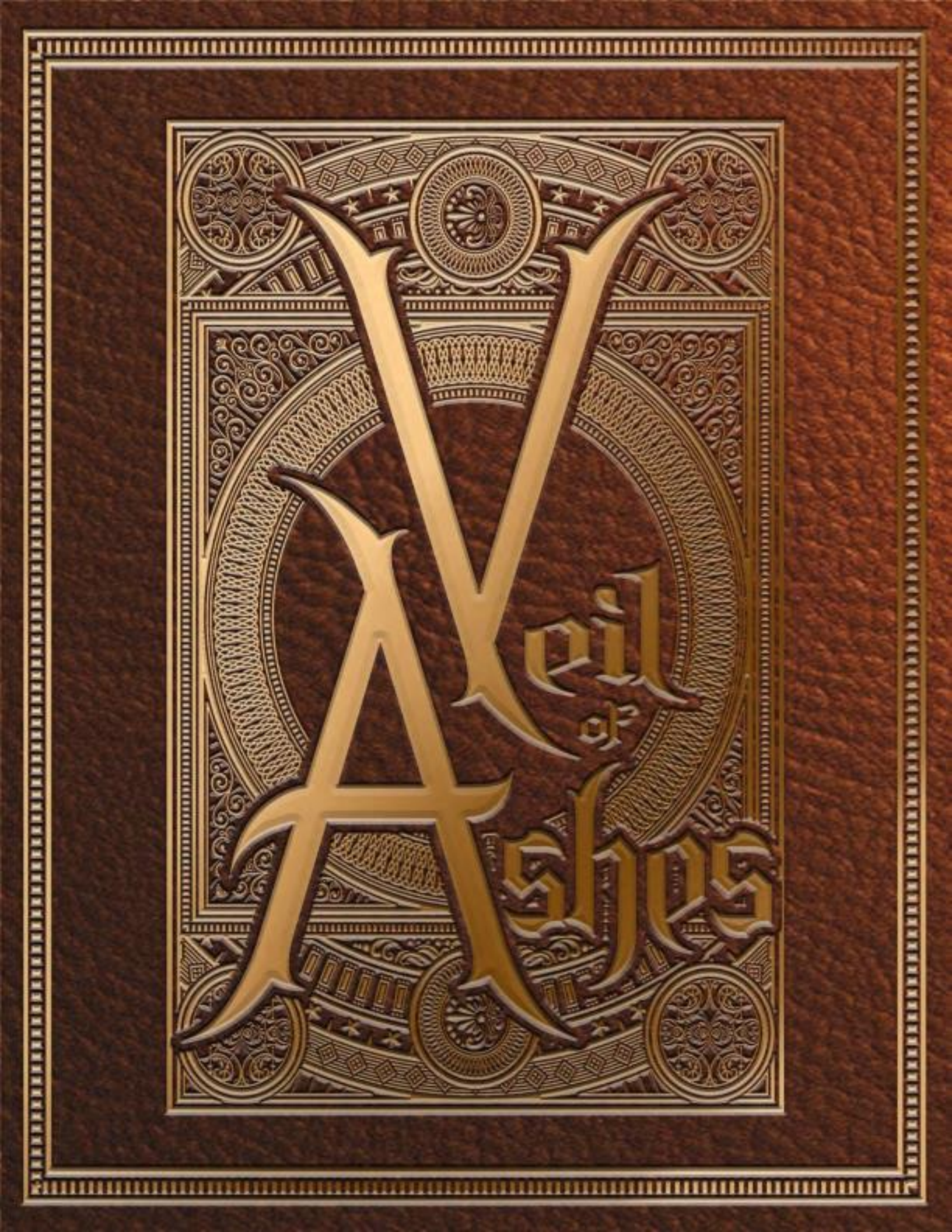

Veil of Ashes

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# Introduction

At Veil of Ashes, you'll step into a collaborative, high fantasy world where your choices shape the story. Set on the continent of Cindere in the world of Tellus, our game blends epic adventures, political intrigue, mystical forces, and personal drama, all brought to life through immersive roleplay and boffer-style combat.

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.

Our focus is on creating a richly detailed, player-driven world. Your actions carry real weight, leading to meaningful consequences, unexpected alliances, and unforgettable moments. While there are overarching storylines, it's the choices you make, and how you interact with others, that bring the world to life.

We believe the best experiences are forged between players. Staying immersed in your character helps foster a collaborative and vibrant game environment for all. Think of yourself as a storyteller, with your role adding depth and color to the ever-evolving tale we're all part of.

Whether this is your first LARP or your fiftieth, you'll find a welcoming, inclusive community at Veil of Ashes. We value immersive props, roleplay-first storytelling, and a supportive player base where everyone can thrive.

We can't wait to see the legend you'll become.


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# 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).


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# Spirit of the Rules and Good Sportsmanship

At Veil of Ashes, we have established rules that are clearly defined, as well as others that may be open to broader interpretation or are based on common sense rather than being explicitly stated in the rulebook. **When encountering rules that are ambiguous or not explicitly outlined, we will adhere to the spirit of the rules, emphasizing fairness, good sportsmanship, and proper etiquette.**

Each rule has a clear intention, even if it does not explicitly cover every possible scenario. Simple intuition should guide you towards the correct interpretation of any rule, whether stated or not. Exploiting loopholes or disregarding community standards is unacceptable.

In the event that a call needs to be made "on the fly" or "in the moment," the marshal present has the discretion to make that decision. However, such decisions will not constitute a change in the rules or set a precedent for an official rule change. Rule changes only occur after careful consideration by the Game Masters (GMs) and will be announced officially by one of them.

Sportsmanship is defined as ethical, appropriate, polite, and fair behavior while participating in a game or athletic event. We expect all players to consistently apply these principles while playing Veil of Ashes.

Players are strictly prohibited from using any form of racism, sexism, or bigotry while playing Veil of Ashes. This includes the "in-play" use of any term that could degrade or insult a person based on their sex, race, sexual orientation, or physical appearance.

Always ensure that you are embodying the true intentions of good sportsmanship and adhering to 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.*


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# 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.**


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# 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.*


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# Coming to Your First Event

## 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

See our website https://veilofashes.com for event schedule and site information.

To begin engaging with our community, join us on social media:

- https://www.facebook.com/groups/VeilofAshes/
- https://discord.gg/ug79npsQWr
- to Contact us, e-mail Veil@Veilofashes.com

## 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


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# 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.


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# 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.

# Working 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 contributes a total of **3 hours for a 3-day event and 5 hours for a 4-day event**. This can be done by monstering, working logistics, serving as a tavern worker, or handling armor and weapon check-in. Additionally, there may be other tasks such as crafting marshal, after-event site clean-up, or on-call medic, which will require prior approval from Game Management and may have different time requirements. Each of these options is rewarded with Game Points (GP). 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 participate as an "NPC" for the weekend. "NPC" refers to a non-player character, and in this context, you will help entertain the players by playing monsters for them. To do this, check in at Opening Ceremonies and then with the Plot team, who will guide you for the weekend.

The benefits of monstering for the game include earning 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 to bring basic costuming and bedding.

**Because helping to run the game is essential to creating a great experience for everyone, Game Points (GP) can only be converted into Skill Points after a gathering in which you have completed your required work hours. If you do not fulfill your work obligation, your GP will still be tracked, but it will not be eligible for conversion.**

**We understand that things come up, but repeated failure to contribute may result in additional consequences at the discretion of Game Management. Our game relies on the support and teamwork of our entire community, and your contribution—big or small—helps keep the world of Veil of Ashes running strong for everyone.**


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## 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”.

## 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.


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## 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 currently, are the Game Managers, Story Tellers, 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.


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# 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.


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# 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.


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## 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 Turtling

“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.


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## 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****.*

# Getting Immersed In Our World

At Veil of Ashes, we strive to create an immersive experience for everyone. As part of this, we have developed a unique world for our players. The primary continent where our game takes place is called Cindere. This is the area you should consider when creating your character and developing your backstory for any new character.





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# The Ironcrest Mountains

The Ironcrest Mountains, a large range in central Cindere, separate the frozen north from the rest of the land. Home to the Dwarves of Ironcrest and smaller dwarven clans, as well as tribes of various giants, these imposing peaks feature snowcaps and rocky bases. The Ironcrest Mountains also provide one of the few routes to Halmivarr, the main city of the Deep Dwarves and home to the Boldenvarr Forge.



# Illodria

Illodria, a cold and unforgiving land in the northwest of Cindere, is dominated by a lone mountain and inhabited by ice trolls, ice giants, northern wolves, elk, and small rodents. Scattered tribes and some Etharians make a living trading skins and minerals. Banyons Pass, the main route into Illodria, is notorious for brigands preying on travelers. Deep within Chillhound Peak, a legendary beast is rumored to dwell, though none who have searched for it have returned.




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# The Mire Fields

The Mire Fields, situated along the eastern coastline, are murky swamplands primarily inhabited by orcs, goblins, and a few elves. Once fertile and bustling with small towns, it has decayed into an inhospitable region veiled in fog and decay. Established over a century ago by the elf Brahka Grimwar, the region's settlements, including Avgahd Ol Brahka, formerly known as Venali Heixalim, range from small outposts to fortress-like strongholds, with Brahka's adopted grandson, Abbas Grimwar, leading as the current Chieftain. The land is rumored to harness dark energy, corrupting its surroundings and shaping the formidable orcs into the dominant species. Legends of its once thriving farmlands are passed down through generations, though only one family claims to have witnessed its former glory.



# Lashamir

Situated beyond the Broken Mountains, Lashamir features a dense tropical forest in the south and sweeping fields with fertile soils and enormous trees in the north. The Elves build their structures harmoniously within the natural landscape. The capital city, Elenthyr, showcases master craftsmanship with spires of pure white adorned with mithril, gold, and silver, and is filled with statues and artwork depicting heroes and traditions. Travelers are "welcomed" by two towers at the mountain pass. Notable villages include Enimel, an outpost town in the north populated by sentries, assassins, and warriors, and Maimel, a secluded farming and crafts village in the northeast known for its purist craftsmen.




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# The Shade

The Shade, located at the southern tip of Lashamir, is shrouded in mystery and dread, believed to be cursed and avoided for centuries. Anyone who ventures into this area encounters a profound magical Silence, where all sound is completely suppressed, creating an eerie and disorienting stillness. Legends tell of twisted trees, moving shadows, and fleeting figures that haunt the edge of vision, heightening the sense of an unseen presence. This oppressive atmosphere and the pervasive Silence deter all exploration, leaving the true nature of The Shade a dark and enduring enigma.



# The Splintered Forest

The Splintered Forest, once a vast and thriving expanse, was originally part of the grand Arden Forest, a sanctuary of ancient trees and diverse wildlife. Over the years, relentless development and the march of progress have fragmented its once sprawling footprint, leaving behind a patchwork of wooded areas interspersed with clearings and human settlements. Despite its reduced size, The Splintered Forest still retains pockets of its former grandeur, with towering trees and hidden groves providing a refuge for both nature and the small villages that dot its landscape. These villages, remnants of a time when the forest was whole, continue to thrive, their inhabitants living in harmony with the woodland that surrounds them.




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# The Deep

The Deep of Cindere is a vast network of tunnels and caverns beneath the surface, its depth remaining unknown. As one delves further into its depths, they encounter increasingly perilous challenges such as toxic environments, cave-ins, and dangerous creatures. Home to the Deep Dwarves, Deep Elves, and Carrion Creatures. Every aspect of this environment poses a significant risk, making expeditions into its depths exceptionally hazardous and unforgiving.



# West Arden

West Arden, a vast forested region spanning nearly 130,000 square miles, extends from the banks of the Tenbry River to the east to the foothills of the mountains in the west. Inhabited primarily by Scavengers, Elves, and Humans, the ancient forest boasts towering trees reaching heights of 200 to 300 feet and diameters of six to eight feet. Most of the forest's inhabitants have constructed multi-story cities within the trees, connected by vast bridges and pulley systems. Tordille, the largest city, and serves as a major trading hub known for its locally foraged goods, including produce from Oakwood Farms, and vibrant pigments from the forest fauna. Port Ribe, to the south, thrives as a bustling trade port along the coast. Governed mostly independently, these towns and cities are loosely overseen by Tordille's Mayor, Alden Narbeth, known for his kindness and protective nature toward West Arden and its inhabitants. Oakwood Farms is renowned for its fertile lands and is home to Cora's Kitchen, a famous culinary establishment.




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# The Decaying Steppes

Once known as the Kingdom of Harkath and led by the fabled King A'oleth, the Decaying Steppes is now a desolate wasteland. This barren region is marked by dried, desiccated earth and the ruins of the once-great City of Harkath. A 300-foot high cliff separates the Decaying Steppes from the rest of Cindere. The area endures a harsh, arid climate with scorching temperatures, minimal rainfall, and frequent dust storms. The air is heavy with decay, and strange phenomena, including whispers of long-dead voices and ghostly apparitions, haunt the land.



# The Dark Woods

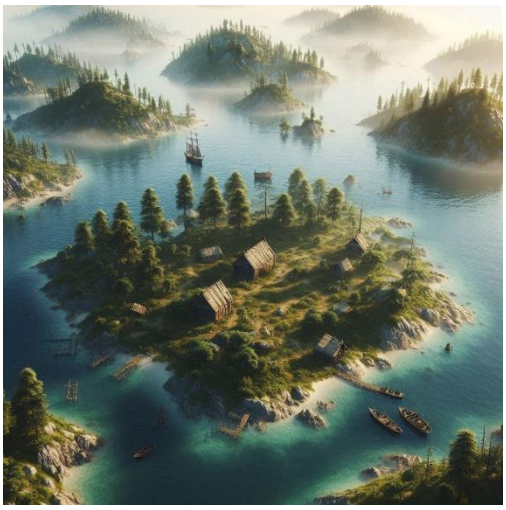
The Darkwood is an ancient and mysterious forest that is a nexus of natural corruption in the land of Cindere. The forest is dangerous, with trails and sparse settlements on its periphery. The forest is inhabited by chaotic druids, known as The Circle of Decay, natural creatures, werewolves, and other Magical Creatures. The local tribes seem to have a symbiotic relationship with the forest. The druids here are said to maintain the balance of corruption. It remains largely unexplored and is protected by druids and dryads.




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# The Wistari Isles

The region consists of a collection of small islands located off the southwestern coast of Cindere. These islands are densely covered with trees and thorny brush, making navigation challenging. The largest island, closest to The Dark Woods, hosts a trading post where Sea Elves sell their underwater products to mainlanders. Smaller villages dot the islands, housing various inhabitants, including Sea Elves and others. The area is also known for being a haven for pirates, who often hide out in the smaller islands of the archipelago. The main settlement, Puerto Salo, sits within a brackish harbor.



# Nehara

Nehara, a land shrouded in toxic fumes, volcanic activity, and rivers of lava, has long been deemed uninhabitable. Its harsh terrain breeds ferocious creatures like the feared Kobold, resembling draconic minions. Unexplored for generations, Nehara remains a mystery to outsiders. Beneath its surface, flowing lava has carved out a subterranean world of interconnected caverns and pathways. Historical records are scarce, but tales speak of a great red-scaled dragon ruling over the land, its lair nestled within the heart of the Central Volcano. Legends also tell of a mythical chamber beneath the volcano, holding an immense and terrible power sealed away from the world.




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# Major Cities

## Adara

Once known as Crann Bethadh, the region now called Adara was renamed in honor of a selfless and courageous dryad named Adara. After the Alnari destroyed this sacred place, Adara made the ultimate sacrifice for all Fae kind. Adara is the heart of these Fae lands, and its namesake tree is a marvel to behold.

As you approach, the massive trunk of the ancient tree comes into view, taking fifteen to twenty minutes just to walk around. The tree's sprawling branches extend as far as the eye can see, reaching heights so great that the topmost branches are lost to sight.

Adara is a haven for all kinds of Fae creatures, surrounded by lush grass and vibrant flowers. A sparkling stream runs through the area, and when the sun hits the water, it casts a dazzling reflection onto the grass where the tiniest pixies frolic and play. The restoration of this majestic tree to its former glory is a work in progress, but with the dedicated efforts of Adara, The Traveler, and Grendolyn, it won't be long before its natural beauty is fully revived.



## Stonebridge

Stonebridge, the primary city of Cindere, stands as a vital hub of trade and commerce, with its name derived from the bridge spanning the Turnbry river. Once bustling with activity, it hosted a variety of establishments including bars, retail stores, groceries, and game halls. Additionally, Stonebridge serves as the central meeting point for "The Heroes" during their gatherings.


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# Jarn Torne

Jarn Torne is located on an island in the middle of the Forsa River. This island is home to a single white tower that pierces the clouds. The island is connected to the western shore by a massive bridge made of the same white stone that the tower is made of. The tower itself is the home to the Circle of 9, a powerful group of Sorcerers, Crafters, and Warriors. Those that have entered the tower say it is much larger on the inside than the outside and that it contains many hidden rooms and passageways. It is also said that this was the site where the Alnari were defeated by The Outsiders.



# Port West

Port West, renowned as a haven for pirates and other shady characters, stands as an independent city-state on Cindere's western coast, serving as a crucial trading hub and a link between the Wistari Isles and the Mainland. Governed by a council of advisors under the leadership of Governor Harbin Eledronne IV, the city boasts a bustling seaport, the infamous Bowery District, and a recently reopened Colosseum. Its underground hosts the clandestine Fighting Pits, where high-stakes battles unfold, further solidifying Port West's reputation as a magnet for outlaws. Despite its association with criminal activity, Port West is still synonymous with prosperity and order.




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# 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 or on our Discord Server 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 website to go ahead and submit your information to speed up the process on-site. The new player form can be found here: https://veilofashes.com/new-player-character-form/ and a new player guide can also be found here: https://veilofashes.com/new-player-guide/

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

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


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# 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?"***


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***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.***


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# 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.

## Disguising 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.


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# 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


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# 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


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# 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 breathe under water.
- Fully mobile in water (no movement restrictions unless caused by another means).
- 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


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# 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 with the exception of Staves and Spears, which can be used if the character has the correct skill.


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# GNOMES

## 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 with the exception of Staves and Spears, which can be used if the character has the correct skill.

## 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.


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# 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.**

- **Required:** Pointed ears
- **Required:** Fae must have either Horns or Wings, but can also choose to have both Horns and Wings.
- *Optional:* 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 with the exception of Staves and Spears, which can be used if the character has the correct skill.


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# GOBLIN

**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 with the exception of Staves and Spears, which can be used if the character has the correct skill.


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# 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.

**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


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# 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


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# 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.

## 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.


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# 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.


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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.


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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.


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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.


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# 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 a total of seven classes available at the time of character creation in Veil of Ashes. These classes are broken up as follows:

| Main Classes | Hybrid Classes | Crafting Classes |
|---|---|---|
| Warrior | Brigand (Warrior/Assassin) | Artisan |
| Assassin | Shadow (Assassin/Sorcerer) | |
| Sorcerer | Spellblade (Warrior/Sorcerer) | |

All classes have additional options for specialization (Druid, Elementalist, Shaman, Necromancer, etc), however these specializations are possible because of the class abilities (Warrior – Tactical Strikes, Assassins – Roguish Ingenuities, & Sorcerers – Cantrips). As a starting character, only the main classes will receive these abilities based on their class. They are acquired with no additional skill cost as follows: 3 at level 8, a 4th at level 10, and their 5th at level 15. The Hybrid Classes and Crafting Classes require additional training in the class abilities before they can specialize. 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 different class, Game Management will work with you at Logistics to respend.

**NOTE:** Any character may purchase, using Skill Points, up to 5 class abilities in addition to what they are granted innately, however they may not exceed the initial starting rate of 3 at level 8, a 4th at level 10, & a 5th at level 15. For Hybrid Classes they must choose one of the Main Class abilities that make up their Hybrid Class. For example, a Spellblade must choose between Tactical Strikes and Cantrips. Once this choice has been made, it requires a respend to change.


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## 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**.

Warriors can choose to purchase up to an additional 5 Tactical Strikes on or after level 15 at a rate of 5 Skill points per ability.

## 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 Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

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

Assassins can choose to purchase up to an additional 5 Roguish Ingenuities on or after level 15 at a rate of 5 Skill points per ability.


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# 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.

Sorcerers can choose to purchase up to an additional 5 Cantrips on or after level 15 at a rate of 5 Skill points per ability.

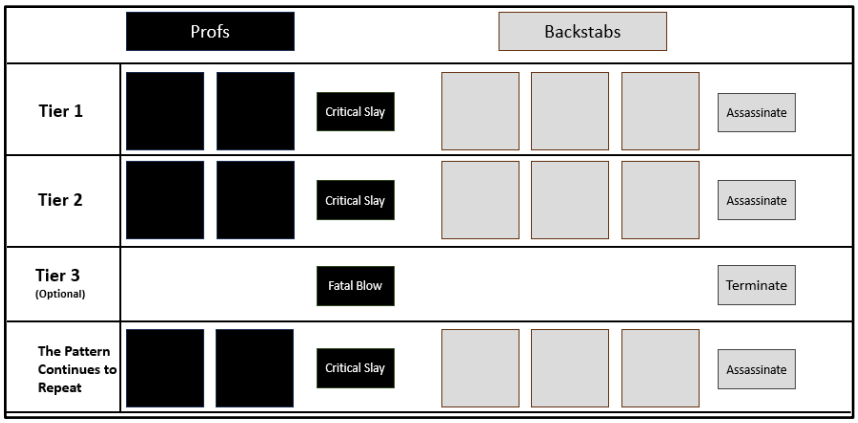
# Brigand (Warrior/Assassin Multiclass)

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 Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**


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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**.**

Brigands may choose to purchase **either Tactical Strikes or Roguish Ingenuities** at a rate of 5 Skill Points per ability. They may choose to purchase these at any time, however they may not exceed the initial starting rate of 3 at level 8, a 4th at level 10, & a 5th at level 15. Once purchased they will then be able to specialize (see Known Class Specializations). Only one type of ability may be purchased per character.

## 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 Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

Shadows may choose to purchase **either Cantrips or Roguish Ingenuities** at a rate of 5 Skill Points per ability. They may choose to purchase these at any time, however they may not exceed the initial starting rate of 3 at level 8, a 4th at level 10, & a 5th at level 15. Once purchased they will then be able to specialize (see Known Class Specializations). Only one type of ability may be purchased per character.


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# 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. The Spellblade is uniquely equipped for battles where magic comes into play. They have the unique ability of transferring certain spells to empower their weapon with the same effect. This ability is called a Spell Strike.

**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 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)

In addition to the defensive ability to Critical Parry, the Spell Strike can also be used as a Spell Parry against certain magical attacks.

**Spell Parry:** By expending your Spell Strike/Critical Parry, the spell blade can deflect a spell they would other wise have taken. This ability can only be used on 8$^{th}$ level and down spells that are in the Spell Blades Primary Spell Column. If the spell blade progresses their secondary column to have at least 1, 9$^{th}$ level spell then they would be able to parry spells in their secondary column as well. To use this the player should announce “Spell Parry” within 3 seconds of being hit with the spell. **Spell Parry, Critical Parry, Fatal Parry, & Shield Parry will only work on attacks from the front just like a Dodge.**

Spellblades may choose to purchase **either Tactical Strikes or Cantrips** at a rate of 5 Skill Points per ability. They may choose to purchase these at any time, however they may not exceed the initial starting rate of 3 at level 8, a 4$^{th}$ at level 10, & a 5$^{th}$ at level 15. Once purchased they will then be able to specialize (see Known Class Specializations). Only one type of ability may be purchased per character.


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## 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.

Artisans may choose to purchase **Cantrips** at a rate of 5 Skill Points per ability. They may choose to purchase these at any time, however they may not exceed the initial starting rate of 3 at level 8, a 4th at level 10, & a 5th at level 15. Once purchased they will then be able to specialize (see Known Class Specializations).

# Class Abilities

The following sections will outline three different Class Abilities that can be used innately by Warriors, Sorcerers, and Assassins and with training by Brigands, Shadows, Spellblades, and Artisans.

| Tactical Strikes | Roguish Ingenuities | Cantrips |
|---|---|---|
| Warriors | Assassins | Sorcerers |
| Spellblades (with purchase) | Brigands (with purchase) | Spellblades (with purchase) |
| Brigands (with purchase) | Shadows (with purchase) | Shadows (with purchase) |
| | | Artisans (with purchase) |

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.


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**How these Resources are earned:**

Main Class Character will start with three (3) of their respective resources. At level 10 these characters earns one (1) additional, and again at level fifteen (15). After Level 15, they will have five (5) total of their respective resources, And may choose to purchase additional class abilities at a rate of 5 Skill Points each giving a total of up to 10.

Hybrid Class and Artisan Class Characters may choose to purchase Class Abilities as defined above at the rate of 5 skill points each. This can be done at any time, however cannot exceed the initial rate of 3 at level 8, a 4$^{th}$ at level 10, and a 5$^{th}$ at level 15. Hybrid and Artisan Classes are limited to up to 5 Class Abilities.


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## Warrior – Tactical Strike*

### Prerequisite(s): Warrior, Brigand, or Spellblade

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.*

## 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.

## Grit

### Prerequisite(s): Tactical Strike

By expending 1 Tactical Strike, the user may activate Grit to become immune to one specific tagline effect for a duration of 1 minute. The chosen tagline must be clearly stated at the time of activation.

Example: "Activate Grit – Paralyze"

During this time, the user may call "No Effect – Grit" when struck by that specific tagline.

Note: This ability only applies to standard tagline effects (This include Disease, Entangle, Fear, Life Drain, Paralyze, Poison, or Rust) and does not negate the damage or non-tagline-based effects.


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## Guard

### Prerequisite(s): Tactical Strike, Shield

By expending a Tactical Strike, the character, while wielding a shield, may negate a single physical blow (excluding Fatal Blows or Terminate) 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 **"Activate - 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 spell effect unless appropriately protected, physical blow are negated.

**Guard can also be used to block an attack from behind.**

**Example:** If a person you are within arms reach of is hit with a Critical Slay, you can use the Guard ability to block the slay from hitting them, and then the slay is negated for you.

## 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"


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## 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.

## Taunt

### Prerequisite(s): Tactical Strike

Upon activating this skill, the user must clearly call "Taunt!" while within melee attacking distance of the targeted enemy. The targeted enemy is compelled to focus their aggression on the user for the next 10 seconds.

During this time, the affected target may not intentionally strike, cast spells, or target any character other than the user. If the user breaks line of sight or is incapacitated, the effect ends immediately.

Call: "Taunt!"
Usage: Once per reset

**Note:** Taunt is a non-magical effect representing force of presence or intimidation, but may be resisted via resist Emotion, resist Mind Effecting, or similar immunities. **This ability will not work on other player characters.**

## 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"


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# Sorcerer - Cantrips*

## Prerequisite(s): Sorcerer, Shadow, Spellblade, or Artisan

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.*

# Circle of Stabilization

## Prerequisites(s): Cantrip

Duration: 10 minutes

By expending a cantrip, sorcerers can 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.

Additionally, while in the circle, the caster can cast 1 "Enchantment" spell on up to 5 separate people and the spell is only lost 1 time from memory. This ability may only be used 1 time per Circle of Stabilization casting.

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"


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## Favored Spell

### Prerequisites(s): Cantrip, level of spell chosen in the column.

Pick a spell from your spell list when purchasing this skill. You may cast this spell even while under the effects of Silence. The chosen spell must be 8th level or under. This may be self-cast, however, may not be used to remove the Silence effect from yourself. The spell still uses the associated spell slot.

To activate, expend 1 Cantrip then clearly state “Activate - Favored Spell” before throwing the spell packet or delivering the spell effect. (no spell verbal is required for this casting).

**Note:** You may only purchase this skill once.

## Lucky Crafter

### Prerequisites(s): Cantrip, any crafting skill

By Expending a Cantrip, the crafter can reroll the outcome of a crafting recipe (Apothecary, Artificer, Blacksmith, Chef, Ritual, or Runecraft). Upon doing this, the maximum outcome is a Success (typically a 6-8 viability). Any roll beyond that will be taken as a Success. The crafter can still receive a less than successful roll.

**Note:** This ability may only be used 1 time per crafting attempt.

## 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***


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# 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.

# Redirect Spell

## Prerequisites(s): Cantrip

By expending a cantrip, this ability allows you to cast the same spell you were just hit with back at the caster. This only works on spells 8$^{th}$ level and below. You must say the verbal and follow all the normal rules of spell casting. Does not require you to have the spell in your spell list, only works on battle magic spells (no high sorcery).

To use say "Activate – Redirect Spell + [Spell Verbal]" and then throw your packet.

**NOTE:** This skill may only be used a maximum of 2 times per reset.

# Reverse Time

## Prerequisites(s): Cantrip

By expending a cantrip, sorcerers can 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 - (Cast your spell by saying the verbal again)"


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# 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.


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# Assassin – Roguish Ingenuity*

## Prerequisite(s): Assassin, Brigand, or Shadow

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. ***[Melee Burst Damage]***

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

# 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.

# Feint

## Prerequisite(s): Roguish Ingenuity

This skill is used in the same manner as a Slay or Fatal Blow. The user must clearly call "Prepare to die – Feint" while making a melee or thrown attack. If the attack makes legal contact, the target **must** expend a defense as if struck by a Slay effect. Acceptable defenses include Parry, Fatal Parry, Shield Parry, or Dodge (will not trigger the use of the Guard Tactical Strike ability). This effect does not deal damage or apply any additional effects beyond forcing the defense to be used. If the target does not have any of the above skills available, the effect fails.

**NOTE:** This ability may only be used 1 time per combat.


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## 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.

## 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.

## Pinning Blades

### Prerequisite(s): Roguish Ingenuity, Thrown Weapon

By expending a Roguish Ingenuity, the character may use one of their thrown weapons to Pin their target to the ground. This works as per the ability Physical Pin.

e.g. “Activate - Pinning blade”

This attack 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.

Physical Pin from this ability will last for sixty (60) seconds, however the target may remove the object pinning them on a ten (10) count. If any damage is taken during the count, the count starts over.


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## Slip the Noose

### Prerequisite(s): Roguish Ingenuity

By expending a Roguish Ingenuity, you may convert a Dodge skill use into an “Evade”. This allows you to get out of the way of an attack that could otherwise not be dodged. This includes Area of Effect or an attack from behind. If used to Evade a Critical Slay or Fatal Blow, that attack would still be active as per normal dodge. All other limits to the dodge skill still apply.

## 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.


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# 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

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


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# 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 (70) | 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.


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# Known Class Specializations

Specializations represent a deeper commitment to a specific martial, magical, or thematic path. These advanced roles offer new abilities and opportunities but are not available at character creation. Instead, players must seek out a qualified trainer in-play to begin a specialization.

Roleplaying is a core component of accessing and progressing through a specialization. Players are expected to embody the mindset, duties, and philosophies of their chosen path. Trainers may set roleplay-based tasks or conditions for advancement, and many abilities will only become usable after such requirements are met.

## Eligibility

To pursue a specialization, a character must have at least one of the Class Ability paths:

- Tactical Strikes (Warrior)
- Roguish Ingenuity (Assassin)
- Cantrips (Sorcerer)

Characters from Hybrid classes (Brigand, Shadow, Spellblade) and Artisans become eligible only after they have trained into one of these paths and acquired the appropriate abilities.

## Core Structure

- Once accepted into a specialization, the character immediately gains access to the full list of that path's abilities (excluding the Master Ability).
- Some of these abilities may have roleplay-based progression requirements as determined by the trainer.
- Master Abilities are unlocked when a character has acquired all five Class Abilities from their selected path (at Level 15 for main classes, or after training for hybrid/artisan characters).

After achieving Mastery, the character may serve as a trainer and pass on the path to others.


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# Specialty Paths

Specializations are designed to support a variety of thematic playstyles. Current specialties include but are not limited to:

| | | |
|---|---|---|
| Shaman | Hunter | Elementalist |
| Necromancer | Druid | Reaver |
| Paladin | | |

Each specialization has its own core philosophy, roleplay elements, and ability tree. Your trainer will guide you through what is expected to advance within the path.

# Class Restrictions and Build Adjustments

Each specialization will indicate which Class Ability path(s) it requires. In some cases, adopting a specialization may remove access to one or more core abilities that do not align with the chosen path. If you lose access to previously purchased Cantrip, Tactical Strike, or Roguish Ingenuity abilities as a result, those skill points will be refunded and may be spent elsewhere.

# Future Development

Additional specializations are planned for future release and will become available as they are balanced and tested.

For any questions about class specializations or advancement, please contact Veil@veilofashes.com or speak with a staff member during an event.


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# 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 - Tactical Strikes, Roguish Ingenuities, or Cantrips**

## 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.


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## 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!”


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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.


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# Necromancer

**Prerequisite - Tactical Strikes, Roguish Ingenuities, or Cantrips**

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. For each 6th level spell the Necromancer has, they may convert it to a Create/Destroy Undead spell and use the spell slot as normal. If you are using this with a RI/TS/Cantrip 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.

## Corpse Channeling

Necromancers are adept at twisting the life energy of other creatures to their will. A necromancer may channel the life essence of a creature at dead status and convert it to a pool of necrotic energy to be thrown as packet delivered magical damage. This is done by planting your foot near the dead creature and saying, “Channeling 1, channeling 2, channeling 3”. The necromancer gains a pool of 50 necrotic damage to be thrown in increments of “5 Necrotic”. This type of damage is unique to this ability and will cause damage to all living creatures and heal undead creatures. It will not heal corrupted creatures or players.


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# Master Necromancer – Zone of Undeath

Master Necromancers, may expend 1 TS/Cantrip to cast a Death spell. They still need to say the verbal and throw the packet.

Additionally, a Master Necromancer has reached a deeper connection with their abilities. As such they may now convert all their corruption spells to Necrotic Damage. They will still say the normal verbal, however at the end they would say "XX Necrotic" instead of XX Corruption.

Lastly a Master Necromancer may assume a Mantle of Dread for 60 seconds, once. They must be near a dead body (nothing happens to the body) and say the words – "Activate! I offer this dying breath to don the mantle of the dread". This is not a cosmetic change to your appearance, only a change to your stats. This ability exhausts the Necromancer, and they can only activate this ability twice per reset.

- **Mantle of Dread -** Within the 60 second duration, the necromancer identifies as undead and is affected by "Destroy Undead" and Life/Death have opposite effects unless otherwise corrupted then there is no change. During this time, the necromancer also receives the following stat changes:
    - Take half damage from non magical damage.
    - Gain 1 resist mind affecting and 1 resist metabolic
    - Gain 50 Bone Armor
    - Gain +2 Weapon Damage ***[Melee Burst Damage]***


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# 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 <u>25 points</u> 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.

***Verbals***

**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.


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# Paladin

## Prerequisite – Tactical Strike or Cantrip

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 themself. 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]***


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## 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.


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# Added/Modified Spells for Paladin:

Because of the Paladin's unique oath and the magical properties that are attached to it, the Paladin's Primal spell column gains additional spells that they can cast, and other spells are modified as follows:

## Cure Wounds (Curing) [Replaces Heal/Cause Wounds]

**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 [Replaces Disease/Heal Disease]

**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


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## Stun Undead (Repelling) Level 4 [Spell Added]

**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 [Replaces Poison/Purify]

**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 [Spell Added]

**Duration:** Instant cast

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

**Verbal** - I destroy this undead creation before me.


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## Cure Dire Wounds (Curing) Level 8 [Replaces Heal Dire/Grievous Bolt]

**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 [Replaces Healing Rain/Tempest of Corruption]

**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 [Replaces Life/Death]

**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.


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# Hunter

**Prerequisite - Tactical Strikes or Roguish Ingenuities**

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".


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## 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: Tactical Strikes, Roguish Ingenuities, or Cantrips**

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.


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## 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


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## 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.

# Reaver

## Prerequisites - Tactical Strikes or Roguish Ingenuities

****Lose access to GiantSlayer, Juggernaut, and 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.


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## 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 life drain. 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.


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# Elementalist

**Prerequisites – Cantrips & Ethereal Spells**

**(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). **An Elementalist may cast any element, however they only gain their abilities/bonuses in their primary 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 confining spells in exchange for gaining a base of 10 damage to their Fire Elemental Bolt spell and their Fire Elemental Surge spells doing 100 points of damage. They gain no bonus if casting a non-fire spell.


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# Storm Caller

## Elemental Binding

This ability allows the Elementalist 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 the 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 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.


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# Geomancer

## Elemental Binding

This ability allows the Elementalist 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

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]***


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# Cryomancer

## Elemental Binding

This ability allows the Elementalist 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!”


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# Master: Cryomancer

The Master Cryomancer gains a 10-point Protection Aura that resets every 10 minutes. This ability will stack with other Protection Auras.

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)


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# Character Progression

## Build Blanket

Each Player will receive a build blanket for attending Veil of Ashes.

## 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 ONLY convert these Game Points after having worked for the game at the event. If you attend an event and do not work for the game, you will not be able to convert Game Points into build for that event.** 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. Lives are purchased at a rate of 30 GP the first time, 60 GP the second time, and then from then on are 90 GP. These rates stay with the Character and do not reset each year. Some examples can be seen below on how you can earn GP.

| **Game Point Awards** | |
|---|---|
| **Action** | **Award** |
| Monstering/Monster Marshal | 10 GP/hour |
| On-Call Medic (doesn't count to Working for the Game requirement) | 60 GP/event |
| Working Logistics | 10 GP/hour |
| Tavern Worker | 10 GP/hour |
| Armor and Weapon Check In | 5 GP/hour |
| Crafting Marshal (Must remain within Eyesight of the tavern, but can be in-play while not assisting someone with their crafting) | 10 GP/hour |
| After Event Site Clean-up | 25 GP |
| Head of (Crafting, Medics, Site Clean-up, & Tavern) | 90 GP |
| Spell Packet Donation | 3 GP / 1 packet |
| Weapon Donation (Provide Receipts) | 3 GP/$1 spent<br>+10GP/hour |
| Cash Donations (Provide Receipts) | 3 GP per dollar |


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# Between Event Actions

Between Event Actions allow your character to perform activities that are not feasible to complete during a weekend event. Examples include traveling to a distant location, conducting research, or building/repairing something. They should not be used to perform any raiding or similar offensive actions that will typically result in combat/confrontation (this is at the discretion of the current Plot Team or GMs).

Since these actions are reviewed and addressed outside of gatherings, they require the personal time of our Game Managers and Plot Team. While we will make our best effort to address each action, they are considered an extra, above and beyond normal gameplay. Players should not view Between Event Actions as a standard part of gameplay or feel cheated if they do not receive a response.

You may submit 1 Between Event Action after having attended the event and no later than 10 days prior to the following event. Additionally, you may only submit one action per event period. If you have never submitted an action before, it is an excellent way to engage with the plot and inform the Plot Team about your interests. Consider the following when submitting an action:

- What are you doing?
- Who is accompanying you (ensure they are aware)?
- What skills do you have, and how will you use them in your action?
- Any other special considerations we should know about.

A good example of a Between Event Action might be: “Last event XYZ happened, and as a result, we are going to [PLACE] to investigate or talk with [PERSON].”

Between Event Actions also provide a way for you to inform the Plot Team about your character’s goals. For example: “I have always wanted to sail on the open sea, traveling from port to port. To pursue this, I am traveling to [PLACE] and looking for anyone near the docks who appears to be in charge. I would like to ask if there is any way I could help or get involved in their operation.”

To submit a Between Event Action, please complete the form on our website: https://veilofashes.com/between-event-action-form/


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# 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.


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# 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.


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# 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. This reset does not grant more skill uses for Crafting Skills such as Artificer, Blacksmith, Chef, Ritual, or Runecraft.

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 exception 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 |


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# Health Conditions

## 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).

## 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.

## 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.


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# 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.

# 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.

# 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.

# 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.

# Waylaid

**Effect Duration:** one (1) minute

A character that is **Waylaid** has been effectively knocked out and is unaware of what is happening around them. They are unable to talk or cast spells in this status. They can be awoken by being shaken for 10 seconds **or** any restorative Healing/Corruption/Curing spell or ability.


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# 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 annunciate 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.

## Combat Duration

Some skills and abilities may be defined with a combat duration or may be usable so many times per combat. Combat duration is defined as the entire time that you are engaged in offensive or defensive actions and will only reset when you have been completely disengaged from these actions and are not under the effects of any Crowd Control or movement restricting ability like Charm, Paralyze, Sleep, Confining, etc. for at least 60 seconds.


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# 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 a 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.

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/Toxin 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.

**Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

# 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.


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## 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.


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## 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.


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# 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/Toxin Shield

Elemental Shield will protect the target from the next elemental effect that strikes them, no matter if it is magical or not. Toxin 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 Toxin Shield active at the same time. The target must say "Elemental Shield" or "Toxin 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.


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# 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.


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# 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 there 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.

## Blind (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 blind. While blinded, you are ½ speed and cannot attack or defend. You may ONLY cast spells from memory on yourself. Players should not close their eyes, and must roleplay being blind. This effect lasts for one (1) minute until Restore, Heal All, or Dead Status.

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.


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## 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.


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## 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.

## 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.

## 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.


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## 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.

## Necrotic

This damage will cause the target damage regardless of them being living, undead, or corrupted. It can be blocked by a shield however is not blocked by magical spell shields.

## 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.

## Permanent Wounds

If you take body damage from the attack you are permanently down that many hit points until you fix it. If you take multiple attacks, the effect stacks. Hit 3 times with 5 Permanent wounds you are down 15 total hit points until fixed. Potential fixes: Resurrection, End of the Event, Purge ritual, a Reaver's Blood Infusion. **Potions, spells or other consumables do not fix this**.

**NOTE:** You cannot drop below 1 hit point from this ability.


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## 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.

## Physical pin (Confining)

**Effect Duration:** one (1) minute

Attacks from this tagline to a target will pin one of the targets feet to the ground. Targets affected by **Physical Pin** may only pivot on that foot. They can still attack and defend.

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

The target may remove the object pinning them on a ten (10) count but if any damage is taken the count starts over.

## 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. As such, they may not cast spells or use any weapons or shields

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.


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## 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

## 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)

## 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.

## 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.


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## 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.

## 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 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)


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## 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.


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# 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 monstering.

## Breaking/Snaping Confining

Some monsters are stronger than others and may have the ability to "Break" or even "Snap" out of confining spells. Breaking out of confining will result in the monster taking body damage, however if they can Snap out of the confining they take no damage.

To break out they will have a count "Breaking 1... Breaking 2... etc" during this time they can still take damage (unless breaking out of an Ethereal Prison) however cannot be killing blowed.

If the creature can Snap confining, they are instantly out of that confining spell.

This typically is assigned to a monster in a tiered manner as follows however may be modified at the discretion of the Head of Plot, Story Tellers, & Game Management on a per creature basis:

- **Tier 1:**
  - May break Trap & Bind on a 3 count at a cost of 15 body.
- **Tier 2:**
  - May break Trap & Bind on a 3 count at a cost of 15 body. May break Web on a 10 count at a cost of 30 body.
- **Tier 3:**
  - May Snap Trap & Bind. May break Web on a 10 count at a cost of 30 body. May break Ethereal Prison on a 10 count at a cost of 50 body.

## 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


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# 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

# 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**.**
- Immune to **Doom** Spell.
- Harmed double by **Healing/Curing** magic.
- Immune to all Metabolic and Mind-Affecting, Repulse, Poisons, Toxins, and Waylay.


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# 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.


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## Physical Locks

A physical lock can be used to secure a chest or box but cannot be used to secure a player's building. A spare key must be attached to the box so that a marshal can access it if needed. There is a limit of 1 lock (physical or magical) per box, and there should never be a locked box inside of another locked box. A Marshal must be present if you are attempting to interact with a physical lock without the key. Non-magical locks are affected by the Shatter Spell, and can be picked using the Lock Pick Skill.

# 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. **It is your responsibility to provide all the things needed for the creatures. This includes but is not limited to, Claws, Packets, Tabards & Weapons. If any of these are not provided, the person playing the creature will do their best effort but will not leave to find the needed items.** Guardians regardless of intelligence lack the ability to use loot tags like but not limited to Arrow Fragments, Frog Legs, Crackling Energy, or Hightop's Magical Lock. If a guardian possesses the ability to use Items or Consumables it will be listed on the card/recipe for that guardian. If it is not listed, they are unable to do so.

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.


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# 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, if 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 unless it is a Class skill like Tactical Strikes, Roguish Ingenuity, or Cantrips, or if it is an ability based on your people type like a resist or Siphon Life. Anyone can teach another character any skill that they know, with the exception being Survival and Lore/Knowledge skills, 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 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.


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# 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 |
| Blind Fighting | 2 | 2 | 2 | 2 | 2 | 4 | 4 | None |
| Advanced Blind Fighting | 4 | 4 | 4 | 4 | 4 | 8 | 8 | Blind Fighting |


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# 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 Assassinates (Brigand) Backstab +3 (Assassin) |
| Waylay | 10 | 6 | 6 | 12 | 8 | 15 | 12 | None |
| Lock Picking (per Level 1 – 5) | 2 | 2 | 2 | 2 | 2 | 2 | 2 | None |
| Disarm Trap (per Level 1 – 5) | 2 | 2 | 2 | 2 | 2 | 2 | 2 | None |

# Tactical Strikes

| Skill name | Warrior | Brigand | Assassin | Spellblade | Shadow | Sorcerer | Artisan | Prerequisites |
|---|---|---|---|---|---|---|---|---|
| Unleashed | 10 | 10 | -- | 10 | -- | -- | -- | Tactical Strike |
| Guard | 5 | 5 | -- | 5 | -- | -- | -- | Tactical Strike |
| Regenerate | 5 | 5 | -- | 5 | -- | -- | -- | Tactical Strike |
| Giantslayer | 15 | 15 | -- | 15 | -- | -- | -- | Tactical Strike |
| Juggernaut | 10 | 10 | -- | 10 | -- | -- | -- | Tactical Strike |
| Grit | 10 | 10 | -- | 10 | -- | -- | -- | Tactical Strike |
| Stand Your Ground | 5 | 5 | -- | 5 | -- | -- | -- | Tactical Strike |
| Taunt | 10 | 10 | -- | 10 | -- | -- | -- | Tactical Strike |
| Tactical Strike | 5 free, Additional 5 each | 5 | -- | 5 | -- | -- | -- | Warrior, Brigand, Spell Blade |


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# Roguish Ingenuity

| Skill name | Warrior | Brigand | Assassin | Spellblade | Shadow | Sorcerer | Artisan | Prerequisites |
|---|---|---|---|---|---|---|---|---|
| Pinning Blades | -- | 5 | 5 | -- | 5 | -- | -- | Roguish Ingenuity |
| Heart Piercer | -- | 15 | 15 | -- | 15 | -- | -- | Roguish Ingenuity |
| Blade of Insanity | -- | 10 | 10 | -- | 10 | -- | -- | Roguish Ingenuity |
| Venom Blade | -- | 10 | 10 | -- | 10 | -- | -- | Roguish Ingenuity |
| Torpor Blade | -- | 5 | 5 | -- | 5 | -- | -- | Roguish Ingenuity |
| Feint | | 10 | 10 | | 10 | | | Roguish Ingenuity |
| Flash Powder | | 5 | 5 | | 5 | | | Roguish Ingenuity |
| Slip the Noose | | 15 | 15 | | 15 | | | Roguish Ingenuity |
| Roguish Ingenuity | -- | 5 | 5 free, Additional 5 each | -- | 5 | -- | -- | Assassin, Brigand, Shadow |

# Cantrips

| Skill name | Warrior | Brigand | Assassin | Spellblade | Shadow | Sorcerer | Artisan | Prerequisites |
|---|---|---|---|---|---|---|---|---|
| Message Arrow | -- | -- | -- | 10 | 10 | 10 | 10 | Cantrip |
| Wall of Force | -- | -- | -- | 5 | 5 | 5 | 5 | Cantrip |
| Circle of Stabilization | -- | -- | -- | 5 | 5 | 5 | 5 | Cantrip |
| Reverse Time | -- | -- | -- | 15 | 15 | 15 | 15 | Cantrip |
| Meditation | -- | -- | -- | 5 | 5 | 5 | 5 | Cantrip |
| Crafting Reroll | | | | 15 | 15 | 15 | 15 | Cantrip |
| Favored Spell | | | | 5 | 5 | 5 | 5 | Cantrip |
| Redirect Spell | | | | 15 | 15 | 15 | 15 | Cantrip |
| Cantrip | -- | -- | -- | 5 | 5 | 5 free, Additional 5 each | 5 | Sorcerer, Spell Blade, Shadow, or Artisan |


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| 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 |
| Tertiary Column Spell Slots | X3 | X3 | X3 | X3 | X3 | X3 | X3 | School Specific |
| Quaternary Column Spell Slots | X4 | X4 | X4 | X4 | X4 | X4 | X4 | School Specific |
| Ritual Magic* | 4 | 4 | 4 | 4 | 4 | 2 | 4 | 1x 9th Level Spell |


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# 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, Deep Dwarf |
| Siphon Life | 5 | 5 | 5 | 5 | 5 | 5 | 5 | Strigoi |
| Shadow Step | -- | -- | -- | -- | 5 | -- | -- | Shadow, Max of 3 |


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# 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 |
| Ritual Magic* | 4 | 4 | 4 | 4 | 4 | 2 | 4 | 1x 9th Level Spell |
| 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 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | Special |


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## 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 |
| Standard Lore, Knowledge | 3 | 3 | 3 | 3 | 3 | 3 | 3 | Special |
| Greater Lore, Knowledge | 6 | 6 | 6 | 6 | 6 | 6 | 6 | Special, (Must be learned from a GM or Story Teller) |
| 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 Ten (10) 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 Spell Blade wearing Twenty-Five (25) Points of Armor with One (1) Rank would count as having Thirty-Five (35) Points, but could not fully benefit from a second rank since their Class Maximum is forty (40).

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.


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## 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, Assassins & Artisans* gain 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. **Spell Parry, Critical Parry, Fatal Parry, Shield Parry & Fatal Shield Parry will only work on attacks from the front just like a Dodge.**

## Blind Fighting

Prerequisite(s): None

The Blind Fighting ability allows you to Defend while under the effects of the Blind effect. This means blocking with a weapon, Critical Parry, Fatal Parry, Shield Parry, Fatal Shield Parry, Spell Parry. You are still impacted by the ½ speed and therefore cannot Run or Dodge.

## Advanced Blind Fighting

Prerequisite(s): Blind Fighting

The Advanced Blind Fighting ability allows you to attack with Weapons or Spells as normal while under the effects of the Blind effect. You are still impacted by the ½ speed and therefore cannot Run or Dodge.


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# 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. **Spell Parry, Critical Parry, Fatal Parry, Shield Parry & Fatal Shield Parry will only work on attacks from the front just like a Dodge.**

# 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. **Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

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.


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## 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. **Spell Parry, Critical Parry, Fatal Parry, Shield Parry & Fatal Shield Parry will only work on attacks from the front just like a Dodge.**

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


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# 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. **Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

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. **Spell Parry, Critical Parry, Fatal Parry, Shield Parry & Fatal Shield Parry will only work on attacks from the front just like a Dodge.**

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


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## 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. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

## 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, Assassinates, 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.


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## 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 Spell blades can purchase this skill up to Six (6) times, Artisans up to Five (5) 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 knock the victim out and put them at the “Waylaid” status if successful.

During this time they are unaware of what is happening around them. They are unable to talk or cast spells while Waylaid. They can be awoken by being shaken for 10 seconds or any restorative Healing/Corruption/Curing spell or ability.

This effect may be stopped by wearing rigid armor on the back of your neck or by a Spirit Shield (the Spirit Shield is not consumed in the process).

**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.


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## 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.

**Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

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

Assassinate may also be used as a Dodge.


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# 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.

**Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows. Assassinates and Terminates still must hit from behind in the Upper or Lower Torso.**

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.

# Lock Picking

## Prerequisite(s): None

May open any non-magical (physical) lock by using appropriate lockpicking tools within a set duration. During the duration, you must remain focused on the lock. If any damage is taken you fail the pick and must start over. You MUST have this skill to attempt to pick a lock.

- Level 1 - 3 minutes
- Level 2 - 2 minutes
- Level 3 - 1 minute
- Level 4 - 30 seconds
- Level 5 - 15 seconds

# Disarm Trap

## Prerequisite(s): None

This skill allows you to disarm traps in marshaled situations. This does not include traps that have been set by Runecraft or other Crafting Recipes. The time it takes to disarm the trap is based on your level of skill. During the duration, you must remain focused on the trap. If any damage is taken you fail to disarm and must start over. You MUST have this skill to attempt to disarm a trap.

- Level 1 - 3 minutes
- Level 2 - 2 minutes
- Level 3 - 1 minute
- Level 4 - 30 seconds
- Level 5 - 15 seconds


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# 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. No spell column can be larger than 9-wide.  There are additional costs for purchasing spells in a secondary, tertiary, or quaternary column.

## 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.


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## 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 | 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 up to 20 ranks of Ritual Magic.

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


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## 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”


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## 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:** Instant

Any item that is being held must be dropped by the target. 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>.


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

**Duration:** 1 Event

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)*

Upon activation, this increase in strength can alternatively be used to break Pin or Bind on a 3 count at a cost of 15 body. After which time the spell is no longer active.

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

## SHIELD (ENCHANTMENT)

**Duration:** 1 Event

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.


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

**Duration:** 1 Event

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)*

Upon activation, this increase in strength can alternatively be used to break Pin or Bind on a 3 count at a cost of 15 body. After which time the spell is no longer active.

**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.


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## 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) / 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>.


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## Trap (Confining)

**Duration:** Line of Sight up to 5 Minutes

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:** 1 Event

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:** 1 Event

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.


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## Bind / Unbind (Confining)

**Duration:** Line of Sight up to 5 Minutes / Instant

The target of a Bind spell will have their arms bound 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:** With Ethereal force I bind your arms.

With Ethereal Force I 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:** With Ethereal force I shatter your armor.

## Slow (Metabolic)

**Duration:** Line of Sight up to 5 minutes

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:** 1 Event

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.


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## 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.


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## 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.

## Echo (Enchantment)

**Duration:** 1 Event

The target of this spell receives an enchantment that allows them to recast a spell if the target of the spell resists its effect. This will not work if the spell is defended against in any other way (flash, no effect, Spell Parry, etc.). If a target resists your spell you may say "Activate – Echo" and then cast your spell again. Providing that you continue to hit with your spell packet and the spell continues to be resisted, you may continue to cast that same spell. This only works on a single target

**Verbal:** With Ethereal force I reverberate and Echo your Spell.

## Reflect Magic (Protection)

**Duration:** 1 Event

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.


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## Web (Confining)

**Duration:** Line of Sight up to 5 Minutes

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:** 1 Event

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.


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## 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 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.


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## 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:** 1 Event

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:** 1 Event

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>.


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## Circle (Protection)

**Duration:** 5 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!"


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## 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 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.


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## 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:** Instant

Any item that is being held must be dropped by the target. 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>.


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

**Duration:** 1 Event

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 attempted 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)*

Upon activation, this increase in strength can alternatively be used to break Pin or Bind on a 3 count at a cost of 15 body. After which time the spell is no longer active.

**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:** 1 Event

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.


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

**Duration:** 1 Event

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)*

Upon activation, this increase in strength can alternatively be used to break Pin or Bind on a 3 count at a cost of 15 body. After which time the spell is no longer active.

**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


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## 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 up to 5 Minutes

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.


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## 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


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## 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:** 1 Event

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 up to 5 Minutes / Instant

The target of a Bind spell will have their arms bound 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.


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## 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.


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## 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.

## Toxin Shield (Protection)

**Duration:** 1 Event

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 "Toxin 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 Toxin Shield can protect you against them. Ingested poisons are not protected by a Toxin Shield. Resists and immunities will always grant protection, even to poisons that are ingested.

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


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## Reflect Magic (Protection)

**Duration:** 1 Event

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.


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## Shadow Form (Enchantment)

**Duration:** 5 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 Shadow form, but they will still be immune to effects as stated above. If not forcibly removed from Shadow form 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 Shadow form, 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 Shadow form. All active spell protections are still in effect while a character is in Shadow form.

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

# Level 7

## Spirit Shield (Protection)

**Duration**: 1 Event

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.


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## 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:** 1 Event

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.


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## 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:** 24 Hours/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.


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## Circle (Protection)

**Duration:** 5 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. Heal all works on both non-corrupted and Corrupted characters. This spell cannot be used in any sort of offensive capacity. However, there is an exception for Undead creatures where this spell deals 50 points of damage to them.

**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.


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## 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


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# 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


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## 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 to determine things such as, what direction something came from, or is going. This skill can be purchased in 5 levels and will result as follows:

- **Level 1:** Tracks animals, humanoids, and large creatures on very soft ground (mud, clay) within 1 day.
- **Level 2:** Tracks on soft ground (loose Earth, sand, forest) within 1 day and on very soft ground within 2 days. Can hide own tracks.
- **Level 3:** Tracks on firm ground (packed Earth, hard forest, foothills) within 1 day, soft ground within 2 days, and very soft ground within 4 Days. Can hide tracks for two companions.
- **Level 4:** Tracks on hard ground (mountains, gravel, stone) within 1 day, soft ground within 4 days, firm ground within 1 day, and very soft ground within 8 days. Can hide tracks for a group of up to six.
- **Level 5:** Tracks on all types of ground (hard, firm, soft, very soft) within 14 days. Can hide tracks for a group of up to ten.


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## Harvester

### 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 maps, splitting their points between the two maps however they like.

## 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.


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# 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.


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# Standard Lore, Knowledge (Specific)

**Prerequisite(s): None**

When you create your character, you may purchase the lore of chosen "People."

Having a Lore allows you to recognize specific traits or markers that identify creatures, magics, languages, artistic styles, or cultural norms of the chosen Lore. There may be instances where having a specific Lore provides additional benefits to your actions, such as casting rituals, identifying certain items, or interacting with the world around you. You can always announce a specific Lore skill to a Marshal or Plot member to see if it grants you such benefits.

This skill can also be learned after character creation by interacting with various NPCs in the game world. Like Survival Skills, Lores cannot be taught by players once learned. Teaching a Lore requires an in-depth set of knowledge about the specific subject that goes beyond what you would know with a standard Lore/Knowledge Skill.

There are several available Lore Skills, however you will find that they typically will cover a specific region of Cindere or a specific type of creature. There is not a full list of what could be available, however here are a couple of examples. Some lores will also vary in how difficult it is to obtain the knowledge.

*Examples of some that may be easier to obtain In-Play*

| | | | | |
|---|---|---|---|---|
| **Elven** | **Dwarf** | **Orchis/Goblin** | **Fae** | **Strigoi** |
| **Deep Elf** | **Deep Dwarf** | **Etharian** | **Hobbling** | **Undead** |

*Examples of some that may be harder to Obtain In-Play.*

| | | |
|---|---|---|
| **Draconid** | **Wretched** | **Natural Creature** |
| **Construct** | **Magical Creature** | **Elemental** |


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# Greater Lore, Knowledge (Specific)

**Prerequisite(s): Standard Lore, knowledge of the same type**

Greater Lores may also be available for certain subjects however are extremely difficult and time consuming to learn (at least 4 to 6 months). This is a skill that cannot be learned at character creation and must be learned while interacting in the game world. This skill is obtained by learning a very detailed knowledge of a specific subject or creature type, and as a result, there are additional benefits in having this skill. **NOTE: Greater Lores can only be learned from a Game Manager or Story Teller.**

- A greater Lore, Knowledge of a specific Region or Creature type allows for you to be able to teach the Standard Lore, Knowledge Skill for that specific subject. *For example, if you have Greater Lore: Undead, you would be able to teach the Standard Undead Lore skill to other players.* Greater Regional lores combined with the Survival skill of that same region will also allow you to teach that survival skill. *For example, if you possess Greater knowledge: The Mire Fields, you can teach the Standard Knowledge: Mire Fields skill. If you also possess Survival: Mire Fields, you could teach another player to survive in the Mire Fields region.* Lores and Survival skills can only be taught to 1 student per gather.
- If you possess this skill for a particular Creature Type like Undead, Elementals, Magical Creatures, etc. you also gain one (1) resist versus that creature type per event. **This resist will allow you to shrug off any 1 magical effect from that creature type including things that would be considered High Sorcery.** This resist cannot be used to prevent the effects of a Crafting Recipe, Artificer, Blacksmith, Chef, Ritual, or Runecraft regardless of who is crafting/casting the recipe.


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# 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 through an in-play teacher. If a crafting skill has multiple levels available for purchase, you only need a teacher for the first level. Afterward, to increase your level in a crafting skill, you only need to use build points to purchase the skill. Each crafting skill can be purchased from levels 1 to 20.

The crafting skill levels correspond to the number of skill points you can use throughout the weekend event. If you purchase 15 levels in a crafting skill, you will receive 15 skill uses to use at the event. These skill uses work differently than other skills as they can only be reset one time and are not affected by a meditation however the uses can be carried over from one reset to the next at the event (cannot be carried from one event to the next). The recipes you use for your craft consume these skill points.

Recipes are ranked as follows and require a certain level of skill to use: Standard: 1 to 9 levels, Improved: 10 to 14 levels, Master: 15 to 19 levels, Legendary: 20 levels

These recipes vary in the number of skill uses required to craft, generally ranging from 1 to 5 skill uses depending on the specific recipe. In addition to skill uses, the recipes also require resources and, in some cases, components that can be found or bartered for in play.

## 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 Craftsmen will base their prices off “units”.

There are 7 material types: **Apothecary, 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.

| | **Rank: Value** | | | | |
|---|---|---|---|---|---|
| **Resource Type** | **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 |
| Apothecary | Murky Water | Powdered Agate | Nightshade | Dried Mushroom | Basilisk Fang |
| Universal | Leather Scraps | | | | |
| | A Broken Glass Vial | | | | |
| | Flux | | | | |
| | Solvent | | | | |
| | Parchment | | | | |


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# 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 | 4 of the same type | 1x Rank 2 Material |
| Strong | 9 of the same type | 1x Rank 3 Material |
| Imbued | 14 of the same type | 1x Rank 4 Material |
| Mighty | 24 of the same type | 1x Rank 5 Material |

Example: Combine four (4) “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.


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# 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 Apothecary, 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.

## Supporting Skills for Harvesting

The following skills provide additional bonuses to harvesters:

- **Logistics -** Players with this skill can harvest from any two adjacent maps, splitting their points between the two maps however they like.


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# 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 can be combined into a full map and will vary in "cost" based on the value of the map you are trying to make. The fragments represent worn, hard to read versions of the full region map and can be combined by a person with the Harvester Skill at Opening Ceremonies to form a full map of your choosing. There will be a chart that is used to determine how many Map Fragments are needed to form a full map of a region.

## 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. All maps have a 10% chance to fail the harvesting.

## Resource Type Roll

1d100 - Determines what *type* of resource will be received

| | | |
|---|---|---|
| • Apothecary<br>• Ore<br>• Gem | • Foodstuff<br>• Ink | • Universal<br>• Catalyst |

## Resource Quality Roll

1d100 - Determines the *quality* of the resource to be received.

- Rank 1-5 (refer to the Materials of Cindere table)
- On the Resource Roll is where you will find the 10% chance to fail the harvest.

## 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


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# 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** (Armor Augmentation) - 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**<br>  ○ Ice<br>  ○ Lightning | • **Creature Types**<br>  ○ Giants<br>  ○ Goblinoids (non-player)<br>  ○ Natural Creatures |

**Advanced Warding** (Armor Augmentation) - 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**<br>• **Damage Types**<br>  ○ Fire<br>  ○ Acid<br>  ○ Healing | • **Creature Types**<br>  ○ Constructs<br>  ○ Undead<br>  ○ Elementals |


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# Chef

## 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.

# Blacksmith

## 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.


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# Artificer

## 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** (Spell Shield) - 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** (Spell Shield) - 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.


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# Apothecary

## Overview

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. 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 **Toxin 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.

## 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.


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# Baseline Abilities

Characters with the Apothecary skill can create short-term versions of their acids and poisons. These short-term versions last only for the duration of the gathering. Players select these acids or poisons at Opening Ceremonies, and they are listed on their Apothecary card. These short-term vials cannot be stolen or traded and remain with the character even through resurrection.

Acids or poisons created through a recipe, however, will last for 2 years and can be traded, lost, stolen, and do not resurrect with the character.

Below is a list of the costs for each short-term vial that can be purchased based on your skill level. For example, if you have 15 levels in the Apothecary skill, you have 15 points to use for purchasing from the chart below. This baseline ability cannot be modified using an apothecary lab.

| Poison / Alchemical Solution | Type | Cost |
|---|---|---|
| Cause -2 Damage | Gas | 1 |
| Cure +2 | Elixir | 1 |
| Light | Solvent | 1 |
| 10 Acid / Fire / Ice | Solution | 2 |
| Antidote | Elixir | 2 |
| Berserk | Ingested | 2 |
| Cure +2 | Gas | 2 |
| Fire / Frost Oil +1 | Solvent | 2 |
| Paralysis | Ingested | 2 |
| Sleep | Ingested | 2 |
| 20 Acid / Fire / Ice | Solution | 3 |
| Antidote Gas | Gas | 3 |
| Charm | Gas | 3 |
| Cure +15 | Elixir | 3 |
| Fire / Frost Oil +2 | Solvent | 3 |
| Sleep | Gas | 3 |
| Berserk | Gas | 4 |
| Paralysis | Gas | 4 |

# Tools of the Trade

An Apothecary Lab may be required as part of an Apothecary Recipe. These can be made in play by someone with at least 10 levels in Apothecary and require some additional resources to complete.


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# 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.

## Corvid's Crippling Agony Gas (Gas)

**Duration:** 1 Minute

If this vial hits its target they will be sent into a writhing pain for 1 minute. During this time they cannot attack/defend. At the end of the 1 minute duration, the victim drops to bleeding out status. When thrown, the thrower must announce Out of Play "Crippling Agony Gas"


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# 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”


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# 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.

# 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<br>• Required Tools<br>• Primary Components | • Secondary Components (Unit Value is all that is required for these)<br>• Creation/Casting Time<br>• Crafting Type | • Crafting Skill Point Cost<br>• Scroll Uses Remaining<br>• Staff Member Signature |

All the requirements must be satisfied for the recipe or ritual to succeed. No substitutions (except for Secondary Components) 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.


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# 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 |


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## 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.

**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.


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# Enduring Effects - Items

## 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.


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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.


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# 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 |

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. This does not require a Marshall, but any card found without an appropriate date stamp will be considered forfeit.


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# 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.


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# 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.
- Enduring Effect – Spell Augmentation – Only one Spell Augmentation (Spell Power Bonus) may be active at one time.
- 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.


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# 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.

| ***Material*** | ***Color*** |
|---|---|
| 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 3/4” to 1.5”. 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.


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## Binding Focus

A Binding Focus is a bracelet that can be made of any metallic or gemstone 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.


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# Equipping Your Character: Wearing Armor

## Armor Regions

For purposes of armor rating, the body is divided into 6 locations, if only half the region is covered (ie. 1 arm or 1 leg or only front torso) then only 50% of the points will be granted.

- Head
- Torso (coverage on front and back)
- Upper Arms (including shoulders)
- Lower Arms
- 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.


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# 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 |
| Hard Leather or Corsets | 20 |
| Chain Mail or Brigandine | 30 |
| Plate or Scale | 40 |

| **Base Armor Rating for Head Region** | |
|---|---|
| MATERIAL | POINTS |
| Non-metal Plate | 4 |
| Hard Leather | 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 |
| Torso Covered on One Side Only (Each Piece) | -50% |
| Single Limb Covered Instead of Both | -50% |


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# 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 marshal 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 snuggly 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


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# 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:

| ***Weapon Types*** | ***Materials Needed*** |
|---|---|
| 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) |


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# 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 Ashes 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 | 10 | 17 | 12 | 25 | 2 |
| Thrown Weapon * | - | - | - | 6 | 8 | 2 |
| Claws | 10 | 18 | 24 | 26 | 32 | - |
| 1 Handed Sword, Hammer, Mace | 10 | 18 | 34 | 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.


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# 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.


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# 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 ½” 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 ½” 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.


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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.

| ***Weapon Types*** | ***Materials Needed*** |
|---|---|
| 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 |


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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/Hocky 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.

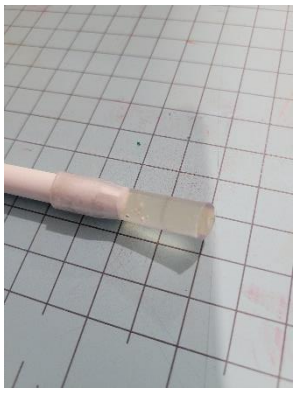
## *The Core*

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 ½" Fiberglass Hollow Core Rods.




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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*

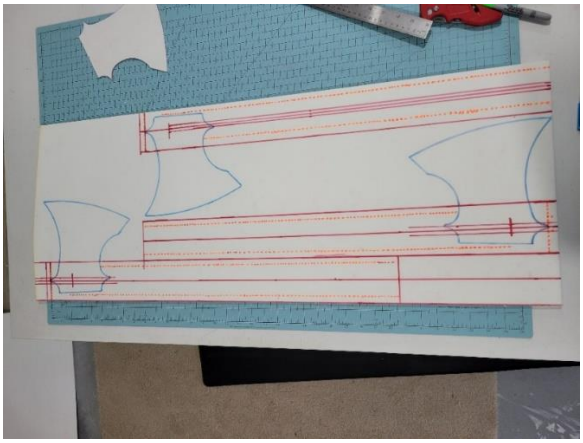
The first step in the process of making the blade for an EVA foam weapon is to make a blank. This is done by layering at least 3 layers of 2 lb. EVA foam with a minimum thickness of 3/8" foam for each layer. It is recommended that your middle layer of foam matches the size of your Core to make the assembly process easier.

When designing your weapon, there are a few minimum thicknesses that you should account for:

| ***Type of Surface/Striking Tip*** | ***Foam Thickness*** |
|---|---|
| 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 | ¾" |
| Non-Striking Surface (Flat of the blade) | 3/8" |

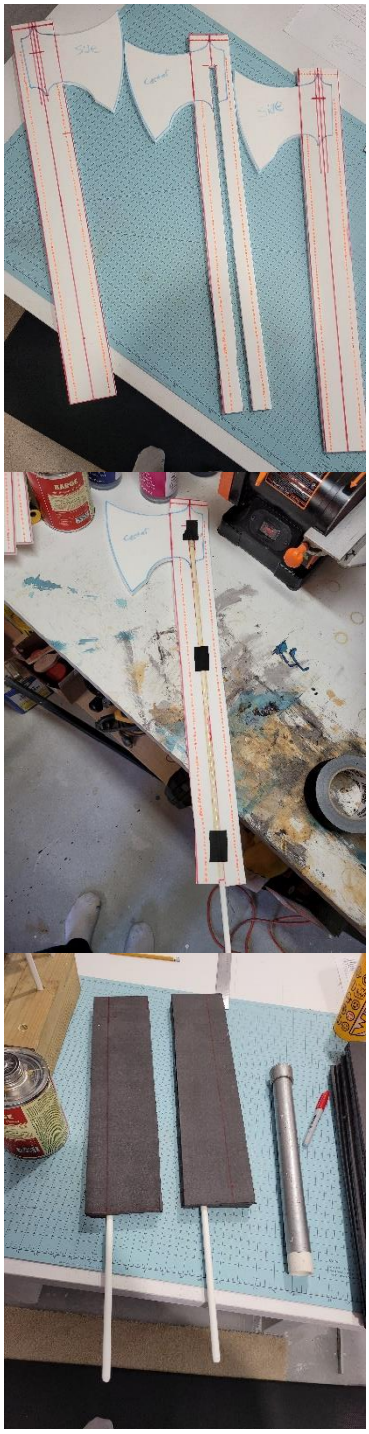
In this image I have marked the minimum Striking Surface distance with an orange dotted line.

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.




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## *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.


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## *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.


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## *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.


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# 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 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 shield must have a core made of plywood, aluminum, corrugated plastic, or any other material hard enough to withstand being struck by boffer weapons without being damaged.
- The perimeter of the shield core must be covered with at least ¾" of foam padding, made with pipe foam, 2lb or 3lb EVA foam, or foam clay.
- The foam padding should be covered with about 6 layers of plastidip (or another non-latex coating) and then painted to your aesthetic.
- All materials must be attached securely with bolts, cording (e.g. leather cord, shoelaces), and/or strong adhesives, (e.g. gorilla glue, contact cement). Any bolts used 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

- Core
  - Wood
  - Aluminum
  - Corrugated plastic - alternate the direction of 2 pieces of corrugated plastic for more sturdiness
- Foam layers, covering at least all edges
  - Pipe foam
  - 2lb or 3lb EVA foam
  - Foam clay
- Strap
  - Leather
  - Thick canvas (e.g. dog collar)
- Handle
- Bolts, cording, and/or strong glue
- Duct tape
- Plastidip
- Paint
- Fabric, optional


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# Constructing the Shield

1) Design your shield, following all size requirements. *Remember that padding will add a few inches on all sides, so be sure the core is designed accordingly smaller than the maximum size.*
2) Cut the core to the desired shape and size.
3) Depending on the material, sand the edges of the core. Place duct tape over the perimeter of the shield core, to reduce wear and tear on the foam padding.
4) Determine where you would like to place the pull handle. Cut two 1-inch square pieces of the core material. Bolt or glue the squares to the shield core to raise the handle off of the shield. *You may need to cut double the 1-inch squares, and glue two pieces to each other to achieve the desired height.* Then bolt or glue the handle to the squares. Depending on the core material and foam padding, sand and/or duct tape the squares.
5) Holding the handle, lay your arm down on the shield core until your elbow rests against it. Mark where you will place the arm strap. Be sure the strap will go over the forearm just before the bend of the elbow. *Be sure that, once attached to the shield core, the strap will not be so tight it cuts off circulation in the arm or so loose the shield swings widely.* Once marked, remove your arm, and bolt or glue the arm strap to the shield core as you did with the handle.
6) Attach the foam padding. *Be sure the full perimeter of the shield and any protrusions from it are fully covered with the required minimum of foam. Be sure it is attached strongly enough that it will not lift at the edges.* Depending on the material, this can be done in several ways. For instance:
7) **Pipe Foam Method:**
    a) Measure pipe foam, and cut it long enough to be placed all the way around the shield with a little extra.
    b) Place the foam around the shield edge, cutting off the excess foam. *Depending on the shape of the shield, you may need to cut notches in the corners of the pipe foam, to ensure a snug fit around the shield core.* Lightly tape the ends of the foam together (it will be removed shortly).
    c) Just below the pipe foam, draw a mark on the shield core every 2-3 inches.
    d) After all the marks have been made, remove the pipe foam. Then drill a hole at each mark.
    e) Place the foam back on the shield. For endurance, cover the pipe foam in duct tape laid lengthwise (do not tape the foam to the shield), instead use fabric (tucked under the foam) to cover the pipe foam.
    f) Tie the foam to the shield core using thick cord, going through each drilled hole and around the pipe foam. Reinforce tied knots with glue.
8) **EVA Foam Method:**
    a) Cut the EVA foam to the desired shape and size twice, once for the front and once for the back. On the back piece, cut out holes to make space for the handle and strap. *Be sure the perimeter of the EVA foam is at least ¾" beyond the shield core in all directions.*
    b) Following all safety warnings and instructions, put a strong adhesive on the shield core and the back piece of the EVA foam. Line up the holes for the handle and strap, and place the


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back piece of the EVA foam down on the shield core. Apply gentle pressure as evenly as possible. *Be sure the EVA foam is attached securely to all edges of the shield core*.

c) Following all safety warnings and instructions, put a strong adhesive on the shield core and the front piece of the EVA foam. Line up the edges of the back piece to the front piece, and place the front piece of the EVA foam down on the shield core. Apply gentle pressure as evenly as possible. *Be sure the EVA foam is attached securely to all edges of the shield core*.

d) Fill the gaps between the front and back pieces of the shield around the perimeter of the shield core with scrap pieces of EVA foam or foam clay. *Be sure to fill this area fully.*

e) For endurance, cover the foam with about 6 layers of Plastidip and/or fabric.

**9) Foam Clay Method:**

a) Sculpt foam clay around the shield core as desired. *Be sure the clay is sculpted thickly enough to extend past the perimeter of the shield core in all directions by ¾".*

b) Leave the foam clay to dry fully.

c) Lift the foam clay off the shield core, and lay a strong adhesive, following all safety warnings and instructions. Then, place the foam clay back down, and apply gentle pressure as evenly as possible.

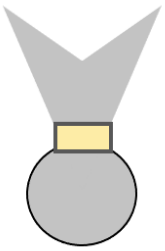
d) For endurance, cover the foam with about 6 layers of Plastidip and/or fabric.

# 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.




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