Summary of changes to Veil of Ashes Rulebook v5.6.26

Section	Page	Description of Change
Introduction	**6**	Changed paragraph to allow for anyone 10 and up. We are a Live Action Roleplaying (LARP) experience designed for players aged **10 and up**. Whether you're drawn to heroic quests, morally grey decisions, or the quieter life of a traveling artisan, Veil of Ashes offers a dynamic setting where every player can leave their mark.
Minors Attending Veil of Ashes	**7**	This section was updated to include anyone 10 and up, with guidelines for anyone under 16. **Minors attending Veil of Ashes** Anyone 10 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. For any players under the age of 16, there are strict guidelines that must be followed at all times. 1. Anyone under the age of 16 must always have a parent/guardian within eyesight. This includes bathroom/shower breaks. The only exception to this will be if a minor is in their cabin and the parent or guardian is comfortable with leaving. 2. Orange Headbands for the first 6 events. 6 classes with the Owlbear Academy. Once Graduated, it is up to the parent/guardian to remove the orange headband. a. The Owlbear Academy is a school that specializes in training people/minors to become the heroes of Tellus. This school teaches you the knowledge and skills to be able to fight the toughest monsters, cast the most powerful spells and even craft the most magical items. b. Each student will start with a tome to have notes in for each class and then have signed once the class is completed. 3. Minors are not held to the expectation of working a shift for the game due to safety reasons. However, parent/guardian must work a shift that allows them to chaperone their minor. (Logistics, marshalling).

<table>
<tr><td>Coming to Your First Event – Event Cost</td><td>10</td><td>Updated pricing to include minors age 10 – 15:

EVENT COSTS

For the 2026 & 2027 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: $10
• Age 16+
  ○ ½ Event (1 night): $25
  ○ 3-Day Event (2 Nights): $60
  ○ 4-Day Event (3 Nights): $90
• Minors 10 - 15 (must be accompanied by a parent or legal guardian at all times)
  ○ ½ Event (1 night): $10
  ○ 3-Day Event (2 Nights): $20
  ○ 4-Day Event (3 Nights): $30</td></tr>
<tr><td>People of Cindere – Menhir</td><td>41</td><td>Updated Menhir’s “Soothe Mental Anguish” ability to specify that it can be used to remove Charm and Fear based effects from the target:

MENHIR

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, Berserk Gas, etc.)
• Immune to all forms of total mind control (Charm, Taunt, etc.)
• Role Play - May soothe the mental anguish of another person. This allows the Menhir to speak calmly to another person for 15 seconds. At the end of the 15 seconds they say “Activate – Soothe Mental Anguish” removing any standard Charm or Fear based effect from the target.</td></tr>
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Class Abilities – Tactical Strike	**55**	Added Activation instructions: **Stand your Ground** Prerequisite(s): Tactical Strike Upon activating this ability ***"Activate – Stand your Ground!",*** the user must plant one foot and may not leave their current location for the duration of the effect. The user may pivot freely on the planted foot but may not step away or shift position. While this stance is maintained, the user is immune to all knockback effects, including wave and similar abilities. The effect lasts until the user lifts or repositions their planted foot.
Class Abilities – Roguish Ingenuity	**61**	Minor verbiage clarification: **Flash Powder** Prerequisite(s): Roguish Ingenuity By expending a Roguish Ingenuity, you may throw a packet and call "Activate - Flash Powder!" **This is a** non-magical packet-based attack that can be blocked by shields or by a Toxin Shield. The target is affected by the Blind effect for 10 seconds, as per the standard Blind tagline.
Body and Armor Points by Class	**64**	Corrected the max armor points for Spell blades. It previously indicated 80 points, however this was an error in the math. The correct amount is 70 points.

Known Class Specialization – Geomancer	**85**	Updated the Master Geomancer ability to allow them to call Acid tagline when they through their Elemental Bolt and Elemental Surge spells. **MASTER: GEOMANCER** **A Master Geomancer may also use the Acid tagline when casting elemental spells like Elemental Bolt & Elemental Surge.** They 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 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. The Master Geomancer may also spend a Cantrip and use the Critical Parry skill. ***[MELEE BURST DAMAGE]***
Taglines and Monster Effects	**105**	Clarified that Petrify gaze is a Metabolic Effect. **PETRIFY GAZE (METABOLIC)** **Effect Duration:** Permanent until death or healed. This 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.
Taglines and Monster Effects	**106**	Added clarification on what Radius effect pass through, and what stops them: **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 (Sheilds, Parries, etc). Radius attacks also effect you in Shadow Form and Ethereal Prison. Radius attacks can be blocked by a Circle of Protection or a Ward. They can also be avoided by the Roguish Ingenuity – Slip the Noose.**

Skill System – Magic	**117**	Corrected the chart to reflect the correct cost for Ritual magic. This should have been 4 SP per level for everyone except Sorcerers which pay 2 SP per level.
Ethereal Spells	**135**	We have updated the Shatter spell to allow for it to repair a weapon that has been shattered or effected by Rust. SHATTER (DESTRUCTION) / REPAIR WEAPON (ENCHANTMENT) **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. **This spell may also be cast in reverse allowing you to repair a weapon that has been broken by the Shatter spell or Rust tagline.** **Verbal**: With Ethereal force I shatter your <item>. **With Ethereal force I repair your <item>.**
Ethereal Spells	**137**	Updated the level 4 Slow spell to be listed as a Metabolic effect to be consistent with the Slow tagline that was also listed as metabolic.