed or reversed by Ritual Magic later.

CREATE/DESTROY UNDEAD

Necromancers can Create/Destroy undead 1 time per reset at no cost. Sorcerers may replace any of their 6th level spells with the Create/Destroy Undead spell, while Warrior and Assassins would need to expend 1 RI/TS to use Create/Destroy again. If you are using this with a RI/TS you will say "Activate!" followed by the spell verbal found below.

UNDEAD AFFINITY

Necromancers have a bond with all undead creations. As a result, no lesser undead will attack a necromancer, unless provoked. To denote your undead affinity, you must place one hand balled in a fist against your upper chest, crossing your body - e.g. your left fist must be placed on your right upper chest. Greater Undead can sense your affinity but they are able to ignore its effects if they choose. The exception to this rule is when a necromancer creates an undead - for which the undead is under the control of the necromancer.

CREATE REVENANT

At the cost of (one Cantrip) or (two RI/TS) the necromancer can create a lesser Revenant to fight for them or be commanded to protect them. Revenants must be created from a “living” non-corrupted creature that is at dead status. This means that undead, constructs, and elementals are not able to be turned into a Revenant. The Revenant will last for 5 minutes or until it dies, at which point it will collapse into a pile of ash. This ability is used by stating “Activate, creating revenant 1, creating revenant 2, creating revenant 3” then delivering the ability with a spell packet.

Revenants have Lesser Undead Stats, as well as
75 Body takes ½ damage from all sources, +4 prof, moves at half speed.

NOTE: Creatures animated with this ability are not intelligent and as such they lack the ability to perform defensive tasks because they require the undead to consider the actions of another person. **If the caster chooses, they can sacrifice the undead and receive 50 points of magical armor.** Otherwise, the undead must be given an offensive command.

*You cannot animate a monster/NPC and remove that player from the combat.

MASTER NECROMANCER - ZONE OF UNDEATH

Master Necromancers, once per reset, can expend 1 Cantrip/RI/TS to cast a Zone of Undeath around themselves. To cast this ability, you would scribe a circle around you and then say “Activate - Zone of Undeath”. The zone lasts for 5 minutes, until the necromancer ends the spell, leaves the zone, or is dropped to unconscious, bleeding to death, or dead status. The zone is a 6 ft radius circle drawn on the ground around the caster.

While standing inside the Zone of Undeath, the necromancer that casts the spell will be immune to all Mind Affecting and Metabolic effects.

Any creatures that are in or brought into the Zone of Undeath and are at dead status will be under the effects of decay - halving the time it takes to dissipate.

If a living, non-corrupted creature dissipates within the Zone of Undeath an Orb of Corruption is left behind which the necromancer can consume on a 3 count - (Consuming Essence of Undeath 1, Consuming.... 2, Consuming.... 3). This orb is only visible to the necromancer who cast the Zone of Undeath. A total of 5 orbs can be consumed per each Zone of Undeath.

Orbs of Corruption can be used by the Necromancer in certain Rituals (Formal or otherwise). Further information about these will need to be acquired “In-Play”.

CREATE UNDEAD/DESTROY UNDEAD (NECROMANCY/UNDEAD DESTRUCTION)

Duration: Instant cast/1 hour (Reversible)

Create Undead will force a corpse to rise from the dead in the form of a zombie. The undead can be given one simple command, to which it will follow until it is dead or expires. Undead must be created from “living” non-corrupted creatures that are at dead status. This means that undead, constructs, elementals, and corrupted creatures are not able to be turned into Undead. Creatures animated with this ability are not intelligent and as such they lack the ability to perform defensive tasks because they require the undead to consider the actions of another person. **If the caster chooses, they can sacrifice the undead and receive 25 points of magical armor.** Otherwise the undead must be given an offensive command.

*You cannot animate a monster/NPC and remove that player from the combat.

Duration - 1 hour or until dead. Upon death the undead turns to a pile of ash.

Zombie Stats

25 body

Whatever armor was left before the creature died

Base weapon damage

Standard Lesser undead package

Destroy Undead will instantly destroy a lesser undead. Greater undead will take 50 points of damage from this spell.

Verbal

Create Undead - With the power of Necromancy, I call you forth and create undead to walk the earth.

Destroy Undead - I destroy this undead creation before me.

PALADIN

Prerequisite - Warrior, Sorcerer

Paladin swears an oath that will bind them to their chosen path for life. That oath may be to an individual or to an idea that they will champion for the rest of their life. Through this oath, they are infused with magical properties to help them fight for their chosen path.

LAY ON HANDS

Paladins are granted the ability to take the wounds of another individual and take them onto themselves. This does not allow them to take status effects from the other person, but they may take damage they have received and in turn grant them body points for each point of damage the Paladin takes from them. This takes a three (3) count to accomplish (laying on hands one, laying on hands two...)

WARRIOR OF LIGHT

Paladins learn to use a shield and one handed weapons if not previously known. May no longer cast any corruption spells, and healing spells become curing magic. Curing will heal the wounds of the target even if they are corrupted.

UNENDING COURAGE

Paladins are immune to all fear-based attacks. They also gain 2 abilities:

- **Sense Wretched/Undead** – The Paladin has an innate ability to be able to determine based on sight whether a creature is either Undead or Wretched. To use this ability, you say “Sense Wretched/Undead” to which they should receive a Yes or No response. This is an Out of Play question but should not be used to delay the attack. This also does not replace the Lore/Knowledge skill for either creature type.
- **Smite the Wretched** – may expend a Cantrip/TS to “Smite the Wretched,” which gives them a +6-weapon damage bonus vs Undead or Wretched creatures for five (5) minutes. This is activated by stating “Activate, Smite the Wretched!” **[MELEE BURST DAMAGE]**

BOUND TO THE LIGHT

Paladins may use a Cantrip/TS to cast the Revive or Cure Dire Wounds spells. This is done by saying "Activate!" followed by the spell verbal. The Paladin also gains access to the spells Destroy Undead and Stun Undead, as well as gaining one usage per reset.

MASTER PALADIN

Paladin's gain the ability to call magical damage against Wretched & Undead creatures, as well as gaining 2 resists per reset vs Corruption/Necromancy. They also gain the ability to use Consecrate, at the cost of one Cantrip/TS per use.

Consecrate

Type: Life

Duration: 10 minutes

A caster must scribe a circle no larger than 6 feet in diameter on a flat surface to channel the spell. A Consecrate spell will purify the designated area, barring any Wretched or Undead creatures from entering within the prescribed zone. The caster may draw from the power of the consecrated area to heal nearby individuals. A consecrated circle starts out with 100 points of healing that the caster may cast in increments of 5 as if using Lay on Hands. Once all points of healing have been used, the consecrated area's power has been expended and the spell ends. In addition, individuals who are standing within a consecrated area are purged of all poisons and diseases. If the caster leaves the Consecrate or reaches the Unconscious, Bleeding to Death, or Dead status, the Consecrate drops. Verbal: By Light's grace, I consecrate the ground before me.

ADDED/MODIFIED SPELLS FOR PALADIN:

CURE WOUNDS (CURING)

Duration: Instant

This spell may be used at spell levels 1-8.

The Cure Wounds spell will cure the target for 5 times the level of the spell used. Curing magic will cure the target even if they are corrupted but will still harm undead.

If a character is at the slain status, you must use a 6th level or above version of this spell to cure them.

Verbal: I call forth the Light to cure your wounds, X (curing)

Example: If you used this spell as a curing spell at 5th level, you would say "I call forth the Light to cure your wounds. 25 curing"

CURE DISEASE (CURE DISEASE) LEVEL 3

Duration: Instant

Cure disease will remove the "disease" effect from the target. This works on the target even if they are corrupted.

Verbal: I call forth the Light to **cure** disease

STUN UNDEAD (REPELLING) LEVEL 4

Duration: 30 Seconds

When casting Stun Undead, the caster will first complete the verbal and then within 10 seconds may throw 3 packets calling "stun undead" while throwing each packet. You may choose when to throw each packet, but any other attack or spell cast by you will conclude this spell and you will lose any of the 3 packets that were uncast.

Any lesser undead hit with a stun undead will be completely unable to move for 30 seconds.

Verbal: I call forth the Light to stun undead

CURE POISON (CURING) LEVEL 5

Duration: Instant

Cure Poison will remove the poison effect from the target, even if they are corrupted.

Verbal: I call forth the Light to Cure Poison.

DESTROY UNDEAD (UNDEAD DESTRUCTION) LEVEL 6

Duration: Instant cast

Destroy Undead will instantly destroy a lesser undead. Greater undead will take 50 points of damage from this spell.

CURE DIRE WOUNDS (CURING) LEVEL 8

Duration: Instant

Cure Dire Wounds will heal the target for 40 points of body damage as well as pick a target up from slain status. This spell also clears the target of all mind-affecting and metabolic effects. This spell is effective even if the target is corrupted.

Verbal: I call forth the Light to cure your dire wounds, 40 Curing

CURING RAIN (CURING) LEVEL 9

Duration: Instant

Curing rain will allow the caster to throw up to 10 packets in succession, curing 5 body with each packet. They will call out “5 curing” when throwing each packet. Each packet must be thrown in succession and taking damage or taking another action by the caster, such as casting another spell or attacking with their weapon, will interrupt the effect. Curing magic will cure the target even if they are corrupted, but will still harm undead.

Verbal: I shower you with Light’s grace to rain curing upon you.

REVIVE (LIFE/CURING) LEVEL 9

Duration: Instant

The Revive spell will return the target to life when at the dead status, even if they are corrupted, but will not heal their wounds and leave them with 1 body remaining. This spell can instantly kill any lesser undead that is not protected by a Spirit Shield.

Verbal: By lights grace, I revive this spirit

HUNTER

Prerequisite - Warrior, Assassin

The Hunter has dedicated themselves to tracking, hunting, and dispatching their prey. This is a targeted specialization and requires a choice to be made by the hunter to mark a specific type of creature as their Nemesis. Hunters may choose their targeted Nemesis at the start of each event during Check-in/Logistics. Once chosen it will remain their Nemesis for the duration of the event.

SELECTED NEMESIS

The Hunter understands the weakness of their prey and because of their training they will gain the lore skill of their chosen nemesis. Each hunter type has the corresponding lore beside it. SEE "Lore, Knowledge (Specific)" in the Skill list for usage information. Each Hunter will choose one Nemesis per event.

Beast Hunter - (Natural Creature Lore)

Construct Hunter - (Construct Lore)

Draconid hunter - (Creatures with a Dragon/kin origin) (Draconic Lore)

Elemental Hunter - (Creatures with a distinct elemental origin. **-does not include Etharian**) (Elemental Lore)

Fae Hunter - (Fae Creatures. **-does not include player characters**) (Fae Lore)

Mystic Hunter - (Magical Creature Lore)

Undead Hunter - (Undead Lore)

Wretched Hunter - (Wretched Lore)

STRIKE VULNERABILITY

Hunters are granted a permanent enchantment which allows them to always hit their Nemesis with "Magic". This means hunters will call the magic tagline against their chosen Nemesis.

TRACKING YOUR NEMESIS

In specific marshaled situations, a hunter may also track their nemesis, if they are on the hunt. This is a marshaled, role play only use of the "tracking" skill and does not apply any of the advantages one would get from purchasing the Tracking Skill. The result of tracking your prey is determined by the Marshal handling the encounter. To attempt to track your prey, announce to the Marshal that you are "Tracking Nemesis".

MARKED NEMESIS

+4 damage vs selected nemesis

MASTER HUNTER

The Master Hunter has perfected their art and as such built up certain tolerances towards their selected Nemesis. Once per reset period, you may resist a spell or effect from your Nemesis, providing your character is conscious to do so. In addition, Master Hunters will add an additional +2 (overall +6 total) damage against their Nemesis. If the Hunter chooses, they may also expend a TS/RI to take half damage from their selected Nemesis for 5 minutes. To activate this ability the hunter will announce "Activate! Marked Prey".

DRUID

Prerequisite: Sorcerer, Warrior, Assassin

Druids are protectors of the natural world. They have dedicated themselves to understanding the balance between nature and the material world. Druids all believe in the natural balance and that they should be part of protecting it, however, not all Druids agree with the fragility of that balance or the reasons the balance could be affected.

ANIMAL AFFINITY

Druids are able to speak the language of natural animals, a language that only Druids can understand and use. They are also not viewed as a threat to most natural animals, and will not be attacked unless they provoke the animal, or impede them against their natural instincts.

To speak with Animals, the Druid will say to the person playing a natural animal "Speak with Animals". Speaking with Animals is not always easy, as animals still have animal intelligence, they most often can only return basic lines of communication.

The Druid may also announce "Animal Affinity" to any person playing a natural animal that they come across to let them know that they would not normally attack the Druid.

WOODLAND SPIRIT

The Druid may phase out and become hidden within the natural surroundings for 5 minutes. The Druid must be in natural surroundings that meet reasonable standards of “the woods”. To phase out the Druid must stop moving completely, then phase out on a three count (Phasing out 1...2...3). While the Druid is phased out, they cannot move from their location or use any skills or abilities. After 5 minutes, or until the druid decides to phase back in, they must say - in the player's normal speaking volume - (phasing in 1...2...3). Whispering, muffling, or otherwise changing the tone of your voice to ensure someone doesn't hear you phasing in is against the spirit of the rules.

This ability can be used once per reset.

ENTANGLING ROOTS/WALL OF THORNS

Druids gain the ability to conjure roots from the ground under the feet of their target. This spell will wrap the target from the neck down in roots. This effect is the exact same as a physical web and can be cut away after 10 seconds (cutting 1...2...3....). Alternatively, the druid can raise a wall of thorns that is up to 10 feet high, 10 feet wide, and 6” deep. The wall of thorns will fit into the height and width of the area if it is not at least 10ft high or 10ft wide. e.g. You can cast a wall of thorns in a doorway and it will fill the space of the door opening. Wall of Thorns has 100 body and takes double damage from fire.

To use Entangling Roots, you must say “Activate! Entangling Roots” and then throw a spell packet which must make contact to work.

To raise a Wall of Thorns, first scribe on the ground where the base of the wall will go, and then say “Activate! Wall of Thorns”.

Costs 1 Cantrip/RI/TS per use

MASTER DRUID

The Druid may assume the aspect of one of the following natural creatures for 60 seconds, once. Must say the words - "Activate! I embrace the aspect of the [Bear/Ent]". This is not a cosmetic change to your appearance, only a change to your stats. This ability exhausts the Druid, and they can only activate this ability twice per reset.

- **Aspect of the Bear** - Can snap pins and traps. Takes half damage from all physical attacks. If using claws add an additional +3 damage. *[MELEE BURST DAMAGE]*
- **Aspect of the Ent** - May freely cast 10 Heal Wounds spells at lvl 5 without needing or losing the spells from memory. If the caster can cast Heal Wounds (lvl 5) from memory, the healing from this aspect is doubled for the duration. Normal healing at lvl 5 is 20, doubling this healing is 40. *[MAGICAL BURST DAMAGE]*

In addition, Druids can create a non-mobile "sanctuary" in the woods that becomes tied to their spirit, allowing them to resurrect at this location. The area must be chosen at the beginning of the event and cannot be moved until the next event. To anchor your spirit to the "sanctuary" you must go to the location and spend 1 minute of concentration to imprint yourself in that area.

REAPER

Prerequisites - Warrior, Assassin

****Warriors lose access to GiantSlayer and Juggernaut. Assassins lose access to Heart Piercer - build refund available****

The reaver is a warrior who specializes in the use of bladed weapons and hemocraft. They can apply curses to their enemies and bolster their constitution by using their own blood as the catalyst. The path of the reaver is for those who wish to protect or destroy at all costs, even that of their own life.

All wounds associated with the use of Reaver abilities are permanent wounds and can only be removed by the ability - Blood Infusion or through resurrection. In addition, you must have the available health at the time of activating Reaver abilities, meaning, if you have only 5 hit points, you cannot activate an ability which removes 5 points of health, if you have 6 hit points you will be left with 1 hit point.

Reaver abilities work in a similar way to spells, Bolstered by Blood, & Blood Rage have a given duration and Blood Curse of Frailty is your Next 3 swings. If a Reaver is dropped to "Unconscious" or "Bleeding to Death" status before they have used the ability, it will remain up and the timer continues. If a Reaver drops to Dead status, the abilities are no longer active if picked back up.

BLOOD INFUSION

The Reaver can Instantly clean their blood to remove and heal up to 20 points of any hit points that have been reduced by permanent wound effects. This will cost 1 Tactical Strike/Roguish Ingenuity. This is activated by stating "Activate! Blood Infusion".

BOLSTERED BY BLOOD

The Reaver excels at the use of all bladed weapons. They may activate this ability by stating "Activate! Bolstered by Blood!" to gain an additional +2 points of damage for 5 minutes at the cost of 5 permanent wounds (body). Only one bolstered by blood can be active at a time. **[MELEE BURST DAMAGE]**

BLOOD CURSE OF FRAILTY

The Reaver inflicts a blood curse upon their foes causing deep festering wounds upon contact. They may call the Curse Tagline for the next 3 swings. This is activated by stating "Activate! Blood Curse of Frailty" at the cost of 5 permanent wounds (body). If the curse tagline is used on a target that does not have any armor points, the target takes the effects of Curse Pain - doubling all damage they take.

FORTIFIED IN BLOOD

The Reaver's intense training has given them a greater constitution. As a result, they are immune to the following taglines - poison, disease, and lifedrain. Taglines are outlined in the rule book and are associated with weapon/claw attacks. The damage associated with these attacks is still taken - e.g. If you are struck with 10 poison, you will still take the 10 damage, but the poison does not affect you.

MASTER REAVER - (BLOOD RAGE)

The Reaver enters a blood fueled rage for 60 seconds (Activate! Blood Rage.) During this time the Reaver takes half damage from all sources. Once the 60 seconds is over, or if they are out of combat for more than 10 seconds, the Reaver will take 15 permanent wounds (body). This ability exhausts the Reaver and they cannot activate this ability again for thirty (30) minutes.

ELEMENTALIST

Prerequisites - Ethereal Sorcerer

(Loses access to the cantrip, Reverse Time - refund available)

The Elementalist is a practitioner of ethereal magic who has begun to bond with elements. They can call down the fury of the elements and wreak havoc upon their enemies. (Etharian may only choose their own element)

PYROMANCER

ELEMENTAL BINDING

This ability allows the elementalist to throw an unlimited number of basic elemental attacks via spell packet. The attacks deal 5 <flaming>. This ability must be activated with a cantrip (Activate Elemental Binding!) and is active until your reset, when it must be reactivated. The elemental damage cannot be combined with damage enhancements from other Spells, Consumables, or Items.

ELEMENTAL AFFINITY

The Elementalist takes half damage from fire.

FIREBALL

This ability allows the Pyromancer to throw 50 points of elemental fire damage. This is done by stating "Activate Fireball, 50 Flaming" and then throwing a packet at the target. This ability may be used once per reset, but a Cantrip may be used for additional uses beyond the first.

MASTER: PYROMANCER

The Master Pyromancer forgoes the ability to cast all non-fire based elemental spells and confining spells in exchange for gaining a base of 10 damage to their Elemental Bolt spell and their Elemental Surge spells doing 100 points of damage.

STORM CALLER

ELEMENTAL BINDING

This ability allows the elementalists to throw an unlimited number of basic elemental attacks via spell packet. The attacks deal 5<lightning>. This ability must be activated with a cantrip (Activate Elemental Binding!) and is active until your reset, when it must be reactivated. The elemental damage cannot be combined with damage enhancements from other Spells, Consumables, or Items.

ELEMENTAL AFFINITY

The Elementalist takes half damage from lightning.

CHAIN LIGHTNING

The Elementalist may use this ability to throw three packet based lightning attacks at three different targets. The damage for the attacks in order thrown are 40 <lightning>, 20 <lightning>, and 10 <lightning>. This ability may be used once per reset, but a Cantrip may be used for additional uses beyond the first. This is activated by stating "Activate Chain Lightning!"

MASTER: STORM CALLER

The Master Storm Caller loses all non lightning based elemental and confining spells, but gains the ability to throw all lightning spells a second time. The second cast must be within 10 seconds of the first and no other spell may be cast in between or the second cast is lost.

ELEMENTAL BINDING

This ability allows the elementalists to throw an unlimited number of basic elemental attacks via spell packet. The attacks deal 5<acid>. This ability must be activated with a cantrip (Activate Elemental Binding!) and is active until your reset, when it must be reactivated. The elemental damage cannot be combined with damage enhancements from other Spells, Consumables, or Items.

ELEMENTAL AFFINITY

The Elementalist takes half damage from acid

STONESKIN

This ability will grant the Geomancer 50 points of armor by expending a cantrip. This does not stack with any other magical armor. This is activated by stating "Activate Stoneskin."

MASTER: GEOMANCER

Gain the ability to use a shield and one-handed weapon if not previously known. May negate massive damage when blocked with a shield (must call "negate" each time you block massive damage.)

The Master Geomancer may fuel extra weapon damage into their one-handed blunt weapon by burning an Ethereal spell slot. The Geomancer will state "Activate Consume Spell" to signify they are using this ability. The Geomancer will then gain +1 acid damage per level of spell utilized for one minute (this will only stack with learned proficiencies, a damage bonus from a weapon rod, and strength.). The Master Geomancer may also utilize the Critical Parry skill, sacrificing a cantrip in the process. **[MELEE BURST DAMAGE]**

ELEMENTAL BINDING

This ability allows the elementalalist to throw an unlimited number of basic elemental attacks via spell packet. The attacks deal 5<Ice>. This ability must be activated with a cantrip (Activate Elemental Binding!) and is active until your reset, when it must be reactivated. The elemental damage cannot be combined with damage enhancements from other Spells, Consumables, or Items.

ELEMENTAL AFFINITY

The Elementalist takes half damage from Ice

ICE BLOCK

The Elementalist may use this ability to encase themselves (self cast only) in an Ice based Ethereal Prison as per the Ethereal Prison spell. If the Cryomancer remains in the Ice Block for at least 10 seconds, they are healed to full body. The Cryomancer may at any time shatter the ice on a 3 count <Shattering 1, Shattering 2, Shattering 3>, this lowers the Ice Block and grants the Cryomancer three <10 Ice> packet delivered attacks. This ability may be used once per reset, but the cryomancer may choose to expend an 8th level Ethereal spell slot for additional uses beyond the first. This is activated by stating "Activate Ice Block!"

MASTER: CRYOMANCER

The Master Cryomancer gains a 10 point Protection Aura that resets every 10 minutes. This ability will stack with other Protection Auras. Cryomancers forgo the ability to cast all non ice based elemental spells.

Additionally, by expending one cantrip, a Master Cryomancer may channel their element sending Ice throughout their body by saying "Activate - Ice Elemental". This grants the Cryomancer the following stat increases for 1 minute. **[MELEE BURST DAMAGE]**

- +50 additional armor
- +5 damage; if using Claws may call the "Slow" Tagline
- Immune to Ice based attacks
- Takes double Damage from Fire
- Immune to all Confining (Physical and Spells including Ice Block)

CHARACTER PROGRESSION

BUILD BLANKET

Each Player will receive a build blanket for attending *Veil of Ashes*. If you pay for and attend a ½ event you will receive half of your build Blanket.

GAME POINTS (GP)

Game Points are given to players who volunteer their time to help the game run. GP may be used to add up to an additional three (3) build per event to their character. Players may also buy up to three (3) extra lives for their character per year, but may not go over the maximum life total of 10 lives. Some examples can be seen below on how you can earn GP.

Game Point Awards	
Action	Award
Monsterring/Monster Marshal	10 GP/hour
On-Call Medic	60 GP/event
Working Logistics	5 GP/hour
Tavern Worker	10 GP/hour
Armor and Weapon Check In	5 GP/hour
Crafting Marshal	5 GP/hour
After Event Site Clean-up	25 GP
Spell Packet Donations	1 GP/3 packets
Weapon Donations	3 GP/\$1 spent +10GP/hour
Cash Donations (Provide Receipts)	3 GP per dollar

BEING ON PLOT

Veil of Ashes is a community led game and as such players may find themselves being asked to join the plot team. This is a year long commitment where you will be working with the rest of the plot team to help entertain our players. Because you will not be playing/interacting as your character for this year long period, we provide you with the following at the end of the year:

Plot Member:

- Full blanket & 30 GP for each event you attend as a plot member.
- For attending most of the plot meetings, you will also receive an additional 30 GP for each event.
- Additional GP may be awarded for any additional effort that you put in during the year. This will be decided by the Head of Plot and Game Management.

Head of Plot:

The head of Plot oversees the plot team and as such has some additional responsibilities. With the additional responsibilities they receive a slightly higher pay out.

- Full blanket & 60 GP for each event you attend as the Head of Plot.
- For attending plot meetings and GM meetings, you will also receive an additional 30 GP for each event.
- Additional GP may be awarded for any additional effort that you put in during the year. This will be decided by Game Management at the end of the year.

*it is also important to note that while on plot you will also receive the standard payout for cash donations for any items/materials you purchase for the game.

GAME MECHANICS

HIT POINTS

LIFEFORCE

Each character begins the game with six (6) lives and gains an additional life every even level to a maximum of ten (10).

If your character “dies” In-Play and dissipates, they must resurrect and at least one (1) life will be deducted from your total. You will mark a checkbox on your life tag and all life tickets must be turned in at the end of the event. When a player has zero (0) lives left on the books and dies, it is presumed that that character is no longer able to resurrect.

ARMOR POINTS

Armor Points represent the amount of protection a character receives from their armor. Players will receive a card with their armor points on it when they check their armor in. Once damage breaches a character's armor, they will begin to take damage to their body. The number of armor points received is based on the armor chart listed in this book. Players should, while in full costume, visit the designated Game Marshal to have their armor evaluated. Maximum armor values apply to each class.

BODY POINTS

Body points are a representation of the amount of health a player has, not counting armor or any other magical enhancements. Each player will start off with a specific amount of body points based on your class and character you choose to play. As you level, you will gain more body points until you reach your class maximum.

TOTAL HIT POINTS

Total Hit Points represent the amount of damage a character may take before going unconscious. Total Hit points are a combined total of your Armor Points and Body Points. Each is represented by a card received at check-in.

When taking damage, Armor Points are removed first, followed by Body Points unless the effect states otherwise.

RESET

During a three-day event, you may reset all of your abilities at any time you choose. This is done by spending at least 5 minutes meditating on your skills in an In-Play area (like your cabin). Any unused spell tags (Wizard Lock, Ward) will need to be discarded.

Some characters will be able to provide others with a one-time (per event) secondary reset that must be done within a predefined meditation circle. This additional reset can be performed whenever you would like. (See Sorcerer Cantrip - Meditation)

Reset can be done no more than 2 times in an event with the expectation of a 4 day when you may be able to do 3.

BUILD BLANKET AND GP CONVERSION CHART

Level	Total Build Points	Build Blanket	Game Points Per Build	GP Build Cap	Total Build Cap
8	80-89	8	30	3	11
9	90-99	8	30	3	11
10	100-109	8	30	3	11
11	110-119	6	30	3	9
12	120-129	5	30	3	8
13	130-139	5	30	3	8
14	140-149	5	30	3	8
15	150-159	4	30	3	7
16	160-169	4	30	3	7
17	170-179	4	30	3	7
18	180-189	3	30	3	6
19	190-199	3	30	3	6
20	200-209	2	30	3	5
21	210-219	2	30	3	5
22	220-229	2	30	3	5
23	230-239	2	30	3	5
24	240-249	2	30	3	5
25	250-259	2	30	3	5

HEALTH CONDITIONS

UNCONSCIOUS

A character that is **Unconscious** may be brought back to consciousness with any healing or one minute of First Aid. After five (5) minutes the character will regain consciousness on their own.

BLEEDING TO DEATH

Once a character has taken more damage than they have Body Points, they will be at the **Bleeding to Death** status. Once at this status, the player will begin a sixty (60) second count. If they are not healed in that time period or receive a killing blow, the character will be at the Dead status.

If another character is using the First Aid skill on your character while you are in the Bleeding to Death status, you will stop the sixty (60) second count. Once you have received ten (10) seconds of first aid, if the character stops administering First Aid to your character, you will restart the sixty (60) second count from one (1).

SLAIN

If your character has taken a Critical Slay or Assassinate then your character will lose consciousness and be at the **Slain** status. Heal wounds at 6th level and above (24 healing), Heal Dire Wounds, and Heal-All spell will save a person with the **slain** status. If not healed within sixty (60) seconds, your character will be at the Dead status.

DEAD

A Character that is at **Dead** status will require a Life spell or possibly another effect that will return them to life. After five (5) minutes of being dead, the character will dissipate and will need to be resurrected. When a character reaches **Dead** status, all active spells will be removed and no longer active. No spells will work on a dead character other than a spell that brings them back to life, a Spirit Shield, or a spell that creates them into an undead.

CHARACTER DISSIPATION

A character that has been dead for five minutes will dissipate, dropping any in-play items the character was carrying at the time of death. At this point, the character is now a spirit. You will place a white headband on and immediately make your way to a resurrection circle. As a spirit, your character cannot interact with the world in any way, nor can your character's spirit communicate at all with any other character.

RESURRECTION

There will be one or more areas within the game that are called "Resurrection Circles" or "Rez Circles". These areas will always be considered In-Play. While in spirit form you will sense the location of any rez circle, however, your spirit will also know which circle is safest to resurrect in. Another way to think of that is that your spirit will never guide you to a location that is unsafe for resurrection, but you as a player have the choice to resurrect in any circle. Your "spirit" will see the person that attempts to resurrect them and may resist the resurrection if your character wishes to.

*Note, while you can make decisions while in spirit form, like mentioned above, you will not have any memory at all being a spirit once you have been resurrected.

MEMORY LOSS

When you resurrect, you will be stricken with "Amnesia". Upon resurrection, you are unable to remember the previous thirty (30) minutes of life. This time loss starts precisely when you are dropped to unconsciousness and encompasses the thirty (30) minutes before that moment.

Sportsmanship Rule: Whether you were killed by a PC, NPC, or monster, do not use your Out of Play knowledge to figure out "In-Play" what happened to you. If other players put those pieces together, great, but any attempt to purposely guide other players to learn how your character died is considered unsportsmanlike.

CORRUPTION – SPECIAL CONDITION

Some characters will have a condition known as **Corruption**. Corruption can be a natural condition from birth, such as some Fae and all Strigoi, or it may be a ritual effect. There is typically, but not always, a way to tell if someone is corrupted by certain appearance characteristics which you can learn easily in play.

Corruption will cause all spells that would normally heal or bring your character back to life to be reversed. Corruption spells will heal your character, while healing will harm you. Life and Death spells are also reversed. A Character that is corrupted may not be created into an undead through normal means, but if they are struck with a Destroy Undead while they are at the dead status they will instantly dissipate and must resurrect.

Important: Corruption does not have any effect on the spells, abilities, or items that a character may use. Being Corrupted does not mean that you cannot cast a healing spell or provide a potion to your non-corrupted companion.

COMBAT MECHANICS

MELEE SWINGS

When a player swings their weapon, they must swing with an arc that is between 45 degrees and 90 degrees. You should only be trying to make contact with your target, not actually hurting them.

Sometimes a judgment call may need to be made by the target of a hit. As in everything else, remember the spirit of the rules. If in doubt, take the damage from the attack.

When blocking an attack, if your block does not fully block the attack and your opponent hits you at half or more strength of the swing, you should take the damage of that attack. Once again, if in doubt, take the damage of the effect.

CALLING DAMAGE

You must call how much damage you are doing and what type of damage it is every time you make contact with a target. If you call five (5) points of damage with a sword you would say "5 Normal!" This will tell your target how they should take the damage, as all creatures are not affected in the same way. This is an out-of-play denotation of what your character is doing, and is not your character saying anything. If you do not call your damage, it will be assumed that you were purposely not trying to damage the target and they will take no damage. You must swing slowly enough that you can fully announce your damage and weapon type on each swing.

The type of weapon you are wielding will determine the damage type that you call with your swings.

- Edged weapons call "Normal"
- Blunt weapons call "Blunt"
- Weapons that have the appropriate enchantments on the corresponding weapon rod will call "Magic" or the appropriate element as per the enchantment.

THROWING GASSES AND ACIDS

Gasses and Poison vials are represented by cloth packets filled with birdseed, construction of which is explained in this book. Only acids and gasses will use green packets, all other spells and abilities may use any other color packet.

When throwing any Apothecary vial, the player must state the name of the effect being thrown before they throw the packet. They will then throw an appropriately labeled green packet at their intended target. Packets may only be thrown one at a time. Thrown poisons affect a target if the packet hits the target anywhere and may not be blocked in any way. Thrown direct damage, such as acids, may only be blocked by a shield.

Green packets are considered the physical representation of the apothecary item and may be lost or stolen. In addition, to use Apothecary Production, you must have with you the tag, and all green packets must be marked with exactly the type of production they represent. IE: To use a Berserk gas you must have the Berserk gas tag, and a green packet marked with a B or a BG.

Game Marshals will do spot checks to ensure that you have a packet for each tag you are carrying. If you are found to have more tags than marked packets when checked, the Game Marshal will pull each tag that does not have a green packet to match it.

Sometimes Monsters or characters will have the ability to deliver physical damage with a packet attack that does not invoke a spell to throw (e.g. 10 Acid, Flaming, Ice). This damage is considered physical damage and may only be blocked by a shield (not a weapon), stopped by an appropriate spell protection (Elemental Shield/Poison Shield), or resisted.

THROWN WEAPONS

Veil of Ashes combat allows the use of thrown weapons. Ranged attacks may only be blocked with a shield. If the player is struck anywhere else, including their weapon, they will take the full damage that is called.

Any Critical Slay or Fatal Blow delivered through a ranged attack is considered to be **Unparryable**. These attacks can only be parried with Shield Parry and Fatal Shield Parry skills.

CASTING MAGIC

A caster must hold a spell packet in an empty hand, speak the verbal loud enough for the person nearest to the caster to hear them, and then throw the spell packet within three (3) seconds of finishing the verbal. It is preferable to say the verbal loudly enough for the intended target to hear the spell as well but is otherwise unnecessary. Spell verbals are heard In-Play by anyone who hears them.

If the packet hits the player anywhere, up to and including weapons or costuming, the spell takes effect.

Throwing packets is not an exact science, which could mean that players are sometimes accidentally hit in an area that would be considered an illegal target for melee combat. Even these hits (with spells) are considered legal and a character will take the effect of the spell. Purposely targeting these areas falls under rules of etiquette, and is considered poor form. Player safety should always be your number one concern.

CASTING REVERSIBLE SPELLS

Some spells are reversible, which means you can cast two versions of the same spell, which has typically opposing effects. Example: Fear/Remove Fear. These spells do not require you to memorize each one in a different slot, rather, you will just choose upon casting which version you want to cast. Another Example - Bind/Unbind.

STACKING ATTACK SPELLS

Spells that add to a character's damage may be stacked. You may have up to three (3) spells cast on a character at one time, but may only use one (1) of those spells at a time. You may not benefit from more than one attack buffing spell at a time.

CASTING ON YOURSELF

You may cast any spell on yourself, and when doing so, any active spell shields are not triggered. Meaning you can cast "under your spell shields".

To cast a magical spell on yourself, you must follow all the same rules for casting a spell with the notable exception that you must only touch your body after speaking the verbal. You may choose to use a spell packet, or not.

KILLING BLOW

Any time a creature or character is restrained and unable to move (e.g. confined, unconscious, bleeding to death) they may be killed through a killing blow. This may be done with either a melee weapon, spell, or thrown weapon/ability.

With a melee weapon, a **Killing Blow** requires you to place a weapon on the chest or back of the victim and then administer the killing blow on a three (3) count - (Killing Blow 1, Killing Blow 2...). If this maneuver is interrupted before completion, you must restart the killing blow from one (1). A player may also hold a hand just above (but not touching) the chest or back of the victim while performing the killing blow count.

When using a spell or thrown weapon, A **Killing Blow** is done by casting a damage spell or throwing a thrown weapon as you normally would, but adding “killing blow” to the end of the verbal BEFORE throwing the spell packet/weapon. The attack must hit either the chest or back of the victim for the killing blow to be successful.

FAILED SPELLS

Spells that hit their target may fail for the following reasons:

- The verbal is unintelligible or cannot be heard
- The caster accidentally used the incorrect verbal
- The spell packet is thrown prior to the caster completing the verbal
- The caster takes any form of body damage during the verbal.

Regardless of whether a spell is successful or not, the spell must be marked from the player's spell card or the tag discarded.

USING POTIONS AND CONSUMABLES

To use or administer a potion/consumable, you must have either the tag for the item or a physical representation in hand. You can either “drink” the item yourself or administer it to someone else by “pouring” the item into their mouth. This is done on a three-count by stating drinking one, drinking two, drinking three, or by using pouring when administering on someone else.

PROTECTIONS

The following list is in the order of how protections will be consumed during combat.

MASKS

Masks will negate the effect of a specific type of spell such as all mind-affecting, or metabolic spells...etc. You will state "Masked" when you are struck by a certain type of spell to show that you recognize being struck by a spell, but that you were protected from it. A character may only have two (2) masks active at one time.

Masks will recharge every ten (10) minutes.

SPIRIT SHIELD

You may only have one Spirit Shield active at one time. When struck with an ability that the Spirit Shield protects against, you will say "spirit shield" to denote that you took the effect but were protected from it.

ELEMENTAL SHIELD/POISON SHIELD

Elemental Shield will protect the target from the next elemental effect that strikes them, no matter if it is magical or not. Poison Shield will protect that target from the next Poison based attack, such as gasses (excluding ingested) that strikes them. Characters may have both an Elemental Shield and a Poison Shield active at the same time. The target must say "Elemental Shield" or "Poison Shield" to denote that they were protected from the effect. This is a visible effect.

SPELL SHIELDS

A character may only have one spell shield/lesser spell shield active at a time. You will state "flash" if wearing a spell shield/lesser spell shield or "reflect" if wearing a Reflect.

RESISTS

This is your last line of defense against a spell or attack. You may resist a spell or effect as long as your character is conscious to do so. To resist a spell or ability you state “resist” to denote that you were struck by the spell or ability, but it didn’t affect your character.

SPELL DURATIONS

LINE OF SIGHT

Spells with this duration will last as long as the caster may maintain a line of sight, they do not have to be looking at them through the duration. If the caster leaves the combat area, is dropped in combat, or ten (10) minutes elapses, the duration is over. Combat area means that there are no significant structures, like a building or thick forest, that block the view of the target from the caster.

CONCENTRATION

This duration will last while the caster maintains concentration on the spell. This means that the caster may not attack in any other way while holding one hand toward where they are concentrating. They may still block damage with their off-hand if they can do so. Characters may only perform one skill that requires concentration at one time.

ONE EVENT

This duration will last until the end of the event in which it was cast.

TAGLINE & MONSTER EFFECTS

Taglines are the most common way ~~Veil of Ashes~~ represents everything from the disarming sword maneuver, the devastating strike of a giant's club, the spirit chilling touch of spectral horror, to being struck by the great waves of a raging sea storm.

In this section are taglines and special Monster Effects that a character might see, their durations, specifics on how they are utilized, and how they affect a character that has been struck with them. While the majority of these are outside the power scope of a character, a player is encouraged to know and understand these for the purpose of monstering.

Taglines and Monster effects can only be resisted, if you have the appropriate resist, e.g. resist Metabolic. Gaze attacks are an exception which is explained below.

BODY

Damage caused by this tagline is immediately allocated to the target's Body Points total, bypassing any armor the target is wearing.

This attack may be blocked.

CURSE

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to take double (x2) damage from all sources of damage.

This attack may be blocked.

DECAY LIMB

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to be unable to use the limb exclaimed in conjunction with the tagline.

e.g. "**5 Decay Right Arm!**"

This attack may be blocked.

DECAY (CORRUPTION)

Effect Duration: Instant

Speeds death by halving the time it normally takes to dissipate. Dissipation occurs in 2.5 minutes, instead of 5 minutes.

This ability may only be used on a living (non-undead, non-construct) creature at dead status.

DEVOUR

Some creatures can devour someone or something that is immobilized. Unless otherwise stated by the Marshal, if you have been successfully “devoured” you are not able to be brought back, and must resurrect. Most instances of devour will be on a 5 count - (Devouring 1, Devouring 2, Devouring 3...etc). The amount required to devour a target is dependent on the specific monster.

DISARM

Effect Duration: five (5) seconds

Damage caused from this tagline to a target’s Body Points will cause the target to drop the item exclaimed in conjunction with the tagline.

e.g. “**5 Disarm Sword!**”

This attack may be blocked.

DISEASE (METABOLIC)

Effect Duration: one (1) minute

Damage caused from this tagline to a target’s Body Points will cause the target to be unable to run, use the Dodge skill, and their damage will be reduced by two (2) in combat. The damage-reducing effect will stack with other damage-reducing effects.

This attack may be blocked.

DOMINATE (MIND-AFFECTING, CHARMING)

Effect Duration: one (1) hour

This monster ability will cause the target to fall totally under the control of the source and obey all of its commands for the duration as if the commands were its own will. This ability will have no effect on characters already under another charming effect.

Attacks with this tagline may only be dodged if it is packet delivered but not blocked by physical means (weapons and shields).

Characters affected by **Dominate** are unaware of its influence.

FEAR (MIND-AFFECTING, FEAR)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to be unable to attack and flee the source of the tagline. A target affected by **Fear** may still defend itself against the source of the tagline.

This attack may be blocked.

GAZE

Attacks from this tagline to a target will cause the target to take the effect called in conjunction with this tagline. *If the attack mimics a spell effect, the proper spell protection would apply.*

e.g. **Sleep Gaze!**

This attack may not be blocked but can be dodged.

ELEMENTAL <SPECIFIC>

Damage caused from this tagline will cause the target to take damage in accordance with its immunities, resistances, and or vulnerabilities to the element exclaimed.

e.g. **10 Fire!**

This attack may be blocked.

ENTANGLE (CONFINING)

Effect Duration: one (1) minute

Attacks from this tagline will cause the target to be rendered completely Immobile from the neck down and immovable.

This attack can be blocked.

KNOCKBACK

This effect will cause the target to be pushed ten (10) feet away from the source of the tagline.

In order to avoid this effect you would need something that allows you to negate movement impairing effects.

LIFE DRAIN (METABOLIC)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to only be able to crawl, fend off Killing Blows, speak, and drink potions. A target affected by **Life Drain** may not fight or cast spells.

This attack may be blocked.

MASSIVE

Attacks with this tagline may not be blocked by any normal means. This means that if you are hit with an attack that has a massive tagline, you will take the damage even if you block the attack with your weapon or a shield.

The attack may still be dodged.

PARALYZE (METABOLIC)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to be rendered completely immobilized.

This attack may be blocked.

PETRIFY

Effect Duration: Permanent until death or healed.

Damage caused from this tagline to a target's Body Points will cause the target to be rendered effectively unconscious, completely Immobile, immovable, and immune to all harm. The **Shatter Armor**, or **Shatter (body)** spell will break the player out of the Petrify but will leave them at dead status. The Restore spell will cure the player of the effect.

Attacks with this tagline can be dodged but not blocked by physical means.

PHYSICAL BIND (CONFINING)

Effect Duration: one (1) minute

Attacks from this tagline to a target will bind the arms of the target to their sides. Targets affected by **Physical Bind** may not cast spells or use any weapons or shields.

Any damage associated with this attack can be blocked, but the effect still occurs.

The target may be cut free with a ten (10) count.

PHYSICAL WEB (CONFINING)

Effect Duration: one (1) minute

Attacks from this tagline to a target will cause the target to be rendered completely immobilized and immovable.

Attacks with this tagline can be dodged but not blocked by physical means (weapons and shields).

The target may be cut free with a ten (10) count.

POISON (METABOLIC, POISON)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to only be able to crawl, speak, drink potions, and fend off Killing Blows. A target affected by **Poison** may not fight or cast spells.

Attacks with this tagline can be dodged and blocked by physical means (weapons and shields)

PIERCE

Damage and effects caused by this tagline bypass all spell protections.

Attacks with this tagline can be dodged but not blocked by physical means

RADIUS

Damage caused by this radiates out from its center to the distance called in conjunction with the tagline.

e.g. "5 Fire **10-foot Radius**"

Attacks with this tagline cannot be dodged or blocked by physical means.

RUST

Attacks from this tagline to a target will cause the target's metal armor or weapons, that are not immune to **Rust** or are **Enchanted**, to instantly be destroyed if hit.

Attacks with this tagline can be dodged and blocked by physical means, though the item would still take the effect.

SILENCE (SILENCING)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to be unable to speak, including being able to cast spells.

Attacks with this tagline can be dodged and blocked by physical means.

SNATCH

Attacks from this tagline to a target will cause the target to be pulled to the source of the tagline and remain close to it. Targets affected by **Snatch** must deal damage to the source of the tagline to free themselves, reaching the required amount will cause the source of the tagline to say "**Released!**" freeing the target.

Attacks with this tagline can be dodged but not blocked by physical means.

SLOW (METABOLIC)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will reduce the target to half speed, making the target unable to use the Dodge skill. This tagline will not lower movement speed below half.

Attacks with this tagline can be dodged and blocked by physical means.

STONE WEB (CONFINING)

Effect Duration: one (1) minute

Attacks from this tagline will cause the target to be rendered completely Immobile, immovable, and immune to all harm except via magical forces beyond the scope of battle magic.

Attacks with this tagline can be dodged but not blocked by physical means.

SUPER CHARM (MIND-AFFECTING, CHARMING)

Effect Duration: Permanent until removed

Attacks from this tagline to a target will cause the target to fall totally under the control of the source and obey all of its commands for the duration as if the commands were its own will. This tagline supersedes any other charming effect.

Attacks with this tagline can be dodged but not blocked by physical means.

Characters affected by **Super Charm** are unaware of its influence.

TERROR (MIND-AFFECTING, FEAR)

Effect Duration: one (1) minute

Damage caused from this tagline to a target's Body Points will cause the target to be rendered completely immobilized.

Attacks with this tagline can be dodged or blocked by physical means.

VENOM (METABOLIC, POISON)

Any attack paired with this tagline will have the following effects.

Attacks from this tagline to a target's Body Points will cause the target to take the effect of the poison called in conjunction with this tagline.

e.g. **Berserk Venom!**

Attacks with this tagline can be dodged and blocked by physical means (only shields)

WAVE

Attacks from this tagline will affect Targets within a ten (10) foot radius of the source of the tagline. Targets are pushed away up to ten (10) feet and lay down on the ground.

Attacks with this tagline cannot be dodged or blocked by physical means.

WEAKNESS (CURSING)

Tagline Duration: one (1) minute

Any attack paired with this tagline will have the following effects.

Damage caused from this tagline to a target's Body Points will reduce the target's damage with melee weapons by 4 points. The damage-reducing effect will stack with other damage-reducing effects.

Attacks with this tagline can be blocked by physical means.

SPECIAL MONSTER ATTRIBUTES

Special abilities are the most common way *Veil of Ashes* represents everything from the hardened carapaces of giant insects, the regenerative properties of a fearsome troll, to the dimension crossing abilities of powerful entities.

In this section are Special Abilities that a character might see, specifics on how they are utilized, and how they are presented to a character that encounters them. While the majority of these are outside the power scope of a character, a player is encouraged to know and understand these for the purpose of monsterring.

GREATER BODY

All creatures with the **Greater Body** special ability instead of being dropped to **Bleeding Out**, **Slain**, or **Dead** status by abilities that would normally do so, take the damage listed in the ability that was used on them. In addition, creatures with Greater Body can continue casting spell while taking body damage.

IMMUNITY

All creatures with the **Immunity** special ability will have a specification listed alongside it. When a creature is struck by an effect or attack to which it has **Immunity**, it may call out **No Effect** and ignore that instance

PHASING

All creatures with the **Phasing** special ability may use it to move between an invisible and intangible state, represented by arms or phys reps crossed over their head, to a visible and tangible state.

Phasing is utilized on a slow three count (**Phasing 1**, **Phasing 2**, **Phasing 3**) representing the visible but silent effect of the creature changing states. Creatures phasing **in** are immune to all damage until ending their count but are visible when reaching 3 in their count. Creatures phasing **out** are vulnerable to damage until reaching their 3 count.

- **Phased Out** creatures do not hear anything around them except for if their master commands the creature to Phase-In
- **Phased Out** creatures sense other creatures and characters around them while phased out but cannot distinguish between them unless they have met the creature or character before.
- **Phased Out** creatures may pass through solid objects

THRESHOLD

All creatures with the **Threshold** special ability will have a number listed alongside it.
e.g. **Threshold 5**.

All physical damage a creature takes that is at or below the listed number is reduced to zero. Damage that exceeds the number is taken in full.

TOUGHNESS

All creatures with the **Toughness** special ability will have a number list alongside it.
e.g. **Toughness 5**.

All physical damage a creature takes is reduced by the number listed to a minimum of zero. When a creature is struck by an effect or attack which is decreased by its **Toughness** it must call out **Reduced effect!**

STANDARD UNDEAD ABILITIES PACKAGE

All Undead have the following abilities unless stated otherwise in their description:

- First Aid or Apothecary Healing vials have no effect.
- Healed by **Corruption** magic.
- **Life** and **Death** spells are reversed.
- Harmed double by **Healing/Curing** magic.
- Immune to all Metabolic and Mind-Affecting, Repulse, Poisons, and Waylay.

STEALING AND SEARCHING

STEALING WEAPONS

All weapon phys-reps are the property of the player, and not the game. If you find or steal a weapon phys-rep, you must find the owner and give it back to them. If you are unable to locate the owner, you may bring the weapon to the Plot Cabin or a Staff member, and they will get the weapon back to the rightful owner.

SEARCHING A CHARACTER

In order to properly search an individual, you must approach the character you are attempting to search, reach a free hand out towards the character, roleplay the searching motion above their body, and declare, "searching". You may have items in your off-hand during this process but may not block with weapons. The player being searched must then hand over any "In-Play" items they have. Your costuming, non-magical weapons, armor, belts, and pouches do not need to be handed over.

SEARCHING A CABIN

A Rogue Marshal must be present anytime you are entering or searching a cabin that is not your own.

Marshal Notes, which are attached to player-occupied buildings, may only be read by a Rogue Marshal or the actual cabin occupants. Marshal notes shall indicate which areas within the building are considered out of play and not to be searched.

Rogue Marshals are there to ensure everyone's safety as well as to ensure that no rules are broken during this time.

Any items taken from a cabin must be approved by the attending Rogue Marshal to ensure only valid In-play items are taken.

Veil of Ashes has a zero-tolerance policy for entering a cabin that is not your own without a rogue marshal being present.

SECURING YOUR OOP VALUABLES

Veil of Ashes is not responsible for any lost, damaged, or stolen belongings. We recommend leaving valuables at home, or securing them in a safe location such as the trunk of your car.

LIMITS ON BUILDING PROTECTIONS

Buildings may have two (2) barrier protections (Ward and Wizard Lock) cast on them at one time, but only one (1) of those spells may be a ward. A **Wizard's Lock** cast on items (like chests) does not count against this limit. A building may also have one (1) creature per occupied bed, but may not go past a total of four (4) creatures.

Wards may only be cast on physical walled structures (Buildings, Tents and Canopies with walls). The ward will adhere to the outside walls of the structure and cannot extend outward or beyond the corners of the structure. If your building has a porch with posts instead of walls, you can use a wizard lock to provide some protection to the porch area. Pavilions with 2 or more open or screened in sides may be wizard locked, but not warded.

At Hard Labor state park there are a few two-sided cabins with a small shared entryway between them. These are known as councilor cabins. If everyone agrees, you may protect both sides of those cabins with a single ward that goes around the outside of the two cabins. Otherwise, each side of these cabins can have their own ward, but the hallways between them may not have a ward or wizard lock.

The Tavern may never have a ward or wizard lock placed on its outer structures - regardless of what site is being used. There are some rooms inside taverns that may receive a ward, if you are unsure if a room inside a tavern can be warded, just ask.

DOORS

Because of the restrictions of playing in state parks, as well as safety concerns, doors are considered to be indestructible in-game. Doors may not be blocked or prevented from opening. This means that you are not permitted to physically bar a door closed. In combat, if a question arises on whether a door is or should be open or closed, the default ruling will be that the door is open.

SKILL SYSTEM

The *Veil of Ashes* system is based on leveling to gain build points that are used for the purchase of skills. Most skills you have learned will be printed on your player card. Ensure that all of your skills are printed correctly on your card after you check-in.

When creating your character, you can purchase any skill that you would like, assuming that you have the build to do so. After you have created your character, new skills must be learned in play. To learn a new skill, you will need to find a teacher that is willing to teach you the skill you wish to learn. Anyone can teach another character any skill that they know, so long as the character asking for the skill has the prerequisites to purchase said skill. You will need to turn in a teacher card at the end of the event with your teacher's signature and what skill is being learned in your check-out envelope in order to have the skill entered onto your player card for the next event.

Some skills, such as Apothecary, have levels associated with them that improve the character's ability with the skill. After you have learned the first level, you will not need a teacher for additional levels.

If you learn a skill that you decide no longer fits your character, or is no longer any use to your character, you may ask logistics to sell that skill back for you. If approved, you will regain the build you spent on that skill but may not purchase the skill again in the future.

TAGS AND CARDS FOR SKILLS

Each player in *Veil of Ashes* will receive a card that has all the skills you have purchased for your character, along with your Body Points.

SKILL COSTS

(*) These skills may be improved by purchasing the skill multiple times.

SKILL CHARTS

COMBAT

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Armor Training*	5	5	8	5	8	10	8	None
Critical Slay/Parry	--	15	20	--	25	30	25	Weapon Proficiency +2
Spellstrike/Parry	--	--	--	15	--	--	--	Spellblade, Weapon Prof +2
Fatal Blow/Parry	15	20	--	--	--	--	--	2 Critical Slays (Brigand) Weapon Proficiency +2 (Warrior)
Fatal Shield Parry	15	20	--	--	--	--	--	Fatal Blow/Parry, Shield
Fortify*	3	3	3	3	3	3	3	None
Iron Grasp	3	3						+2 Proficiency
Shield	5	5	7	7	7	15	10	None
Two Weapon	5	5	5	7	7	14	10	None
Thrown Weapon	4	4	0	4	4	4	4	None
Shield parry	--	15	20	15	25	30	25	Critical Slay or Spell Strike, Shield
Weapon Proficiency*	15	15	25	20	35	45	35	None
1 Handed Weapon	5	5	5	5	5	10	7	
2 Handed Weapon	5	5	10	5	10	15	7	
Wear Extra Armor*	--	2	4	2	6	8	6	None

STEALTH

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Assassinate/Dodge	15	12	--	20	12	20	15	Backstab +3
Backstab*	15	10	10	20	12	25	20	Waylay
Terminate/Dodge	--	15	12	--	--	--	--	2 Assassins (Brigand) Backstab +3 (Assassin)
Waylay	10	6	6	12	8	15	12	None

TACTICAL STRIKES

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Unleashed	10	--	--	--	--	--	--	Tactical Strike
Guard	5	--	--	--	--	--	--	Tactical Strike
Regenerate	5	--	--	--	--	--	--	Tactical Strike
Giantslayer	15	--	--	--	--	--	--	Tactical Strike
Juggernaut	10	--	--	--	--	--	--	Tactical Strike
Tactical Strike	--	--	--	--	--	--	--	Warrior

ROGUISH INGENUITY

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Elemental Blades	--	--	5	--	--	--	--	Roguish Ingenuity
Heart Piercer	--	--	15	--	--	--	--	Roguish Ingenuity
Blade of Insanity	--	--	10	--	--	--	--	Roguish Ingenuity
Venom Blade	--	--	10	--	--	--	--	Roguish Ingenuity
Torpor Blade	--	--	5	--	--	--	--	Roguish Ingenuity
Roguish Ingenuity	--	--	--	--	--	--	--	Assassin

CANTRIPS

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Message Arrow	--	--	--	--	--	10	--	Cantrip
Wall of Force	--	--	--	--	--	5	--	Cantrip
Circle of Stabilization	--	--	--	--	--	5	--	Cantrip
Reverse Time	--	--	--	--	--	15	--	Cantrip
Meditation	--	--	--	--	--	5	--	Cantrip
Cantrip	--	--	--	--	--	--	--	Sorcerer

MAGIC

Skill Name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Primary Column Spell Slot Level 1	3	3	2	1	1	1	2	Ethereal: Read Magic Primal: First Aid Healing Arts
Primary Column Spell Slot Level 2	3	3	2	1	1	1	2	Primary Column Spell Slot Level 1
Primary Column Spell Slot Level 3	6	6	4	2	2	2	4	Primary Column Spell Slot Level 2
Primary Column Spell Slot Level 4	6	6	4	3	3	2	4	Primary Column Spell Slot Level 3
Primary Column Spell Slot Level 5	9	9	6	3	3	3	6	Primary Column Spell Slot Level 4
Primary Column Spell Slot Level 6	9	9	6	4	4	3	6	Primary Column Spell Slot Level 5
Primary Column Spell Slot Level 7	12	12	8	5	5	4	8	Primary Column Spell Slot Level 6
Primary Column Spell Slot Level 8	12	12	8	5	5	4	8	Primary Column Spell Slot Level 7
Primary Column Spell Slot Level 9	15	15	10	6	6	5	10	Primary Column Spell Slot Level 8
Secondary Column Spell Slots	x2	x2	x2	x2	x2	x2	x2	School Specific
Ritual Magic*	6	6	6	4	4	2	6	1x 9th Level Spell

SPECIAL

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Resist Charm	2	2	2	2	2	2	2	The Fae
Resist Charm Charm Break	4	4	4	4	4	4	4	The Fae
Resist Disease	2	2	2	2	2	2	2	Scavenger
Resist Elemental	5	5	5	5	5	5	5	Etharian
Resist Emotion	4	4	4	4	4	4	4	Deep Elf, Menhir
Resist Healing	5	5	5	5	5	5	5	Special
Resist Fear	2	2	2	2	2	2	2	Orc
Resist Metabolic	5	5	5	5	5	5	5	Strigoi
Resist Corruption / Necromancy	5	5	5	5	5	5	5	Special
Resist Sleep	3	3	3	3	3	3	3	Elf, Deep Elf, The Fae
Resist Toxin	5	5	5	5	5	5	5	Sea elf, Scavenger
Siphon Life	5	5	5	5	5	5	5	Strigoi
Shadow Step	--	--	--	--	5	--	--	Shadow, Max of 3

CRAFTING SKILLS

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Blacksmith*	4	4	4	4	4	4	2	None
Chef*	4	4	4	4	4	4	2	None
Artificer*	4	4	4	4	4	4	2	None
Runecraft*	4	4	4	4	4	4	2	None

PRODUCTION SKILLS

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Apothecary*	6	6	5	5	5	5	3	Herbal Lore
Herbal Lore	4	4	4	4	4	4	4	None

TRADE SKILLS

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Astrology	3	3	3	3	3	3	3	None
Craftsman	2	2	2	2	2	2	2	None
Role-Playing Only	2	2	2	2	2	2	2	None
Tracking Rank 1	2	2	2	2	2	2	2	None
Tracking Rank 2-5*	1	1	1	1	1	1	1	None
Harvester*	4	4	4	4	4	4	2	Special
Logistics	3	3	3	3	3	3	3	None
Survival	5	5	5	5	5	5	5	Special

KNOWLEDGE BASED SKILLS

Skill name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
First Aid	6	6	4	2	2	2	4	Healing Arts
Healing Arts	4	4	4	2	2	2	4	None
Lore; Knowledge	3	3	3	3	3	3	3	Special
Read Magic	8	8	8	4	4	4	4	None

COMBAT SKILLS

ARMOR TRAINING

Prerequisite(s): None

With each purchase of this skill, a character is able to make more effective use of the armor they are wearing, adding Five (5) Points to their suit's overall Armor Points upon Check-In. Total Armor Training points gained from this skill cannot exceed double the base armor point value of the Armor a character is wearing and may not exceed Class Maximums.

Example:

An Assassin wearing Twenty-Five (25) Points of Armor with One (1) Rank would count as having Thirty (30) Points, but could not benefit from a second rank since their Class Maximum is Thirty (30).

Alternatively, a Warrior wearing Twenty (20) Points of Armor with Five (5) Ranks would count as having Forty (40) points of Armor with the 5th Rank of the skill having no benefit because the combined total cannot exceed double their suit's Base Value.

FORTIFY

Prerequisite(s): None

Each purchase of this skill will increase a character's body points (Total and Maximum) and can be purchased multiple times. For each time the skill is purchased *Warriors* gain Three (3) Hit Points, *Brigands*, *Spellblades*, *Assassin* gains Two (2) Hit Points, *Shadows* and *Sorcerers* gain One (1) Hit Points. There is no limit to the number of times this skill may be purchased.

IRON GRASP

Prerequisite(s): Warrior Class/Brigand only, +2 Weapon Proficiency

The Iron Grasp skill allows the warrior to Resist the effects of disarming magic and effects one (1) time per reset this skill is purchased.

SHIELD PARRY

Prerequisite(s): Critical Slay (or Spell Strike), Shield

A Shield Parry may be purchased once for every **Critical Slay** or **Spell Strike** ability a character possesses.

For each purchase of Shield Parry, a character may expend it to negate a single physical blow, Critical Slay or Critical Slay Unparryable as well as anything else that can normally be parried with a Shield (Venoms, and other physical ranged attacks) they are hit with by calling "Shield Parry"

A Character with this skill could also use it for an ally within arm's reach. This skill may also be used to block spells or other attacks that have struck a victim within arm's reach, however the user of the Shield Parry skill will take the effect unless appropriately protected.

FATAL SHIELD PARRY

Prerequisite(s): Two Shield Parries, One (1) Fatal Blow, Warrior, Brigand Only

A Fatal Shield Parry may be purchased once for every Fatal Blow and Two Shield Parries possessed.

For each purchase of the Fatal Shield Parry, a character may expend it to negate a single physical blow, Critical Slay, Fatal Blow, Unparryable attacks, as well as anything else that can normally be parried with a Shield (Venoms, and other physical ranged attacks) they are hit with by announcing "Fatal Shield Parry". It is not necessary to actually parry or block the attack.

A Character with this skill could also use it for an ally within arm's reach. This skill may also be used to block spells or other attacks that have struck a victim within arm's reach, however the user of the Fatal Shield Parry skill will take the effect unless appropriately protected. **Warriors** do not have to purchase Shield Parries and may purchase One Fatal Shield Parry for each Fatal Blow they possess.

CRITICAL SLAY

Prerequisite(s): Weapon Proficiency +2

A Critical Slay allows a character to drop one victim to the **Slain** status with one blow, once per reset for every time the skill is purchased. To activate this skill, you would say "Prepare to die, Slay!"

If the initial swing misses, the Critical Slay is still active for thirty (30) seconds. The attacker will continue to say "critical active" until they are ready to make another attack. When making contact with the victim again you must say "Slay" again.

If using a thrown weapon, add "unparryable" to the end.

Spirit Shield can protect a victim from a Critical Slay, but the victim is left with only one (1) Hit Point. Critical Slay may be negated by Critical Parry, Shield Parry, Fatal Parry, and Fatal Shield Parry.

The Dodge skill will allow a character to Dodge a Critical Slay that hits them, however, the Blow remains active.

A Critical Slay will cause 50 points of damage to creatures with Greater Body.

SPELL STRIKE

Prerequisite(s): Weapon Proficiency +2, Spellblade Class

This skill allows the Spellblade to mimic a spell that was memorized during their last spell reset and recall that spell with a strike from a melee weapon. The spell does not have to be in your memory at the time you transfer the spell to your weapon, but it must have been a spell that you memorized when you performed your most recent spell reset. Transferring a spell from memory into a Spell Strike does not cause the spell to be lost. Alternatively, this ability may also be used as a **Critical Parry**.

A Spellblade may purchase one **Spell Strike** ability at the cost of 15 build for every two weapon proficiencies purchased.

To use this skill the player will announce: "Activate! Spell Strike - Sleep"

If used as a Critical Parry the player will announce: "Activate! Critical Parry"

CRITICAL PARRY

Prerequisite(s): Critical Slay

A character with the Critical Slay skill may expend it to negate a single physical blow or Critical Slay they are hit with by announcing "Critical Parry" or "Parry". It is not necessary to actually parry or block the attack.

Magical effects, Spells, ranged weapons, and packet-delivered attacks may not be parried. Damage from a weapon may be parried.

FATAL BLOW

Prerequisite(s): Weapon Proficiency +6, Two (2) Critical Slays, Warrior, and Brigand

A Fatal Blow allows a character to drop one victim to the **Dead** status with one blow, once per reset for every time the skill is purchased. To activate this skill, you would say "Prepare to die, fatal blow!"

If the initial swing misses, the Fatal Blow still active for thirty (30) seconds. The attacker will continue to say "Fatal Blow active" until they are ready to make another attack. When making contact with the victim again you must say "Fatal blow" again.

If using a thrown weapon, add "unparryable" to the end.

Spirit Shield **will** protect a victim, but Critical Parry or Shield Parry **will not**. Fatal Blow may only be negated by Fatal Parry and Fatal Shield Parry. The Dodge skill will allow a character to Dodge a Fatal Blow that hits them, however, the Fatal Blow remains active.

A Fatal Blow will cause 100 points of damage to creatures with Greater Body.

**Warriors may purchase Fatal Blow every +2 Weapon Proficiencies and do not have to purchase Critical Slays.*

FATAL PARRY

Prerequisite(s): Fatal Blow

A character with the Fatal Blow skill may expend it to negate a single physical blow, Critical Slay, or Fatal Blow they are hit with by announcing "Fatal Parry". It is not necessary to actually parry or block the attack.

Magical effects, Spells, ranged weapons, and packet-delivered attacks may not be parried. Damage from a weapon may be parried.

ONE-HANDED WEAPON

Prerequisite(s): None

One-handed weapon skill allows a character to pick up any melee weapon of the one-handed category, so long as their character can use it.

TWO-HANDED WEAPON

Prerequisite(s): None

Two-handed weapon allows a character to pick up and make use of any melee weapon that requires two hands to wield.

THROWN WEAPON

Prerequisite(s): None

This skill will allow a character to use approved thrown weapons in combat. Characters may purchase weapon proficiencies per their class to increase the damage to thrown weapons. Assassin's will use their Backstabs to increase thrown weapon damage. Waylay, may not be used with Thrown Weapons. **Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.**

TWO WEAPON

Prerequisite(s): None

This skill will allow a character to use two one-handed weapons at one time, but only one may be longer than 32 inches (max 44 inches). The other must be 32 inches or smaller. Spears and Staves more closely follow the rules of two-handed weapons and therefore cannot be used in conjunction with another weapon/shield. With this skill, any Backstabs, Assassinations, Terminates, Proficiencies, Critical Slays, and Fatal Blows you previously had in your main hand can now be used in either hand.

SHIELD

Prerequisite(s): None

This skill will allow a character to use an approved shield. Shields are used to block damage from physical attacks. You may only wield a one-handed weapon with a shield. Staves and Spears cannot be used with a shield.

NOTE: Center Grip Shields are not approved for combat at *Veil of Ashes*.

WEAPON PROFICIENCY

Prerequisite(s): None

The Weapon Proficiency skill allows a character to increase the amount of damage they do with a weapon by one (1) point each time the skill is purchased.

WEAR EXTRA ARMOR

Prerequisite(s): None

This skill will increase the maximum amount of armor that a character may utilize. Each time this is purchased, the character maximum armor is increased by Five (5) points. Brigands and Spellblades can purchase this skill up to Six (6) times, Assassins up to Four (4) times, Shadows Three (3) times, and Sorcerers Two (2) times.

STEALTH SKILLS

Waylay

Prerequisite(s): None

The Waylay skill allows a character to attempt to knock out a character or monster. This attack must be from behind and can only be done once per combat on the same target. You must strike the target in the upper back with a *small weapon- waylay widget that is made completely from foam while saying "Waylay." This will put the victim at the Unconscious status if successful

This effect may be stopped by the Spirit Shield or wearing rigid armor on the back of your neck.

Note: If the armor on the back of your neck is pliable like EVA foam or soft leather, it would not count as rigid for the purposes of Waylay, even if you are getting the armor point value as plate or another rigid material. I.e. if it can bend out of play it will not stop this attack.

BACKSTAB

Prerequisite(s): Waylay

This skill adds one (1) point of damage for each time the skill is purchased while attacking a creature from behind. No damage is added while the target is facing you.

DODGE/DODGE BLOCK

Prerequisite(s): Backstab +3, Assassin, Brigand, and Shadow

The Dodge skill will allow a character to Dodge an attack that they can see coming from the front, is not by surprise, and is not an area of effect ability. The player will say "Dodge!" to denote they have used the skill but acknowledge the hit.

This may only be done once per combat.

A Dodge may also be used as a Dodge Block, which allows the user to take an attack that strikes someone within arm's reach of the characters, saying "Dodge Block." The Character may not follow that up by using a Dodge to negate the effect after using a Dodge Block. This may be done multiple times per combat.

ASSASSINATE

Prerequisite(s): Backstab +3

The Assassinate skill may be used once per reset for every time the skill is purchased. This attack must be dealt to the back (Upper or Lower Torso), and the attacker must be behind the victim. A successful Assassinate will drop the victim to **Slain** status.

Spirit Shield will not protect against an Assassinate, nor can it be dodged or parried by the victim. In the rare case that another character is facing the attacker and is within arm's reach of the victim, they may expend a Critical Parry, Fatal Parry, Shield Parry, or Fatal Shield Parry to stop the attack.

An Assassinate will cause 50 points of damage to creatures with Greater Body.

Assassinate may also be used as a Dodge.

TERMINATE

Prerequisite(s): Backstab +9, Two Assassinate/Dodge, Assassin, and Brigand

The Terminate skill may be used once per reset for every time the skill is purchased. This attack must be dealt to the back (Upper or Lower Torso), and the attacker must be behind the victim. A successful Terminate will drop the victim to **Dead** status.

Spirit Shield will not protect against a Terminate, nor can it be dodged or parried by the victim. In the rare case that another character is facing the attacker and is within arm's reach of the victim, they may expend a Critical Parry, Fatal Parry, Shield Parry, or Fatal Shield Parry to stop the attack.

A Terminate will cause 100 points of damage to creatures with Greater Body.

Terminate may be used as a Dodge by Assassins, Brigands, and Shadows.

Assassins may purchase Terminates every +3 Backstabs and do not have to purchase Assassinate/Dodge or Dodge Blocks.

MAGIC SYSTEM

SPELL SLOTS

Acquiring the ability to cast spells is very different from other skills. When learning how to cast spells, your character will gain what is known as Spell Slots. Spell slots represent how many of a certain level spell you can cast. Once a spell has been cast you will mark it off appropriately on your spell card, effectively reducing the number of spells you are able to cast by one.

LEARNING SPELL SLOTS

Spell Slots must be purchased in a Pyramidal Format. To learn higher-level Spell Slots, you must have at least one additional Spell Slot below the level of the spell you wish to purchase. This restriction is lifted once you have at least four (4) spells at first level. At that point, if you wish, you can start learning additional Spell Slots at higher levels if it's done in a Pyramidal format and the base of that pyramid is at least four. You do not have to stop at four (4) if you wish, you may choose any base between four (4) and nine (9). Once you have filled out your pyramid, you may purchase additional Spell Slots in a column starting at level one and working your way up. You may also choose to continue building your base and learn in a pyramid again.

ACCESS TO SPELLS

While we do encourage all spell casting players to spend time making a unique spellbook, you are not required to have or maintain any spellbook to “memorize” your spells.

All spells currently in the Primal and Ethereal spell lists are available to all players.

There are a few spells that are only available to certain specialty classes. You will gain access to these spells during your journey into your specialty class.

BURST DAMAGE SPELLS AND ABILITIES

Only one (1) Melee Burst Effect and one (1) Magical Burst Effect may be **active** at any time. Burst Effects are damage (melee or magical) enhancing effects that follow a duration or a limited use. These will be notated on the card/tag/ability.

EXAMPLES OF BUILDING A SPELL COLUMN

Spell level	Example of purchasing spells			
9th				
8th				
7th				
6th				
5th				
4th				X
3rd			X	X
2nd		X	X	X
1st	X	X	X	X

Spell level	Example of Column format			
9th				
8th				X
7th			X	X
6th		X	X	X
5th	X	X	X	X
4th	X	X	X	X
3rd	X	X	X	X
2nd	X	X	X	X
1st	X	X	X	X

Spell level	Example of continuing the pyramidal format							
9th								X
8th							X	X
7th						X	X	X
6th					X	X	X	X
5th				X	X	X	X	X
4th			X	X	X	X	X	X
3rd		X	X	X	X	X	X	X
2nd	X	X	X	X	X	X	X	X
1st	X	X	X	X	X	X	X	X

RITUAL MAGIC

Practitioners of ritual magic are skilled spellcasters who have devoted time and knowledge to hone their skills at the more structured and disciplined application of magic. Capable of producing powerful effects, ritual magic can cleanse the strongest taints, dispel potent magics, apply and remove curses, bind and store magics into Binding Focuses, and more.

Ritual Magic requires one (1) 9th level spell of any school to purchase. Players will be allowed to purchase as many ranks of Ritual Magic as they want/can afford with Build.

Skill Name	Warrior	Brigand	Assassin	Spellblade	Shadow	Sorcerer	Artisan	Prerequisites
Ritual Magic*	6	6	6	4	4	2	6	1x 9th Level Spell

SCHOOLS OF MAGIC

ETHEREAL MAGIC

Prerequisite(s): *Read Magic*

Ethereal casters draw from the Ethereal to create potent forms of magical damage. They also are adept at weaving their spells to protect others through reinforcing their armor. The utility spell selection that accompanies their offensive capability makes Ethereal casters a great addition to any party.

PRIMAL MAGIC

Prerequisite(s): *Healing Arts, First Aid*

Primal casters manifest much of their power from the world around them and are known for their healing abilities. While most of their spells are not as offensive as an Ethereal caster, their abilities over life and death are second to none.

ETHEREAL SPELL LIST

LVL 1-8 ELEMENTAL BOLT (ELEMENTAL)

Duration: Instant

The caster throws an elemental bolt at the target, which does 5 points of elemental damage multiplied by the level of the spell used. This spell may be memorized at spell levels 1-8.

Verbal: I summon an elemental bolt of <fire, ice, or lightning> x(damage)(element).

Example: If you used this spell as a 5th level spell while using fire damage, you would say "I summon an elemental bolt of fire. 25 Flaming"

LVL 1-5 REPAIR ARMOR (ENCHANTMENT)

Duration: Instant

Caster repairs the physical armor of a target (or body of a construct) for 4 points per level of the spell used. This spell may be used at spell levels 1-5.

Verbal: With Ethereal force I Repair your Armor. (followed by stating X repair. X is 4 times the level of the spell used.

LEVEL 1

DISARM (DISARMING)

Duration: 5 Seconds

Any item that is being held must be dropped and cannot be picked up again by the spell target for 5 seconds. The caster must specify the item to be dropped. The named item must be specific enough for the target to understand what the target of the spell is, without further clarification. If the target is holding multiple of the item that is specified, the target chooses which one to drop.

As an example, if the caster states “With Ethereal force I disarm your sword” and the target is holding a sword in each hand then the target chooses which one to drop. If the spell caster wishes to be more specific, they could say “With Ethereal force I disarm your <Right Sword>” and the target would have to drop the sword in their right hand.

Verbal: With Ethereal force I disarm your <item>.

ENDOW STRENGTH (ENCHANTMENT)

[MELEE BURST DAMAGE]

Duration: 5 Game Days

The target's next action that requires strength will use this spell. If the target uses their weapon it will add **+2 damage for three attacks**. The spell will also be used if the target attempts an action that would require great strength. Examples would be moving at full speed while carrying an immobilized or willing character for 10 seconds (up to 25 feet), throwing an immobilized or willing character up to 10 feet, but the character must end up in a safe location that the player is physically able to get to. This skill can also be used to attempt to move a heavy object but is subject to the ruling of the Marshal on hand.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: With Ethereal force I endow you with strength.

SHIELD (ENCHANTMENT)

Duration: 5 Game Days

This spell when cast on a target grants **10 extra armor points**. This armor will take damage before the character's physical armor points are affected. *The Shield spell will not exceed your max armor points. IE - A caster wearing max armor, cannot gain 10 extra armor on top of that.*

Verbal: With Ethereal force I shield you from harm.

LIGHT (ENCHANTMENT)

Duration: 12 Hours

This spell creates a faint glow that emits from an object. The light produced is of low intensity and will only create a soft glow around the object. The spell must be represented by a true light source, remembering that it should not be brighter than a standard glowstick and should not focus light into a single point, as a flashlight would. Any standard glowstick is an acceptable phys-rep for the light spell.

Verbal: With Ethereal force I light my way.

LEVEL 2

GREATER ENDOW STRENGTH (ENCHANTMENT) *[MELEE BURST DAMAGE]*

Duration: 5 Game Days

The target may use this spell when they wish to, and not only on their next action, unlike the Endow Strength spell. If the spell is used in combat, it will add **+2 damage to all their attacks for 60 seconds**. This spell may also be activated for a feat of great strength. Examples would be moving at full speed while carrying an immobilized or willing character for 10 seconds (up to 25 feet), throwing an immobilized or willing character up to 10 feet, but the character must end up in a safe location that the player is physically able to get to. This skill can also be used to attempt to move a heavy object but is subject to the ruling of the Marshal on hand.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: With Ethereal force I endow you with great strength.

DETECT MAGIC (ENCHANTMENT)

Duration: Instant

This spell can be cast on any item or person to see if the object has magical properties. This will only be known to the caster and is not evident to others that are in the area. This spell will not show what kinds of magic are on the item or person, only if there are magical effects present. Casting this on a person would not tell you if they are carrying magical items, like a sword or a ring, because the magic is only present on those items explicitly.

Verbal: With Ethereal force I detect magic.

REPULSE (REPELLING)

Duration: Concentration

This spell only works on living targets. The target shall not come any closer than 10 feet to the caster. If the target is closer than 10 feet when the spell is cast, they must halt any advances towards the caster, but may still move away. The caster must hold their hand up with their palm facing the target. Any action that causes the caster to drop their hand will break this spell.

Verbal: With Ethereal force I repulse this being.

LEVEL 3

LESSER DISPEL MAGIC (DISPELLING)

Duration: Instant

This spell will remove the effects of any spell that is level 3 or lower on the target.

Verbal: With Ethereal force I dispel lesser magic.

SHATTER (DESTRUCTION)

Duration: Instant

This spell may be used to either destroy an item or harm creatures that may be shattered, like skeletal undead. The item can be no larger than something that can be held in one's hands - swords, shields, brooms...etc. If used on a creature, you would say "shatter your body" in the verbal. If the creature is affected by shatter, they will typically take 25 body damage.

The Shatter spell will not have any effect on a weapon that is being empowered by a weapon rod. i.e. if you have a Weapon Rod active on you that contains any magical benefits, that weapon cannot be shattered. In this scenario, you will say "No Effect" when hit with the Shatter spell. If the spell targets a weapon or a shield that is not being empowered by a weapon rod, you take the effect of the Shatter.

Verbal: With Ethereal force I shatter your <item>.

TRAP (CONFINING)

Duration: Line of Sight

This spell will trap one foot (target's choice) to the ground. The target may still move but must keep one foot planted firmly to the ground.

Verbal: With Ethereal force I trap you.

LEVEL 4

ENCHANTED WEAPON (ENCHANTMENT)

[MELEE BURST DAMAGE]

Duration: 5 Game Days

The target of this spell can choose when to activate the effect, but only if the target has not had the spell removed through dispelling magic, or death. Upon activation, the target may call **+2 magical damage for 5 minutes**, at which time the spell is consumed.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: With Ethereal force I enchant your weapon.

LESSER SPELL SHIELD (PROTECTION)

Duration: 3 Game Days

The target will be protected from the next spell that is 4th level or lower that hits them. The target must say "Flash" to denote that they were protected from the spell. This is a visible effect.

Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.

Verbal: With Ethereal force I grant you a lesser spell shield.

BIND (CONFINING)

Duration: Line of Sight

The target will have their arms bound to their sides and is unable to use them in any way, including wielding weapons or casting spells.

Verbal: With Ethereal force I bind your arms.

SHATTER ARMOR (DESTRUCTION)

Duration: Instant

This spell may be used to either destroy a target's armor or harm creatures that may be shattered, like skeletal undead. This will immediately reduce all physical armor points worn to zero. Typically this spell will do 40 points of damage if the creature is affected.

Verbal: With Ethereal force I shatter your armor.

SLOW (CONFINING)

Duration: Line of Sight

The Slow spell reduces the target to half speed, making them *unable to run or use the Dodge skill*. This spell will not lower movement speed below half.

Verbal: With Ethereal force I slow your body.

LEVEL 5

ELEMENTAL SHIELD (ELEMENTAL, PROTECTION)

Duration: 3 Game Days

This shield will protect the target from the next elemental spell or effect that strikes them, **no matter the source** (Fire, Ice, Lighting, or acid). The target must say “Elemental Shield” to denote that they were protected from the effect. This is a visible effect.

Verbal: With Ethereal force I grant you an Elemental Shield.

MIND DECAY (MIND-AFFECTING)

Duration: Instant

This spell will do ten points of body damage to the target.

Verbal: With Ethereal force I decay your mind, 10 Body.

SILENCE (SILENCING)

Duration: 5 Minutes

This spell will silence the target. This prevents them from being able to speak or cast spells.

Verbal: With Ethereal force I silence your voice.

SLEEP (MIND-AFFECTING)

Duration: 5 Minutes

Target is put into a deep sleep. They may be woken up by either shaking them for 10 seconds or dispelling the effect.

Verbal: I fatigue your mind and command you to sleep.

LEVEL 6

CHARM (CHARMING)

Duration: 5 Minutes

The target of this spell will get near the caster and treat them like their closest friend. Target will not know that the charm spell was cast on them and no amount of role-playing will convince the target that they are charmed. The target will listen to suggestions from the caster, but will not do things they normally would not do. The charm is broken if the caster attacks the target.

Verbal: I bend your will to be under my charm.

DISPEL MAGIC (DISPELLING)

Duration: Instant

This spell will remove the effects of any spell that is level 6 or lower on the target.

Verbal: With Ethereal force I dispel all magic.

REFLECT MAGIC (PROTECTION)

Duration: 5 Game Days

The target of this spell receives a spell shield that will reflect the next spell that hits them, that is 6th level or below, back at the caster. The player must say “reflect” when hit by the spell to announce to the caster that the spell has been reflected back to them. *Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.*

For the Elemental Bolt and Heal Wounds/Cause Wounds spells, reflect will work on any spells that do up to thirty (30) points of healing or damage. Any damage or healing above that will bypass the Reflect Magics protections and will take effect.

Verbal: With Ethereal force I grant you a reflect magic.

WEB (CONFINING)

Duration: Line of Sight

This spell will confine the target in a magical web that covers their body from neck to the ground making them immovable. When webbed, you must stand still with your hands at your sides. The target may still speak and look around but may not take *any* further action. These bindings are magical and may not be cut away by physical means, only a dispel magic or breaking line of sight will free a person from a web. Once the caster is dead or unconscious, the web is broken.

Verbal: I confine you in a magical web.

LEVEL 7

SPIRIT SHIELD (PROTECTION)

Duration: 5 Game Days

This spell will protect the character from **Death, Doom, Life, Critical Slay, Fatal Blow,** and **Waylay**. If the character is hit by a Death, Doom, or Life spell they are immediately put at 1 body, and all remaining spell protections and enchantments are removed. If struck with a Critical Slay or a Fatal Blow, the player is left at 1 body. Spirit Shield will completely protect the character from a waylay, but the Spirit Shield is expended.

When struck with a spell or ability that this spell would protect your character from, you must state "Spirit Shield" to denote you were protected, which is a visible effect.

This spell *can* be cast on a dead or unconscious target.

Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.

Verbal: With Ethereal force I grant you a Spirit Shield.

MIND ROT (MIND-AFFECTING)

Duration: Instant

This spell will do twenty points of body damage to the target.

Verbal: With Ethereal force I rot your mind, 20 body.

DRAIN LIFE (METABOLIC)

Duration: 5 minutes

The target of this spell has their energy sapped from them. They will only have the strength for minor actions, such as crawling on the ground, speaking softly, or consuming a curative “potion”. The target is not considered subdued and may defend against any killing blow.

Verbal: With Ethereal force I drain your life.

WIZARD’S LOCK (PROTECTION)

Duration: 1 Game Event

The Wizard Lock spell will create a magical barrier around a single object such as a chest, the outside walls of a building, or a single room within a building. *A lock and key must be physically represented by two objects that are designed to fit together, such as a piece of wood with one side cut out so that the two pieces will fit back together.* While the key is placed in the “lock”, the wizard lock is lowered. Removing the “key” from the lock will raise the Wizard Lock, securing the object it was cast on. This effect is a translucent magical effect and may be seen by anyone. The effect on buildings is not distinguishable from a Ward spell and works the same way as a ward.

See “Limits on Building Protections” for more details.

Verbal: I imbue a wizard’s lock to this <item> and grant you the key.

LEVEL 8

GREATER DISPEL MAGIC (DISPELLING)

Duration: Instant

This spell will remove the effects of *any* spell that is level 8 or lower on the target.

Verbal: With Ethereal force I dispel greater magic.

ETHEREAL PRISON (CONFINING)

Duration: Line of Sight (up to 5 minutes)

This spell will instantly forge a magical prison around the target. The target is completely immobilized and may not move or speak but can still see. The target is not rooted to the ground and can be moved by anyone unless they are rooted to the ground by other means. While under the effect of an Ethereal Prison, the target is not affected by physical or magical damage. The caster can release the target from an Ethereal Prison on a three-count (releasing one.. two... three). The Caster may also choose to deliver a Killing Blow to the target following the standard killing blow rules. Additionally, a caster may also cast an Ethereal Prison on themselves and may also release it on a three count.

Ethereal Prison can also be dispelled by Greater Dispel Magic.

Verbal: I confine you with an Ethereal Prison.

SPELL SHIELD (ENCHANTMENT)

Duration: 5 Game Days

The target will be protected from the next spell that is 8th level or lower that hits them. The target must say "Flash" to denote that they were protected from the spell. 1st and 2nd level spells can be flashed without removing the Spell Shield. This is a visible effect. *Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.*

Verbal: With Ethereal force I grant you a Spell Shield

TEMPEST BLADE (ENCHANTMENT)

[MELEE BURST DAMAGE]

Duration: 3 Game Days

The target of this spell can choose when to activate the effect, but only if the target has not had the spell removed through dispelling magic, or death. Upon activation, the target may call +4 elemental damage for five (5) minutes, at which time the spell is consumed.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: With an Ethereal Tempest, I enchant your weapon with <fire, ice, or lightning>.

LEVEL 9

CIRCLE (PROTECTION)

Duration: 10 Minutes

This spell will create a magical sphere around the caster that will prevent anyone or anything from entering or leaving the circle. The circle must be inscribed on the ground around them before the spell may be cast and can be no more than a 6-foot radius. The circle may be raised or lowered at any time by the caster announcing "Circle up" or "Circle Down". The caster must hold a weapon or their hand in the air to show that the circle is up, and must lower their weapon or hand when the circle is down. If the caster leaves the area that they cast the circle on or is subdued, the circle is expired.

Verbal: I inscribe a circle of defense to safeguard me from harm.

DOOM (DEATH)

Duration: Instant.

Target of this spell is instantly killed and will immediately go to dead status. A spirit shield or a mask are the only defenses against a Doom.

Verbal: I release and doom your soul.

ELEMENTAL SURGE (ELEMENTAL)

Duration: Instant

Caster throws an elemental surge at the target which deals 50 points of elemental damage. This damage is blocked by armor.

Verbal: I summon forth an elemental surge of <fire, ice, or lightning> x(damage)(element)

Example: When casting this spell, if you were casting it as elemental fire you would say “I summon forth an elemental surge of fire. 50 flaming!”

PLANER SHACKLE (ENCHANTMENT)

Duration: 5 minutes

The target of this spell will be unable to leave this plane by any means for the duration of the spell. In addition, a target that is struck with a Planer Shackle may not phase, teleport, rift, or step through any portals.

Verbal: With Ethereal force I shackle you to this plane.

WARD (PROTECTION)

Duration: 1 Game Event

This spell will allow the caster to ward a single room. A shield will surround the room barring anyone or anything from entering or leaving. This effect is a translucent magical effect and may be seen by anyone. The effect is not visibly distinguishable from a Wizard's lock spell. The lock and key must be represented by a unique item that is two pieces designed to fit together, which must be approved by staff. While the key is placed in the lock, the ward is lowered but is raised as soon as it is removed. However, if someone is standing on the ward then it will not be raised.

Verbal: With Ethereal force I forge a lock and key to ward entry.

PRIMAL SPELL LIST

LVL 1-8 HEAL WOUNDS/CAUSE WOUNDS (HEALING/CORRUPTION)

Duration: Instant (Reversible)

This spell may be used at spell levels 1-8.

When used as the Heal Wounds spell it will heal the target for 4 times the level of the spell used. When used as the Cause Wounds spell it will cause damage equivalent to 4 times the level of the spell used.

The damage of Cause Wounds is taken directly to your body hit points, thus ignoring armor points.

If a character is at the slain status, you must use a 6th level or above version of this spell to heal them.

Verbal: I call forth the Primal to heal your wounds, X (healing)

I call forth the Primal to cause wounds, X (corruption)

Example: If you used this spell as a healing spell at 5th level, you would say "I call forth the Primal to heal your wounds. 20 healing"

LEVEL 1

DISARM (DISARMING)

Duration: 5 Seconds

Any item that is being held must be dropped and cannot be picked up again by the spell target for 5 seconds. The caster must specify the item to be dropped. The named item must be specific enough for the target to understand what the target of the spell is, without further clarification. If the target is holding multiple of the item that is specified, the target chooses which one to drop.

As an example, if the caster states "I call forth the Primal to disarm your sword" and the target is holding a sword in each hand then the target chooses which one to drop. If the spell caster wishes to be more specific, they could say "I call forth the Primal to disarm your <Right Sword>" and the target would have to drop the sword in their right hand.

Verbal: I call forth the Primal to disarm your <item>.

ENDOW STRENGTH (ENCHANTMENT)

[MELEE BURST DAMAGE]

Duration: 5 Game Days

The target's next action that requires strength will use this spell. If the target uses their weapon, it will add **+2 damage for three attacks**. The spell will also be used if the target attempts an action that would require great strength. Examples would be moving at full speed while carrying an immobilized or willing character for 10 seconds, throwing an immobilized or willing character up to 10 feet, but the character must end up in a safe location that the player is physically able to get to. This skill can also be used to attempt to move a heavy object but is subject to the ruling of the Marshal on hand.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: I call forth the Primal to endow you with strength.

LIGHT (ENCHANTMENT)

Duration: 12 Hours

This spell creates a faint glow that emits from an object. The light produced is of low intensity and will only create a soft glow around the object. The spell must be represented by a true light source, remembering that it should not be brighter than a standard glowstick and should not focus light into a single point, as a flashlight would. Any standard glowstick is an acceptable phys-rep for the light spell.

Verbal: I call forth the Primal to light my way

BLESS (ENCHANTMENT)

Duration: 5 Game Days

This spell will fortify the target's body and provide them with 10 additional points of body. This body is the first to be lost after armor.

The body provided by bless cannot be healed, once the 10 points are gone you must receive another Bless. This spell is also not a healing spell so it cannot be used to heal a person that is unconscious or worse.

Verbal: I call forth the Primal to bless you.

LEVEL 2

GREATER ENDOW STRENGTH (ENCHANTMENT) *[MELEE BURST DAMAGE]*

Duration: 5 Game Days

The target may use this spell when they wish to, and not only on their next action, unlike the Endow Strength spell. If the spell is used in combat, it will add **+2 damage to all their attacks for 60 seconds**. This spell may also be activated for a feat of great strength. Examples would be moving at full speed while carrying an immobilized or willing character for 10 seconds, throwing an immobilized or willing character up to 10 feet, but the character must end up in a safe location that the player is physically able to get to. This skill can also be used to attempt to move a heavy object but is subject to the ruling of the Marshal on hand.

You may have up to three (3) total attack spells cast on a character at one time, but you may not benefit from more than one attack buffing spell at a time. (See Stacking Attack Spells)

Verbal: I call forth the Primal to endow you with great strength.

REPULSE (REPELLING)

Duration: Concentration

This spell only works on living targets. The target shall not come any closer than 10 feet to the caster. If the target is closer than 10 feet when the spell is cast, they must halt any advances towards the caster, but may still move away. The caster must hold their hand up with their palm facing the target. Any action that causes the caster to drop their hand will break this spell.

This spell does not work on Undead

Verbal: I call forth the Primal to Repulse this being

REPEL UNDEAD (REPELLING)

Duration: Concentration

This spell only works on Undead. The target shall not come any closer than 10 feet to the caster. If the target is closer than 10 feet when the spell is cast, they must halt any advances towards the caster, but may still move away. The caster must hold their hand up with their palm facing the target. Any action that causes the caster to drop their hand will break this spell.

Verbal: I call forth the Primal to Repel this Undead

PIN (CONFINING)

Duration: Line of Sight

This spell will trap one foot (Target's Choice) to the ground. The target may still move but must keep one foot planted firmly to the ground.

Verbal: I call forth the Primal to pin you

LEVEL 3

LESSER DISPEL MAGIC (DISPELLING)

Duration: Instant

This spell will remove the effects of any spell that is **level 3 or lower** on the target.

Verbal: I call forth the Primal to dispel all lesser magic.

SHATTER (DESTRUCTION)

Duration: Instant

This spell may be used to either destroy an item or harm creatures that may be shattered, like skeletal undead. The item can be no larger than something that can be held in one's hands - swords, shields, brooms...etc. If used on a creature, you would say "shatter your body" in the verbal. If the creature is affected by shatter, they will typically take 25 body damage.

The Shatter spell will not have any effect on a weapon that is being empowered by a weapon rod. i.e. if you have a Weapon Rod active on you that contains any magical benefits, that weapon cannot be shattered. In this scenario, you will say "No Effect" when hit with the Shatter spell. If the spell targets a weapon or a shield that is not being empowered by a weapon rod, you take the effect of the Shatter.

Verbal: I call forth the Primal to shatter your <item>.

DISEASE/HEAL DISEASE (CORRUPTION, METABOLIC/HEALING)

Duration: Instant (Reversible)

When used as a Disease the caster will first complete the verbal and within 10 seconds may then throw 3 packets which each do “5 Disease”. You may choose when to throw each packet, but any other attack or spell cast by you will conclude this spell and you will lose any of the 3 packets that were uncast. *Damage caused from this tagline to a target’s Body Points will cause the target to be unable to run, use the Dodge skill, and their damage will be reduced by Two (2) in combat. The damage-reducing effect **will** stack with other damage-reducing effects.*

Heal disease will remove the “disease” effect from the target.

Verbal: I call forth the Primal to **heal** disease
I call forth the Primal to **inflict** disease

FEAR/REMOVE FEAR (MIND-AFFECTING)

Duration: 5 minutes/Instant (Reversible)

The fear spell will cause the target to fear the caster and they will attempt to get away from the caster. They may not attack the caster while under the fear effect but may defend themselves while attempting to flee.

You do not have to run away, you just must make your best effort to get away from the creature or player that cast the fear spell on you.

Remove Fear will remove any fear effect that is currently on the target. The caster may target themselves with a “remove fear” if they have been feared.

Verbal: I cripple you with fear.
I call forth the Primal to remove your fear.

LEVEL 4

LESSER SPELL SHIELD (PROTECTION)

Duration: 3 Game Days

The target will be protected from the next spell that is **4th level or lower** that hits them. The target must say “Flash” to denote that they were protected from the spell. This is a visible effect.

Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.

Verbal: I call forth the Primal to grant you a Lesser Spell Shield

BIND/UNBIND (CONFINING)

Duration: Line of Sight (Reversible)

The target of a Bind spell will have their arms snared to their sides and is unable to use them in any way, including wielding weapons or casting spells. Unbind will release the target of any bindings, either the Bind spell or mundane bindings.

Verbal: I call forth the Primal to Bind your arms.
I call forth the Primal to Unbind you.

SHATTER ARMOR (DESTRUCTION)

Duration: Instant

This spell may be used to either destroy a target’s armor or harm creatures that may be shattered, like skeletal undead. This will immediately reduce all physical armor points worn to zero. Typically this spell will do 40 points of damage if the creature is affected.

Verbal: I call forth the Primal to shatter your armor.

CURSE WEAKNESS/REMOVE LESSER CURSE (CURSING)

Duration: 5 Minutes (Reversible)

Curse Weakness will cause the target to lose 4 Proficiency and reduce all damage called in combat by four. Weakness will not reduce the damage you call below the base damage of your weapon. Remove Lesser Curse will remove any 4th level or lower curse.

Verbal: I afflict you with a curse of weakness

I call forth the Primal to remove this lesser curse

LEVEL 5

SILENCE (SILENCING)

Duration: 5 Minutes

This spell will silence the target. The target cannot speak or cast any spells.

Verbal: I call forth the Primal to silence your voice.

SLEEP (MIND-AFFECTING)

Duration: 5 Minutes

The target is put into a deep sleep. Shaking a person that is asleep for 10 seconds will wake them up (waking one, waking two...etc). This spell can be dispelled.

Verbal: I fatigue your mind and command you to sleep.

POISON/PURIFY (CORRUPTION/HEALING)

Duration: 5 minutes/Instant (Reversible)

The target of Poison has their energy sapped from them. They will only have the strength for minor actions, such as crawling on the ground, speaking softly, or consuming an edible or drinkable healing solution. The target is not considered subdued and may not be killing blowed. Purify will remove the poison effect from the target.

This effect is persistent and will remain even after the caster has died.

Verbal: I call upon corruption to Poison you.

I call forth the Primal to Purify your blood.

POISON SHIELD (PROTECTION)

Duration: 5 Game Days

This spell will grant the target a shield that will protect them from the next non-magical poison attack that hits them. When struck with a non-magical poison the target must say "poison shield" to denote that the poison was negated. This shield has a visible effect.

Effects from all Apothecary Gasses are considered poisons, and thus a poison shield can protect you against them. Ingested poisons are not protected by a poison shield. Resists and immunities will always grant protection, even to poisons that are ingested.

Verbal: I call forth the Primal to grant you a Poison Shield.

LEVEL 6

REFLECT MAGIC (PROTECTION)

Duration: 5 Game Days

The target of this spell receives a spell shield that will reflect the next spell that hits them, that is 6th level or below, back at the caster. The player must say "reflect" when hit by the spell to announce to the caster that the spell has been reflected back to them. *Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.*

For the Elemental Bolt and Heal Wounds/Cause Wounds spells, reflect will work on any spells that do up to thirty (30) points of healing or damage. Any damage or healing above that will bypass the Reflect Magics protections and will take effect.

Verbal: I call forth the Primal to grant you a Reflect Magic

DISPEL MAGIC (DISPELLING)

Duration: Instant

This spell will remove the effects of any spell that is level 6 or lower on the target.

Verbal: I call forth the Primal to Dispel Magic

CHARM (CHARMING)

Duration: 5 Minutes

The target of this spell will get near the caster and treat them like their closest friend. Target will not know that the charm spell was cast on them and no amount of role-playing will convince the target that they are charmed. The target will listen to suggestions from the caster, but will not do things they normally would not do. The charm is broken if the caster attacks the target.

Verbal: I bend your will to be under my charm.

SHADOW FORM (ENCHANTMENT)

Duration: 10 Minutes

This is a self-cast spell only. After casting, the casters' physical form becomes a discorporeal shadow and is immune to all physical and most magical damage and effects from battle magic. An Ethereal Imprison will trap a person that is in Shadowform, but they will still be immune to effects as stated above. If not forcibly removed from Shadowform through dispelling magic, it takes a 3-count to reform into a solid body by stating "Returning 1, Returning 2, Returning 3". Until the person is fully reformed they will continue to be immune, as stated above. While in Shadowform, the player must have their arms crossed over their chest. You may walk, but not run, and may hear but not speak. You may not affect the physical world in any way. The character is recognizable to anyone who knows them while in Shadowform. All active spell protections are still in effect while a character is in Shadowform.

Verbal: I call upon the darkness of night to shroud my form in shadow.

LEVEL 7

SPIRIT SHIELD (PROTECTION)

Duration: 5 Game Days

This spell will protect the character from **Death, Doom, Life, Critical Slay, Fatal Blow**, and **Waylay**. If the character is hit by a Death, Doom, or Life spell they are immediately put at 1 body, and all remaining spell protections and enchantments are removed. If struck with a Critical Slay or a Fatal Blow, the player is left at 1 body. Spirit Shield will completely protect the character from a waylay, but the Spirit Shield is expended.

When struck with a spell or ability that this spell would protect your character from, you must state "Spirit Shield" to denote you were protected, which is a visible effect.

This spell *can* be cast on a dead or unconscious target.

Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.

Verbal: I call forth the Primal to Grant you a Spirit Shield.

RESTORE (RESTORATION)

Duration: Instant

This spell will remove all non-permanent negative effects on a living target with the exception of curses and confining spells.

Verbal: I call forth the Primal to Restore you.

DECAY LIMB/RESTORE LIMB (METABOLIC/RESTORATION)

Duration: 5 Minutes/Instant (Reversible)

Decay limb will make the limb that the caster targets become completely unusable, this includes casting, fighting, or using the limb for movement. Restore Limb will recover a limb that has been targeted by a Decay Limb Spell or has been removed by other means.

Verbal: I call forth the Primal to Decay your <target limb>.

I call forth the Primal to Restore your <target limb>.

LEVEL 8

SPELL SHIELD (PROTECTION)

Duration: 5 Game Days

The target will be protected from the next spell that is 8th level or lower that hits them. The target must say "Flash" to denote that they were protected from the spell. 1st and 2nd level spells can be flashed without removing the Spell Shield. This is a visible effect. *Spell protections are not intelligent and will protect the target whether the spell was harmful or beneficial.*

Verbal: I call forth the Primal to grant you a Spell Shield.

HEAL DIRE WOUNDS/GRIEVOUS BOLT OF CORRUPTION (HEALING/CORRUPTION)

Duration: Instant (Reversible)

Heal Dire Wounds will heal the target for 32 points of body damage as well as pick a target up from slain status. Grievous Corruption Bolt will summon a chaotic bolt that will damage the target for 32 points of body damage.

This spell also clears the target of all mind-affecting and metabolic effects, as long as the correct version is cast on them (Heal Dire wounds for non-corrupted, Grievous Corruption bolt for corrupted).

Verbal: I call forth the Primal to heal your dire wounds, 32 Healing
I strike you with a Grievous Bolt of Corruption, 32 Corruption

PARALYZE (METABOLIC)

Duration: 5 Minutes

The target of this spell is unable to move or speak. This effect will persist even if the caster dies. A Greater Dispel Magic, Restore, Heal Dire wounds/Grievous Bolt of Corruption, or Heal-All will remove the effect.

Verbal: I call forth the Primal to Paralyze you.

CURSE PAIN/REMOVE CURSE (CURSING)

Duration: 1 Day/Instant (Reversible)

Curse Pain will cause the target to take double damage from all sources. Remove Curse will remove a curse from the target that is 8th level and below, or any equivalent curse from a monster effect.

Verbal: I call forth the Primal to curse you with pain.
I call forth the Primal to remove your curse.

LEVEL 9

CIRCLE (PROTECTION)

Duration: 10 Minutes

This spell will create a magical sphere around the caster that will prevent anyone or anything from entering or leaving the circle. The circle must be inscribed on the ground around them before the spell may be cast and can be no more than a 6-foot radius. The circle may be raised or lowered at any time by the caster announcing "Circle up" or "Circle Down". The caster must hold a weapon or their hand in the air to show that the circle is up, and must lower their weapon or hand when the circle is down. If the caster leaves the area that they cast the circle on or is subdued, the circle is expired.

Verbal: I inscribe a circle of defense to safeguard me from harm.

HEAL-ALL (HEALING)

Duration: Instant

This spell will heal the target for all damage they have taken and instantly put them at their maximum health. The target will also have all mind-affecting and metabolic effects cleared. This spell cannot be used in any sort of offensive capacity. Heal all will also work on a Corrupted character.

Heal-All will deal 50 points of damage to any undead.

Verbal: I call forth the Primal to heal all your wounds.

HEALING RAIN/TEMPEST OF CORRUPTION (HEALING/CORRUPTION)

Duration: Instant (Reversible)

Healing rain will allow the caster to throw up to 10 packets in succession, healing 5 body with each packet. They will call out "5 healing" when throwing each packet. Each packet must be thrown in succession and taking damage or taking another action by the caster, such as casting another spell or attacking with their weapon, will interrupt the effect. Corruption Tempest will allow the caster to throw up to 10 packets in succession, causing 5 points of body damage with each packet. They will call "5 Corruption" when throwing each packet. Each packet must be thrown in succession within 30 seconds of speaking the verbal. Taking damage or taking another action by the caster, such as casting another spell or attacking with their weapon, will interrupt the effect.

Verbal: I shower you with Primal grace to rain healing upon you.

With the essence of chaos I unleash a tempest of corruption.

LIFE/DEATH (LIFE/DEATH)

Duration: Instant (Reversible)

Life - When used on any creature or player that is not corrupted, the life spell will return them from dead status. They will also be left with only 1 body remaining. This spell can instantly kill any lesser undead and any corrupted creature that is not protected by a Spirit Shield.

Death - When used on any creature or player that is corrupted, the Death spell will return them from dead status. They will also be left with only 1 body remaining. This spell can instantly kill any uncorrupted creature or character that is not protected by a Spirit Shield.

Verbal: I bless you and bring you Life.

I curse you and bring you Death.

SPELL REFERENCE CHARTS

Click the link below to see a quick reference chart for either Primal or Ethereal spells.

[Ethereal Spell Reference Chart](#)

[Primal Spell Reference Chart](#)

PRODUCTION SKILLS

HERBAL LORE

Prerequisite(s): None

The Herbal Lore skill grants a character knowledge of herbs used for the Apothecary skill. This will allow them to determine if an item has poison or an alchemical solution in it and identify that solution after studying it for ten (10) seconds.

APOTHECARY*

Prerequisite(s): Herbal Lore

The Apothecary skill allows a character to manufacture Poisons and Alchemical Solutions. This includes Ingested Poisons, Gasses, Solvents, and Elixirs. The Apothecary will receive one (1) production point per level of Apothecary purchased, they will have a choice to produce both Poisons and Alchemical Solutions alike. See the *Apothecary* section for the list of Apothecary items and costs to make, as well as rules for creating and using them.

APOTHECARY

Herbal Lore is required to be able to identify, create, or use poisons and alchemical solutions. To apply ingested items, an Apothecary must have at least one (1) skill level of training and ten (10) levels of training to use thrown items. Production Points are equal to the number of skill levels of training an Apothecary has multiplied by the number of resets for the event, most events there are 3 potential resets. All points are spent during check-in at the event and can be used immediately.

Ingested poisons may either be applied to food or drink or ingested directly, and glass vials such as gasses and acids are thrown.

Ingested poisons will only affect the first person that eats or drinks an item when applied to edible items. Only one ingested poison may be used on an item, which would be the most recent one applied if multiple are applied. Once an ingested poison is applied to an item, such as a bottle of wine, the poison tag should be applied to the bottom of the item. The **Poison Shield** WILL NOT work on ingested poisons, but the proper resistance would still protect the character.

All production items created by an Apothecary have a shelf life of two (2) years from the date they were created.

APOTHECARY COSTS

Poison	Type	Cost
Berserk	Ingested	6
Berserk	Gas	12
Cause -2 Damage	Gas	1
Charm	Gas	8
Paralysis	Ingested	6
Paralysis	Gas	12
Sleep	Ingested	4
Sleep	Gas	8
Alchemical Solution	Type	Cost
10 Acid/Fire/Ice	Solution	4
20 Acid/Fire/Ice	Solution	7
Antidote	Elixir	4
Antidote Gas	Gas	8
Cure +2	Elixir	2
Cure +2	Gas	4
Cure +15	Elixir	7
Light	Solvent	1
Fire/Frost Oil +1	Solvent	4
Fire/Frost Oil +2	Solvent	8

POISON RECIPE DESCRIPTIONS

BERSERK (INGESTED/GAS)

Effect Duration: One (1) minute

This poison will cause the character to lose control of their actions and attack the nearest being to them, no matter if they are a friend or an enemy. They will attack with the most lethal abilities they have access to. The Berserk will last for either the duration of the effect, until the character has been incapacitated, or the appropriate healing/antidote has been applied.

CAUSE -2 DAMAGE (GAS)

Effect Duration: Instant

This poison will cause two (2) points of body damage to the target.

CHARM (GAS)

Effect Duration: 5 Minutes

The target of this poison will get near the caster and treat them as their number 1 best friend in the world. Target will not remember the charm poison being thrown and no amount of role-playing will convince the target that they are charmed. Target will listen to suggestions from the caster but will not do things they normally would not do. Charm is broken if the caster attacks the target.

PARALYSIS (INGESTED/GAS)

Effect Duration: 5 Minutes

The target of this spell will be completely unable to move. The target is still conscious but is unable to move at all or speak.

SLEEP (INGESTED/GAS)

Duration: 5 Minutes

Target is put into a deep sleep. They may be awoken by either shaking them for 10 seconds or dispelling the effect.

ALCHEMICAL SOLUTIONS DESCRIPTIONS

10/20 DAMAGE (ACID/FIRE/ICE)

Duration: Instant

These are vials that may be thrown at a target to inflict damage. The amount and type of damage are determined at the time of creation, and an Apothecary must have the appropriate recipe to create the item. This item is considered direct damage and may be blocked by a shield.

ANTIDOTE (ELIXIR/GAS)

Duration: Instant

Antidote will remove the effect of any poison that is not considered permanent. Antidote will also remove the effect of any metabolic tagline.

CURE 2 (ELIXIR/GAS)

Duration: Instant

Cure +2 Damage elixir/gas will restore two (2) Body Points. May also be used to revive an unconscious person, or save a person from bleeding to death.

CURE 15 (ELIXIR)

Duration: Instant

Cure +15 Damage elixir will restore fifteen (15) Body Points. May also be used to revive an unconscious person, or save a person from bleeding to death.

LIGHT (SOLVENT)

Duration: 12 Hours

Light (solvent) is an alchemical solution that when mixed together emanates a glow. This is a physical item that may be given to anyone to use. The physical representation of the light must be an item such as a glow stick, or a small flashlight with some form of diffusing for the light, such as an opaque crystal attached to the top of the small light.

FIRE/FROST OIL (SOLVENT)

[MELEE BURST DAMAGE]

Duration: 1 Minute

An Apothecary may apply this solvent to a weapon to cause that weapon to call either +1 or +2 damage with either the fire or ice tagline. You do not need to be an Apothecary to wield the weapon, only to apply the solvent. Only one oil may be applied to a weapon at one time.

To apply Fire/Frost oil on a weapon the apothecary must mimic the action of rubbing oil on the blade of the weapon for 10 seconds stating “applying 1, applying 2, Applying 3....etc”

TRADE SKILLS

ASTROLOGY

Prerequisite(s): None, Special

While on-site during an event, Astrologers may attempt to gain insight into the past, or events that have yet to come. Astrologers do this by using sources such as card reading or reading the stars. To use Astrology, you must use the tools of your trade - Bones, Runes, Cards, Star Reading, Palm Reading...etc.

This skill requires the player to act out (roleplay) a full reading of their chosen trade (Bones, Runes, etc.). GMs/Plot may choose to be involved with your ritual, if so, they will expect the Astrologer to explain how the tools are being used and how that relates to their question. GMs/Plot may offer to provide additional in-game context to your reading, however, the information provided is not guaranteed to be accurate nor beneficial.

Example: If you are reading tarot, you must have a deck of tarot cards that you will begin to lay out as you see fit. GMs/plot will ask you to describe how you are interpreting the cards, as they are laid out. Depending on your responses, they can choose, or not, to add extra context to the answers your character is seeking.

CRAFTSMAN (TYPE)

Prerequisite(s): None

These types of craftsman skills are used for role-playing purposes but may be of some benefit in marshaled situations such as modules. They are used to help players flesh out their character and will often be related to their back story.

These craft skills will not give a character extra in-game power and will not provide tangible benefits in most circumstances.

Examples: Carpenter, Luthier, Cobbler, Shipwright...etc

SURVIVAL, SPECIFIC REGION

Prerequisite(s): Special

Survival allows a character to move through certain regions that would otherwise be treacherous, such as trekking through the frozen north or surviving the noxious regions within The Deep. A person with this skill can bring up to 5 people with them and provide protection to the entire party. You must find a teacher In-Play that can teach your character how to survive in a specific region. Survival skills may not be taught by players as it requires a deeper understanding of the specific region to teach survival than this skill provides.

LOGISTICS

Prerequisite(s): None

Players with this skill are good at organizing and planning. This skill may find use in a variety of different settings.

TRACKING

Prerequisite(s): None

Tracking allows the character to use this skill to read the signs in nature or certain clues left behind by someone or something in an effort to determine things such as, what direction something came from, or is going.

Prerequisite(s): None, Special

Tools of the Trade: Special Map of Cindere (Regional)

A harvester can locate and gather resources from around Cindere. All regions of Cindere will have common resources that harvesters can gather. This includes Ore, Gemstones, Herbs and Spices, and Ink. In addition, some regions will have more concentrations of other resources, such as Silver, Mithril, Specialty Inks, and rare Herbs and Spices.

A harvester will choose what region they would like to harvest in, and based on a percentage chance, they will gather an assortment of resources. The harvester skill may only be used between events. At the beginning of the next gathering, the resources you have found will be included in your welcome envelope.

Harvesters must have the appropriate map to harvest from a specific region.

BONUSES TO HARVESTING

The following skills provide additional bonuses to harvesters:

- Logistics - Players with this skill can harvest from any two adjacent zones, splitting their points between the two zones however they like.
- Tracking - Players with this skill can attempt to focus on gathering a specific resource type (Ore, Gemstone, Ink, Foodstuffs, Catalysts, & Universal) improving the chance to gather a certain material by 5% per point of tracking purchased while reducing the chance in another category (randomly selected). You cannot exceed 100% in a category, nor can you reduce a category below 0%. Excess increase/reduction is otherwise lost.
- Survival (per region) - Players with this skill receive a bonus equal to the greater of either +2 points total or +1 point per 10 points of Harvesting skill used in this region.

ROLE-PLAYING ONLY SKILLS

Prerequisite(s): None

These types of skills are used for role-playing purposes but may be of some benefit in marshaled situations such as modules or between event actions. They are used to help players flesh out their character and will often be related to their back story or professions.

Example Role-Playing Skills

Arsonist, Botanist, Metrologist, Meteorologist...etc

Players can purchase this skill and tell the person at logistic what skill they want. Your creativity is about the only limitation to what type of role-play skill you can have.

KNOWLEDGE SKILLS

READ MAGIC

Prerequisite(s): None

This skill will allow the caster to purchase Ethereal spells, as well as allow them to read magical scrolls.

FIRST AID

Prerequisite(s): Healing Arts

This skill will allow a character to bring another character that has been dropped and is a health status of Unconscious or Bleeding to Death back to consciousness. If they were Bleeding to Death, they would be restored to one (1) body. You must be able to reach the character and say "First Aid" to start using this skill. It takes sixty (60) seconds to bring a character back to consciousness and if it is interrupted you must start your sixty (60) second count over again. If the character is Bleeding to Death, after ten (10) seconds the character is considered stabilized and will restart their death count if the First Aid is interrupted.

HEALING ARTS

Prerequisite(s): None

This skill allows a character to determine how injured another character is (Body Points that are missing) as well as what their health status is (e.g. slain, poisoned, etc...). To use this skill the character must place their hand above the character being diagnosed and say "Healing Arts, what's your status?"

This also allows a character to identify a potion after the character has studied it for ten (10) seconds.

LORE KNOWLEDGE (SPECIFIC)

Prerequisite(s): None

When you create your character, you may purchase the lore of chosen "People".

Having a Lore offers you the ability to recognize specific traits or markers that identify creatures, magics, languages, artistic styles, or cultural norms of the chosen Lore. There may be some instances where having a specific Lore may give you additional benefits to your actions, whether that be casting a ritual or identifying certain items or interacting with the world around you. You may always announce to a Marshal or Plot member a certain lore skill that you have to see if it gives you such benefits.

Available Lore Skills:

No specific In-Play Requirements - easier to obtain In-Play

Elven	Dwarf	Orchis/Goblin	Fae
Deep Elf	Deep Dwarf	Etherian	Hobbling
Strigoi	Undead	Elemental	

Requires Specific In-Play Knowledge - Harder to Obtain In-Play. Typically requires a companion Lore Skill

Draconid	Wretched	Natural Creature
Greater Undead	Magical Creature	Construct

CRAFTING, HARVESTING, & THE COMPONENT ECONOMY

A player can purchase any crafting skill at the time of character creation. After that, any additional crafting skill must be learned In-Play via an In-Play Teacher. If a craft skill has multiple levels that you can purchase, you only need to have a teacher for the first level of the skill. After that, if you wish to increase your level in a crafts kill, you only need to purchase that skill with build.

MATERIALS OF CINDERE

There are no “coins” in the land of Cindere, so the people have developed a means of commerce which is supported by the raw materials which can be found in abundance around Cindere. The locals have adopted the use of the term “Units” to describe the base value of any material. The more readily available materials being One (1) unit while the harder to find materials being 50 units. Shopkeepers and Craftsmans will base their prices off “units”.

There are 6 material types: **Ink, Foodstuff, Ore, Gem, Catalysts**, and **Universal**. Each of these, except for Universal, have five ranks of materials that increase in value from 1 to 50 units. All Crafting and ritual recipes that you find will require a combination of these raw materials.

Material List

Resource Type	Rank: Value				
	1: 1 Unit	2: 5 Units	3: 15 Units	4: 25 Units	5: 50 Units
Ink	Unmilled Ink	Night's Ink	Vermillious Ink	Hyachal Ink	Malechrest's Ink
Foodstuff	Portion of Provisions	Portion of Meat	Portion of Veggies	Salt	Herbs & Spices
Ore	Raw Minerals	Iron Ore	Silver Ore	Gold Ore	Mithril Ore
Gem	Raw Gemstone	Amber	Emerald	Ruby	Raw Uncut Diamond
Catalyst	Weak Catalyst	Strong Catalyst	Imbued Catalyst	Mighty Catalyst	Universal Catalyst
Universal	Leather Scraps				
	Flux				
	Solvent				
	Parchment				

CATALYSTS

Catalysts are a very important piece to your crafting business. A Catalyst can be used to convert any rank (1?) material into a higher rank material. If you require the use of a rank 3 material, but all you have are a bunch of rank 1 materials, you can combine rank 1 materials together, along with the appropriate catalyst, to produce the rank of material that you require.

Catalyst Conversion Chart

Catalyst Used	Rank 1 Ink, Foodstuff, Ore, or Gem Materials Required	Output
Weak	3 of the same type	1x Rank 2 Material
Strong	8 of the same type	1x Rank 3 Material
Imbued	12 of the same type	1x Rank 4 Material
Mighty	24 of the same type	1x Rank 5 Material
Universal	24 of any type	1x of Any Rank of Any Material

Example: Combine three (3) “unmilled Ink” with a one (1) weak catalyst to make one (1) “Nights Inks”.

UNIVERSAL MATERIAL AND CATALYSTS

Universal materials are Rank 1, basic everyday materials, that are used during the crafting of most recipes. Notice that combining rank 1 materials with a universal catalyst can produce any rank material that you need.

HARVESTING RAW MATERIAL BETWEEN EVENTS

OVERVIEW

If you have the Harvesting skill, you can locate and gather resources from around Cindere. All regions of Cindere will have common resources that harvesters can gather. This includes Ore, Gemstones, Food, Ink, Catalysts, and Universal materials. Each region has its own unique concentrations of these resource types and its own unique distribution of higher or lower quality materials.

At each event, a harvester will choose the region they would like to harvest in. Then, based on the outcome of a set of dice rolls, they will gather an assortment of different resources. This process is then repeated for each point of harvesting purchased.

The harvester skill may only be used “between events”. You will choose your region and roll for your resources at check-in at the beginning of each event that you attend.

Harvesters must have the appropriate map to harvest from a specific region.

MAPS

MAP SCROLLS

Maps are a key valuable resource used by Harvesters to acquire resources. Each map may only be used by a single harvester each event and will include the following basic information.

- A map of the region
- The name of the region
- The breakout of Resource Type probabilities, in percent
- The breakout of Quality probabilities, in percent
- The critical success secondary roll table
- Any secondary skill requirements to harvest in the region

MAP FRAGMENTS

Map Fragments are a treasure type that must be combined before the Map that they represent becomes available for harvesting. These fragments will be in quantities of 3, 5, or 7 depending on the value of the map it represents. The fragments represent worn, hard to read versions of the full region map and any set of (3, 5, or 7) may be combined to create a region map.

ROLLING FOR COMPONENTS

There are three dice rolls required to determine what component a player will receive from their point of Harvesting. These will be input into the logistics system where the loot tables are stored to determine the resource and quantity to be given.

RESOURCE TYPE ROLL

1d100 - Determines what *type* of resource will be received

- Ore
- Gem
- Foodstuff
- Ink
- Universal
- Catalyst

RESOURCE QUALITY ROLL

1d100 - Determines the *quality* of the resource to be received.

- Rank 1-5 (refer to the Materials of Cindere table)
- Typically, there is a 2% probability to access a secondary roll table with higher value loot

RESOURCE QUANTITY ROLL

Variable - Determines the quantity of a resource to receive. This step is skipped when the secondary roll table is activated in the Resource Quality Roll. Instead you will roll a d100 to determine what resource you acquire from the secondary table.

- Apprentice Map - 1d4
- Journeyman Map - 1d6
- Master Map - 1d8

SUPPORTING SKILLS FOR HARVESTING

The following skills provide additional bonuses to harvesters:

- **Logistics** - Players with this skill can harvest from any two adjacent zones, splitting their points between the two zones however they like.
- **Tracking** - Players with this skill can attempt to focus on gathering a specific resource type (Ore, Gemstone, Ink, Foodstuffs, Catalysts, & Universal) improving the chance to gather a certain material by 5% per point of tracking purchased while reducing the chance in another category (randomly selected). You cannot exceed 100% in a category nor can you reduce a category below 0%. Excess increase/reduction is otherwise lost.
- **Survival (per region)** - Players with this skill receive a bonus equal to the greater of either +2 points total or +1 point per 10 points of Harvesting skill used in this region.

RUNECRAFT

OVERVIEW

Rune crafters are renowned for their mastery of geometry and enchantment. Utilizing specialized inks, these crafters can create powerful augmentations to themselves, their friends, or to magical parchment.

Runecrafters are known for creating augmentations to the self: Enhancing strength, creating protective auras, and providing certain limited resistances. They are vital for the creation of advanced Enduring Effects and can create magical scrolls that are sought after by Ethereal spell casters. There is even rumor of runes that provide protection from the various elements.

BASELINE ABILITIES

Basic Warding - The Runecrafter may expend one use of their Runecraft skill to apply a basic warding on a target. This warding will protect the target from the first 20 points of damage received from a specific damage type or creature type as specified at the time of application. The warding will last until fully used or until the end of the event, whichever comes first. The Runecrafter must role-play tattooing a rune on the target for 10 seconds to apply this warding. The Basic Warding may provide protection from one of:

- **Damage Types**
 - Ice
 - Lightning
- **Creature Types**
 - Giants
 - Goblinoids (non-player)
 - Natural Creatures

Advanced Warding - A Runecrafter with 10 points or more invested into Runecraft skill may expend one use of their Runecraft skill to apply an Advanced Warding on a target. This warding will protect the target from the first 30 points of damage received from a specific damage type or creature type as specified at the time of application. The warding will last until fully used or until the end of the event, whichever comes first. The Runecrafter must role-play tattooing a rune on the target for 10 seconds to apply this warding. The Advance Warding may provide protection from one of:

- **Any single source allowed by Basic Warding**
- **Damage Types**
 - Fire
 - Acid
 - Healing
- **Creature Types**
 - Constructs
 - Undead
 - Elementals

TOOLS OF THE TRADE

Any of the following may be required as part of a Runecraft recipe. Standard versions of these will be generally available from a merchant or from nearby crafters (you may purchase standard versions of these from logistics).

- (A) Quills
- (B) Mortar & Pestle
- (C) Tap Needle
- (D) Runic Ledger

OVERVIEW

The chefs of Cindere are masters of cooking and brewing. While excellent, the flavors of their meals and beverages are not the only magic cooked up in their kitchens.

These chefs are also known for the creation of meals which help to fortify the consumer and of powerful healing and regenerative draughts. Their positions have been known to provide resistance to ailments of the body and can help the body push through the most punishing of toxins and ailments. Some of their most potent concoctions have been rumored to fortify the spirit enough to aid in spellcasting.

BASELINE ABILITIES

Herbal Insight - The Chef may say “Activate - Herbal Insight” and expend one use of their Chef skill to activate the herbal insight ability. This ability lasts for 1 minute and grants the Chef the ability to use First Aid while the ability is active. If the Chef already possesses the First Aid skill, this ability will allow the Chef to First Aid on a 30 second count.

A Chef with First Aid and with 10 points or more invested into Chef skill may perform First Aid on a 10 second count.

TOOLS OF THE TRADE

Any of the following may be required as part of a Chef recipe. Standard versions of these will be generally available from a merchant or from nearby crafters (you may purchase standard versions of these from logistics).

- (A) Pots & Pans
- (B) Mortar & Pestle
- (C) Oven
- (D) Chef Knives

OVERVIEW

Blacksmiths are strong, hardworking craftsmen. Their hands can shape the strongest materials into tools of craft and war, as well as providing augmentation to equipped armor and weapons.

The blacksmiths not only repair weapons and armor but also have devised magical means of regenerating armor without them being present. They have crafted some of the sharpest, most potent of magical weapons and have been rumored to have devised armors that are particularly useful against different types of assault.

BASELINE ABILITIES

Armor/Weapon Repair - The Blacksmith may expend one use of their Blacksmith skill to repair up to 40 points of armor on a single target or repair a single broken non-magical weapon. This ability takes 60 seconds to complete during which the Blacksmith should say "Repair Armor/weapon 1... Repair Armor/weapon 2..." to indicate that they are using the skill or convincingly role-play repairing the target's armor for that duration.

A Blacksmith with 10 points or more invested into Blacksmith skill may perform this skill in 30 seconds.

TOOLS OF THE TRADE

Any of the following may be required as part of a Blacksmith recipe. Standard versions of these will be generally available from a merchant or from nearby crafters (you may purchase standard versions of these from logistics).

- (A) Smithing Hammer
- (B) Anvil
- (C) Forge
- (D) Cloth of Metal Loom

OVERVIEW

Artificers have discovered the secrets for enchanting and storing magical power in gemstones and clockwork devices. Their devices provide magical protections, resistances, and augmentation to the people who use them, and are often required by other trades and those who specialize in ritual magic.

Their devices go beyond mere magical spell protection and have been known to provide particularly potent and enduring protection versus particular enemies. While varied, their devices have been known to imbue the potency of the elements into weapons, protect the minds of users, and even to augment the potency of magic spells wielded by the users. Artificers have also crafted devices capable of producing single use scrolls wielded by Primal casters.

BASELINE ABILITIES

Basic Spell Warding - The Artificer may expend one use of their Artificer skill to apply a Lesser Spell Shield or Elemental Shield to a target. This effect counts as a spell and will not stack with an existing spell of the same type. This effect takes 10 seconds to apply, and the caster must state "Channeling 1... Channeling 2..." so on while they are casting the effect.

Advanced Spell Warding - An Artificer with 10 points or more invested into Artificer skill may expend one use of their Artificer skill to apply a Reflect Magic to a target. This effect counts as a spell and will not stack with an existing spell of the same type. This effect takes 10 seconds to apply, and the caster must state "Channeling 1... Channeling 2..." so on while they are casting the effect.

TOOLS OF THE TRADE

Any of the following may be required as part of an Artificer recipe. Standard versions of these will be generally available from a merchant or from nearby crafters (you may purchase standard versions of these from logistics).

- (A) Jewel Crafting Kit
- (B) Anvil
- (C) Mechanics Toolkit
- (D) Wire Extruder

RITUAL MAGIC

OVERVIEW

Practitioners of ritual magic are skilled spellcasters who have devoted time and knowledge to hone their skills at the more structured and disciplined application of magic. Capable of producing powerful effects, ritual magic can cleanse the strongest taints, dispel potent magics, apply and remove curses, bind and store magics into Binding Focuses, and more.

Ritual Magic requires 1 9th level spell of any school to purchase. Players will be allowed to purchase as many ranks of Ritual Magic as they want/can afford with Build.

TOOLS OF THE TRADE

Any of the following may be required as part of a Ritual. Standard versions of these will be generally available from a merchant or from your fellow crafters in Cindere (Logistics will provide you with a card for 1 Standard A Type Tool for your trade when you learn the skill).

- (A) Ritual Knife
- (B) Tome of the Practiced Sage
- (C) Everburning Candle
- (D) Ritualists Metronome

ADVANCED TOOLS

Advanced recipes and rituals may require more advanced versions of the listed Tools of the Trade for each craft. These advanced tools can be crafted or sourced from in-play means and become progressively more expensive and/or difficult to procure as they rank up.

THE PROCESS OF CRAFTING ITEMS

RESOURCES & TIME

Each recipe or ritual will have the following information listed on the phys-rep:

- Name & Description of Effect
- Required Tools
- Primary Components
- Secondary Components
- Creation/Casting Time
- Crafting Type
- Crafting Skill Point Cost
- Scroll Uses Remaining
- Staff Member Signature

All the requirements must be satisfied for the recipe or ritual to succeed. No substitutions (except for higher quality tools) will be allowed. The Skill Point Cost may be satisfied by combining the efforts of multiple crafters or casters. (See Cooperative Crafting & Casting Below)

Apart from the time spent working for the game (monstering, marshalling, assisting the tavern, etc.) a crafter or caster must remain in play concentrating on their crafting activities for the required time duration of the recipe or ritual. So long as the recipe or ritual is not negatively impacting a player, the crafter or caster may participate, calmly, in conversation with those around them but must otherwise remain in the crafting area and are encouraged to roleplay the activity they are participating in.

VARIABILITY & HOW TO ROLL

Most crafting recipes & ritual magic will have a variability table that introduces variety into the crafting system. These lean favorable, but are designed to allow for no such thing as a “sure thing” and provide the player with the chance of something truly interesting occurring.

In both crafting and ritual magic, the variability for any given attempt will be decided by a roll of 2d6 with an example of outcomes listed below. The examples here are generalized and the number of variability options may be different for the various recipes and rituals. The defects and benefits will be explicitly described on the crafting recipe & ritual magic scrolls.

EXAMPLE CRAFTING VARIABILITY

Roll Total	Probability	Crafting Variability
2-3	8.33%	Major Defect on Item
4-5	19.44%	Minor Defect on Item
6-8	44.44%	Standard Item Created
9-10	19.44%	Minor Benefit on Item
11-12	8.33%	Major Benefit on Item

EXAMPLE RITUAL MAGIC VARIABILITY

Total Range	Probability	Ritual Variability
2-3	8.33%	Failure
4	8.33%	Major Detriment on Ritual
5	11.11%	Intermediate Detriment on Ritual
6	13.89%	Minor Detriment on Ritual
7-9	41.67%	Standard Ritual Success
10	8.33%	Minor Benefit on Ritual
11	5.56%	Intermediate Benefit on Ritual
12	2.78%	Major Benefit on Ritual

COOPERATIVE CRAFTING & CASTING

Any recipe or ritual may be crafted or cast by any number of characters with the appropriate skills to satisfy the crafting skill point requirement. However, for each additional crafter or caster beyond the primary crafter or caster 1 skill point is added to the total skill point requirement pool for the recipe or ritual.

When crafting or casting cooperatively, only the effects of Standard and Improved tool types stack. The ritual will use only the effects provided by the Master & Legendary tools used by the primary crafter or caster.

Example:

Super Bad Ritual of Doom requires 20 ritual magic skill points to cast. If 4 casters attempt to cast it together, the total requirement for casting the ritual would be 23 ritual magic skill points. Each caster may contribute any number of points to that total so long as 23 points are expended.

CRAFTING SCROLL CATEGORIES

Items in *Veil of Ashes* are broken into four (4) broad categories:

- **Instant** – These effects occur as soon as the Ritual/Crafting is completed.
- **Consumables** – one time use items, that can be consumed/used later to produce an effect.
- **Enduring Effects** - effects that recharge for a period (usually 1-4 events)
- **Item Creation** – This creates an item/vessel that can be used as tools, or to store Enduring Effects.

The key thing to note about itemization in *Veil of Ashes* is that **all items in the game are designed to be transient in nature** and will require upkeep or replacement to keep around long term.

NON-INSTANT CONSUMABLES

You must be out of combat and in a relatively safe space for 60 seconds to activate any consumable not listed as Instant on the tag.

ENDURING EFFECTS - ITEMS & ABILITY SLOTS

GENERAL RULES

Each player may only have 5 Magical Vessels attuned to them at a time and 1 Binding Focus. Furthermore, a player may only have one vessel attuned to them for each of the following vessel types at a time.

- Magical Vessels
 - Main Hand Weapon Rod
 - Offhand Weapon/Shield Rod
 - Aura / Attunement
 - Tattoo
 - Jewelry
- Binding Focus

All Enduring Effects, unless otherwise stated, require the character to be conscious and not incapacitated to activate.

All Enduring Effects infused into Aura or Tattoo vessels expire upon resurrection.

MAGICAL VESSELS

Magical Vessels consist of Weapon Rods, Auras, Tattoos, and Jewelry.

Weapon Rods allow a player to apply the magical effects stored within the rods to either their main hand or offhand equipped weapon. The weapon itself contains no magical properties other than what is extended to it from the rod while being wielded. This means that you can be disarmed of your sword, grab a mace off your belt and continue to make use of your magical effects. Weapon Rods that are providing a benefit to a weapon will however make that weapon immune to the Shatter spell as they are considered Magical in nature.

Each vessel may have between 1 and 5 ability slots based on the quality and type of vessel created. The type of slots available will be described in the vessel's item card and will fall into the following categories:

- Augmentation
- Protection
- Alteration

You may only apply Enduring Effects of the appropriate type to an ability slot. Any attempt to bind magic to an ability slot of the wrong type will fail.

A vessel will also have a maximum number of times abilities can be charged to it, called Ability Uses, before it must be either repaired or replaced. Once this maximum has been reached, the abilities remaining in it will continue to operate until they expire but no new abilities can be added until a repair is made to increase the number of remaining charges.

Example

A player has the following vessel for their main hand:

Silver Rod of Slicing - 3 Ability Uses
2x Augmentation Slots

The player adds **2x +1 Damage Aura** abilities to the rod, filling both Augmentation Slots and consuming 2 of the 3 available Ability Uses. The rod now allows the player to call +2 magical damage and has 1 remaining Ability Charge.

Silver Rod of Slicing - 1 Ability Uses
2x +1 Damage Aura

Later in the event, the player decides to replace one of the +1 Damage Aura abilities with an Elemental Tagline ability. In doing so, one of the +1 Damage Aura abilities is replaced (and lost) and the Elemental Tagline ability is put in its place. This consumes the final Ability Use on the Silver Rod.

Silver Rod of Slicing - 0 Ability Uses
+1 Damage Aura
Elemental Tagline <ELEMENT>

If the player wants to change these abilities again or replace them when they expire, they will first need to repair the Silver Rod to reset some or all of the Ability Uses.

BINDING FOCUS

A binding focus is a specially prepared device used to store Spell Bindings. These are special one-shot spell effects that can be created through ritual magic. Each binding focus has a maximum storage capacity that is *permanently* consumed by the bindings cast into it until that space is recovered or repaired through some in-game means.

Transferring bindings to another Binding Focus will consume the capacity in the target Binding Focus but *will not* restore the capacity in the original Binding Focus.

For example, Jane's Binding Focus had 20 spell levels of capacity when she originally crafted it. She has since added 4 Sleep Bindings, consuming all the space. She can cast those 4 spells at will (consuming them) or transfer them to another Focus. However, the 20 levels of capacity have been consumed preventing any further binding on that focus until the capacity is recovered.

INFUSING VESSELS

Each crafting profession when it is creating an enduring effect will first store the magic on a Physical Medium. These are specific to the profession and listed below:

Craft	Physical Medium	Phys-rep
Runecraft	Marked Parchment	3"x3" parchment or card marked according to the recipe scroll
Chef	Food or Drink	Food or Drink
Blacksmith	Leather Sharpening Strop or Armor Plate	5" strip of leather marked according to the recipe scroll or plate of metal marked according to the recipe scroll
Artificer	Mechanical Assembly	3"x3" square with gears in it marked according to the recipe scroll

Enchanted Physical Medium items will endure for 1 year or until used.

To activate the benefit from a Physical Medium into a Magical Vessel, a player must spend one minute role playing the act of the transfer. After one minute the effect becomes active.

At this time, the tag for the Enduring Effect must be attached to the Magical Vessel card and marked with the current date. The player should then cross out one of the available Ability Use boxes on the vessel card. This does not require a Marshall, but any card found without an appropriate date stamp, or unmarked Ability Use boxes, will be considered forfeit.

STEALING PLAYER EQUIPMENT & ITEMS

WEAPON PHYS REPS

Player weapon phys reps should be treated the same as a player's costuming and props. There may be moments in a role-play situation or when granted by the player where these items may be removed temporarily from their person or their vicinity. However these are not part of game property and should be either returned directly to the player or given to a Marshall immediately upon exiting the situation that would have driven a need for them to be removed.

For example, Joe the Warrior is sitting in the tavern and has left his weapons sitting on the table behind them. Jack the Assassin sneakily moves the weapons to another table so that the weapons are out of reach and then proceeds to assassinate Joe. This is allowed since the weapons are still in the immediate vicinity of Joe who can recover the phys reps either after he resurrected (or run over and grab them to stab Jack right back).

Example 2: Joe the warrior has been slain in the tavern. Jack the Assassin decides to steal Joe's weapon (which, since it cannot be enchanted in our system, is not magical). Jack must either make an immediate effort to return the weapon phys rep out of play to Joe within the next hour or deliver the phys reps to the Plot team if Joe cannot be found. Jack's best course of action would be to leave Joe's phys-reps alone.

WEAPON RODS, JEWELRY, & BINDING FOCUSES

Weapon rods, jewelry, and binding focuses are part of the game and may be stolen so long as the theft occurs in game and outside of a cabin or other marshaled sleeping area. All interactions in a cabin or other marshaled sleeping area must involve a Rogue Marshall. Since these are items that can be easily lost, stolen, or exchanged, we recommend you do not use anything of personal value.

STACKING LIMITS FOR ITEMS, CONSUMABLES, & SPELLS

Enduring Effects (Items), Consumables, and the effects from Primal & Ethereal spells will follow the same rules for maximums. These are defined here:

- General Spell Protections & Reflects may not stack with each other (Spell Protection, Reflect, etc.).
- Only one (1) Melee Burst Effect and one (1) Magical Burst Effect may be **active** at any time.
 - Burst Effects are damage (melee or magical) enhancing effects that follow a duration or a limited use. These will be notated on the card/tag/ability.
- Enduring Effect - Damage Aura - A player may use as many damage auras as they can successfully install in a Weapon Rod. Damage auras from the main hand do not apply to the offhand and vice versa.
- A player may only have 2 resistances from a consumable source active at a time.
- Armor Augmentation consumables and spells will not stack with each other but will stack with Protection Aura Enduring Effects
- Health Augmentation consumables and spells will not stack with each other but will stack with Health Augmentation Enduring Effects
- Protection Auras - A player may only have a maximum of 15 points of protection aura on them at a time
- Masks - A player may only have a maximum of 2 masks on them at a time
- Regenerating Effects - Body & Armor regeneration effects stop functioning upon entering unconscious, bleeding to death, or dead status and may not be used to reverse these statuses.

MAGICAL VESSEL PHYS REP GUIDELINES

All magical vessels in the game must be marked with their item number.

Below is a reference to the in-game material to out of game colors for metals in Veil of Ashes.

<i>Material</i>	<i>Color</i>
Iron/steel	Gray
Silver	Silver
Gold	Gold
Mithril	White

WEAPON ROD

Weapon rods may be constructed of any material and can range in length from 6" to 18" and in diameter from 1.5" to 3". They may be decorated however the player pleases but the base layer and predominant color of the rod should match the material that it is made from in game following the guide above. Any materials not on this list that are introduced in the future would be uncommon and the color or pattern of it will be listed on the vessel creation scroll and/or item card.

SKIN TATTOOS

Skin tattoos must be at minimum 2" x 2" and they can be placed on Arms, Legs, Back, Face, or Stomach.

The tattoos must be colored based upon the material used to create them which will be provided on the scroll and on the parchment phys-rep for the abilities.

If a player cannot wear a tattoo directly on their skin, they may choose, instead, to use a 2" - 4" wide armband with the appropriate symbols and markings worn on the top of their costuming.

JEWELRY

Jewelry Magical Vessels may be any appropriately colored ring or necklace.

BINDING FOCUS

A Binding Focus is a bracelet that can be made of any metallic material and must be worn on the wrist.

ARMBANDS

Armbands are 1" - 4" wide strips of cloth that are long enough to tie around the arm. They must be of the appropriate color and possess the correct markings for the spell as indicated on the tag.

REFITTING YOUR CHARACTER

At ~~Veil of Ashes~~ we want for you to enjoy playing your character and will work with you to ensure that your build is spent in a manner that fits what you are trying to do. We do offer two ways for you to do this:

1. **Full character respend** – This would be a situation where you have decided that you no longer want to play the class or set of skills that you have chosen and would like to make a change. With this, you can make any changes that you would like to your character including but not limited to, Name, Class, or Skills. This can be done before opening ceremonies at the event. Because this can be a lengthy process, we do restrict this to once per year OR for medical reasons.
2. **Individual skill sell back** – if you are not happy with one or more of the skills that you have learned and would like to sell it back without penalty, we can do this for you at the start of the event prior to opening ceremonies. Once you have sold a skill back, you will need to play at least 5 events before you would be able to relearn that skill.

EQUIPPING YOUR CHARACTER:

WEARING ARMOR

ARMOR REGIONS

For purposes of armor rating, the body is divided into 6 locations:

- Head
- Torso (coverage on front and back)
- Upper Arms (including shoulder)
- Lower Arms (including hands)
- Upper Legs
- Lower Legs

ARMOR LAYERING

Only Warrior and Brigand classes may wear multiple layers of armor. Any Warrior or Brigand may wear up to two layers of separate types of armor on the torso and head. Each layer must qualify as and be worn as a separate layer. The strongest layer receives full Armor Points, and the Armor Points of the second strongest layer are halved. If there are multiple layers on the limbs, only the strongest layer will be counted.

FAKE MATERIAL

Fake leather is authorized, but it is considered the same rating as padded armor. Plastic plates, PVC, and similar materials can be used to simulate bone, wood, or other similar materials. Armor using this type of plate will be rated as a non-metal plate unless it qualifies as Artisan Armor.

ARTISAN ARMOR

Artisan Armor is an armor piece that although it's not metal or another material it is supposed to represent (usually being constructed out of hard rubber coated EVA foam, high impact polyurethane, or fiberglass) the quality and appearance of the armor piece truly belong in a fantasy world. Artisan Armor is not penalized for not being the material it is supposed to represent, however it will be held to a high standard for quality and appearance while also being judged on a case by case basis.

ARMOR AND WEAPON CHECK-IN

Upon arriving at the event and getting into costume, you can go to logistics for a staff member or trained individual to check your armor and weapons. You will receive an Evaluation on your stat card equal to the armor currently worn on your character, and weapon safety tags for your weapons.

Base Armor Rating for Torso Region	
MATERIAL	POINTS
Padded Armor, Gambeson, Soft Leather	10
Non-Metal Plate	15
Boiled/Hardened Leather	20
Chain Mail or Brigandine	30
Plate or Scale	40

Base Armor Rating for Head Region	
MATERIAL	POINTS
Hard Leather	4
Non-metal Plate	6
Chain Mail or Brigandine	8
Plate or Scale	10

Base Armor Rating Limbs	
MATERIAL	POINTS
Soft Leather	1
Non-metal Plate	4
Hard Leather	6
Chain Mail or Brigandine	8
Plate or Scale	10

Other Base Armor Rating	
Costume Only	5
Master Crafted Armor (total suit)	25%
Torso Covered on One Side Only (Each Piece)	-50%
Single Limb Covered Instead of Both	-50%

WEAPON CONSTRUCTION

This section is devoted to the rules and processes behind constructing your own weapon Phyreps for *Veil of Ashes*. Due to the heavy combat nature of the game, safety is our primary concern. Below is listed the specification that all weapons used in *Veil of Ashes* must meet to be used on site.

ALL weapons must be brought to a weapons safety marshall at each event before they can be used in the game.

Please be aware that even if your weapon meets these specifications, wear and tear and or improper use of phys reps can cause injury, so weapons must be used safely by the rules set out in this book and our mandatory safety course.

BOFFER WEAPON SAFETY REQUIREMENTS

At *Veil of Ashes*, there are two types of melee weapons that can be used, EVA & PVC, and as such there are certain criteria that must be met for each type of weapon. In addition to melee weapons, there are also guidelines for Shields and Thrown Weapons.

PVC WEAPON STANDARDS

PVC Materials List:

Weapon Types	Materials Needed
Dagger/Small Weapon	½" or ¾" PVC pipe
1 Handed Weapon/Axe	¾" PVC
2 Handed Weapon	¾" PVC (400 PSI/Schedule 40)
Striking Surfaces	5/8" Pipe Foam Insulation
Thrusting Tips	2" to 3" Open Cell Foam
Weapon Coating	Duct or Gaff Tape

- All thrusting tips must have two (2) to three (3) inches of open-cell foam padding.
- Any striking surface of a weapon must be covered by at least one layer of 5/8" thick pipe foam as well as any surface which may make contact with another player in combat. This includes spear or polearm shafts sections that are not handles.
- All pipe foam should slide easily over the pipe, yet fit snugly enough to keep the weapon from rattling if shaken.
- Foam used in Crossguard construction may not be denser than 3lb
- All weapons must be rigid to a certain degree so they do not whip when swung quickly.
- Crossguards may be of EVA foam no denser than 3lbs either covered in duct or gaffers tape or for EVA foam with a latex-free rubber coating.
- Pommels must be adequately padded so as when pressure is applied pipe cannot be felt through the foam and be wider than an average human eye socket

PVC WEAPON COMMON MISTAKES

- Not using thick enough PVC when constructing longer weapons. This is especially important with Polearms. When making Polearms, thicker PVC pipes should be used. The thickness of the PVC is denoted by the amount of pressure it can hold (PSI) or by the "Schedule" of PVC. The higher the number, either PSI or Schedule, the thicker the PVC.
- Using foam with a smaller diameter than the pipe. If the foam diameter is too small, it can be split and a smaller piece of foam can be padded to make it fit.
- Taping the foam too tightly or spiral taping the foam. All weapons should be taped lengthwise. This decreases the chance of compacting the foam and uses the least amount of tape.

EVA WEAPON STANDARDS

EVA Weapon Material List:

<i>Weapon Types</i>	<i>Materials Needed</i>
Dagger/Small Weapon	3/8" Fiberglass Solid Core Rods
1 Handed Weapon/Axe	3/8" Fiberglass Solid Core Rods
2 Handed Weapon	1/2 " Fiberglass Hollow Core Rods
Striking Surfaces	2 lb. EVA Foam (Cross Linked Polyethylene)
Pommels and Cross Guards	2 or 3 lb. EVA Foam (Cross Linked Polyethylene)
Weapon Coating	Non-Latex Rubber Coating (Plasti-Dip)

MAKING/CRAFTING A PHYSREP

This section is dedicated to all the information that is needed to make your own Physrep. It is important to remember that all crafted weapons and shields must pass a safety check by a ~~Veil of Fishes~~ Weapon Safety Marshal.

WEAPONS CONSTRUCTION DIMENSIONS

The chart below lists all the pertinent dimensions for each weapon in inches. The blade length of a weapon is measured from the top of the crosspiece to the end of the thrusting tip. Players should remember to keep the length of the thrusting tip in mind when cutting the PVC for a weapon.

One-handed Weapons	Max Handle Length	Blade Length		Overall Length		Dmg.
		Min	Max	Min	Max	
Waylay Widget	-	-	-	6	12	-
Daggers/Small Weapons	10	8	17	12	25	2
Thrown Weapon *	-	-	-	6	8	2
Claws	10	18	24	26	32	-
1 Handed Sword, Hammer, Mace	10	18	24	26	44	2
Axe	10	6	18	26	44	2
Two-handed Weapons						
Staff	1/3 Overall Length	-	-	60	72	2
Spear	1/3 Overall Length	8	12	48	66	2
Polearm	1/3 Overall Length	18	24	60	72	5
Two-Handed Weapons	15	40	48	45	62	5

* The exception on thrown weapons is if you are using a foam object to mimic throwing rocks. These must be made of all foam and may be covered in gaffer or duct tape. They must be roughly between the size of a golf ball and a baseball.

SPECIFIC WEAPON NOTES

Claws must be constructed without a cross guard and preferably with a forward curved striking surface to represent them better physically as claws. Characters may not use Claws under normal circumstances. Monsters will not take damage when their claws are struck by a weapon in combat, but they may not use their Claws to actively attempt to block attacks.

Waylay Widgets must be made with no core, completely out of open-cell foam, pipe foam, or Eva foam no denser than 3lbs, and covered with duct or gaff tape. Eva thrown weapons may instead have a rubber coating. Waylay Widgets may only be used for the Waylay skill and may NEVER be used to call damage.

Polearms, Spears, and Staves follow similar guidelines regarding the spacing of the padded and handle portions: Up to two-thirds (2/3) of the weapon must be padded while the remaining one-third (1/3) of the overall length of the weapon may be the handle. The padded portion of the weapon should be proportionally divided between the top and the bottom where one-third (1/3) of the foam should be on the top of the weapon while the other is at the butt end of the weapon.

- **Polearms** an 18–24 inch open-cell foam blade is attached to the top end of the weapon and is the only part that may cause damage. The butt end of the weapon is never to be used to attack, as such half a tennis ball covered in matching colored tape may be used for the bottom end.
- **Spears**, an 8-12 inch open-cell foam blade is attached to the top end of the weapon and is the only part that may cause damage. The butt end of the weapon is never to be used to attack, as such half a tennis ball covered in matching colored tape may be used for the bottom end. Two hands must be used to attack with a spear while only one is necessary to parry.
- **Staves must** have a padded thrusting tip at each end of the weapon. Two hands must be used to attack with a Staff while only one is necessary to parry and block.

Thrown Weapons must be made with no core, completely out of open-cell foam, pipe foam, or Eva foam no denser than 3lbs and covered with duct or gaffer's tape. Eva thrown weapons may instead have a rubber coating.

Two-Handed Swords and Blunt weapons must be wielded with both hands. A hand may be placed on the blade or shaft of the weapon for blocking, but damage may only be called with both hands on the handle.

Though the types of weapons listed above should encompass most arms throughout both fantasy and history there are some that you might like to use for your character that might not fit in any category. If there is a weapon that you would like to see or use it is highly encouraged to contact Staff or a Weapon Safety Marshal with your idea before you get started. While *Veil of Ashes* encourages creativity there are some weapon styles that cannot be used due to safety concerns.

MAKING A SWORD

PVC WEAPON MATERIALS LIST

- 3/4" PVC pipe (400 PSI/schedule 40 must be used for weapons over 44") or 1/2" PVC pipe for weapons 24" and under
- 5/8" thick pipe foam (the wall of the foam MUST be 5/8" thick)
- Eva floor mat
- Open-cell foam
- Electrical tape
- Duct or Gaff tape
- PVC pipe cutter or hacksaw
- Knife, razor blade, or scissors to cut foam
- Electrical tape for the crosspiece, grip, and pommel

All these materials can be purchased at most hardware stores. The most difficult to find might be the pipe foam. Due to the climate in the southeast, most places only carry pipe foam with a 3/8" thick wall. Players should check with other players to find out where to get the proper pipe foam.

PVC WEAPON CONSTRUCTION PROCESS

Having presented all the rules for constructing weapons, it is time for an example. The example will be of the most popular weapon in *Veil of Ashes* — the Sword. This Sword will be constructed to maximum length with a maximum length blade.

1. As noted above, the maximum overall length of a Longsword is 44". To allow for the 3-inch thrusting tip and the one-inch pommel, the PVC is cut to a length of 41". Once cut, each end of the PVC is taped over with electrical tape to reduce wear on the foam.
2. The pipe foam is cut next. The maximum blade length for a Longsword is 36". The foam is cut to a length of 34". The foam is then slid over the PVC, leaving an overhang of one inch at the top of the blade. This one-inch hole is filled in with scrap open-cell foam, packed semi-tightly.
3. A 2-inch square piece of open-cell foam is then cut for the thrusting tip.
4. The Duct Tape is unrolled about 40" and laid sticky side up on a table. Once done, the sword is placed on the tape, allowing 1-1 1/2" to overhang at the bottom of the blade. After the sword has been properly placed on the tape, the 2-inch square foam tip is gently pressed against the top of the sword blade and then against the tape. The tape is then unrolled about another 40" and laid on the top of the sword. The tape is cut to allow 1-1 1/2" to overhang the bottom of the sword. The tape is then pressed gently against the pipe foam without causing wrinkles in the tape. The two overhangs are pressed against the PVC to hold the pipe foam in place.

5. The process of unrolling the tape, placing the sword on the tape, unrolling more tape, and placing it on the sword is repeated for the other open sides. At this point, the sword blade should be complete, and no pipe foam should be visible.
6. The crosspiece is added next. It is made with EVA floor mat. Once the size of the crosspiece is chosen, the EVA floor mat should be cut into squares. A hole is then cut in the middle to allow it to slide onto the bottom of the sword.
7. Once on the sword, the crosspiece is taped with electrical tape to hold it to the bottom of the blade as well as to the PVC. When it is completed, no pipe foam is visible.
8. After the crosspiece comes the pommel. A 2-inch piece of pipe foam is placed on the bottom of the sword allowing 1 inch to hang over the bottom of the sword. The 1-inch hole on the bottom is filled in with open cell foam in the same manner as the hole on the top.
9. Electrical tape is then used to secure the pipe foam pommel to the PVC. Once secure, the electrical tape is wrapped around the handgrip to cover the PVC.

That's it, the sword is now ready to fight. This process may take some practice before it is perfected.

EVA WEAPON MATERIAL LIST

When making EVA Foam weapons there are several methods in terms of tools and handle materials. The list below will include the least expensive material while still maintaining the safety standards. If you have access to things like a belt sander, bandsaw, or router table they can be used for shaping the foam blank in replace of some of the other items listed below.

<i>Weapon Types</i>	<i>Materials Needed</i>
Dagger/Small Weapon	3/8" Fiberglass Solid Core Rods
1 Handed Weapon/Axe	3/8" Fiberglass Solid Core Rods
2 Handed Weapon (including Spears and Staves)	½" Fiberglass Hollow Core Rods
Striking Surfaces	2 lb. EVA Foam (Cross Linked Polyethylene)
Pommels and Cross Guards	2 or 3 lb. EVA Foam (Cross Linked Polyethylene)
Weapon Coating	Non-Latex Rubber Coating (Plasti-Dip)
Core Striking End	Clear Vinyl Tubing (1/4 in. I.D. x 3/8 in. O.D.)
Core Pommel End	3/8" Vinyl End Cap

Other Materials:

- Gaff Tape
- Contact Cement
- Resin or Epoxy
- Hot Glue
- Sand Paper
- Utility Knife / Craft Knife
- Handel Materials
 - PVC Pipe
 - Wooden Tool Handle
 - 2lb. or 3lb. EVA Foam
 - Handle Grip (below are some examples of ways to cover the handle, however it is not an all inclusive list.)
 - Tennis/Hockey Grip Tape
 - Leather

EVA WEAPON MAKING PROCESS

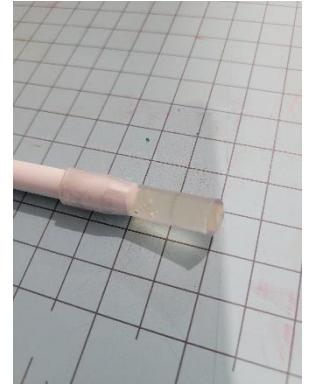
When making an EVA Weapon it is important to remember that we have strict standards on these weapons so that they remain safe for use at our game. Making your own EVA Weapon is an Art/Skill that takes time to master, and it is not uncommon for someone's first attempts to fail the safety standards of our game, even when following the process below. Crafting this type of weapon also takes time to be done properly as there are several different steps in the process and cutting corner will result in a weapon that will not hold up to the combat at our game. Safety to our players is the number one priority.

The Core

The cores of EVA weapons will vary based on the type of weapon that you are making, for Daggers, Small Weapons, & 1-Handed weapons, we require a 3/8" Fiberglass Solid Core Rod. While for a 2-Handed Weapon, including Spears and Staves, we require 1/2" Fiberglass Hollow Core Rods.



The Rod must be cut to length and then both ends will need to be rounded to eliminate any sharp edges. After sanding the pommel end is capped with a 3/8" Vinyl End Cap. The striking tip should be capped with a piece of Clear Vinyl Tubing. The Clear Vinyl Tubing should be cut to a minimum of 2" so that at least 1" of the fiberglass core is covered by the Tubing, and then the remainder extends past the end of the Fiberglass core by at least 1". Once in place, the end of the clear tubing should be filled with hot glue. This process is beneficial for 2 reasons, first and foremost is the safety of our players, this adds a level of protection and makes the end of the core flexible. This flexibility allows for a safer weapon and helps prevent wear and tear on the foam.



Designing the Blade & Weapon Body

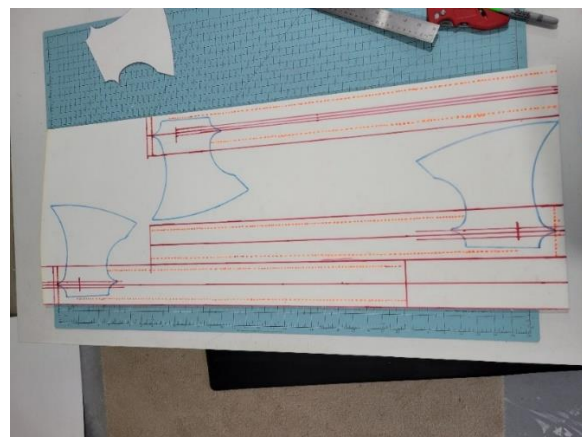
The first step in the process of making the blade for an EVA foam weapon is to make a blank. This is done by layering at least 3 layers of 2 lb. EVA foam with a minimum thickness of 3/8" foam for each layer. It is recommended that your middle layer of foam matches the size of your Core to make the assembly process easier.

When designing your weapon, there are a few minimum thicknesses that you should account for:

<i>Type of Surface/Striking Tip</i>	<i>Foam Thickness</i>
Striking Tip	Minimum distance from the tip of the clear vinyl tubing to the end of the weapon is 2".
Non-Striking Tip	Minimum distance from the tip of the Vinyl End Cap to the end of the weapon is 2".
Striking Surface	3/4"
Non-Striking Surface (Flat of the blade)	3/8"

In this image I have marked the minimum Striking Surface distance with an orange dotted line.

The center line is marked on the full length of the weapon in red, and on the center blank I have marked out the core's location.



Assembling the Weapon Blank

Once the blank has been designed, it is time to assemble it. The first step in this process is to cut a channel in the middle layer of EVA foam to fit your core. Once the channel is cut, the core can be inserted and glued into place. For this step it is recommended to use either hot glue or contact cement, but other glues can be used here as well. The goal is to attach the core to the EVA foam in a permanent manner so that the core cannot twist or move inside the blank.

Once the core has been attached to the middle layer of your EVA foam, a piece of gaff tape needs to be applied to reinforce where the clear vinyl tubing and foam meet on both sides. This helps add an additional level of resistance, so the core doesn't penetrate the side of the weapon over time.

With the core attached and reinforced, the additional layers of EVA foam can be attached using contact cement. When completing this step, it is important to be sure to completely cover the surface of both pieces of foam with the contact cement and allowing it enough time for it to dry before firmly pressing the 2 pieces together. Any areas that did not receive contact cement will not properly adhere which will create issues in the next step.

Now that you have the weapon blank created, you can shape the foam into shape using a combination of cutting and sanding. It is always a good idea to mark out your design on the foam before cutting, and to ensure that you are meeting the requirements from the chart above.

When you start shaping the striking surface it is important that you bevel the edges but not taking them to a sharp edge. Instead leave about a 1/8" blunted edge along all striking surfaces. This prevents the edge from getting too hard when you apply the Plasti-dip.



Design Details and Maker's Mark

Now that you have the weapon shaped you can attach additional details to the weapon using 2lb craft foam sheets in the design of your choosing.

In addition to the design details, it is recommended that you also include a physical Maker's Mark on your weapon so that we can identify who made it. The Maker's Mark should be something unique to you, can be placed anywhere on the weapon, cross guard, or pommel as to not interfere with your design.

Making the Pommel and Cross Guard

The Cross Guard can be constructed out of 2lb. or 3lb. EVA foam, and then glued to the blade if it is not designed into the blade itself.

The Pommel can also be crafted out of either 2lb. or 3lb. EVA foam, however depending on what material you choose there are requirements on the pommel size.

- If you choose to use 2lb. EVA foam, the pommel needs to extend past the end of the core by at least 2".
- If you choose to use 3lb. EVA foam, the pommel needs to extend past the end of the core by at least 1".

When ready, the pommel can be glued to the end of the core or handle using hot glue.

Coating/Protecting the Weapon

All foam should be coated with between 5 and 8 layers of plasti-dip. This provides a durable exterior surface that will extend the life of the foam and protect it from the weather.

When applying the layers of plasti-dip, each layer should be allowed to completely dry based on the package recommendation prior to applying the next layer. Continue this step until you have achieved the desired number of layers and you have a smooth surface to paint.



Constructing and Attaching the Handle

When designing your weapon one element that you can work with is the handle this can be made from hard foam, wood, or even shaped PVC pipe filled with hot glue or epoxy.

*All handles should be completely solid and should not contain any metal weights or other devices such as electronics/batteries. If using PVC pipe, it needs to be filled with hot glue or epoxy so there are no voids in the handle.

We also recommend that you use a strong glue such as epoxy when attaching the handle to the core.



After the handle is attached to the core, it can then be covered with grip tape, leather, or cloth based on your design choice/preference.

MAKING A SHIELD

SHIELD GUIDELINES

Since *Veil of Ashes* is trying to emulate real combat without anyone getting hurt, many restrictions must be applied to weapons and shields alike in order to keep the game balanced, yet safe. Following are the restrictions on shields:

- Shields may not be used as offensive weapons e.g. no shield bashing.
- Shields may not be used with two-handed weapons, Spears, Staves, or Polearms.
- The **longest** dimension of a shield may not exceed the distance from the wielder's armpit to fingertip.
- Shields may be made of almost any material. This includes aluminum, plastic, wood, etc. The perimeter of any shield must be covered with pipe foam. Any bolts used in the shield must have the flat side on the front of the shield and the nut on the back.
- All Shields must have a handle and arm strap, **center grip shields are not approved for combat at *Veil of Ashes*.**

MATERIALS LIST

- Shield material (plywood, plastic, aluminum, etc.)
- 5/8" thick pipe foam
- Shoelaces
- Pull, handle (should be comfortable)
- Leather strap
- Duct or Gaff Tape
- Paint
- Electric drill with material appropriate bits
- Knife, razor blade, or scissors to cut foam
- Optional:
- Colored Cloth
- Sand Paper

CONSTRUCTING THE SHIELD

1. The first step in designing a Shield is the design of its shape, adhering to the dimensional restrictions above. Once designed, the Shield should be cut out of the Shield material. Once cut, the edges may be sanded for safety.
2. Duct tape is then placed all the way around the perimeter of the Shield to reduce wear and tear on the pipe foam.
3. The perimeter of the Shield is measured and enough pieces of the pipe foam are taped together to allow it to be placed all the way around the Shield with a little extra. After attaching the pieces, they are placed on the Shield with notches cut in it at the corners. Once complete, the extra is cut off and the two ends are lightly taped together (the foam will be removed shortly). The pipe foam is then pressed against the edge and marks are made every 2 to 3 inches, just below the pipe foam. After all the marks have been made, the foam is removed and a hole is drilled at each mark.
4. Next, two 1-inch square pieces of plywood are cut. Once the location of the pull has been decided, the two pieces of plywood are glued onto the Shield to raise the pull off of the Shield, allowing for more room for the hand. Holes are drilled through the pieces of plywood and through the Shield. These holes are used to hold the handle in place.
5. Knowing the location of the pull handle, the arm is laid down on the Shield until the elbow rests against it. The leather strap is placed comfortably on the arm, and the holes are marked for the bolts, which will hold the strap in place.

6. Once all of the holes have been drilled, the Shield is painted the desired color.
7. After the paint dries, the pipe foam is once again placed around the perimeter of the Shield and taped lengthwise all the way around for better endurance (do not tape it to the Shield).
8. If the cloth has been chosen to wrap the pipe foam, it is placed around the foam now. The cloth is cut the length of the perimeter. Once cut, it is placed over the pipe foam with the sides pressed up under the foam.
9. The shoelaces are then tied around the foam and through the holes, which were drilled around the perimeter to hold the foam in place. Any knots that must be tied in the shoelaces should be tied in the back so they are not noticed. Glue is then placed on the knots to reinforce them.
10. Finally, the pull handle and leather strap are then bolted to the Shield.

That's it; the shield is now ready to defend you in a fight. This process may take some practice before it is perfected.

PACKET CONSTRUCTION

SPELLS AND APOTHECARY VIALS

Spell Packets are constructed using cloth, birdseed, and a rubber band. Spell Packets may be any color other than green. The cloth should be cut into 6 to 7-inch squares, and then birdseed should be measured using a tablespoon and placed into the center of the cloth. You will then wrap the cloth around the birdseed and secure it with a rubber band. You may cut the tail off if you choose.

Apothecary packets follow the same construction guidelines, except these packets must be constructed using green cloth. These packets also must be marked appropriately as outlined in the Throwing Gasses and Acids rules section.

