

# RS- CER 2ND EDITION

Live Action Role Playing



REAL SCENARIO-

# CUSTOM ENGINE ROLEPLAYING

LIVE ACTION ROLE-PLAYING SYSTEM

## CER MIDWEST 2024+

Version 2.1

*Take your roleplaying beyond the table. A competitive live action role-playing system putting emphasis on storytelling and fun while providing fantasy and creative flourishing for combat and magic.*





# CER LARP Fall 2023

*Stories have the power to create worlds and shape ours. Let me show you mine; and tell me of yours.*

CER 2<sup>nd</sup> Edition Dedicated to the Love of My Life

## Gwendolyn Moore (Wallin)

*With you; all of my endeavors are reachable.  
13 Years of excitement and adventure in LARP.  
9 Years of Sharing my Adventure with you.  
Here is to many more.*

This version of CER is dedicated to

## The Friends that become Family

*Your continuous support makes our LARP possible.  
To every late night & To every question asked and answer delved  
CER is for all of you. Thank you for making this  
The Crowning Achievement of my life. Here's to much more adventure!*

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*\*\*A note on the artificial intelligence created art used in this rulebook. We have decided to use Midjourney AI to create "fill-in" works of art for reference reasons. We have paid for the right to use the generator commercially, but plan to replace the art with character photographs and/or paid artwork commissions as we privately fund them.  
Please, when you can, support artists and their art.*

CER created and Written: Jake "Deader" Wallin

The CER 2024-2025 2nd Edition Development Team;

Jake Deader Wallin • Gwendolyn Moore • Michael Oncken

Alise Sherman • Aric Abell • Clark Barnett • Cyndi May • Stephanie Moore • William Norris

*This rulebook along with other resources and materials are free digitally and can be requested from your local Game Administrator for a small price so,  
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# I. INTRODUCTION

CER LARP embraces more of the table-top era gaming and games with more interaction between players and friends. We are not opposed to the new wave of videogames and online communities and even host events via or for electronic gaming. We simply believe that the golden age of grabbing your dice and snacks and heading over to a friend's house, or your local game shop does not need to be over! Let me assure you, it is not!

Facebook.com/CERLARP

Facebook.com/CERMIDWEST (Dixon, IL)

Find us on Discord too.



## No Shame on How You Game;

CER LARP is a non-profit organization, which means any costs associated with playing are strictly based off production or resources costs only. We do not charge like a traditional LARP so please see below for our cost guide. CER is not pay to win. CER LARP is free of bullying and discrimination of any kind and maintains a strict Code of Conduct Policy. Feel free to adjust your game or role-playing to the appropriate level of maturity. This means you may do mostly what you would like as long as it is not illegal. However, that also means that with CER LARP being a family friendly group with children and other family around, the general tone of the game is to be kept at a PG rating level so it may be fun and immersive for all ages. Thank You for taking interest in our LARP!

## A. CER Event Costs and Fees

Type	Frequency	What is it?	Price
Regular Campaign Events	Every 4 Weeks during the season, seasons run March-November	This is the main story of CER LARP is our main focus	\$5 per session or Free for your 1 <sup>st</sup> event
3-Day Overnight Camp Festivals: Midsommer & All Hallows' Eve	Twice per season, one around the summer solstice, then one around the harvest moon	A festival setting with games, food, camping, competition and a boss fight. Our biggest and best events.	\$50 with food tickets (includes our Friday Night Feast & more) \$20 without meal tickets
Auxiliary Events	As Planned	This includes special events outside of the CER campaign such as Ren Faires	Priced per Event, make sure to RSVP for coordination
Season Pass with Meal Tickets	Gets you into all Regular Campaign Events and Overnight Events with Meal Tickets, <i>Auxiliary Events are paid separately</i>	Saves you \$20	\$125
Season Pass, no Meal Tickets	Gets you into all Regular Campaign Events and Overnight Events with No Meal Tickets <i>Auxiliary Events are paid separately</i>	Saves you \$20	\$90

Events should be RSVP's to either on Facebook or Discord When possible. Event fees may be paid in cash or to PayPal.me/jdeaderwallin666 . Season passes are best purchased at the beginning of the season so we may pool our money for resources quicker but may be bought at any time as a form of donation. CER always gladly accepts donations.





## B. What is RS-CER?

(New CER Players Start Here)

The Real Scenario- Custom Engine Role-play system or RS-CER is a LARP system designed for a few different purposes. Among those reasons are as follows;

- Quick and easy rules to get you and your friends playing. Detailed within is how to make the most of your ideas and resources quickly, safely, and cheaply.
  - Rules that mimic the realest feel for combat and authenticity while not falling prone redundancies and overly complex systems. Now, we recognize that our system is not perfect, and nothing ever is, but we pride ourselves in rewarding players that put forth effort and originality.
  - This system goes back to the original golden rule: "Fun and Player input over rules." The system encourages bending and shifting of the system to accommodate any requests that may be seen as more fun to certain groups.
- characters!

## C. What is New with RS-CER?

(Returning CER Players Start Here)

[Changelog: RS-CER 2<sup>nd</sup> Ed v2.0 → RS-CER 2<sup>nd</sup> Ed v2.1]

2023 was a big year for CER and LARP in general! This last season we learned a lot about what our players are starting to come to expect for CER and the quality that our name is trying to carry. So, this season we put a large amount of effort into revision. We are proud to introduce players to CER 2<sup>nd</sup> Edition, Version 2.1.

Version 2.1 will focus on revision, balance tweaks and updates rather than overhauls and rebuilds. Here are some things to look for in this new version that players may find helpful;

- As always, we found some funky formatting or just plain errors and tried to correct them; notably the spears and pike sizes being wrong. (Thanx Alliance LARP)
- Garb Color and Faction restrictions have been lifted; meaning you can play a character of any faction or wear garb of any color! But beware! In-game consequences may come for those that try to go at it alone. Play to find out and see!
- Hey you, Over There! We added rules for how to clash with other groups and added guides on attending bigger LARPs such as DrachenFest US.
- More detail was given about the Ages of Medius and the Lore that shaped our story thus far.
- Thank the Gods! We added a glossary, an index, and formatted the handbook properly!
- The DEATH DRAUGR subrole for the Fighter Role comes to v2.1
- The Krahnic Script got a handwritten update, and both fonts are now up for download.
- The Martial Artist Role got some major revisions; mainly that unarmed strikes are no longer done "live". Now checks must be made and RP'd through with a GM.
- The NECROMANCER subrole for the Wizard Role comes to v2.1
- Titles, when you hit your first fill bonus or accomplish an impressive feat you now gain titles.
- V 2.1 sees unearthed spells from dark dungeons and evil tombs to compliment the new Necromancer and Death Draugr subroles
  - Carrion Absorption, Suck the life out of the freshly dead
  - Eldritch Blade, Summon a ghostly weapon to wield in battle
  - Raise Dead (Lesser, Intermediate, and Major), Command corpses back to life with a howl of your evil might
  - Raise Horde, What's better than one head, many, summon a horde to help you fight or to simply carry your stuff
  - Rattle the Balor, strike with the power to make an opponent's very soul quake within its meat sleeve
  - Speak to the Lost, reanimate certain corpses to ask them wisdom or to help pass the time
  - Zydrotic Emulsification, Use rotten corpses to create mana
- V 2.1 sees new spells from Medius' Lore and previous adventures that give unique flavor and insight to CER and Medius:
  - Bout of the No-Clan Madness, an altered state of mind reveals the secrets of the universe temporarily
  - Gam-Gam's Light, Fight fiend's with this variation of a 12<sup>th</sup> Covenant Ability
  - Mæwŷn's Embrace, The most powerful thing the soul can feel is love; heal your outer and inner wounds with her embrace
  - Miino's Tinker, Use the ancestral knowledge of the Moon Elves and channel Miino the Tinkerer
  - The Lion of the Salts, becoming a walking storm with this boon from a hero long since fallen
  - Venus' Starlight, Unravel the mystery of Souls' Fire with this spell
- Make sure to make sure your spells are up to date, many have changed, including class access and cost. (Mend & Heal especially) CER is up to 224 spells, 234 skills, and abilities! Meaning your characters have almost 450 individual options and literally endless combinations! Your character is bound to be unique with those odds.
- We added a Medial Calendar and Holiday Guide so you can keep up with the passing time better.
- We included more details on how to gather Æther and other material from crafting.
- We introduced CERLARP.com, the best place to RSVP and pay for events.
- We listed favored offerings and foods for Medial Deities so you can take your roleplay to the next level.

Some things we didn't quite get to updating this season; but can be asked about are as follows. They may be implemented throughout the season or included in 2.1.2 or 2.2;





- Expanded subrole descriptions so you understand how they fit into Medius and our world.
- Better crafting guides and how the process works. You can ask about this in game or wait for the Guild Masters to teach you.
- The Paladin Role was planned on being split into Paladin and Cleric but deemed much more time intensive than we thought. Since in the future this change will affect the Paladin and Shaman roles, a free rebuild will be given to those who have those roles.
- Have an idea for an update? Submit your ideas on Discord, Facebook, or a Game Moderator in-game.

## D. Sponsorships

### Interested in becoming a 2024-2025 CER sponsor? How ABOUT A MEDIAL SURPLUS PACK?

While CER is relatively cheap to participate and play in, it can be quite costly to run and maintain. For this reason, we are offering this year Sponsorships and Surplus Packages. Each tier has its own perks and bonuses. We limit the perks to anything that may give someone an unfair, or “paid to win” advantage so those that do not wish to participate in these packages can still play unhindered by the others who choose to.

Sponsorship (Non-Player and PC, Out-of-Game) Packages.

- **Adopt-an-NPC**- What is it? Your donations will be used for general equipment of the game and NPCs such as monster props, loaner weapons and costuming. Donations of \$5 are made and collected at the end of the month monthly or the whole season of \$30 is paid upfront. What do I receive? A hearty thank you from the CER team, and input on what monsters the players will face during the season. Your individual name will appear on our sponsorship page.
- **Season Stimulus**- Similar to the above tier your donation will be used for game props and other things. This tier is for those that would like to donate between \$50-100 at the season open. You may submit one business name or up to 3 names on our sponsorship page.
- **Court Dinner Access**- Our overnight events are the highlight of our seasons. We have a mid-season overnight event, *Midsommer* and an end-of-season event, *the All-Hallows' Eve Festival*. For a \$50 entry per plate, you may join an exclusive feast Friday night reserved for our court members, In-game royalty, and you; our sponsor. This dinner is designed to be a magical mood-set conversation about our adventures and going-Ons in Medius. The plate cost covers the price of food, drink, and entertainment for the evening. You will also receive an official invitation along with a thank you on our sponsorship page. This tier can be purchased separately or in conjunction with other packages, but is not included in any packages by default unless stated.
- **Guild Artisan**- Looking for a little more of a hands-on approach with your donation? Donations of \$100 or more can establish their own Guild in-game. This includes establishing a physical location and story for your guild. You can actively participate in the game by recruiting for your Guild and propelling political or economic plots in Medius. You may provide goods to players, establish an in-game shop, or simply be an entity in our ever-expanding world. You will receive your name, as well as a free logo design for your established Guild. You may also display this logo or a real-world logo for your business on our sponsorship page.
- **Development/Celestial Tier**- With a \$500 development tier sponsorship, you will have your logo or name displayed as a sponsor on material such as promotional banners, flyers, rulebooks and official CER materials for 3-5 years. The celestial tier, pledge of \$1000 or more, is like the development tier except your logo/name will be permanently displayed on our materials; for as long as CER remains owned by our team, hopefully for many, many years to come! These tiers also include all above listed perks. These tiers have the potential to literally reshape how we play the game and what resources we have access to. These tiers will see you, *or a creation of yours*, solidified in the Medial pantheon of Gods as a permanent Demi-God or God.
- **Late Pledge**- Given at the end of the season, or during overnight events; the late pledges are welcome to give any amount to help and you will receive your name on the sponsorship page, if you have donated \$30 or more.

Sponsorship packages will be updated at the soonest convenience. If you are interested in becoming a CER LARP sponsor, please contact a local Game Admin or Game Master. Player Surplus Packages are designed to bolster and assist in crafting and other in-game endeavors, while any items listed below are obtainable by anyone; for a price, convenience and extra income is generated for the LARP. Packages will be assembled as they are purchased, please allow 1 session (3-4 weeks) for preparation of packages. Player packages are intended for players and will be picked up from LARP sessions and events only. (No delivery, mail or personal)

Player Surplus Packages;

- **Pay-My-Dues**- For an additional \$12 a month, or paid in whole (\$200= all season due and season pass), you can receive a collapsing canvas bag available in your choice of brown, green, black, or khaki emblazoned with your Faction symbol. Each month after that enjoy 3 free potions; that may include health, mana, or luck potions. Players that pre-pay their dues will also receive a free Faction Tabard emblazoned with their colors and faction standard. (One size fits all)
- **Alchemist Pack**- For a one-time price of \$30, (purchasable once each month) players receive a collapsing canvas bag available in your choice of brown, green, black, or khaki emblazoned with the symbol of your trade. In the bag you will receive, 8 potion tinctures, 7 full of each type of Æther and one vial (.17oz) of Silver Flux. Enough to make several potions of your choice, with some study of course! (You may purchase this pack at half cost of \$15, by foregoing the bag)
- **Mage Equipment Pack**- For a one-time price of \$30, (purchasable once each month) players receive a collapsing canvas bag available in your choice of brown, green, black, or khaki emblazoned with an arcane symbol. In the bag you will receive 3 potions of mana, 10 spell balls, and 2 randomized powdered crystal quills (metallic markers for scroll making). (You may purchase this pack at half cost of \$15, by foregoing the bag)
- **Skirmisher Equipment Pack**- For a one-time price of \$60, (purchasable once each month) players receive a Hero's Edge pre-safety check approved latex LARP sword, hammer, axe, or two daggers, your choice and a pair of leather arm bracers (leather arm armor).
- **Knightly Equipment Pack**- For a one-time price of \$120, (purchasable once each month) players will receive a Hero's Edge pre-safety check approved latex LARP long sword or spiked mace (morning star), your choice. You will also receive a premium knight's two-tone surcoat with your faction colors and heraldry along with a bottle of latex weapon maintenance spray.



## II. HOW TO PLAY

### A. The Role-Play Aspect

Role-play has been used over countless years from everything to entertainment to educational purposes. Role-play is exactly as it sounds. It is you acting out or “playing” a role. There are different levels of role-playing and here we will outline each type to better understand.

- First, we have *passive role-playing*. In this form of “RP” we assume a role given to us from usually a narrative perspective, we simply act out a role because of how we are engaging in the medium. Examples include playing a video game as a character other than your own or reading a book and thinking, and critically assessing the situation of the main character. This can be summarized as relating to the character.
- Next up, we have *input role-playing*. This type of RP is usually based on developing your own character and acting the role out through your own feelings and actions. In this form of RP, we make decisions that are not always based on a strict tunnel-vision type of playing. Examples here are playing table-top RPGs like *Dungeons & Dragons* or pretending to be someone else based on conversations and decisions made.
- Lastly, there is *live action role-play*. There are a lot of similarities between this and input role-play, but the thing that separates the two is now leaving the structure of a setting to try to further your acting out of the role. In this form of RP, you are encouraged to dress up and adopt accents or character features. Instead of sitting down you are doing everything you can to immerse yourself physically, emotionally, and mentally into the role that you are acting out. Now there are plenty of sub-types of live action role-play along with the others that we will touch on later. CER uses live action role-play or LARP.

*As a quick tip, it is always important to remember to try your best to stay in your role but also to remember it is just that. All safety and laws come first. Your role is never an excuse to put yourself or other people into danger, nor does it justify any breaking the law or gross conduct. Have fun, but also remember that we are all here to have a good time and be safe while doing so!*

### B. Types of Players and Characters

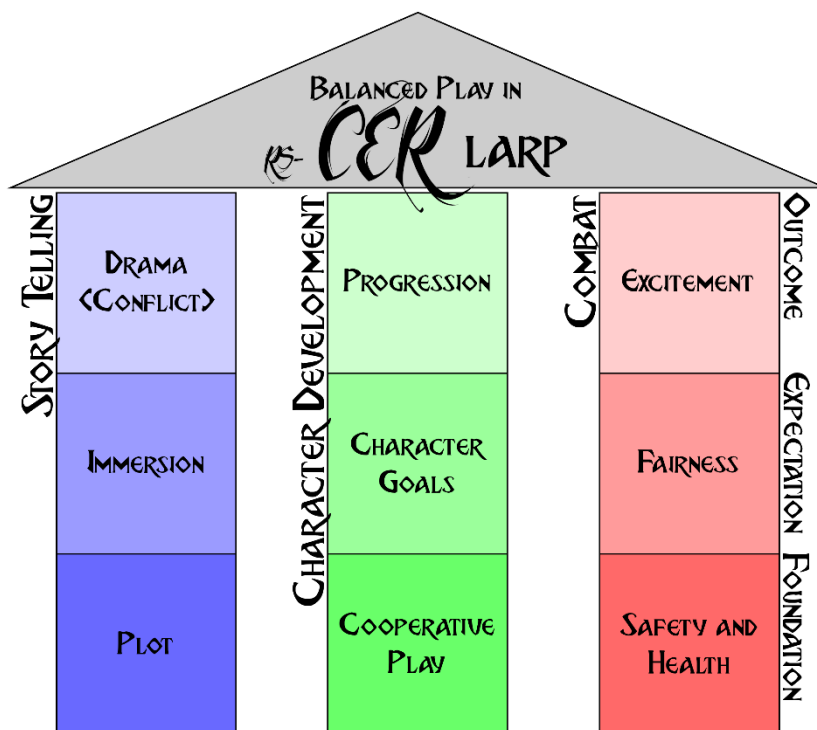


In CER there are two main types of players; Player and Game Mods. A game moderator is a player who has jurisdiction of the group of players and does things such as plan events and maintaining the responsibility and safety for the group. The Game Master is used at certain times to moderate the game and narrate a story. As a GM you have to construct adventures and quests (goals) for your other players to accomplish. Accomplishing goals given to you by your GM helps your character to become stronger and more effective in combat. Also, the more time you RP the naturally better you become as you go! CER Midwest is already maintained by a Game Admin and his Game Mod team, so this is something you shouldn't have to worry about right now.

As a player you simply play the game out as your role. A player can at times be Selected to be GA but usually only a faction or clan has one designated GA. There are two subtypes of player and those are NPC and PC. A non-player character (NPC) is a character that does not have a specific game role but is instead used to portray useful key story plot characters or monsters. The NPCs work along with GMs direction and story to accomplish a task or plot device. You may choose to be always an NPC, or you may be asked to help out as an NPC for a session. When there are not many players it is polite to rotate and take turns being NPCs.

Between PCs there are two types. NCPCs (Non-Combat Player Characters) and PCs (Player Characters). PCs are at the core of the game. As a PC you are the heroes or main characters of the story. You create a player using the next few chapters to drive the story and conflict forward! You may choose not to engage in combat, if you do; you are a Non-Combat Player Character and must follow a special set of rules detailed later on.

- Game Administrator (GA)
  - Game Moderator (GM)
    - Player
      - Non-Player Character (NPC)
      - Player Character (PC)
        - Non-Combat Player Character (NC-PC)
        - Combat Player Character (PC)





## C. Your First Event/ Session



You will need mostly a lot of creativity and patience along with some time. **For your first session it is encouraged that you have the following checklist prepared;**

- **Please read the rulebook** (or *at least skimmed the rulebook with some detail*), look your working on that now! This encourages you to have the opportunity to ask the Game Moderators questions while you are there *instead of going in blind* and having the questions next time. If reading the rulebook is a commitment issue in itself, you may not be right for our LARP since commitment is a pillar of our game. If you cannot read the rulebook for accessibility reasons, please contact a game moderator so we can accommodate your needs.
- **Bring a valid photo ID.** Players are encouraged to be *at least 16 years or older*. If you are under 18, you will **need** a legal guardian to **sign a safety waiver**. If you are 18 or older you may sign the waiver yourself, but the waiver must be signed before play, **no exceptions**.
- **Have enough time** to complete your first session entirely. You don't need much for LARP, but you will need time. *Character development is progressed only one way; the time you put into the system.* Especially in your first session, you may need time to make a character or have *special safety training* based on your role and Ancestral Selection. ***Our normal sessions run every 4<sup>th</sup> week and usually only run for about 4-6 hours so try to make sure you have the full time available.***
- **Start a character sheet.** Even if you cannot understand the character generation process it is helpful to game mods if you can bring your own sheet and have glanced at the material beforehand. *Game moderators will be available to help you with character creation; however, it goes smoother if you have a familiarity with the content first.* If you cannot start a character sheet for accessibility reasons, please contact a game moderator so we can accommodate your needs. Character sheets are like you're in-game IDs, you are required to have them up-to-date and on you at all times while playing.
- **Come with an open mind.** We are intentionally different than other LARPs meaning we may do things drastically different than other LARPs you have been to. It will be difficult to learn our system if you are too concerned about how other systems do it differently. On another note, as stated in our harassment policy we do not discriminate based on gender, sexuality, race or any other factor. If you cannot get along with others, you are not welcome. LARP may help you through tough times in your life, but do not bring outside anger or issues into the game. No one should ever be punished in-game because you had a bad week out-of-game.

Depending on your character, you may require less or more props. And you are more than welcome to have as many as you see fit as long as it adds to the overall feel of the game or your character. **A basic PC will need at least a costume, armor, any Ancestral props (such as elf ears if you are an elf), and a boffer weapon.**

Some important things to have available are things for your props or construction of them. If you do not know how to make your own equipment look into doing some research or asking an established member for help. Some players have honed their skills into a great trade and sell their own prop, usually for much cheaper than what it would cost you online! The construction materials for weapons and armor will be outlined more in the chapters to come. The GM and GA reserve the right to approve all materials and props prior to any game or during. They are in charge of making sure all props are safe and ok for use. Good things to have on hand are plenty of cardboard, hot glue, EVA foam, acrylic paint, duct tape, and Modge-Podge. Even if you do not construct your own props, these should be on hand for learning how to maintain and care for your props in case a repair is in need. Materials may also be sold in game for trade materials for in game currency only.

CER is a fantasy game based in a pseudo-medieval time setting. This means that you should refrain from wearing anything with graphics printed on them, jeans, or any other modern clothing. We are all trying to look great! Dressing in period clothing isn't hard! Pick some clothes up on the internet or buy an oversized shirt belted at the waist with some tight pants to simulate tunic and hosen. Get creative since bonus points may be awarded for costumes!



## D. Making Your Character (Step-by-Step)

If your original character information such as Ancestral or class has changed from a previous edition, please retain the original information *as legacy info* and continue to improve with the new variations or you may rebuild your character the same with the implemented changes, the choice is yours. This means that any changes you make to your character should be favorable to you. If you have questions, please ask a game moderator.

(Follow along with your own blank character sheet. Use this book section and the diagrams on the following pages to generate your character.)

- 1. Player Name-** This is your name. Simply record your name or the nickname you would like to be known as out-of-game. As a general tip it is good to fill your character sheet out in pencil as you will erase and rewrite it many times.
- 2. Character Name-** This is the name of your character. You can choose this now or wait until you make more decisions about your character. This is an opportunity to be creative and use info such as your role and Ancestral to bring an extra level of depth. All names are to be approved by a Game Mod. Inappropriate or unoriginal names will be prohibited. (Example; do not name your character Jon Snow, it is unoriginal and infringes on copyrighted materials.)
- 2A. NorthBourne is CER Midwest's current 2024-2025 faction, and if you intend to play primarily with CER Midwest, it is advised that it should be your faction. Factions should determine the color and heraldry of your player's equipment. NorthBourne's colors are Royal Blue, Gold, and Silver. Neutral colors may be worn, but your garb must signal your faction. For cohesion and presentation this rule is stressed but optional.**
- 3. Character Number-** It is possible to run two separate characters in CER. This provides the options for variety and role-play growth. It is possible for your characters to be killed, exiled or retired. Here you keep track of characters by their number. This will likely be your first character, so write a number 1 in this section, or the corresponding character number. It is recommended that new players (1 season or less) continue to use one character at a time.
- 4. Ancestry-** Starting in Section D you can start browsing fantasy Ancestral that you may be interested in playing. Ancestral is not restricted by factions (something we will cover later **NorthBourne is CER Midwest's current default faction for 2024-2025. It is recommended players take this faction, but is not required.**) so feel free to choose what you desire. Your Ancestral will provide you with part of your character stats (5) and other info that is useful for building your character. Be aware that most Ancestral have special props that are required. This means that you must be able and willing to wear these props. (Example; Don't say that your skin is blue if you are unwilling or financially unable to paint yourself blue.) Props must be worn at all times while in role-play, including at social LARP events. Make sure that your makeup and props are comfortable to wear. After you have decided on an Ancestry indicate it in this area.
- 5. Character Stats-** This area is reserved for your stats. Make sure that this number goes in the box under the circles. Each box has two smaller boxes marked P and S; this will be explained more in area 11. Copy the stats as they appear in your Ancestral section. **Bonus points [abbreviated to BP]** can be added to any stat, in any combination as long as they do not exceed your total bonus points allotment. (Example; Humans have 7 bonus points but no assigned stat points. This means that you have 7 points to spend anywhere you would like. It could be 1 in each stat or all 7 in one stat or any variation in between.) As you level up you will be rewarded with experience points that can be spent 1 to 1 in this area to increase your stats **OR** you may purchase other useful skill and bonuses. See Section G for more information on purchasing skills and bonuses. Stats are increased by 1 for every experience point spent this way.

PLAYER NAME	1	9	4	ROLE	ANCESTRY
CHARACTER NAME	2	6	7	AGE	ALIGNMENT
TARGET LEVEL	17	3	2A	18	12
MAX HP	19	22	CRAFTS, SERVICES, AND/OR SPECIAL NOTES		
MAGIC	11	LUCK	16	REFLEXES	TOUGHNESS
WILL	5	WILL	5	WILL	WILL
PROFICIENCIES	10	ARMOR WORN	14	DAMAGE IMMUNITIES	
WEAPONS		ARMOR WORN	14	DAMAGE IMMUNITIES	
WEAPON WIELDED		SLOTS USED	HANDS	RANGE	SIZE
SPECIAL PROPERTIES + NOTES		14	DAMAGE	TYPE	
WEAPON WIELDED		SLOTS USED	HANDS	RANGE	SIZE
SPECIAL PROPERTIES + NOTES			DAMAGE	TYPE	





6. **Age-** Using the guides on page 4, designate an age for your character between adulthood and elderly. CER does not allow players to play adolescent characters as they are too young to be exposed to the dangers of adventuring and does not allow elderly characters as at this age a character should be retired or settled down. There are rare exceptions to these rules reserved for NPCs (non-player characters). The second number designated in the age section designates an average natural lifespan of the Ancestral. You may also take this time to decide other features about your character such as skin, hair and eye color. This should be reflected in your costuming or Ancestral props, but you may choose to record these things in *area 25 of your character sheet*.
7. **Alignment-** Using your character's Ancestral (and possibly faction if you have already chosen) and **Section E** choose an alignment for your character. This serves as a role-playing tool and moral compass for your character. It is a guide but not set in stone as alignment can change both naturally and unnaturally. If this is your first character, you will default to Clan Dyr. Their clan alignment is Savage Neutral. Your character alignment should reflect both your clan and Ancestral alignment but not be defined by it. *(A word of caution: playing intentionally disrespectful or "griefing/trolling" characters may result in action for harassment. All characters are expected to behave in a believable and respectful manner regardless of alignment.)*
8. **Ancestral Ability (Found on character sheet page 3)-** Record your Ancestral ability here. It is important to write the entirety of the ability as it appears since the skill may not make sense to you at the moment if it is your first time playing. It is also important to copy it as is because the changing or leaving out of certain words can mistakenly change the meaning of the skill. Ancestral abilities are skills, so they are allotted to this section.
9. **Role (Found on character sheet page 1)-** Using **Section F** you can start browsing roles that you may be interested in playing. Roles are essentially your role-play identity or job. Many are combat oriented, and all have combat rules since CER LARP is considered a story-driven combat LARP. Unlike Ancestral, roles are sometimes restricted by factions. If this is your first character you we recommend you default to the Northbourne Army, the current home faction for CER Midwest. This will give you a clear path for your first character. Your role will provide you with part of your character stats (5) and other info that is useful for building your character. Like Ancestral, most roles have special props that are required. This means that you must be able and willing to wear these props. *(Example; Don't pick a knight role if you are unwilling or financially unable to fabricate or purchase platemail.)* Role props must be worn during combat and some in-game ceremonies. After you have decided on an Ancestry indicate it in this area.
10. **Armor, Shields, & Weapon Proficiencies-** Your Ancestral will provide you with your equipment proficiencies. Weapons and armor are broken into categories but can be further restricted down by type. It is important to designate what equipment your character is proficient with since it denotes what equipment is optimal for the character to use. *(Example; Druids have access to multiple categories of weapons but are not proficient with weapons with a base weapon Damage of greater than 2.)* It is still possible to use equipment that a player is not proficient with. Doing so without a special skill result in the equipment being less effective. **Section H** further explains this concept.
11. **Primary and Secondary Stat Bonuses-** The two smaller boxes next to *area 5* on your character sheet is for your primary and secondary stat bonuses. The top box designates "P" for primary and the bottom, "S" for secondary. **Using your role section designate these boxes with a check or mark.** The primary stat adds 5 to your current stat for a new score and the secondary adds 3 in a similar fashion. *(Example; If you have chosen Bard and you have an original Luck stat of 2 and original Will-power stat of 1, they become 7 (new luck stat) and 4 (new will-power stat))*
- | 8 & 13 |             |
|--------|-------------|
| SKILLS | DESCRIPTION |
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |

14	
INVENTORY ON PERSON	DESCRIPTION

20	
POSSESSIONS AT CAMP	DESCRIPTION

21	
CHARACTER GOALS, IMPORTANT MEMORIES, AND DEVELOPMENT	


**8 & 13**

SKILLS	DESCRIPTION


**14**

INVENTORY ON PERSON	DESCRIPTION


**20**

POSSESSIONS AT CAMP	DESCRIPTION


**21**

CHARACTER GOALS, IMPORTANT MEMORIES, AND DEVELOPMENT





12. *respectively.*) In this way, think of these stats as the ones that are optimal for utilizing the role you have chosen. Your primary stat bonus would likely be your most important stat focus while your secondary and, if you are playing a spellcasting role, magic key stat would be your second most important.
13. **Currency-** Using your role section record your starting gold. Make sure to check and see if an Ancestral ability has boosted this section. Currency and our economy will be explained in further detail in *Section K, subsection ix*. Currency can be denoted by coins (circulating) or gems (non-circulating) but both use gold pieces as a measure and can be used for crafting and in-game services.
14. **Role Ability and Skills-** (*Found on character sheet page 3*)- Record your role ability here under your Ancestral ability. It is important to write the entirety of the ability as it appears since the skill may not make sense to you at the moment if it is your first time playing. It is also important to copy it as is because the changing or leaving out of certain words can mistakenly change the meaning of the skill. Additional skills can be earned or purchased, more info on this in the Skill section (*Chapter II, Section I*).

15. **Inventory on Person-** Make sure to record any special equipment or items that you receive from your role or Ancestral here. **Having proficiency in an item does not mean that you own that item.** We will explain more on how to actually acquire your equipment in *area 20*. **All equipment in play, prop, weapons, and armor must be safety checked first AND TAGGED prior to be allowed use of play, NO EXCEPTIONS.** Once a weapon meets safety check, you will receive an item tag.

**Functional armor is armor that is approved by an admin that provides real safety.** In CER LARP there are four functional armors available for bonuses. Example; if you have a helmet, it only counts as functional armor if it provides real impact protection. You must wear your functional armor while fighting to receive your +1 HP bonus from each piece of armor, meaning that fighting without your helmet on even after it qualifies does not grant you the bonus. This is to promote real safety at our events. Helmets must provide proper impact protection. Gauntlets and gloves must properly shield the hand from impact AND cuts as well as it is recommended that it also provide wrist support. Groin protection must be proper, men and women can both receive this bonus. Proper footwear consist of closed toe shoes with proper treading and ankle support, more than simple cloth boots.

16. **Magic Key Stat** (*Found on character sheet page 2*)- If you choose a role that has access to magic you will need to record this stat here. It will help determine the number of spells you have access to as well as the flavor of magic you can cast. If you have access to magic, it will be designated in your role section under "Casting". "Yes," means you have casting and magic access. Divine or arcane designates the category of caster you are. Divine casters receive their magic through a god, or gods and religious devotion is a pivotal part of their magic casting. Arcane casters receive their magic through study and practice or can simply be gifted the ability. The stat last in line designates your key stat. (*Example; The paladin's key stat is willpower where the wizard's is wits.*)

17. **Trial Adjustment Numbers or TANs** (*Found on character sheet page 1*)- Trial Adjustment numbers are used to make trials in CER LARP. Trials are used in place of challenges that cannot be accomplished in the real world either because of danger or the inability to replicate in-game conditions. **TANs are derived from your stats, not equal to them.** To calculate your TAN simply divide your stat by 4 and round down to the closest whole number. Each stat has its own TAN as shown in *area 16*. (*Example; if you have a Might Stat of 7, the TAN is 1. If your Might Stat was 8, you would have a TAN of 2 instead.*) Your trial adjustment numbers are also used to move your character down the TAN progression tree. When you acquire the required TAN number threshold in a particular stat on the tree, you can earn bonuses or choices that further customize your character. These threshold changes are permanent and cannot be changed once chosen one way or another, even after progressing past that particular threshold. So, make sure to plan and look forward accordingly. (*Example; if you have a Might Stat of 12 (maybe you spent some XP to boost it up) your Might TAN would be 3. Using the TAN Progression Tree, you would gain +1 bag slot and +1 weapon Damage.*) **It is important to understand that if your TAN is at 0; you still have met the 0-cost threshold, sometimes still granting bonuses.** (*Example; Even if your Toughness TAN is 0, you still have a base HP of 3.*) Furthermore, if you reach a TAN of 20 in a particular TAN first, you receive the bonus in the form of a first-fill bonus. **You may only receive this bonus once and must be applied to the first TAN that reaches 20 first.**

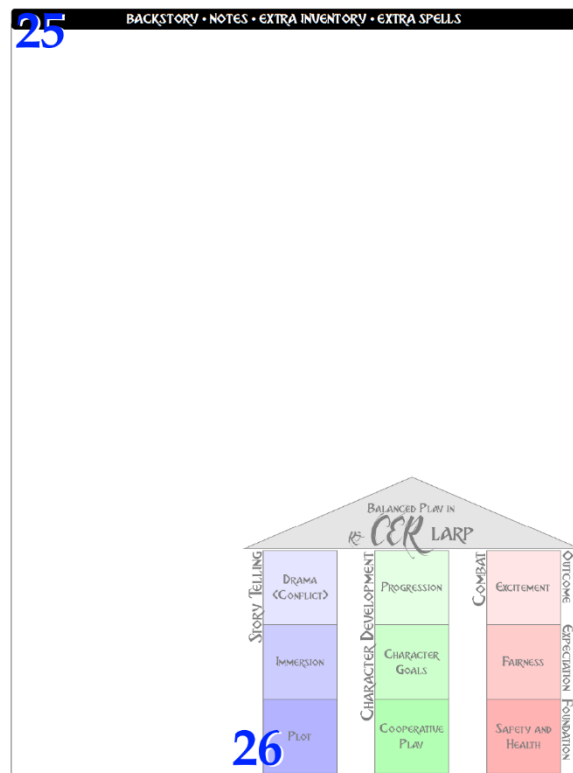
18. **Target Level or TL-** At this point you should have all of your stats added and your TANs figured. Your TL is a measure of your overall character's progress not unlike a level. *To find your TL, add all of your STATS (NOT TANs) and divide the number by 14, rounding it down to the closest whole number.* It may be easier to conceptualize that every 14 Stat points raise your TL by 1. (*Example; At character creation you should have between 12-16 total stat points. If you have 13 or less, your TL is 0. If you have 14 or more, your TL is 1.*) TL is important and used for many things in CER such as abilities and spells. *For this reason, you must keep this number, as well as your character sheet current and updated.* Make sure to spend XP when you get it and try not to let it accumulate too much lest you forget how much you have. **Make sure to always record unused XP as forgotten XP will not be refunded.** It is also worth noting that other characters, NPCs, and monsters all have TLs, but they can be deceptive as TLs only detail the total amount of XP it has and not how much XP it has spent away on special abilities and bonuses.

19. **Bag Slots-** Using your role section and the TAN progression chart determine the amount of bag slots you possess. Some roles have special restrictions on their bag slots such as bards. Bag slots are used for weapons, shields, and even some special equipment such as potions.
20. **Max HP-** Using the TAN progression chart determines your Max HP. HP or health points are used to designate your overall health and resilience in game. As a new character one unblocked swipe is likely enough to down you (more on combat rules later) so make sure to use your teammates co-operatively. *Your max HP designates your overall and full health, your current HP is constantly changing and for this reason is mentally tracked.*

21. **Armor, Weapons, Inventory on Person and at Camp** (*Found on character sheet page 1 & 3*)- Unlike other role-playing games, you do not purchase your beginning equipment but instead bring your equipment in to your current story based on the life you were living prior to the start of your adventure. This means that your character may have some armor and a weapon, but up until this point they were not adventurers and warriors. *As a new character, you have 2 sessions (that you participate in and are present for) worth of time to assemble your starting equipment. You can bring as much or as little as you wish with your character (within reason to the GMs approval) as long as it is recorded on your character sheet, and it is mundane (non-magical or monetarily unsubstantial). After this two-session period, anytime your character acquires new*

equipment or materials they must be acquired in-game or purchased with in-game currency. You can only list and use equipment on your person that you can physically carry. Everything else is considered at camp. This section should be completed using the recommendations of game mods and fellow LARPer to encourage you to assemble a useful and satisfactory kit. Weapons and armor you choose at this time should be financially and/or otherwise accessible to you in the period you have to assemble your equipment. You may also refer to the overnight LARP event checklist for insights.

22. **Character Goals, Important Memories, and Development-** You may have an amazing story made up for your character or you may need some time to delve into and explore that world of Bios to develop it as you go. Either way it may be helpful to keep ideas and personal LARP goals (in and out-of-game) listed here. You will be given quests and directives within the story of CER but may choose to set personal quests or goals to help develop your character further. Back stories must be canonical and fit within the CER story. For this reason, we ask you to shy away from large or over-the-top backstory elements such as being a god's son or "the best assassin the world has ever seen". **Remember your character creation marks the start of your story and development, not the conclusion to your unstoppable backstory.**
23. **Crafts and Services (Found on character sheet page 1)-** In Section K, subsection vii it details our crafting and profession system. You may choose to pick up crafting or a profession as you progress within the game, but it is recommended to start without these things until you are comfortable with basic play and understand the coin economy within the game. If you still, choose to pursue it at this point; you can have as many crafts as you'd like to pursue but only one profession.
24. **Spells, Known Spells, and Max MP (Found on character sheet page 2)-** At this point you should know if you are a magic caster or not. If you are not, simply skip this section. For spell casters, use your role section and Section I to determine your role's cantrip. *Your cantrip will be designated by a spell cost of 0\* and its spell access will be bolded to match your role. Nearly every spell casting role has at least one cantrip. This single cantrip does not count against your known spells, however additional cantrips will.* To figure out your total spells known use the TAN progression tree and the magic section (number 4 in magic section) to total the numbers. As well, to figure out your spells known use the TAN progression tree and the magic section (number 4 in magic section) to total the numbers. **Also record the spell casting type and legality here.**
25. **Extra Proficiencies and Additional Equipment-** Some roles and Ancestral may grant additional proficiencies such as tools, instruments, and languages. Your character automatically starts with proficiencies for tools and instruments it has. (Example; As a bard you may have two different instruments at character creation. You are proficient with both of these instruments but would have to purchase additional proficiencies if you buy new, different instruments.) Some equipment will be important to list when you receive it even though it is not a weapon or armor piece, such as magical artifacts. All characters regardless of intelligence TAN start with a proficiency with Medial (common, English) and their Ancestral language.
26. **Backstory, Notes, Extra Inventory, & Extra Spells (Found on character sheet page 4)-** Make sure to refer to area 21 for tips on your backstory, but the written out section of that should go here. It is ok, and even encouraged to let your backstory write itself and develop as you progress through the story of CER LARP. This section can also be used for any and all extra notes and information that you may need to keep track of. If you do not have a faction character sheet you may use this area for designation your faction and in-game religion. (NorthBourne is CER Midwest's current 2024-2025 faction)
27. **Balanced Play in CER LARP-** This chart is here to remind you of our pillars of play and help you assess any issues you may experience while playing. To reach the intended outcome the pillar must be established by the foundations below it. (Example; If you feel that you are not making enough progress with your character development check to make sure that you have character goals and are playing the game in an open and team-oriented way.) This is a simple tool used to help players stay on the right track. If you are not enjoying the game for a specific reason that is outside of your scope of control, please bring it to the attention of a game mod. *Be aware that these pillars exemplify the type of play we are striving for; meaning, that if you're not having fun because it is a cooperative game, and you wish to be a loner then the game might not be best suited for your specific idea of fun. A general rule of thumb is if it does not adversely affect other players and it is safe, you should be ok to do it.*



That's it! We hope that you have everything you need to come experience your first LARP session! On the next page you can find some recommendations on what to wear to your first session. Before that let us hit some key ideas to keep in mind while you experience CER LARP to help you maximize the amount of fun that you will have!

- Any costs associated with playing CER LARP should either be on your end for purchasing food, equipment and extras or go to cover the cost of an event. *You will never be penalized for sitting out or not going to a group or Auxiliary paid event. XP is not rewarded on these events. Again, any money that you chose to spend in-game or out will not be used to determine your progression in-game, rather may provide optional extra comforts such as prepared meals and premium weapons. We will occasionally have real-world vendors present at events, it is your choice to purchase from them or not.* CER does accept donations as it is completely volunteer driven and privately funded. If you'd like to donate money, become a sponsor, or time to our cause, please contact a game moderator.
- **You get back what you give.** Like almost anything, CER is a system that is made excellent by those willing to commit to the system. *We trust the rules and each other. All game moderators' say is final.* Most of the game cannot be policed properly due to the nature of the game. This means that we run on the honor system. **Cheating will not be tolerated,** and you will receive a single warning before being expelled from our system. The players who choose to dive deep and invest their time and thinking power into the game seem to reap the most rewards from the system. Do you feel funny or nervous role-playing? It may seem counterintuitive but *the more you lose yourself in the moment, the less silly you will feel.*
- **Play to Lift.** The concept that you are engaging and playing with another player and when you do; you attempt to raise them up or "lift them up" with your actions. This can be making them appear fearsome and powerful, leaning into their roleplay, or simply viewing them in high regard. If everyone plays to lift, then it should return to you and others will lift you in your efforts as well. (Concept taken from DrachenFest US)



- **CER is a cooperative game.** *Still nervous? Make a friend or better yet bring one!* Understanding that CER LARP is strictly a team-based game goes a long way to help you understand how the game should function. *CER LARP is a story-driven combat system.* Roles are designed in a “rock, paper, scissors” like wheel of strengths and weaknesses. For this reason, your character will not be able to be the one and only hero of the day, *you will be required to lean on teammates and others to accomplish goals and fill in your specific weaknesses.* You will not progress much if you do not take the time to get to know the stories around you as well as your own. *Just because you rely on others it does not diminish your sense of accomplishment and heroism.*
- **CER is a safe place.** We aim to be both a physically safe and emotionally neutral game despite the in-depth combat systems. *You and others should strive to provide the safest setting possible by following rules and safety tips. Despite the simulated conflict within the game, at the end of the day we are all friends and fake conflict should stay fiction.* It is ok to feel cool, but *you are not coming to LARP to role-play a domination or power fantasy.* **Bullies will not be tolerated in any manner and will be met with equal hostility.** By playing this game you have received an invitation to join our family, but it can and will be revoked if you show yourself to be incapable of that privilege.
- **Have fun.** Regardless of your background I believe that LARP can be fun for you! On the same note, *please be aware of your own limitations and responsibilities.* LARP is something that should be easy to enjoy. There is a very physical aspect to most of the LARP. If you are having trouble with the physical aspect of the game, please talk to the moderators so they may try to accommodate you. Regardless, *you should be able to sit or stand for at least an hour at a time and be able to move over rough terrain, with proper help. (we are happy to accommodate those with wheelchairs and other mobility equipment.)* **Participating in LARP and making sessions is a responsibility to the game and your teammates,** but make sure that doing so does not interfere with your life outside of the game. After all, it is better to be aware of your availability than to stretch yourself too thin.

Now that you have completed the Making Your Character chapter, if this is your first character, make sure to notify a game master to receive a free health potion!\*

\*Potions will be provided the next session after the game masters have been notified while supplies last.

## E. Your First Garb Set

You may be excited to jump in and give it your all from the go, which is awesome, but we recommend starting modestly so you can play first with your heart not your wallet. This guide will help you assemble your first kit for about \$26.

An **oversized** V-neck shirt or cut shirt makes a great tunic. Use natural colors and fabrics free of modern print and design. \$12 for 4-pack new from Wal-Mart or \$5 for a single. Make sure to pick your appropriate faction color!

Your first LARP boffer weapon will most likely be cheap or a loaner. There is always more opportunity in the future to expand your armory.

Period looking boots or leather shoes. No open toed shoes. Try to hide modern designs with spats or leg wraps. \$10 from thrift shop or \$40 brand-new.



Hair or wig prop in a fantasy or appropriate style.

Simple belt at the hips to hold equipment. Longer belts can be tied down for that traditional look. Avoid modern designs and buckles. \$1 from thrift shop.

Slacks can be oversized sweatpants or tight cotton leggings to simulate hosen. Use natural colors and fabrics free of modern print and design. \$10 new from Wal-Mart.

Factions determine the color and heraldry of

Midwest's current default faction for 2024-2025. It is recommended players take this faction, but is not required. **NorthBourne's colors are Royal Blue, Gold, and Silver.** Neutral colors may be worn, but your garb should make an effort to signal your faction. **For cohesion and presentation, this rule is recommended; but not enforced.** Example red is a color that should not be worn by NorthBourne faction characters when possible.

your player's equipment. NorthBourne is CER

III. ANCESTRY

This will provide you with stats you will use for other important functions. Each Ancestral has specific stats that you start with at the beginning of the game. Some may have lineage or variant options. If your Ancestral or lineage has been changed or modified continue to use your original information. Bonus points [BP] are spent at a 1:1 ratio and can be applied to any stat in any available amount. If you choose to start as an elder, you add the following stats to your Ancestral stats to adjust them;

Magic 1, Might -1, Luck 0, Reflexes -1, Toughness -1, Willpower 1, Wits 1, BP 0

Many of the ancestries presented here are known by their geographical name, however there is nothing preventing you the player, from playing a character with an unlikely Ancestral. This means that while high elves are generally known as “Sansurian elves” that does not mean high elves do not exist elsewhere in the world. There are plenty of high elves in Runder that prefer to go by the term high elf instead of Sansurian elf, since Runder and Sansura are geopolitically rival cities. Medius, the continent of play for CER LARP on the planet of Bios, is a sprawling and diverse land with many rich cultures and heritages. Much history and lessons are told orally, since a large majority the population of Medius is illiterate and exists in small settlement outside of colleges and sprawling cities that champion studying and magic. You will encounter countless species and ancestries across your adventures in Medius. As we work each year to bring more new and exciting things to the CER LARP rules, some creature species will remain unplayable as a Player Character Ancestral; some popular Medial creatures on this list include automatons (clockwork), centaurs, changelings, cyclops, doppelgangers, true fairies, golems, ogres, pixies, Shitarh, and shelled souls. Game masters have made a conscious decision to hold these ancestries for narrative purposes only or due to game mechanic restrictions.

A. Anthrofolk



“...of the shape of man and beast”

As their name implies Anthrofolk are anthropomorphs or hybrids of humanoids and certain animals. Some Fæ creatures are Anthropomorphs but not all Fæ creatures are Anthropomorphs. Anthrofolk are usually magically created through a ritual or some sort of powerful magic, however sometimes they appear to be naturally occurring although the specific details of ancestries may be lost to time.

CAT-FOLK



Cat-folk are nimble and graceful, like that of their feline cousins. They are perfect natural hunters, hard to be matched by any other. Cat-folk believe to originated from the Jungles of QuinnRow however, very few of their kind exist in Medius. Most cat folk show a wide range of features and traits implying that at one time there were many dominant lineages of them, however in their reduced numbers there is no way of knowing how many lineages existed at one time. Cat-Folk are a curious and thorough peoples that seem to worry little about their dwindling numbers, despite many feline folk being found in the wilds, they also can occupy aristocracies as well; leading them to be a highly adaptable and well-suited race. No matter their aptitude, Cat-Folk pursue comfort and fun anywhere they prowl.

Magic 0, Might 0, Luck 1, Reflexes 2, Toughness 0, Willpower -2, Wits 0, BP 7

Prop Items; Cat-folk possess the ears, tails, face and fur of a cat.

Hair/Fur Colors Natural Feline Eye Color All  
Natural Height Ranges 5'-6' Adult 18 Elder 60-90  
Natural Alignment TN Native Region Thunder Salts Language Rundiere  
Ancestral Ability: Natural Merchants- You receive 5% better prices when selling and buying equipment.





CANINITE

Caninite (pronounced cane-in-ights) are strong and noble warriors with proud traditions. Natural prey and wise in thought; the Caninities are always valued in any conflict. More abundant than the Cat-Folk scattered about Medius, the Caninities evolved alongside man and dwarf and have hailed from many regions of Medius. Even though the Dogs and Wolves evolved separately many of the Caninities lineages share features with other breeds and have contributed to the breed names of the animals. The Caninite has three abundant lineages;

Brädor/Mastiff

Brädors (pronounced bray-dors) share features with the dog breed of Labradors, therefore the name is derived from them. Brädors are also called Mastiffs due to their variation within their own lineage. Generally, Brädors have floppy ears, where Mastiffs have pointed, standing ears, they both share long pointed snouts and tend to carry heavy northern coats. Mastiffs are the closest to wolves of any of the Caninite Lineages. This lineage has a stout, powerful builds covered in fur and a reasonable amount of protective fat. Brädors and Mastiffs tend to be fiercely loyal and great natural protectors. Many of them find themselves serving in protective units or caretaker rolls.

Brädors/Mastiffs share close hybrid similarities with these dog breeds; Labrador, St. Bernard, German Shepherd, Huskies, etc.

Magic 0, Might 1, Luck 1, Reflexes 1, Toughness 2, Willpower 1, Wits 1, BP 1  
Prop Items; Caninities possess dog-like ears, snouts, fur, and tails.  
Hair/Fur Colors Natural Canine  
Eye Color All Natural Height Ranges 4'-6'  
Adult 16 Elder 60-90 Natural Alignment OG Native Region North Haven  
Ancestral Language Jotuun  
Ancestral Ability: Inspiring Protector- Once per session, when you successfully protect an ally in combat via parry, shield, or counter-spelling, you and your ally each gain 2 HP.



Corgs

share features with the dog breed Corgi, therefore the name is derived from them. Corgs can more broadly share characteristics that people may find in dog 'toy' breeds, though telling a Corg that is considered rude. Corgs have short, yet stringy appendages and a thick, bean-shaped midsection along with fox-shaped heads. Many Corgs have long fluffy coats but can have short sleek fur as well. Corgs are agile, alert and affectionate. For this reason, along with their intelligence they tend to naturally be collectors and compilers, drawn to text and textiles alike. Corgs share close hybrid similarities with these dog breeds; Corgi, Dachshund, Shiba Inu, Chihuahua, Papillon, etc.

Magic 0, Might 0, Luck 2, Reflexes 2, Toughness 1, Willpower 1, Wits 2, BP 0  
Prop Items; Caninities possess dog-like ears, snouts, fur, and tails.  
Hair/Fur Colors Natural Canine Eye Color All  
Natural Height Ranges 3'-5' Adult 16  
Elder 60-90 Natural Alignment AN  
Native Region Vital Lands Ancestral Language Vital  
Ancestral Ability: Herd Collector- You gain a +2 bonus to trials pertaining to lore, collections, or crafting spell scrolls (scribing) or tailoring.





## Hounds

share features with the dog breed of Bloodhounds, therefore the name is derived from them. Hounds have loose, low fat skins that often showcase their highly defined and built muscular frame. Hounds can be massive or small and fast, yet all of them share this noticeable muscular feature. Their loose skin makes glancing blows easier to shrug off and grapples harder to stick on. They usually sport short standing ears and can have docked tails.

*Hounds share close hybrid similarities with these dog breeds; Greyhounds, Boxers, Pitbulls, Bloodhounds, etc.*

**Magic 0, Might 2, Luck 1, Reflexes 1,**  
**Toughness 2, Willpower 1, Wits 1, BP 0**

**Prop Items;** *Caninities possess dog-like ears, snouts, fur, and tails.*

**Hair/Fur Colors** Natural Canine

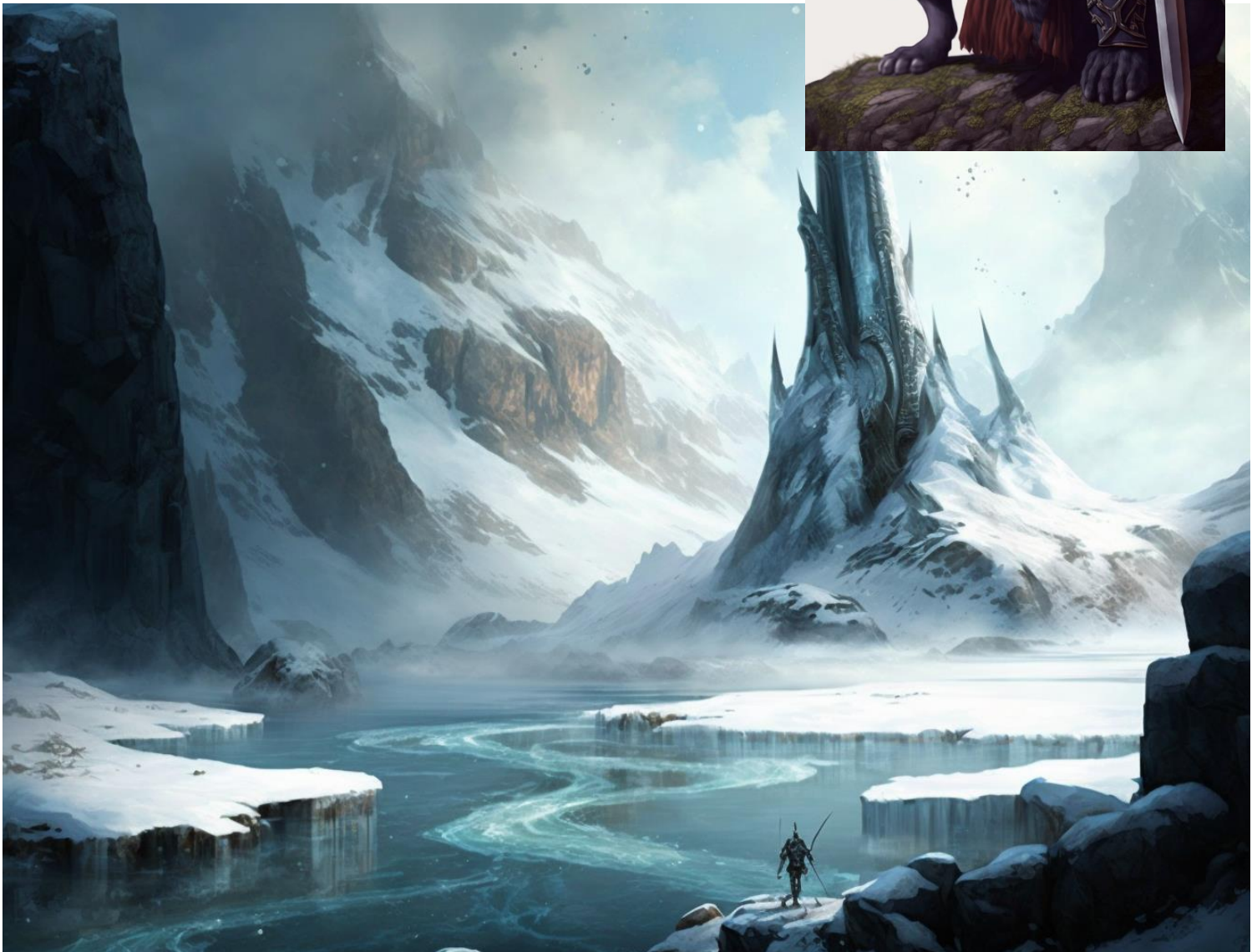
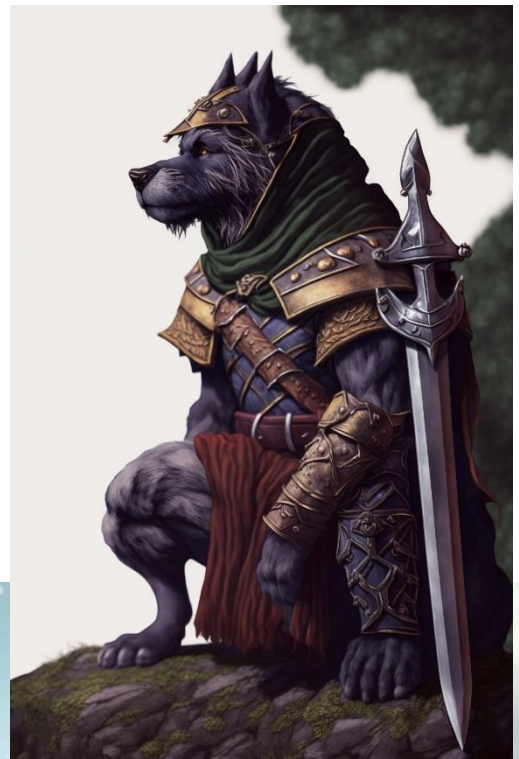
**Eye Color** All **Natural Height** **Ranges** 4' - 6'

**Adult** 16 **Elder** 60-90 **Natural Alignment** SN

**Native Region** QuinnLaw

**Ancestral Language** Rundiere

**Ancestral Ability: Blood Seeker-** Any check you attempt made to tracking or smell is reduced by two difficulties.







# DRAGONBORN

Dragonborn are hybrids of dragons and humanoids. Their temperaments vary depending on their upbringing and draconic heritage but tend to be strong and silent. Each color of dragon heritage is seen as its own independent lineage but does not change game stats. Red dragonborn tend to be quick to temper and are confident. Blue dragonborn are observers and like to council silently. Green dragonborn are the most cunning and treacherous. White Dragonborn are bestial and prefer solitude. Black dragonborn are cruel and are the most selfish. All dragonborn feel immense hubris and covet treasure. A lot of the draconic traits passed to them can consume them if they do not work to keep it in check. Many dragonborn are valiant and goodhearted, but often spent an entire lifetime perfecting their humanoid and draconic personalities. At one time there were many more lineages of Dragonborn, but they were sought out and destroyed by the Chromatic Kings. A Chromatic King is the title given to most current and most powerful member of the species, usually earned through great acts of usurping and violence. Not all members of the Chromatic Kings are inherently evil, Hydroxis, the Blue Chromatic King is the God-King ruler and founder of the City of Runder. However, most dragonborn hunt and slay each other, which has already caused the extinction of over 10 other dragon species.

**Magic 1, Might 1, Luck 1, Reflexes 1, Toughness 1, Willpower 1, Wits 1, BP 1**

**Prop Items;** *A dragonborn's tell-tale features are their scaly skin and various draconic features, but do not possess wings.*

<b>Skin Color</b> Scales, see below		<b>Hair/Fur Colors</b> Any		<b>Eye Color</b> matches	
their skin.					
<b>Natural Height</b>	<b>Ranges</b> 5'-7'5"	<b>Adult</b> 6		<b>Elder</b>	
1000	<b>Natural Alignment</b> SE				
<b>Native Region</b> Xuk'Janak		<b>Ancestral Language</b> Draconic			
<b>Ancestral Ability: Draconic Heritage-</b> You can choose a Damage type to be immune to from the					

following list. The immunity dictates your skin tones;

<b>Red-</b> Fire	<b>Blue-</b> Electricity	<b>Green-</b> Poison	<b>White-</b> Cold	<b>Black-</b> Acid
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# EAGLEFOLK

Eaglefolk or "bird-people" are survivors of the harsh territories of Farthurndern. Like Caninites and Cat-folk many individual lineages exist. Not all bird-people are eagle-like some may be more regional like tropical birds or ravens, yet the term is used as an all-encompassing term. They are resourceful and calculating. Living alongside the moon elves they cohabitate the Needle mountains and are founders of the second largest non-human settlement Nesthill. Eaglefolk live simple and shamanistic lives, something that agrees well with their neighbors. Eaglefolk are sent on a pilgrimage just before adulthood, however, are directed to stay away most other humanoids as their superstitions see "humanity" as the source of much of the ire of the world as it exists. Eaglefolk tend to be distrustful of other humanoids but are known to act very warmly to them after an 'imprinting' period.

**Magic 1, Might 0, Luck 0, Reflexes 1, Toughness 0, Willpower 0, Wits 2, BP 3**

**Prop Items;** *The eaglefolk's tell-tale feature is their wings connected to their arms, much like a wyvern.*

<b>Skin Colors</b> Feathers, Natural		<b>Hair/Fur Colors</b> Feathers	
<b>Eye Color</b> Yellows, and Browns	<b>Natural Height</b>	<b>Ranges</b> 4'-6'	
<b>Adult</b> 12	<b>Elder</b> 60-120	<b>Natural Alignment</b> N	

**Native Region** Nesthill (Farthurndern) **Ancestral Language** Jotuun

**Ancestral Ability: Aven Wings-** Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You can use your wings to also bolster your jumps, while jumping you can jump twice your normal jump. You also are immune to the weather while covering yourself with your wings.





## B. Demibeings

### “...of the union of mortal and divine”

Demibeings or Demis as they are colloquially known (*pronounced dem-ee-se*), are a mixture of a mortal and a divine being or lineage. Generally, the term applies to “half-breeds” and first-generation mixes of the bloodlines. All races can be Demis, however divine beings tend to gravitate towards human partners. While most demons prefer female counterparts and angels prefer male mates, the possibility of these lineages are vast yet tend to be rare. There are two subcategories of Demis known as Demi-Angels and Demi-Fiends.

#### DEMI-ANGEL

Demi-angels comprise two of the most common types of Demi-Angels found in Medius and Bios, at large. There are four playable lineages of the Demi-Angel. While a fifth type of Demi-Angel exists, it is rare and due to its permanent infantile nature, the Demi-Cherub or “Cupi” is not a playable lineage.



#### Ægis

Demi-Ægis (*pronounced age-is*) or “Half-Angels” are the Demibeings created when an Ægis and a humanoid mate. Demi-Ægis are what the popular imagery of angels and Ægis conjure, beautiful humanoids with perfect flowing gowns and shining armors. Traditionally, Ægis have colored energy pouring out of their eyes, large powerful wings and halos that adorn their bodies with metallic and lustrous hair. Demi-Ægis retain only a few of these traits in more muted ways. Firstly, most Demi-Ægis have streaks off the metallic hair color of their parent but have no wings. Their pupil color may present an otherworldly glow or share the luster of their hair streaks. When a Demi-Ægis is scarred or tattooed the scars and ink shine with a metallic luster, where a rainbowing iridescence is most common. Lastly, the Demi-Ægis has a single halo that can be summoned but is temporary and requires sleep to resummon it. The colors of the Demi-Ægis are determined by the parental lineage and use the chart below to determine your special properties and elemental affinity (*you take no Damage from elements you have affinity for*). Demi-Ægis may be seen as a good or bad omen depending on the culture they are born into.

**Magic 2,**

**Might 0, Luck 1,**

**Reflexes 1,**

**Toughness 1,**

**Willpower 2,**

**Wits 0,**

**BP 0**

**Prop Items;** A Demi-Ægis’ tell-tale feature is its metallic hair stripe and its summoned shining halo.

**Skin Color** Humanoid

**Hair/Fur Colors** Natural Humanoid Colors with a metallic streak(s)

**Eye Color** Any Radiant or metallic

**Natural Height**

**Ranges** 5’ - 6’5”

**Adult 16**

**Elder 250**

**Natural Alignment** OG

**Native Region** n/a

**Ancestral**

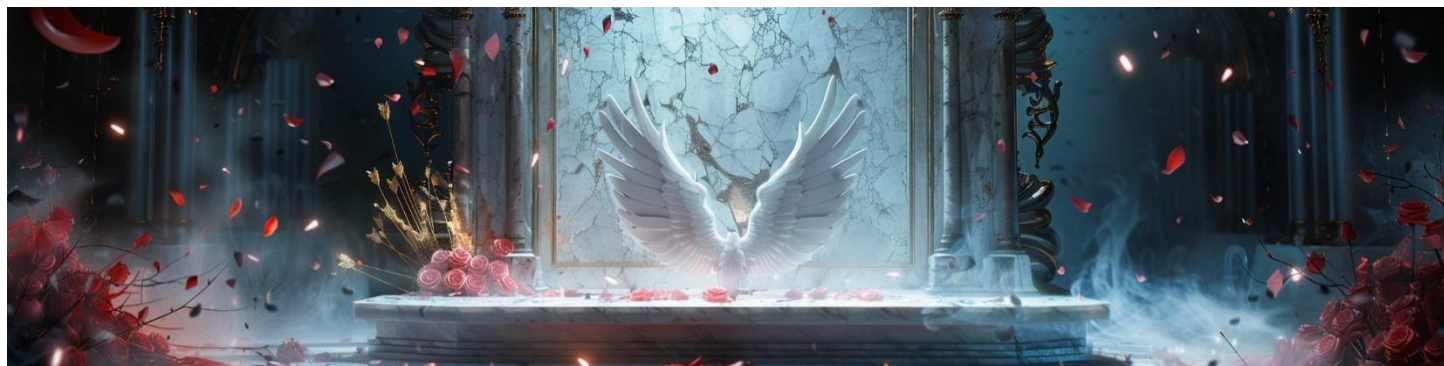
**Language** Æthereal

**Ancestral Ability:** **Angelic Grace-** Once per session, while your halo is summoned, you may cast heal for no MP cost.

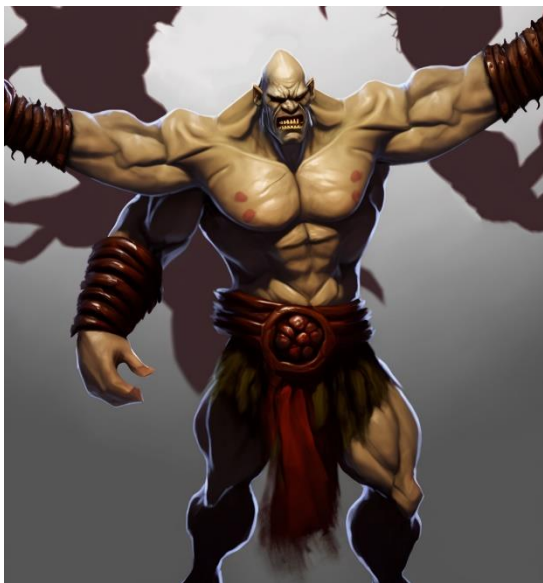
**Summon Halo-** Once per session, you may summon your halo, this halo remains for 8 hours.

#### Ægis Lineage Chart

Ægis Parent	Divine Color	Elemental Affinity	Divine Materials	Gender	Domain (Aspect)
<b>Comil</b> (co-mil)	Brass Orange	Bludgeoning	Brass Topaz	Androgynous	Diligence
<b>Edoru</b> (e-dæ-roo)	Dark Violet	Psychic	Krahn Amethyst	Masculine	Patience
<b>Jostef</b> (jos-teph)	Electric Blue	Lightning	Silver Sapphire	Masculine	Humility
<b>Karnac</b> (car-knock)	Deep-Sea Blue	Cold	Cobalt Steel Topaz	Feminine	Temperance
<b>Lydia</b> (lie-dee-ah)	Electric Yellow	Piercing	Gold Citrine	Androgynous	Forgiveness
<b>Medi</b> (med-ee)	White Light	Radiant	Platinum/Chrome Diamond	Feminine	Kindness (Gratitude)
<b>Oona</b> (oo-nah)	Fiery Red	Fire	Polished Copper Ruby	Feminine	Refrain (Chastity)
<b>Seras</b> (sair-as)	Emerald, Green	Slashing	Tarnished Bronze Emerald	Feminine	Charity







## Hecatoncheires

Demi-Hecatoncheires (*pronounced heck-a-tonk-o-ries*) or “Shokhan” are the Demibeings created when Hecatoncheires and a Jotuun (giant) mate. To most, Demi-Hecatoncheires are actually miscategorized as Demi-Fiends due to their orcish and monstrous appearances. Traditionally, Hecatoncheires or “Hundred-Handed Ones” are titans that on the small side are the comparable to small mountains they have orcish features and can be cyclopean in nature. As their namesake implies, they often have many more than two arms, most of the time in random protruding spots. This gives them a deformed appearance. However, the Hecatoncheires are among the ranks of Angels and are considered some of the most powerful. Demi-Hecatoncheires possess three to five additional appendages, in any mix of arm or leg. They bear the orcish features of their divine parent and retain the skin and tusks of the Jotuun parent. They may possess 1-3 eyes on their face (usually upper brow), but never more or less. Their vision seems to be no better or worse than a normal human regardless of their eyes and their position.

**Magic 1, Might 3, Luck 0, Reflexes 0,**  
**Toughness 2, Willpower 1, Wits 0, BP 0**

**Prop Items;** A Shokhan’s tell-tale feature is its extra limbs and Jotuun Tusks.

**Skin Color** Blues, Greens, and Flesh

**Hair/Fur Colors** Natural Humanoid Colors

**Eye Color** Any

**Natural Height Ranges** 5’5”- 7’5”

**Adult** 14

**Elder** 1250

**Natural Alignment** SG

**Native Region** North Haven

**Ancestral Language** Æthereal

**Ancestral Ability: Handfuls More-** Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb.

## Ophanim

Demi- Ophanim (*pronounced oh-fah-nim*) or “Divine Machines” are the Demibeings created when an Ophanim creates an automaton (a clockwork device that is living). Traditionally, Ophanim are large inter-locking wheels of metal, eyes, and energy that can be hard for mortals to fathom. Demi- Ophanim appear as clockwork humanoids that may have more than one set of eyes. Other than their construction materials and extra appendages, they appear uncannily humanoid. The automatons are living and thinking so do not operate or function like that of a traditional robot. Many divine machines are born (created) and left in temples and the wilds meaning many of them are unaware they are unlike other humanoids until they meet them. Divine machines may be made of all matter of material; however, they all tend to be primarily composed of gold, silver, bronze, and other *divine metals*.

**Magic 2, Might 0, Luck 0, Reflexes 2, Toughness 2, Willpower 0, Wits 2, BP 0**

**Prop Items;** A Demi- Ophanim’s tell-tale feature is its metallic skin color and gears, sometimes multiple sets of eyes.

### CER LARP TIP

*“Warforged not cyberpunk. Clockwork not steampunk”*

Automatons and cyborgs are hard to convincingly pull off in fantasy; however, we do have some good examples of some.

- Warforged in D&D
- Dwemer machines in Skyrim (TES)
- Gnome and Goblin machines in World of Warcraft.

The important thing to remember is that steampunk, cyberpunk, and even generic Sci-Fi are inherently tied to time periods and themes. Try to avoid those time period and stick with a dark ages to renaissance or general fantasy vibe and you should be good!

Be warned with this lineage you may be asked to rework your look if it doesn’t feel at home in Medius.

**Skin Color** Metallic, Divine Metals

**Hair/Fur Colors** Natural Humanoid Colors made of inorganic material.

**Eye Color** any

**Natural Height** 5’- 6’5”

**Adult** 0

**Elder** functionally immortal

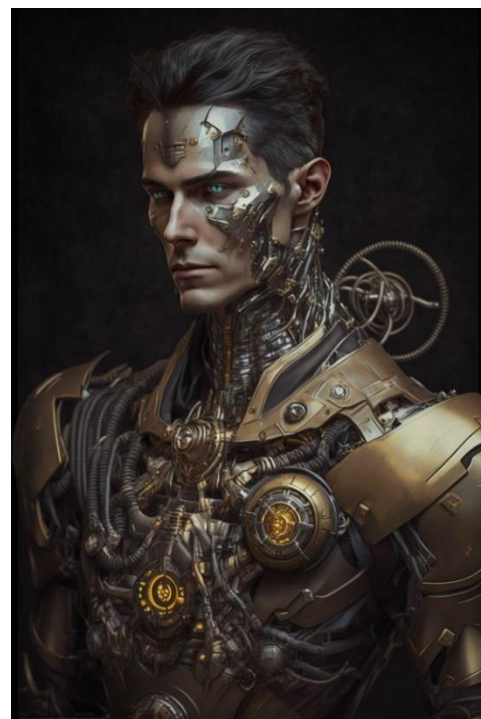
**Natural Alignment** AG

**Native Region** n/a

**Ancestral Language** Æthereal

**Ancestral Ability:**

**All-Seeing Eyes-** Your extra set of eyes provides you with uncanny vision, any check you attempt dealing with sight or seeing is reduced by two difficulties. You can also see in the dark and the heat of bodies.



## Seraphim

Demi-Seraphim (*pronounced sair-uh-fim*) or “Sera Angels” are the Demibeings created when a Seraphim and a humanoid mate. As their name states, they can often be mistaken for other Half-angels or Ægis as they are both beautiful humanoids. Not much is traditional about the form of a Seraphim, they may have a mostly humanoid form or be closer to form of that of their brethren the Ophanim. They can be characterized by their multiple sets of large, feathered wings, often obscuring, or protecting something. Demi-Seraphim appear human with many sets of large complex feathered wings, however they do not provide flight, if anything they seem to hinder the Sera Angel, unless learned to block and obscure as their parent. Though their wings lack the strength to fly and the dexterity to hold equipment, they can be used to glide in short 30 second bursts or just enough to prevent any danger from heights.

**Magic 3, Might 0, Luck 1, Reflexes 0, Toughness 1, Willpower 1, Wits 1, BP 0**

**Prop Items;** A Demi-Seraphim's tell-tale feature is its double set of feathered wings. At least one set is large enough to engulf the body, while the other may be any size. Sera angels' wings do not exceed a 10-foot wingspan or 4 sets (or 8 total) wings.

**Skin Color** Humanoid

**Eye Color** any

**Adult** 0

**Natural Alignment** LG

**Ancestral Language** Æthereal

**Ancestral Ability: Obscuring Wings-** Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You also are immune to cold Damage.

**Hair/Fur Colors** Natural Humanoid Colors

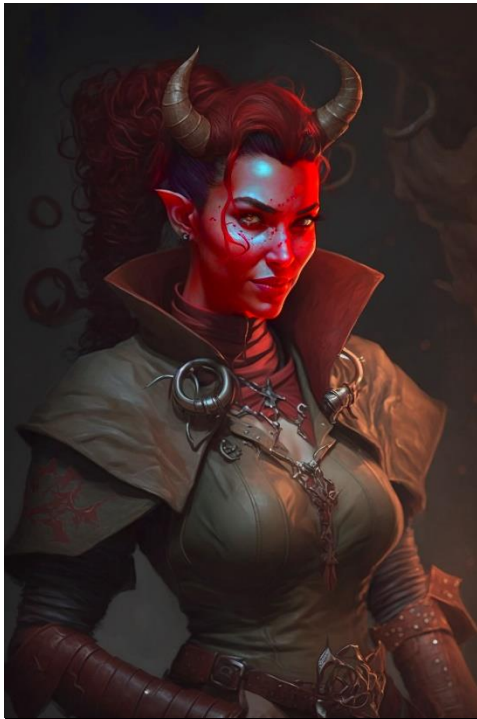
**Natural Height Ranges** 5'-6'5"

**Elder** functionally immortal

**Native Region** n/a



## DEMI-FIEND



Demi-fiends are half demon or devil and half humanoid. Due to their lineage, they are usually misunderstood and cast out by society however they are not inherently more or less evil just as Demi-Angels are no more-or-less righteous. Many Demi-Fiends become outcasts, but often have hearts of compassion and understanding. Demi-Dæmons (*pronounced day-mon*) and Demi-Devils that mate and produce offspring are just generically known as Demi-Fiends and choose one of their parents' lineage stats to follow but have purple skin and hybrid features.

### Devils

Demi-Devils or “devilkin” are the Demibeings created when a Devil and a humanoid mate. Devils can vary wildly in shape and form but many of them have the ability to shapeshift and blend in, something that makes Demi-Devils by far the most common and prevalent type of Demi-Fiend. Most mothers or fathers are unaware of the nature of the child until the reveal of birth. Demi-Devils have smaller brow located horns, forked tails, and red skin like their parents and have fiery glows about their eyes. Demi-Devils lack the ability to shapeshift as their parents, therefore are unable to hide their lineage.

**Magic 1, Might 1, Luck 3, Reflexes 1, Toughness 1, Willpower -1, Wits 1, BP 0**

**Prop Items;** Demi-Devils possess red skin, horns, and a forked tale.

**Skin Color** Warm Colors **Hair/Fur Colors** Warm and Neutral Colors

**Eye Color** Fiery warm colors **Natural Height Ranges** 3'-7'

**Adult** 16

**Elder** - Functionally Immortal **Natural Alignment** CE

**Native Region** the Vital (Blood) Lands

**Ancestral Language** Infernal

**Ancestral Ability:**

**Devilish Charm-** Once per session, you may cast the charm for no MP cost. You always know this spell and it does not count against your spells known.

**Hellish Origins-** You are immune to Hellfire and fire. Damage.





## Dæmons

Demi- Dæmon or “beastkin” are the Demibeings created when a Dæmons and a humanoid mate. Dæmons can vary wildly in shape and form but tend to be more savage and monstrous in comparison to Devils, hence why their Demi offspring are much rarer. Mating with a Dæmon is often a traumatic event in some sense of the case and can lead the child to often be mistreated from their upbringing, for this reason beastkin can be standoffish and deeply distrustful, however when a Demi-Dæmons finds something or someone worth protecting hardly anything can stand in their way. Demi- Dæmons have large, knotted, ridged or twisted horns protruding from the sides of their skulls, not the forehead. Similar to a ram or a stag.

**Magic 1, Might 1, Luck 3, Reflexes 1, Toughness 1, Willpower -1, Wits 1, BP 0**

**Prop Items;** *Demi-Dæmon possess blue skin and horns.*

**Skin Color** Cool Colors

**Hair/Fur Colors** Cool and Neutral Colors

**Eye Color** Icy cold colors      **Natural Height**      **Ranges** 3’-7’

**Adult** 16   **Elder** – Functionally Immortal **Natural Alignment** CE

**Native Region-** North Haven   **Ancestral Language** Abyssal

**Ancestral Ability:**

**Abyssal Origins-** You are immune to Abyssal Cold and cold Damage.

**Dæmonic Fervor-** You are immune to exhaustion caused by physical exertion.



## ℄. Dwarves

“...From the Earth, Work the Earth, Return to [the] Earth...”

Dwarves are proud warriors and master engineers. Mastering all resources around them the Dwarves are hardly ever at a disadvantage. Dwarves and elves are tied for the second most abundant humanoid race of Medius behind humans, as an official count has never been put forth. As their numbers grew across the Medial landscape

so did their individual lineages and cultures. Dwarves fall under the category of Fæ which the first Dwarves were born of the Fæ Tree.



## Northbourne

The Dwarves of Northbourne are mighty Mountain Dwarves (or “gold dwarves”) that have turned to the North Haven Tundras for solace after unrelenting war with Dragons. Of all the ancestries and lineages of Medius, the Mountain Dwarves loath dragons and their kin the most. Dwarves and Dragons are natural enemies as Dragons seek what Dwarves toil to have; gold and treasure. Not all Dwarves that hail from North Haven come from Northbourne, but the term has become synonymous with the perseverance and determination of the Northern Dwarf. Northbourne hail many Dwarf Clans, but none are more legendary than Clan Bloodsteele and King Tordek. All Dwarves are stout and strong, but the Dwarves of the North are seen as one of the most respected and renowned of them all. No matter what a Northbourne Dwarf dedicates themselves to, their craftsmanship is legendary and unrivaled. Northbourne Dwarves are especially known for their masterwork in Armor and Weapon Smithing, Mining, Pickling and Brewing.

**Magic 0,      Might 3,      Luck 0,      Reflexes 0,**  
**Toughness 3,      Willpower 1,      Wits 0,      BP 0**

**Prop Items;** *A mountain dwarf’s tell-tale feature is their long dwarven beard, usually worn full or braided.*

**Hair/Fur Colors** Natural

**Eye Color** Natural and Icy Blues

**Natural Height**      **Ranges** 4’- 5’5”

**Adult** 40   **Elder** 200-300

**Natural Alignment** NG

**Native Region** North Haven

**Ancestral Language** Runic

**Ancestral Ability:**

**Acclimated-** You are immune to effects of cold weather and can work twice as long without needing to rest, or thrice as long in the cold.

**Fine Craftsman-** Your goods that you produce are worth 10% more.

**Faction-Bonus Ability:** (You receive this bonus if you are a member of the Northbourne Kingdom Faction)

**Stoic Protector-** Once per session, you may choose to take no Damage from an effect or attack that would otherwise drop your HP to 0.

## Quinn

The Quinn Dwarf is a unique lineage of Plains and Forest Dwarf. As their kin departed for the mountains and ocean, the Quinn Dwarves turned to the earth underfoot. Quinn Dwarves are known as master farmers, carpenters, masonries, and potters. The plains dwarves prefer the rolling grasslands and wild wheats of the fields where forest dwarves prefer the dense overgrowth and wild bounty of the QuinnRow Forest. Quinn Dwarves are not much smaller than their Northern counterparts but tend to be better fed and can survive many diseases and sicknesses. Quinn dwarves are mild-tempered and wise and often their clan is the cornerstone of many towns and settlements.

**Magic 0, Might 1, Luck 0, Reflexes 0, Toughness 1, Willpower 1, Wits 1, BP 3**

**Prop Items;** *the dwarves' tell-tale feature is their pointed mustaches.*

**Hair/Fur Colors** Natural

**Eye Color** Natural and Greens

**Natural Height Ranges** 4' - 5'5"

**Adult** 40

**Elder** 200-300

**Natural Alignment** AG

**Native Region** QuinnLaw and QuinnRow

**Ancestral Language** Dwarvish

**Ancestral Ability: Quinn Clan Council-** Once per session, you or a group may reattempt a failed check before receiving any penalties from the failure.

**Work the Earth-** You may grow or gather up to 1 pound of vegetation per session as long as it is mundane without expending extra resources to do so.



## Sansurian

Dwarves (*pronounced san-sir-ee-an*), Coastal Dwarves, or "Blue Dwarves" are a bitter topic for most other Dwarves due to their unconventional route to happiness. Northbourne dwarves work the mountains for treasure and fortress and Quinn dwarves work the land for sustainability and sustenance. In this way the Coastal Dwarves are fundamentally different, as they seek wanderlust at any means. Many coastal dwarves hail from Sansura, but many occupy the city for their ideals championing individualism and freedom though over more traditional and rigid Dwarvish thinking. Make no mistake, coastal dwarves are master naval navigators, pilots, boat makers, net weavers, and astronomers. Sansurian dwarves especially exceed in their work with machines, engines, and siege weapons.

**Magic 1, Might 1, Luck 0, Reflexes 0, Toughness 1, Willpower 0, Wits 1, BP 3**

**Prop Items;** *the dwarves' tell-tale feature is their pointed mustaches.*

**Hair/Fur Colors** Natural

**Eye Color** Natural and Electric Yellows

**Natural Height Ranges** 4' - 5'5"

**Adult** 40

**Elder** 200-300

**Natural Alignment** OG

**Native Region** Sansura (Thunder Salts)

**Ancestral Language** Sansurian

**Ancestral Ability: Burlap Lungs-** Sansurian Dwarves can swim or climb with ease, even in full armor, and can hold their breath for a side-splitting 15 minutes. While holding their breath they can fight, jump, climb, swim, or work.

**Wayfarer-** Sansurian Dwarves cannot be lost while in the air or on water, they also reduce all checks to do with navigation or piloting by two difficulties. If they can see the stars they can automatically succeed.







## D. Fæ “...of the Fæ Tree”

Fæ (pronounced fay) is a term that can be used loosely in a number of ways; generically it implies Færies Fækin and other ‘Fæ creatures’, which people see as magical forest creatures. In the terms of Ancestral, Fæ refers to the Fæ tree which birthed the core ancestries of Dwarf, Gnome, Human, Elves, and Fæ in that order. While humans, dwarves and gnomes all were some of the first creations of the Fæ tree, they are farthest from its influence. The Fæ tree gave life to all of its original ancestries but chose to continue to create until it felt it had created the perfect humanoid; or so the legends go. The Fæ Tree still thrives in a hidden shrine in QuinnRow Forest protected by magic and the Fierce Dýr (pronounced dire).

*Other creatures that you may encounter on your journey that are considered Fæ but are currently not playable are; banshees, boggart, centaur, changelings, dryads, mermaids, nymphs, pixies, redcaps, selkies,*

*undines, and will o’ wisps.*

## ELVES

Elves hold themselves at high esteem because they live for many hundreds of years. They see themselves as the natural protectors of frailty, antiquity, nature, and art. Elves tend to be tall, slender, and remarkably heavy yet light of foot. The elves like to perpetuate the idea that they are ‘more perfect’ than other humanoid races yet respect their ‘higher’ Fæ counterparts.

## Lunar

The mystical and nocturnal elves of Farthurdern are known by many names; moon elves, white elves, or just simply Farthurdern Elves. The white elves receive their name from their skin pigment, which lacks any at all. They are deeply shamanic and devoted to their moon Goddesses. Trinity was a cluster of Trinary (three orbitally gravity-locked) moons, Luna, Sélé, and Mythra also known as the “Three Dancing Sisters”. No one quite knows why or how but Mythra eventually broke apart in an event scholars and priestesses would call “the Shattering”. Priestesses believe that great heroes were blessed with a mighty mace, forged from the moon itself and used to destroy a great evil known as “the time devourer.” The weapon is known as the Fallen Star and is believed to reside somewhere in Medius. After the Shattering, the moon broke into a debris field where the gravity of Bios eventually turned the pulverized moon into its ring.

Occasionally, chunks of the Mythra ring will fall to Medius where smiths use the raw ore to make mythril. Mythril is as strong as Dwarven Iron, but as light as pine and glows an æthereal lunar blue in moonlight and hums and reverberates when exposed to Void, “the day moon”, or necrotic Damage. Mythril weapons are used to create holy weapons for the white elves. Mythril weapons also repel fiends, vampires and lycanthropes (think silvered weapons) a trait most useful for rebuffing their ancestral enemy the Mist Striders.

Those raised by the Lunar elves are taught the old magicks of the stars and the moons. They ritualistically scar their skin by running molten mythril along their skin in arcane symbols. The result is raised scars that have a faded silver appearance under the skin and glow when exposed to moonlight or lunar magic. Direct sunlight is dangerous to a moon elf, hence why they are mostly a nocturnal matriarchy. Moon elves are also known as sky-fishers as they use hooks and nets to fish birds from the sky. Most moon elves live in elevated huts suspended, tied to the side of the Needle Mountains of Farthurdern, where peaks may be inches or miles apart but mostly above the clouds. This allows the moon elves to drop from above with their hooks and nets to capture gigantic birds known as rocs. The lunar elves use all parts of the bird, from food, construction, and ritual purposes.

**Magic 2, Might 0, Luck 0, Reflexes 1, Toughness 0, Willpower 1, Wits 1, BP 2**  
**Prop Items;** *The moon elves’ tell-tale feature is their long-pointed ears and stark white skin.*

**Skin Colors** Stark White

**Hair/Fur Colors** Stark White or Silvers

**Eye Color** Stark White or Silvers

**Natural Height** Ranges 5’- 6’5”

**Adult** 100

**Elder** 500-1000

**Natural Alignment** SN

**Native Region** Farthurdern

**Ancestral Language** Primordial

**Ancestral Ability: Luna Touched-** You can see in the dark and your skin glows in the light of the moon or lunar magic. This glow is bright enough for other creatures or allies to spot you in the dark.

**Sky Fishers-** You start with proficiency for bows and nets. (*Hooks are not included since we do not allow tripping or entrapping weapons in CER LARP*)

## CER LARP TIP

Sometimes an Ancestral is described with skin tones close to our real-life skin tones. We do our best to keep LARP a judgment and politics free zone, however there are times where things are just not appropriate.

**We do not paint our faces or bodies to appear ethnically different, ever intentionally or accidentally.**

The only time we permit skin color painting is when you are portraying a very non-human look such as a blue skinned demi-fiend or you are painting fur on your face. Be respectful and it shouldn’t be a problem. However, if you have concerns or questions, please reach out to a game moderator.





## Quinn

elves or wood elves are the most abundant type of elf in Medius and is scattered primarily throughout the regions of Quinn (eastern Medius) however many do end up leaving the confines of the forest. Like the moon elves, the Quinn Elves prefer tribalistic living in small groups. The majority of the QuinnRow forest is comprised of wood elf and strangling humanoids that decide to stay and embrace the way of the Dýr. The Symbol of the Dýr is a ferocious Manticore poised to strike. They believe the ferocity of the lion will see them through adversity and that the inner strength of one's spirit is an unbreakable force of nature. They are deadly and swift, decisive in every action like that of a striking scorpion. As if they had wings, they hover above always watching with eagle eye over that of which they care for. To a friend there is no greater ally, but to those who would bring harm; the Dýr is a fierce and unrelenting enemy. "Dire" the word, as in 'dire wolf' or 'dire situation', came from the ferocity of Clan Dýr. The Dýr reside deep within the QuinnRow forest and have learned to live along the magic and forces of the deep wild. They have formed a special pact with the Fæ or Færies of the forest. They protect them and the rich fertile land, in return, gives them all they need for living. They gather, reap, and hunt well as the magic of the Fæ Tree permeates the forest and makes all vivid and abundant with life. In this regard, "Not all Dýr are Quinn Elves, but most Quinn Elves are Dýr."

**Magic 1, Might 1, Luck 1, Reflexes 1, Toughness 1, Willpower 1, Wits 1, BP 0**

**Prop Items;** *the elves' tell-tale feature is their long-pointed ears.*

**Hair/Fur Colors** Natural and Greens

**Eye Color** Greens and Browns

**Natural Height** Ranges 5'-6'5'

**Adult** 100

**Elder** 300-1000

**Natural Alignment** SG

**Native Region** Quinn Row

**Ancestral Language** Fæ

**Ancestral Ability: Wooded Stride-** You cannot fail checks that deal with stealth while in the woods.

**Faction-Bonus Ability: (You receive this bonus if you are a member of Clan Dýr.)**

**Dýr Ferocity-** Once per session, you may choose to double the Damage from an attack, after the attack lands.

## Sansurian

elves can be seen as arrogant, rude, and stuck-up but can also be described as geniuses, infinitely wise, and incomparable artist. Sansurian elves or "high elves" is a group of renown elves that bring culture, refinement and class to the hectic energy of Sansura (*pronounced san-sir-uh*). The elves saw great potential in the tinker gnomes of the deserts and partnered with them fostering their explosive curiosity. Sansura is one of the largest cities in Medius and is known as the most advanced civilization on Bios due to their use of captured lightning magics, airships, gearwork and cannons. Sansura is the only city to make and produce black powder for cannons and explosives, making it an incredibly important commodity that Sansura protects behind its tall sandstone tiered walls of the Cannon Brigade. Sansura also pioneered a sticky gel-fuel that combust under electric current than can power their engines and airships or be used as a weapon called Napali. Sansura can politically be ambiguous at times as they have been under both Victuun and Vitæ rule and only really care for their sciences. Sansura is currently independently ruled by the Sultan of the 'Nomi Family, with contested outposts throughout the Thunder Salts, Dunic Range, Vital Lands, and Farthurndern.

**Magic 1, Might 0, Luck 2, Reflexes 1, Toughness 0, Willpower 1, Wits 2, BP 0**

**Prop Items;** *The high elves' tell-tale feature is their long-pointed ears.*

**Hair/Fur Colors** onyx black

**Eye Color** deep blues and browns

**Natural Height** Ranges 5'-6'5'

**Adult** 100

**Elder** 300-1000

**Natural Alignment** SG

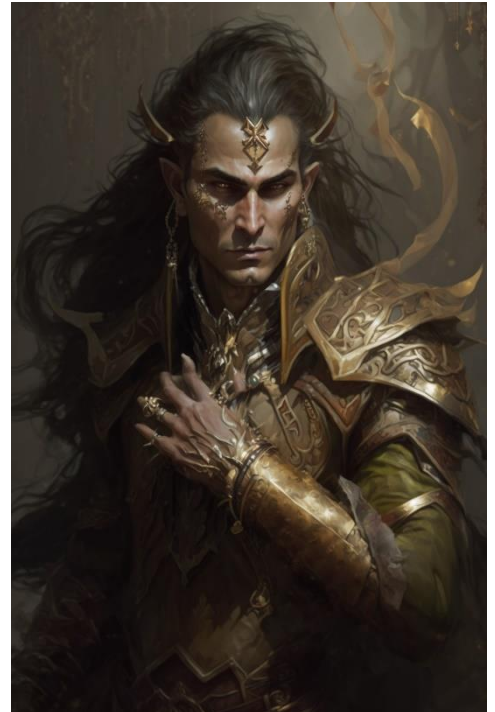
**Native Region** Quinn Row

**Ancestral Language** Fæ

**Ancestral Ability: Catalog-** You can remember any memory as if you are reliving it.

**Faction-Bonus Ability: (You receive this bonus if you are a member of the Sansurian Brigade.)**

**Influential Birth-** You are a notable house from Sansura, and your family name carries prestige and respect that most other nobles notice.







## FAUN

Faun are hybrid creatures that share similarities with stag, sheep and moose. Their origin seems to be lost to time, but most don't really care where they have been or where they are going for that matter. Faun are often whimsical creatures that bring the mischief to the Fæ. Faun tend to be tall, slender and stand erect on cloven hooves. They have humanoid torsos but may present more anthropomorphic features such as deer ears or snout on their face. All fauns present horns that grow from the side of their skull. Faun tend to show features of a specific animal instead of a mix, meaning you are unlikely to find a faun with stag features and one goat feature. Fauns also play fast-and-loose with gender. They can go from a strikingly beautiful feminine form to a grizzled and handsome masculine form over the course of a few weeks. However, most Fauns remain ambiguous and androgynous as it always seems to add a bit of chaos to the party.

**Magic 1, Might 0, Luck 1, Reflexes 1, Toughness 0, Willpower 0, Wits 1, BP 3**

**Prop Items;** *The Faun's tell-tale features are animal horns, ears, furry legs and tails.*

**Hair/Fur Colors** Natural

**Eye Color** Natural

**Natural Height Ranges** 5'5" - 6'5"

**Adult** 5

**Elder** 20-40

**Natural Alignment** TN

**Native Region** Quinn Row

**Ancestral Language** Fæ

**Ancestral Ability: Pan's Flute-** You start the game with proficiency in all flutes and one other instrument of your choice. While you play this instrument, anyone within earshot cannot be magically charmed. (Roleplay)

## FÆKIN

Similar to fairies, Fækin are infused with special magic that comes from nature and life. Fækin are almost identical to their færy brethren yet are the size of normal humanoids. Fækin are extremely rare, and no one really knows how they come into existence, not even the Fækin themselves. Like færies, Fækin can also manifest a particular set of traits that lend to them being different than their brethren. While these subspecies of Fækin are not seen as separate lineages, common variants seem to exhibit special behavior. Something that is reflected through special ancestral abilities.

**Magic 2, Might 0, Luck 2, Reflexes 0,**

**Toughness 0, Willpower 1, Wits 0, BP 2**

**Prop Items;** *Fækin's tell-tale features include their pointed ears and glistening insectoid wings.*

**Skin Colors** Per variant

**Hair/Fur Colors** Any

**Eye**

**Color** Any

**Natural Height Ranges** 5'5" - 6'5"

**Adult** 5

**Elder** 20-40

**Natural Alignment** TN

**Native Region** Quinn Row

**Ancestral Language** Fæ

**Ancestral Ability: Insectoid Wings-** Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. If your wings are hit by cold Damage, they are destroyed and take 7 in-game days to regrow. **(All Fækin get this ability then choose only one Ancestral variant from the options below.)**



### CER LARP TIP

*"What is your character again??"*

In CER LARP the amount of effort you put in is magnified by the group and given back. Prop item sections cover what is just required to play the Ancestral you have chosen but going above and beyond when you can not only makes you look good, but it also reflects well on the entire group.

**For this reason, sometimes it will be implied that you need to "read between the lines" when it comes to your character. If you are a beetle færy but have made no effort to look like a beetle, then you may be denied your Ancestral ability on accident in a session.**

A good rule of thumb is;

*If another player (that is familiar with the rules or fantasy) cannot discern your Ancestral you may need to try harder on your props.*

### Beetle Fækin

**Carapace Shell-** Your body is immune to slashing Damage. Butterfly Fækin

**Glittering Færy Dust-** Once per session, you may throw a glittering færy dust that dazes and confuses an opponent for 3 seconds. You and the opponent cannot attack during the daze.

### Dragonfly Fækin

**Waterskirt-** You can walk and run along still water surfaces.

### Flower Fækin

**Photosynthesis-** You do not require food, but instead require water and sunshine. Flower Fækin are green skinned, due to the chlorophyll in their veins.

### Moth Fækin

**Færy Dusting-** Once per session, you may throw a powdery white færy dust that chokes an opponent that breathes for 3 seconds. During this choking your opponent cannot attack, speak, or cast spells. You also cannot attack during the effect.

### Mushroom Fækin

**Mushy Spores-** Once per session, you may throw a colorful færy dust that chokes an opponent that breathes for 5 seconds. During this choking your opponent's attacks deal half Damage.

### Pseudodragon Fækin

**Pseudopuff, I'm Tough-** Once per session, you may puff a breath of fire at arm's reach that does 1 fire Damage.

### True Fækin

**Secrets of the Fæ-** You may add 10 to any trails pertaining to the Fæ.



## MINOTAUR



Minotaur have the head of bull as well as lower bovine features. Minotaur were originally people cursed by the Fæ as a form of punishment or penance, but since the original few; have grown into a proud race of people with their own distinct culture. For this reason, most Minotaur do not like to be associated with other Fæ but do fall under the category of Fæ creatures. Minotaur are powerful creatures that often reclaim ruins and dungeons to fashion into a solitary lair or a small tribe's home. Minotaur are some of the strongest naturally occurring humanoids that make them in high demand for heavy work and coveted warriors. Minotaur can adapt so well to ruins, caves and other aberrant lairs due to their keen perception of direction and destination. This also makes them sought out for naval and mining insights.

**Magic 0, Might 3, Luck 0, Reflexes 1, Toughness 2, Willpower 0, Wits 0, BP 1**

**Prop Items;** *Tell-tale features of a minotaur is its bovine head complete with horns, and bovine lower half; including cloven hooves.*

**Hair/Fur Colors** Natural

**Eye Color** Natural

**Natural Height**

**Ranges** 5'-8'

**Adult** 14

**Elder** 100-200

**Natural Alignment** Æ

**Native Region** Coasts

**Ancestral Language** Pirate

**Ancestral Ability: Gore-** You may use a rush attack to double your Damage, once per session.

## SATYR

Satyr is a variation of a Faun, however they now display enough variation than most people identify them as two sperate species. Satyrs specifically show the hybrid features of a goat or ram. Where faun tend to be slender and tall Satyrs tend to be squat and

round. The horns of Satyrs can be small knobbed horns or great curling ram horns. Where Faun tend to be light-hearted, whimsical, and fun; Satyr tend to be grumpy, dour, and moody creatures. Most Satyrs are male and no longer possess the ability to change their sex.

**Magic 1, Might 0, Luck 1, Reflexes 1, Toughness 0, Willpower 0, Wits 1, BP 3**

**Prop Items;** *The Satyr's tell-tale features are goat horns, ears, and tails.*

**Hair/Fur Colors** Natural

**Eye Color** Natural

**Natural Height** **Ranges** 5'5" - 6'5"

**Adult** 5

**Elder** 20-40

**Natural Alignment** TN

**Native Region** Quinn Row

**Ancestral Language** Fæ

**Ancestral Ability: Battering Ram-** If you run at least 50 feet before an attack it does an additional 2 Damage.

**Goat Gruff-** You have the ability to graze on vegetation as sustenance. *(You do not have to worry about starving if grass is available.)*



### CER LARP TIP

*"Aren't you kind of tall for a Dwarf?"*

In CER LARP we encourage people to be whatever they want to dream of being, within reason and stipulation. Things like gender, height, weight, fitness level and medical conditions don't affect your character.

**Your IRL body doesn't have to effect what you play in CER. You can use things about yourself to enhance your character, but it is not required.**

*Example: If you are over 6 foot tall and muscle bound you can play a Half-Jotuun Fighter because it would complement your natural stature; however, you deciding you want to play a 3-foot, squish bellied Corg Wizard is also completely acceptable!*





GNOMES

Gnomes are small and resourceful inventors and tinkerers. Gnomes and Halflings appear very similar yet act differently. Halflings are sedentary creatures while Gnomes never cease tinkering and exploring.

Carnivaile

gnomes (*pronounce carn-ee-vale*) are known for their adventurous spirit and eccentric capabilities. Hailing from the Coasts of Quinn, Carnivaile or coastal gnomes can be found in and around Carnivaile. Carnivaile is known as a traveling tent city of vices and riches. Originally a seaport that continued to wash away, the city began to pop-up bazaar style tents and before too long exotic materials made Carnivaile a thriving trade post of debauchery and pleasure. Carnivaile is filled to the brim with pirates looking for some mischievous fun, shrewd business men that trade in dangerous artifacts, arcane subjects looking to discover the secrets of the deep, and at the very center of all of this is the coastal gnome. Smooth-talking, a mix between suave and slimy; the coastal gnomes are master traveling merchants and shop keeps that have helped make Carnivaile the Diamond in the Rough.

**Magic 1, Might 0, Luck 1, Reflexes 0, Toughness 0, Willpower 1, Wits 2, BP 2**  
**Prop Items;** *A gnome is small and has pointed ears smaller than an elf, about the size of humans that are tipped like that of a half-elf.*

**Hair/Fur Colors** Natural      **Eye Color** Natural  
**Natural Height**      **Ranges**    1"-4'5"      **Adult** 8  
**Elder** 40-80      **Natural Alignment** CN  
**Native Region** Carnivaile      **Ancestral Language** Pirate  
**Ancestral Ability:** **Carnivaile Heart-** You may start the game with a small inventory or stock of goods to sell.



Vital

Gnomes, also known as proper gnomes, tend to be posh and political. These gnomes excel at formalities and aristocracy as their silver tongue is used to make powerful allies. Proper gnomes get their names from their impeccable sense of style and proper etiquette. Many offices in and around Vitæ (*pronounced vih-tay*) are held by Vital Gnomes, especially farther out in the swamps and flood plains of the Blood Lands. Be careful talking to a proper gnome or you may find yourself in the middle of a legally binding agreement to something you accidentally agreed too. Vital Gnomes are natural born leaders and tend to get down results. While most others in the room are bickering about the best way to solve a problem, the Vital Gnome likely has it already solves, but if they decide to tell you straight is something completely separate altogether.

**Magic 0,      Might 0,    Luck 1,      Reflexes 0,**  
**Toughness 0,    Willpower 1,    Wits 2,      BP 2**  
**Prop Items;** *A gnome is small and has pointed ears smaller than an elf, about the size of humans that are tipped like that of a half-elf.*  
**Hair/Fur Colors** Natural      **Eye Color** Natural  
**Natural Height** **Ranges** 1"-4'5"      **Adult** 8  
**Elder** 40-80      **Natural Alignment** LN  
**Native Region** Vitæ and the Blood Lands      **Ancestral Language** Vital  
**Ancestral Ability:** **Deep Pockets-** You start the game with 250 extra Gold Crowns (currency).





## Sansurian

gnomes or tinker gnomes are known far and wide for their expertise in explosives, engines, and gear-work. Many of Medius great inventions have been conceptualized in the brains of these squirrely gnomes. Maybe it is their blatant disregard for their own safety or the luck to survive the fallout almost every time; but they are unrivaled in the balance of risk to reward. The Great City of Sansura owes much of its success to these ingenious inventors. Tinker gnomes are directly responsible for the creation of Black Powder, Napali (a gel fuel), clockwork, and lightning bottle technology as well have founded Sansura and Sinkurs' Reach. It might be little-dog syndrome and their desire to constantly prove all around them wrong, but this is one Ancestral history has learned to not underestimate.

**Magic 2, Might 0, Luck 1, Toughness 0, Willpower 0, Reflexes 0, Wits 3, BP 2**

**Prop Items;** A gnome is small and has pointed ears smaller than an elf, about the size of humans that are tipped like that of a half-elf.

**Hair/Fur Colors** Natural **Eye Color** Natural

**Natural Height Ranges** 1'-4'5" **Adult** 8

**Elder** 40-80 **Natural Alignment** ON

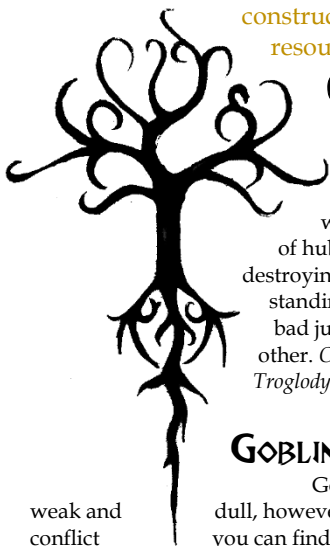
**Native Region** Sansura **Ancestral Language** Sansurian

**Ancestral Ability: Gear Head-** You start the game with proficiency in using land and air vehicles.

**Grounded-** As long as your feet are on the ground you are immune to lightning Damage. (For roleplay purposes, it is still considered unpleasant and painful but not harmful)

**Faction-Bonus Ability: (You receive this bonus if you are a member of the Sansurian Brigade.)**

**Powder Keg Crazy-** You do not need to expend gold or trials to construct black powder (you still need to expend time and resources) and any attempt to craft it correctly succeeds.



## E. Fœ “...of the Fœ Tree”

Creatures and Ancestries that were spawned from the Fœ Tree are known as Fœ. Fœ is the Jotuun term for wicked. Dragons, Goblins, Orcs, Kobolds, Drakes and Wyverns were all spawned by the Fœ Tree. It is believed that Dragons were created first and were considered perfect by the Tree. Then, in its pride, tried to continue to create perfect beings out of hubris and with each creation strayed farther from perfection. The tale goes that while the dragons where too busy destroying each other to protect their creator the “lesser Fœ” rose up and killed the tree out of jealousy. The tree is said to be still standing although stripped of its bloom and grandeur, no one can identify from other mighty dead trees. Fœ are not inherently bad just as Fæ are not inherently good and many believe this is a great lie of man told to divide the magical races from each other. Other creatures that you may encounter on your journey that are considered Fœ but are currently not playable are; Ogres, Oni, Troglodytes, Cyclopeans, Hobgoblins, Hags, Drakes, Dragons, and Wyverns.

## GOBLINS

Goblins are a small yet resilient Ancestral of Fœ creatures. They are believed to be naturally weak and dull, however those who overcome these biases are no lesser capable than any other. On both sides of conflict you can find Goblins, yet you seem to always see them in conflict; which is unfortunate as many Goblins are leveraged into fighting against their will. Feral, mindless killing goblins exist in the wild but nothing separates those goblins from the one found working diligently and hard in the Northbourne mines to provide for their family.

**Magic 0, Might -2, Luck 0, Reflexes -2, Toughness -2, Willpower 0, Wits -2, BP 15**

**Prop Items;** Goblin's tell-tale features are their pointed ears, small stature, and long noses. Goblins ears are pointed and angled away from their skulls.

**Skin Colors** Greens **Hair/Fur Colors** Natural

**Natural Height Ranges** 4'-6' **Adult** 5 **Eye Color** Any

**Native Region** Vitæ Swamps, Farthurdern Mountains **Elder** 20-40

**Ancestral Language** Fœ **Natural Alignment** CN

**Ancestral Ability: Survivor-** You may reattempt any failed trial, once per session.





## JOTUUN

Like almost all Fœ, Jotuuun are misunderstood as simple creatures of the earth. They are thought of as living savages and tribal peoples they are quick to anger that have a great appetite. While many of them live simple, tribal lives many of them understand the land of Medius better than anyone else may ever. They can almost hear the earth and ice underfoot speak to them. Jotuuun are large and strong and have blue skin. They wear permanent warpaint know as *taag'lahta* in white and black tribal designs that mimic crystalline and other organic structures. Each Jotuuun's *taag'lahta* is considered sacred and must be given to them by performing a great deed before adulthood. Every Jotuuun's *taag'lahta* is different and unique. We use several Jotuuun words such as *Aki'Taag* (will war or war of wills), *Fœ T'ka* (wicked tree), and *Fœ T'ka* (father tree). Ironically though the term "Jotuuun" is *runic* (old *Dwarvish*) for "giant" and their ancestral name is *Taa'ri'si* (pronounced *tah-rah-see*, or *Titanson* in Jotuuun). Half-Giants are quite common and are readily accepted by their tribes as long as they earn their *taag'lahta*. As a player you can choose to be full or half-blooded giant as it does not effect stats significantly. Jotuuun are specifically Frost Giants, Fire Giants named *Jötnar* are rumored to inhabit one of Bios' other continents, Erebo.

**Magic 0, Might 4, Luck 0, Reflexes 0, Toughness 4, Willpower 0, Wits -1, BP 0**

**Prop Items;** *Towering and heaviest; the Giants' tell-tale feature is their towering stature, and signature taag'lahta (Warpaint)*

**Skin Colors** Blues

**Hair/Fur Colors** Natural

**Eye Color** Icy Blues and

Whites

**Natural Height**

**Ranges** 6'-28'

**Adult** 12

**Elder** 55-70

**Natural**

**Alignment** SN

**Native Region** North Haven **Ancestral Language** Jotuuun

**Ancestral Ability: Indomitable-** You are immune to frost Damage.

## ORCS

tend to be large and savage creatures. Strength permeates from every aspect of an orc's personality.

Weakness is something that the Orcs strive to destroy within themselves at all cost. Half-Orcs are often abandoned unless they show an aptitude for violence at a young age. For this reason, Half-Orcs that despise their clan are common. Despite their tendency to violence, orcs that leave the dog-eat-dog world of tribalism can lead fulfilling and full lives. The stats presented are for both Orcs and Half-Orcs as most differences between them are mostly visual. Orcs have larger more substantial builds, and half-orcs tend to be quicker and more level-headed; however both show great potential when honed in the art of murder and war.



## Bloodspathe

The most well-known band of Orcs is that of the Bloodspathe Orc, brutal mercenaries for hire. Bloodspathe, the Orc band's namesake, is the largest non-humanoid settlement of Medius. If the band could put petty clan squabbles aside and stop murdering each other for more than a few moons, they would be one of the most fearsome land armies in all of Bios' Luckily for everyone else the only concern for most Bloodspathe orcs are the next payday and how they will spoil their belly or loins. The band leader takes the title of "Bloodletter", but King, Chieftain, and Jarl are also used loosely. Most Bloodspathe orcs covet the throne. The Bloodletter encourages open challenges of *Aki'Taag*, or a fight to a death for the right to rule the band, which is mostly ceremonial as the band is made up of almost a hundred smaller clans. The orc that claims Bloodletter has their pick of mates, food, and treasure until they are too "soft" to rebuff a challenge, a viscous cycle that keeps the blood flowing. Bloodspathe orcs that dedicate themselves to the band pay a hefty 15% of all earning to the tribe as tribute, but in return are sculpted into a walking warrior with no equal in all of Medius or die trying.

**Magic 0, Might 3, Luck 0, Reflexes 1, Toughness 3, Willpower 0, Wits 0, BP 0**

**Prop Items;** *Orc's tell-tale features are their smaller boar-like tusks and greenish-grey skin tones. Bloodspathe orcs wear the blood of their enemies into battle.*

**Skin Colors** Greys, Greens

**Hair/Fur Colors** Natural

**Eye Color** Warm Colors

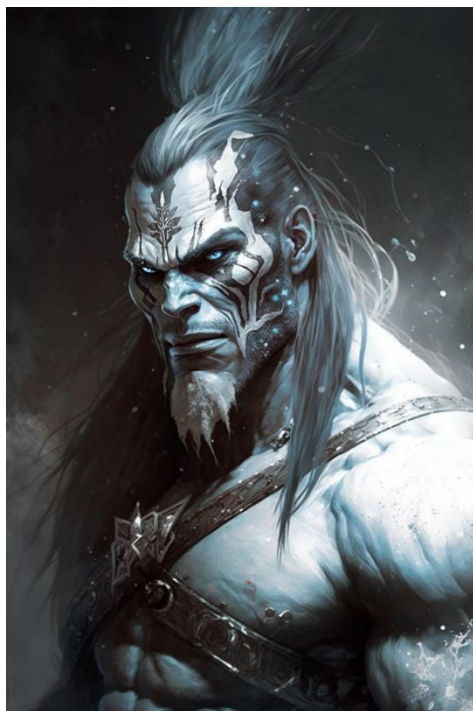
**Natural Height** Ranges 5'-8' Adult 15

**Elder** 60-80

**Natural Alignment** SE

**Native Region** Bloodspathe, Ice Run **Ancestral Language** Fœ

**Ancestral Ability: Ferocious-** Once per session, on a successful hit with a melee weapon you may deal double Damage.



## Raven's Blood

There is a dark hollow known as the Blood Marshes in the South-East part of North Haven. The Blood Marshes as they are called are frozen swamps that turn an eerie blood red when snow is crushed underfoot. Standing on the edge of the marshes are scattered hush villages where everyone seems to toil and work as if they have lost the will to live. Towering over the marsh and villages is a great labyrinthian iron castle. The people here hide and rush away to hushed cottages and barns. Occasionally you may see a humanoid wander onto the street with eyes, ears, and mouth sewn shut. More times than not you will see crows and ravens perched on the village rooftops as if watching you; the intruder. If you are unlucky, you will come face to face with a "Raven's Blood", an "pale orc" that carries itself a stillness and silent rage. These orcs are just as violent and brutal as the Bloodspathe orcs, many of them were once themselves, however now you are unsure what they are. Clad in shamanistic symbols and ritualistic raven feathers, these pale orcs adorn themselves with the bones of Wendigo and other fearsome beasts. The Raven's Blood orc is in a state of rot, and they do not know if they are alive or not. They see though their eyes are sewn shut tight, they hear though their ears have been removed, and they emanate a ghostly whisper even though they do not speak as their mouths are missing a lower jaw. The only thing that is known is that they serve whatever the Matron of Raven's Keep commands them to.



**Magic 1, Might 3, Luck 0, Reflexes 1, Toughness 3, Willpower 0, Wits 0, BP 0**

**Prop Items;** *Orc's tell-tale features are their smaller boar-like tusks and pale deathly skin tones. A Raven's Blood orc is a zombie and must appear as one.*

**Skin Colors** Greys

**Hair/Fur Colors** Natural

**Eye Color** cool colors

**Natural Height Ranges** 5'-8'

**Adult** 15

**Elder** 200

**Natural Alignment** Æ

**Native Region** Raven's Keep

**Ancestral Language** Foe

**Ancestral Ability: Eat My Enemy-** You may consume fallen enemies; you gain 1 HP per minute of uninterrupted consumption time. A normal humanoid body has 5 HP available to be consumed, where smaller have less and larger have more per the discretion of a game master.

## TROLLS

are like their Orc brethren, yet seek spirituality often communing with nature, other than worldly conquests. They can be just as violent and savage as an orc, but left to their own devices, especially alone they seem to seek out inner peace and nirvana. That is not to say that they are not fearsome in their own right. Trolls are also master alchemists and herbologists using potions to enhance almost everything they do. They move and act as if they are simple beasts, however they show high levels of wisdom in the wilds almost unmatched by any survivalist and it come quiet naturally. Trolls are unafraid to work magic that other ancestries may see as dark or evil. "Truu'Doo", or as other humanoids mockingly refer to as *Mumbo-Jumbo*, is a Troll and Alchemy Magic that taps into understanding of Dark Primordial Gods and Celestial Elder Gods, something that is seen as

heinous and dangerous by others. There are phenomena of berserk or feral trolls where experimentation with herbs and potions drives them into a violent frenzy and their healing factor is exponentially accelerated only stopping when they die due to exhaustion or being slain. **Players cannot play a berserker troll.** Trolls tend to prefer solitary living or in small tribes. They also make their homes in tree stumps, flooded grottos and under bridges to harvest alchemical mosses and fungi, a fact that has perpetuated the *bridge or toll troll* myth.

**Magic 2, Might 2, Luck 0, Reflexes 0, Toughness 1, Willpower 1, Wits 1, BP 0**

**Prop Items;** *Trolls have bluish skin-tones and great upper-jaw tusks that protrude like a mammoth or elephant. Their ears point outwards away from their heads like goblins.*

**Skin Colors** Greys, Greens, and Blues

**Hair/Fur Colors** Natural

**Eye Color** Neutral Colors

**Natural Height Ranges** 5'-8'

**Adult** 16

**Elder** 60-80

**Natural Alignment** CN

**Native Region** Vital Flood Plains

**Ancestral Language** Foe

**Ancestral Ability:**

**Dark Ritual-** Once, a day you may cast a ritual without paying its MP cost.

**Troll Hide-** As long as you have not taken fire Damage yet in a session, every 10 minutes you can regain 1 HP until your HP is full.







## ƒ. Mankind

*“Lest the Races of Man forget where they be birthed, they see themselves as separate and apart from our Fæ Father’s blessings...”*

### HALFLINGS

are known for their great courage and nimbleness. Although if the Halfling does not live life freely, they are at risk of becoming creatures of habit. Halflings are level-headed and reserved. They can be found virtually anywhere in Medius from powerful council chambers to tribes living with wolves. Their ability to blend into any culture or role makes them one of the most adaptable humanoids in all of Bios. Colloquially called “wee-folk”, they prove that their size is not a limiting factor. Much of Medius lore is told and passed on by halflings generation to generation. While most Halflings prefer the comfort of a hearth and home they are known for their hunger of knowledge and fables, spending most of their time trading stories or reading. This makes the halflings quite natural bards. Halflings are also rumored to be in possession of a fabled artifact known as “The Barb” a tail stinger of a great Manticore than was used to finally slay *Fytherox the First King*, a massive red dragon, that at one point had all dragonkin under her control.

**Magic 0, Might 0, Luck 1, Reflexes 1, Toughness 0, Willpower 2, Wits 0, BP 2**

**Prop Items;** *Short and light; the Halflings’ tell-tale feature is their large hairy feet, that the prefer to not cover and their small size. You may wear closed shoes designated to look like bare feet.*

**Hair/Fur Colors** Natural

**Natural Height Ranges** 3’-4’

**Elder** 90-120

**Native Region** Carnivaile, New Quinn, Vitæ

**Sansurian, Vital, or Pirate**

**Ancestral Ability:**

**Lore Lover-** You reduce any history or lore checks by two difficulties.

**Sure-Footed Halfling-** You reduce all stuns by half when they are over 2 seconds.



**Eye Color** Natural

**Adult** 25

**Natural Alignment** AN

**Ancestral Language**

### HALF-ELVES

are offspring of humanoids and elves. Their personalities are shaped by the communities they are brought up in. At one-point, half-elves where considered novel and rare. During this period of time they needed to decide which world they would walk of, the elf or human. However, the races of man and elf are closer than ever before and while there are rare places in Medius where elves and humans choose not to mingle, it is not considered old and unnecessary thinking as there are plenty of other difficulties from that are more pressing than hating each other. Half-Elves are now seen as a shining example of the union of elf and man. Half-elves have all of the graces and finesse of an elf and all of the hope and determination of man.

**Magic 1, Might 1, Luck 1, Reflexes 2, Toughness 1, Willpower 1, Wits 1, BP 0**

**Prop Items;** *Half-Elves look like a hybrid of humanoids and elves having slightly less pointed ears.*

**Hair/Fur Colors** Natural

**Natural Height Ranges** 5’-7’

**Elder** 200-400

**Native Region** Sansura, Runder

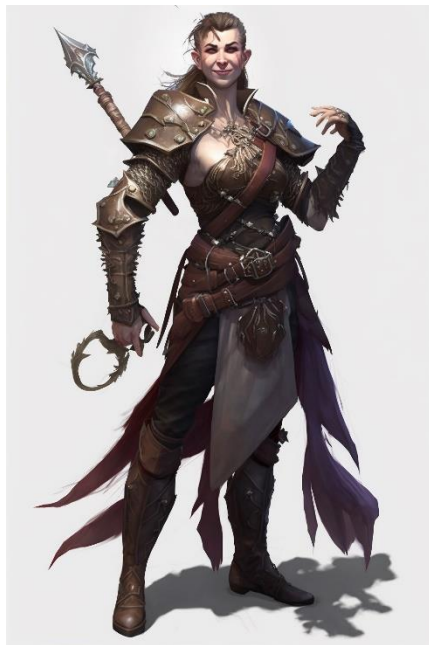
**Ancestral Ability: Blended-** If you choose, you may appear elven to elves or human to humans.

**Eye Color** Natural

**Adult** 20

**Natural Alignment** OG

**Ancestral Language** Medial or Rundiere



### HUMANS

As we are humans no description is needed. Humans are the most dominant of all ancestry on Medius. Almost all of the great Cities and Kingdoms of Medius have been helmed or party risen up by man. Man is known as foolish and emotional by many other ancestries however they are also known for their aspirations, determination, and hope. Man was the first of the races to rise up against the cruelty of dragons in utter defiance, rallying other ancestries to their cause, even wining over the Chromatic King Hydroxis to their cause. The fabled pact was known as the Quarter Council, an agreement between the first Men, Dwarves, Elves, and Halfling to finally rebuff the tyranny of dragons.

**Magic 0, Might 0, Luck 0, Reflexes 0, Toughness 0, Willpower 0, Wits 0, BP 8**

**Prop Items;** *All human appearance characteristics are natural.*

**Hair/Fur Colors** Natural

**Eye Color** Natural

**Natural Height Ranges** Natural

**Adult** 18

**Elder** 75-125

**Natural Alignment** N

**Native Region** n/a

**Ancestral Language** Medial

**Ancestral Ability: Versatile-** You gain two extra bonus point. (10 points total starting)

## IV. ALIGNMENT

Your alignment is how your character sees his internal sense of morals or attitude to certain situations. Your alignment determines how good or evil your character ultimately acts. Refer to your GM for Alignment restrictions as pure evil or chaotic characters can disrupt storyline and make it hard to incorporate others. Your faction ([NorthBourne is CER Midwest's current 2024-2025 faction](#)) may also have a recommended group alignment range.

### Alignment Chart

- Apathetic character lives life unclearly on a lot of things mostly because they don't ever give enough effort to have an opinion.
- Chaotic characters function with little rhythm to their actions, not randomly, yet hard to predict.
- Lawful characters prefer to live and adhere closely to laws and rules.
- Neutral characters wish to not tip the scales in either direction so as to live a comfortable life.
- Orderly characters prefer their moral compass or personal beliefs over other forms of guidance.
- Savage characters rely on their bestial instincts to act.
- Trickster characters are always looking for the next laugh and a good way to stir up their shenanigans.

	Outer Sphere Chaos ← → Order	Alignment	Inner Sphere		
			Good	Neutral	Evil
		Lawful	LG	LN	LE
		Orderly	OG	ON	OE
		Neutral	NG	N	NE
		Apathetic	AG	AG	AE
		Trickster	TG	TN	TE
		Savage	SG	SN	SE
		Chaotic	CG	CN	CE



**Barbarian**  
 Bard  
 Diplomat  
 Druid  
**Gunslinger**  
 Knight  
**Martial Artist**  
 Paladin  
 Ranger  
 Rogue  
**Shieldnaught**  
 Shaman  
 Sorcerer  
 Warlock  
 Warrior  
 Wizard

## V. ROLES

After you have chosen your Ancestry of the character you would like to play, choose a Role. Roles are essentially what your character does or how they fight. CER LARP is set in magical and warring times. These disciplines dictate every aspect of your character's life into furthering their skills and becoming stronger. The role descriptions are templates or guides into the insight of how the role may behave and act.

Each role has allotted types of armor and weapons that they may use; sometimes with special exceptions. Your role that you choose gets a primary and secondary Trial bonus. In this way, think of these stats as the ones that are optimal for utilizing the role you have chosen. Your primary stat bonus would likely be your most important stat focus while your secondary and, if you are playing a spellcasting role, magic key stat would be your second most important. It may be wise to designate which of these Trials are your Primary and Secondary as it may affect spellcasting and other game abilities. Spellcasting roles also designate which areas of magic they have access to. Refer to the magic section for more on Magic and spellcasting. Each role has at least two subroles that you may choose from.

You can choose a subrole ability when you obtain **Target Level (TL) 6**. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

**You may multirole only once your second character reaches TL 10 AND after your primary has received its First fill bonus**, to take a secondary role your **Trial Adjustment Number (TAN)** must be at least 4 in that roles' primary trial. You do not gain the trial bonuses from your second role and cannot gain any secondary role's subrole skills. You do, however, gain the proficiencies and magic access of that role. If you have two spell casting roles, you use the MP of your primary (higher or first) role and keep a separate spell sheet for your secondary role but share MP. You do not gain access to your secondary roles cantrips. You may only have a total of two roles. *Multirole characters are not recommended for player's firsts characters and tend to be much weaker than their single-role counterparts. You may have noticed a lot of similarities between CER and TTRPGs (table-top Role-playing Games), but CER was designed specifically to favor single- role or single class characters. The open ended character building eliminates most of the reason for players to multirole, so continue at your own risk.*

Some roles have a special property known as a faction affinity. If you play a role and it matches your faction ([NorthBourne is CER Midwest's current 2024-2025 faction](#)) then you may receive its' faction affinity bonus. This bonus may be a skill or additional resources for the class.



## A. Barbarians

are fierce combatants of rage and passion. They seek their spirituality through brute power and brutality. Living by the thrill of battle, barbarians are usually “black and white” in their opinions and ideals. Not much time is ever spent thinking about what the next move is because chances are they are already ahead of you charging into the action with a thunderous battle-cry.

**Bag slots** 4

**Armor** Light, Leather

**Shields** Targe

**Weapons** Swords, Axes, Simple Bludgeoning, Simple, Short-bows, Spears

**Primary Trial Bonus (+5)** Might

**Secondary Trial Bonus (+3)** Toughness

**Required Prop** Trophy Kill

**Casting;** No

**Starting Gold** 3

**Role Ability: Reckless Rage-** You take any amount of health from your HP. Add that much Damage to your next Attack.

**Faction Affinity Ability: (You receive this bonus if you are a member of Clan Dýr.)**

**Built for Barbarism-** For each HP you spend during your reckless rage, you gain +2 Damage instead of the 1.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### ARCHON OF ANGER

**Fanatical Rage-** When using your Reckless rage ability, you double the amount of Damage that would normally be added to your attacks.

### BERSERKER

**Berserk-** You may trigger this ability once per session. For 1 minute, you take half Damage from all non-magical Damage.

### BLOOD DRINKER

**Blood Drunk-** You may trigger this ability once every day. For 1 minute, every enemy you kill or down grants you 1 Temporary HP. *(Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)*



## B. Bards

are journeymen and performers. Traveling merchants and great collectors of histories and legends. There is power in the songs and legends they sing. Reflecting the humor and charisma of the soul, bards usually travel far and wide spreading all the tales they can. There is said to be a mesmerizing quality to the lyrics and healing of the soul that occurs when you are in their presence. Rallying and uplifting, the bard marches along the trail of the party singing a tune of valor, all the while wearing a contagious smile.

**Bag slots** 5 ♣

**Armor** Light, Medium

**Shields** Targe, Buckler

**Weapons** Swords, Knives, Simple

**Primary Trial Bonus (+5)** Luck

**Secondary Trial Bonus (+3)** Willpower **Required Prop** an instrument or performing aid.

**Casting;** Yes, Arcane, Luck

**Starting Gold** 6

**Role Ability: Cheered Spirits-** Resurrection time is halved when you are in view.

♣=Bards may only carry two weapons at a time. The rest of the other slots are reserved for other equipment, such as instruments.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### BLADESMAN

**Sharp Showman-** You may carry up to 4 weapons now within your bag slots as long as they are bladed weapons.

### HARLEQUIN

**Pantomime-** You may trigger this ability once per session. For 30 seconds, you must **perform a dance or mime**. During this performance, every ally laughs (genuine laughing, not role-played) at least once. They gain 2 Temporary HP. *(Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)*

### MINSTREL

**Unending Jaunt-** You may trigger this ability once per session. For 30 seconds, you must **sing** a tune. During this tune of yours all allies within earshot are immune to being afraid and gain a temporary +5 bonus to a luck or will-power trial.

### SCOUNDREL

**Special Subrole: Scoundrel-** Scoundrel is a special sub-role that can be chosen by multiple main roles. Play this subrole as normal and gain the following:

**Non-Combat Player-Character-** NPCs have special rules in CER LARP that allow them to participate in the action without the need for combat.

Scoundrels wear plain white arm bands or gloves to designate that they are non-combat. Scoundrels can be captured as long as they are not within 5 feet of an ally and an enemy comes up to them and can count a 3-second held tag. During this time, you can attempt to evade capture, just be careful not to tumble into each other.

**Fence-** You may sell and buy stolen items. *(Game master discretion required for “stealing of equipment”)*

**War Profiteer-** You may collect weapons and equipment from fallen foes and allies on the battlefield, you may then “sell that equipment back to them” at 1GP per item or less.



## C. Diplomats

are the doers of Medius and Bios'. Being a diplomat in Medius especially is an honorable and dangerous endeavor as most of the continent can hardly read, let alone perform diplomacy. Using your keen words and intellect you can bolster your allies as well as rally aide to those around you. Diplomats may be royalty or commonfolk that has risen up with a reputation of fairness. **Diplomats are Non-Combat Player Characters (NPCs) and cannot wield weapons or offensive spells in combat. Meaning, choose this role carefully as you will be barred from combat while using this character.**

**Non-Combat Player-Character-** NPCs have special rules in CER LARP that allow them to participate in the action without the need for combat.

Diplomats wear plain white scarves or hats to designate that they are non-combat. Diplomats can be captured as long as they are not within 5 feet of an ally and an enemy comes up to them and can count a 3-second held tag. During this time, you can attempt to evade capture, just be careful not to tumble into each other. Capturing a diplomat not only has in-game narrative repercussions, but a diplomat is important for a party of adventurers to maintain certain abilities.

**Bag slots** 4

**Primary Trial Bonus (+5)** Willpower

**Secondary Trial Bonus (+3)** Magic

**Required Prop** White hat or scarf to show non-combat status

**Casting;** Yes, gained on TAN tree

**Starting Gold** 2

**Role Ability(s): Arbiter-** (PvP restrictions) You can serve is an official in court, Aki'Taag, weddings and other official ceremonies.

**Negotiation-** (PvP restrictions) You can officiate treaties, declarations of war, and other diplomatic endeavors on the behalf of your Faction.

## D. Druids

are flora and nature driven mages using power of the mana spilling over from the life of the forests and landscapes. Dedicated to the land itself, druids can become so infused with nature it would be hard to tell if they are even humanoid at all anymore. Using the shapes of their animal companions and the force of the nature they command; druids are a mountain of magical power.

**Bag slots** 3

**Armor** Light, Medium (No Metal)

**Shields** Targe, Buckler,

Round (Wood Only)

**Weapons** Swords, Bows, Knives, Simple Bludgeoning, Simple (No weapons over 2 Damage, except scimitars)

**Primary Trial Bonus (+5)** Willpower

**Secondary Trial Bonus (+3)** Magic

**Required Prop** Nature Relic **Casting;** Yes, Divine, Willpower

**Starting Gold** 2

**Role Ability: Jotunheim's Blessing-** As long as you die outside, you may return to life at 1 HP instead. You may only use this ability once per session.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.



## FAUNA

**Adder Fangs-** You are immune to animal-based poisons and toxins

**Wild Shape-** You may wild shape into a beasts that you are familiar with up to a TL of half your TL. Your abilities and HP become that of the beast. This shape is subject to game moderation and must be approved beforehand.

## FLORAS

**Poison Petals-** You are immune to plant-based poisons and toxins. You may now cast the spell control plants out of combat as a cantrip (for 0 mana).

## GEOS

**Earth-Scale-** You are immune to bludgeoning Damage.

*Druids may share the eye characteristics of their spirit animal. A druids' spirit animal acts as a guiding and protective spirit. Druids are encouraged to integrate behavioral traits of their said Spirit Animal into their roleplaying and nature. A Druid may have any magical or mundane animal as this role as long as they are in a position to have seen or studied one in their natural habitat. That means a Druid is unlikely to have a dragon as a spirit animal as they are considered rare creatures. Likewise, a Druid from a desert would not have the spirit animal of an eel.*





## E. Gunslingers

are trained traditionally trained by the Sansurian Cannon Brigade to be effective and deadly. The Sansurians try very hard to keep its secret of black powder in its own hands but with enough determination and magic anything is possible.

Bag slots 2

Armor Light Shields None

Weapons Swords, Simple, Firearms (All but Chain or Gatling)

Primary Trial Bonus (+5) Reflexes

Secondary Trial Bonus (+3) Wits

Required Prop At least one firearm

Casting: Yes, Arcane, Magic

Starting Gold 6

**Role Ability: Active Reload-** During one of your reloads you may take no Damage. You can use this ability several times equal to your Reflexes TAN.

**Faction Affinity Ability: (You receive this bonus if you are a member of The Sansurian Cannon Brigade.)**

**Ballistic Bartering-** You may buy firearms and ammunition at half cost.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### BLAZER

**Dual Damn-** You may wield two firearms in each hand.

### HEAVY ARTILLERY

**Turret Terror-** You spawn a turret or ballista that remains on the battlefield and only usable by allies for 10 minutes. These spawns must follow all safety rules but may fire automatically.

### INFANTRY

**Automatic Assault-** You gain proficiency with Automatic Firearms (Gatling or Chain)

### GRENADIER

**Grenades-** You can use grenades. You may carry up to 5 grenades at once.

### CER LARP TIP

Firearms in CER LARP must be an important safety topic due to our current geopolitical climate.

Never bring any real weapons or firearms to LARP. No real parts or equipment for real guns should be used as LARP. (Cases, sights, etc.) LARP weapons should 'look fake enough' that the cops are not called on sessions held in public spaces.

LARP firearms should look old and as an antiquity and must ALWAYS DISPLAY A VISIBLE SAFETY CAP. For this reason, NERF and other foam dart blasters (other than bows and crossbows) should remain unpainted and toy looking.

PLAYERS CAUGHT VIOLATING THIS RULE WILL BE PERMANANTLY BE BARRED FROM CER LARP.

## F. Knights

are the font of training and order. Usually, a symbol of light and protection; the knights are trained meticulously to perform like a clockwork machine. Knights uphold honor and demand respect. Knights live by a specific credo or set of ideals and always show the same honor and respect they demand.

Bag slots 3

Armor Medium, Heavy

Shields All

Weapons Swords, Axes, Simple Bludgeoning, Martial Bludgeoning, Simple, Polearms, Crossbows

Primary Trial Bonus (+5) Toughness

Secondary Trial Bonus (+3) Willpower

Required Prop Platemaille Armor or badge of office

Casting: Death Draugr

Starting Gold 10

**Role Ability: Weapon Familiarity Training-** You may utilize a weapon you are not proficient with for a total of 10 times a day.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### DEATH DRAUGR

**Dragged Through Death-** If a strike would drop you to 0 HP, it becomes 1 instead. Negate this ability if the blow would deal more than double your remaining HP.

**Dreams of Death-** You gain the ability to spell cast but can only learn spells marked with a ☠️ (even if they do not state your role). Your known spells are equal to your damage bonus and your MP is equal to your Magic Adjustment Number.

### MAGIC-CRUSHER

**Fabled-** You gain the ability to block and deflect magic (except electrical and lightning effects) with your weapon and shield (not armor.) (gain access to Spell Mage Bane for 4 XP)

### SAMURAI

**Bushido-** While fighting a foe you may declare a duel, if the duel is accepted you and your opponent are healed to max HP and remove all status effects. During this duel neither you nor your opponent may be aided by allies. You may use this ability each day a time equal to your Will-Power TAN divided by 2.





## 6. Martial Artists

study sometimes their entire lives to master their art. The path of the martial artist is a path of discovery, discipline and dedication. Using Chi (or Ki or Qi), the martial artist is able to elevate their body to supernatural levels of speed, power, and stamina. A martial artist may use a martial specific weapon or their own body, or a combination of the many.

### *A Special Note on the Martial Artist*

Unarmed Strikes are made when a check is called and then it is roleplayed in slow motion, for this reason; Unarmed strikes are only allowed in RP not PvP such as duels.

**Bag slots** 2      **Armor** Light, Medium      **Shields** None

**Weapons** All Except Magic, "Punch and Kick Gauntlets" are required.

**Primary Trial Bonus (+5)** Reflexes or Might

**Secondary Trial Bonus (+3)** Will-Power or Toughness

**Required Prop** punch and/or kick gauntlets      **Casting;** Not Traditionally

**Starting Gold** 1

**Role Ability: Body of Chi-** You may trade any number of chi point at any time to; cast a spell by expending the amount of chi points in which the spell totals, add 1 point of Damage to an unarmed attack, regain 1 HP, or add 1 to any reflex trial. A martial artist's chi points are equal to its TL.

### *CER LARP TIP*

**SAFETY IS ALWAYS OUR FIRST CONCERN. CER LARP IS A LARP, NOT A FIGHT CLUB OR SPORT.**

CER LARP does not allow grapples, disarms, entrapment, wrestling or any other type of joint lock. CER's purpose is to emulate combat as safely as possible, if your intention is to come to hurt people, not only are you not welcome, but you will also be forcibly removed if need be.

**Please note for safety, that you will be required to take on additional training and testing before allowed to use unarmed combat in the system. Devices as punch and/or kick gauntlets are ALWAYS required when roleplaying unarmed combat.**

**Faction Affinity Ability: (You receive this bonus if you are a member of The Victuun.)**

**Sontiram Soul – Your Chi points are equal to double your TL.**

**Subroles** Starting at TL 6 you may choose a style from the options below. At each 6 additional TL levels you may choose another style.

### **DRAGON STYLE**

**Dragon Fists-** Pick a dragon type. Whenever you spend a chi point you may add +2 Damage of that Dragon's associated element to your unarmed punch.

### **KRAKEN STYLE**

**Unyielding Grasp-** You can block weapons with your forearms and shins (protection required). You can also reduce the amount of Damage dealt to you by a mundane (non-magical) projectile to 0, when you catch it with your hands (protective gloves required).

### **TIGER STYLE**

**Penetrating Strike-** Your unarmed strikes cannot be reduced to less than 1 Damage even when striking armor or shields. When this strike hits a shield, they must drop it unless it is faceted to them.







## H. Paladins

are among the strong in faith. Seen as a crusading or holy knight, the paladin is a defender and protector of all life yet scourge to the evil and undead alike. Punishment reigns supreme when dealt by the hand or divine purpose. Paladins tend to have a welcoming and light-hearted, natural love for life. Life-long friends and healers, this armored tank is a symbol of incorruptibility, purity, and hope. The paladin is the light that cuts through the darkness; the only thing the darkness fears.

**Bag slots** 2      **Armor** Medium, Heavy

**Shields** All except Buckler and Targe

**Weapons** Swords, Axes, Simple, Cudgel, Crossbows

**Primary Trial Bonus (+5)** Willpower

**Secondary Trial Bonus (+3)** Toughness

**Required Prop** Holy Symbol or Sigil

**Casting:** Yes, Divine, Willpower

**Starting Gold** 2

**Role Ability: Divine Resurrection-** You may revive a dead player if they have died within 15 minutes by touching them and holding position for 30 seconds.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### ABOLISHER

**Scourge of the Unjust-** You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Will-Power Trial. If the target fails, it erupts in a holy (or unholy) flame that deals 1 fire Damage per second, until the fire can be snuffed out or dispelled.

### HOLY ARBITER

**Weight of the Sins-** You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Might Trial. If the target fails, it is disarmed of all weapons and shields and must take a knee for 5 seconds aloud.

### ZEALOT

**Punishment-** You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Toughness Trial. If the target fails, it is reduced to half of its Max HP, ignoring any temporary HP.

## I. Rangers

are skilled trackers, hunters, and archers. Using the advantage of range over their opponents, rangers can keep any formidable enemy at bay. Rangers are marksman and the eyes of their party. A ranger has a strong gut feeling and knows how to navigate even through the most treacherous of terrain. Not much escapes the watchful eye of the ranger.

**Bag slots** 3      **Armor** Light, Medium

**Shields**

Buckler and Round

**Weapons** Swords, Knives, Simple, Bows (No two-handed swords besides Long)

**Primary Trial Bonus (+5)** Wits

**Secondary**

**Trial Bonus (+3)** Reflexes

**Required Prop** Ranged Weapon

**Casting:** Only certain spells.

**Starting Gold** 4

**Role Ability: Marksman-** If you successfully land a ranged weapon attack over 50 ft the Damage is doubled.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### SKY-SPIRIT

**Mantic Stinger-** You may trigger this ability once per session. Your next arrow does X poison Damage and is dispelled if it misses. X is equal to your TL. Although this Manticore (animal-based) poison is magically summoned it is still considered mundane.

### YUMI

**Hankyū -** Your arrows may penetrate up to medium armor and wooden shields.





## J. Rogues

rely on their dexterous nature to not only be a jack of all trades, but a master of all. Stealth is where the rogue finds its defenses along with agility. Usually, the rogue is a thief or assassin, but nothing comes for free with the amount of skill required to master all of the elements of this shadowy lifestyle. Rogues only perceivable downfall may come from their usual arrogance and over confidence. "But, hey, why not be cocky? And next time secure your satchel more securely! See ya!"

**Bag slots** 5

**Armor** Light, Leather

**Shields** Buckler and Targe

**Weapons** Swords, Knives, Simple, Bows, Throwing Axes (No two-handed swords)

**Primary Trial Bonus (+5)** Reflexes

**Secondary Trial Bonus (+3)** Wits

**Required Prop** Thieves' gloves or thieves mask/hood.

**Casting:** Not at creation

(Gained through TAN tree)

**Starting Gold** 2

**Role Ability: Assassinate-** If you successfully land a sneak attack, it kills the target outright if you are at an equal or greater TL.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### LIGHT FOOT

**Deathly Trees-** While in cover your weapons do an additional 2 points of Damage.

### NINJA

**Smoke Bomb** - You may trigger this ability once per session. Using a prop about the size of a spell ball, you may throw it. All within arm's reach of the prop must start coughing and cover their eyes for 5 seconds while counting aloud.

### SCOUNDREL

**Special Subrole: Scoundrel-** Scoundrel is a special sub-role that can be chosen by multiple main roles. Play this subrole as normal and gain the following:

**Non-Combat Player-Character-** NCPCs have special rules in CER LARP that allow them to participate in the action without the need for combat.

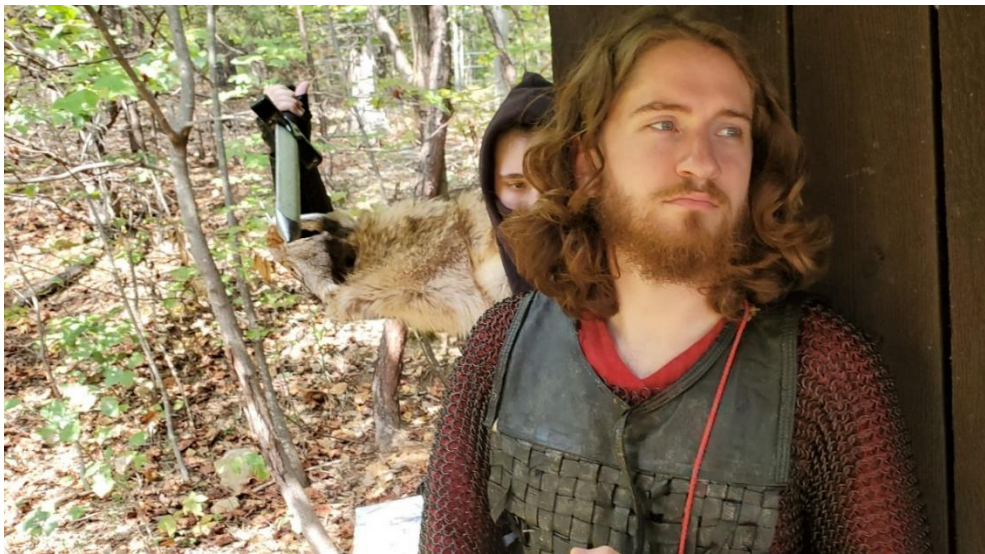
Scoundrels wear plain white arm bands or gloves to designate that they are non-combat. Scoundrels can be captured as long as they are not within 5 feet of an ally and an enemy comes up to them and can count a 3-second held tag. During this time, you can attempt to evade capture, just be careful not to tumble into each other.

**Fence-** You may sell and buy stolen items. (Game master discretion required for "stealing of equipment")

**War Profiteer-** You may collect weapons and equipment from fallen foes and allies on the battlefield, you may then "sell that equipment back to them" at 1GP per item or less.

### THIEF

**Thieving Magpie-** *Prerequisite: Pickpocket.* You now gain a +5 to all Trials pertaining to the act of stealing.







## K. Shieldnauts

are trained from young men in the Northbourne Army. Unmatched in their ability to guard against incoming Damage, they are the key of any northern defensive line. Shieldnauts are seen as walking tanks on the battlefield and should not be approached lightly. There are different types of Shieldnauts for very occasion.

**Bag slots** 2

**Armor** Hoplite- Light

Juggernaut- Medium

Dreadnaut- Heavy

**Shields** Hoplite- Targe, Buckler

Juggernaut- Round, Kite, Heater

Dreadnaut- Tower, Pavise

**Weapons** Swords, Simple

**Primary Trial Bonus (+5)** Toughness

**Secondary Trial Bonus (+3)** Magic

**Required Prop** At least two shields, one being a bump-shield.

**Casting:** Yes, Arcane, Toughness (Can learn any touch or ACE spells.)

**Starting Gold** 10

**Role Ability: Shield Casting-** You can cast certain touch and ACE spells through your shield. (If they are bump-shields)

**Faction Affinity Ability: (You receive this bonus if you are a member of The Northbourne Army.)**

**Seismic Shields – If your shield deal bludgeoning or cause stagger, double the Damage or distance.**

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### HOPLITE

**Supernatural Shield-** If a (single) ally is touching you with a full contact of a hand, they take Damage as if your shield was blocking the Damage.

### JUGGERNAUT

**Unstoppable –** When your shield contacts an enemy, they must make at least one pace backwards. (They cannot stop your forward motion.) If you are running and they contact you, they must make 5 paces backwards and lie prone.

### DREADNAUT

**Locomotion of Pain-** You gain the above ability and may carry pavise shields while moving.

## L. Shaman

are sought by many for council for their ability to read and look into the futures. Divination and primeval magic dictates these hermitic souls. Looking into the great lore and truths of the universe. Mysticism shrouds the shaman and in return only they are allowed to fully comprehend the gravity of their answers. They are similar to druids but instead of receiving their powers from the forces of nature they receive them from the creators of all.

**Bag slots** 2

**Armor** Light

**Shields** None

**Weapons** Swords, Knives, Simple, Throwing Axes (No two-handed swords)

**Primary Trial Bonus (+5)** Wits

**Secondary Trial Bonus (+3)** Magic

**Required Prop** Fortune telling Device or staff

**Casting:** Yes, Divine, Toughness

**Starting Gold** 1

**Role Ability: Affinity-** You gain immunity to the type of Damage your deity has domain over.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### CHANNELER

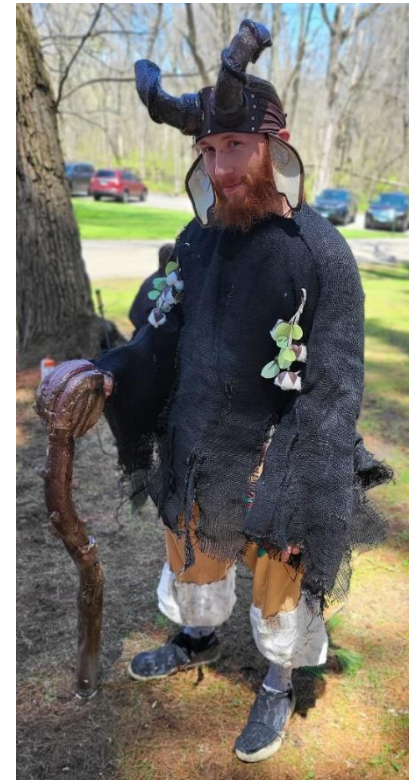
**Channel –** You may trigger this ability once per session. The next attack that would deal magic damage to you instead gives you that much Temporary HP. (*Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.*) If this magic type includes your affinity type or comes from a draconic source double the amount of Temp HP gained this way.

### PRIMORDIAL

**Stare Unto-** You may trigger this ability once per session. Choose an ally in the morning or at the beginning. They gain 5 Temporary HP. (*Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.*) If your chosen warrior is killed or drops to 0 HP, you take 3 HP Damage.

### SEER

**See-** You may trigger this ability once per session. Choose a spell, it may be from any role or Ancestral. You are immune to this spell for the rest of the day.





## m. Sorcerers

are a rare breed of peoples seemingly to generate raw and powerful magic on mere thought. Unlike the wizard, the sorcerer snap-casts powerful and destructive spells to level their enemies on the mere whim. Their spells are spontaneous and discovered not learned. Sorcerers have a deep, and commonly dangerous, explosive well of willpower and magic. Sorcerers tend to be looking for themselves; living with their often-destructive nature calling them to question where they belong.

**Bag slots** 2

**Armor** Light, Leather

**Shields** None

**Weapons** Swords, Knives, Simple, (No two-handed swords)

**Primary Trial Bonus (+5)** Magic

**Secondary Trial Bonus (+3)** Reflexes

**Required Prop** Mark of a Fated Birth

**Casting:** Yes, Arcane, Reflexes

**Starting Gold** 3.5

**Role Ability: Force Wave-** You create an area of effect spell, at the diameter of your arms reach, that pushes all players away from you five paces and stuns them for 1 second.

**Sporadic Magic-** When all of your current your spells are memorized and are able to be recited perfectly without any reference, you may add 1 additional DAMAGE to all DAMAGE dealing spells. *You may only add this Damage after you receive your GM's approval.*

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### CRYOMANCER

**Skin of Ice-** You are immune to all cold Damage and take half Damage from necrotic spells.

### ELECTROMANCER

**Electrostatic Dominance-** When you hit a target with a spell that does electric or lightning Damage, if another target with metal armor is standing within arm's reach of the original target the spell arcs to them as well.

### PYROMANCER

**Heart of Flame-** Fire spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.



Here in CER LARP, you can be anyone you want to be.

Become the hero you were destined to be.







## n. Warlocks

usually are victims of a tragic wizard looking for power at too great of a cost. Seduced by vile and dark magics, the warlock is forever imprisoned by the magic it uses for their bidding. Not many know the cost of contract such as the warlock. They are in a feverish angst to break their shackles before their souls are dragged to damnation. With the greatest price already paid in full warlocks wield terrifying and awesome power that perverts the very nature of reality, ripping lesser souls and dark forces from the Void. The warlock's mind is often warped by power and led to darkness, but there are those who fight and sold their souls for the protection and perseverance of the ones they love. The ironic warlock commands the forces that now forever imprison them.

**Bag slots** 2

**Armor** Light, Medium **Shields** None

**Weapons** Swords, Knives, Simple, Hand Axes (No two-handed swords)

**Primary Trial Bonus (+5)** Magic

**Secondary Trial Bonus (+3)** Luck

**Required Prop** Soul Contract

**Casting:** Yes, Divine, Luck

**Starting Gold** 7

**Role Ability: Desecrated Earth-** When you die, players in sight cannot be resurrected until you are, or an hour has passed.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

### CHAIN-BOUND

**Damned Servitude-** When your character dies, your new character start with half of the stats that it had before death. Your Ancestral changes but your memories and role does not.

### HEL HERDER

**Hel Hound-** (RP restrictions) You may trigger this ability once per session. You summon a Hel Hound (hellhound). While he is summoned, he lasts for 30 minutes. It cannot fight but grants you +5 in any Magic, Might, or Will-Power trial while it is in view.

### YUREI WALKER

**Secrets of the Dead -** (RP restrictions) You may trigger this ability once per session. You summon the spirit of the dead and it tells you a secret that only a dead soul could know. (GA run)





## 0. Warrior

choose the life of combat and share a lot of the same traits as the barbarian. Where they differ lies in their deep thought and ponderous, almost nomadic nature. They are driven mostly by one principle to adapt and survive becoming what they must to protect themselves or what they hold dear. The barbarians fight with their passion and the warrior fights with their hearts. Test the limits of the warrior and witness them become an unstoppable force.

**Bag slots** 4      **Armor** Light, Medium      **Shields** Round, Kite

**Weapons** All (No weapons over 4 Damage)

**Primary Trial Bonus (+5)** Might

**Secondary Trial Bonus (+3)** Reflexes

**Required Prop** Item that reminds you why you fight.

**Casting;** Not at creation, *see below*

**Starting Gold** 4

**Role Ability: Adamant-** If an attack reduces you to 0 HP it reduces you to 1 instead. You may use this ability once a day.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

## ARCANE FIGHTER

**Selective Manipulation-** You gain the ability to cast the following spells; (your MP is equal to what is designated on the TAN tree) *Armor of Frost, Armor of Mist, Bark Armor, Coat with Ice, Cloth to Armor, Ignite Arrow, Imbue with Flame, Imbue with Frost, Imbue with Shock, Make Weapon Ethereal, Rock Armor, Shield Rune*

## BRAWLER

**These Hands-** You gain the ability to punch as an unarmed strike. (Protective props and training required before being able to use it. Always call check.)

## MAGE SLAYER

**Snuff Gauntlets-** (Prerequisite: Must have a glove or gauntlet of leather or heavier material.)

You may catch and redirect spellballs that are thrown at you, taking no Damage in this way, including electricity. (Gain access to *Spell Mage Bane* for 4 XP)

## RONIN

**Bushido-** While fighting a foe you may declare a duel, if the duel is accepted you and your opponent are healed to max HP and remove all status effects. During this duel neither you nor your opponent may be aided by allies. You may use this ability each day a time equal to your Will-Power TAN divided by 2.

## P. Wizards

are the spellcasters of legend. Their greatest weapons are their minds and the spells in which dedicate their lives. A personification of the idea: that you are what you put effort into, the wizard can rise to epic levels of power. There are even legends of Wizards that supersede the limits of mortality and reality. Wizards carry their sacred tomb of spells with them, a symbol of their mental prestige and endeavors.

**Bag slots** 2      **Armor** Light      **Shields** None

**Weapons** Swords, Knives, Simple (No two-handed weapons)

**Primary Trial Bonus (+5)** Magic and Wits

**Secondary Trial Bonus (NONE)**

**Required Prop** Spell Tome

**Casting;** Yes, Arcane, Wits

**Starting Gold** 12

**Role Ability: Study-** For five minutes, **once a day, while not in combat**, you may regain half of your total MP.

**Subroles** Starting at TL 6 you may choose a subrole from the options below. You may choose to forego your subrole ability however you will lose the ability to gain it at higher TLs.

## ACADEMIC

**Book Worm-** Spells discovered in other tomes and incantations (when deciphered correctly) may be added to your spell tome and do not count against your known spells. It may be any spell that is not divine in nature unless it has Wizard access in the compendium. (Druids, paladins, shamans and warlock are all divine casters.)

## ARCHEOLOGIST

**Unearth-** You have a +10 to your Wits Trial when trying to decipher ancient language, learn dead spells, and appraise ancient magical artifacts.

## NECROMANCER

**Tome of Unspeakable Evil-** Necromancy spells do not count against your known spell. Necromancy spells are designated with a ☠ symbol.

## SCIENTIST

**Experiment-** You use half of the material components and reagents when experimenting and crafting items that you have not before.





## VI. SKILLS

Along with your Trial bonuses; your role has a role skill or abilities as well. Skills are used in conjunction with different types of play. Each skill has a unique ability and usually how it is triggered. If it does not then you simply announce (loudly and enough to be heard within earshot, no sneaky whispers!) and RP out the rest of the action. Whenever you gain XP points you can choose to spend XP on stats, proficiencies or skills. Some skills can be acquired by raising your trial adjustment numbers and unlocking them in your stat tree.

### Rank and File

As you play in CER LARP it is likely that you will be required to join a faction. Within these factions you will likely receive optional quests that you may choose to complete or ignore. These quests can grant all kind of bonuses such as XP points that you can then spend on more skills or use to improve your Target Adjustment Numbers (TANs). Please not that **you are only permitted a max of 5 extra XP points per month** from pack or faction quests. **You must have attended at least one session within that month to be eligible for that month's faction/pack quest(s).**

NorthBourne is CER Midwest's current 2024-2025 faction, and if you intend to play primarily with CER Midwest, it will also be your faction. At this time this cannot be changed. Factions determine the color and heraldry of your player's equipment. **NorthBourne's colors are Royal Blue, Gold, and Silver.** Neutral colors may be worn, but your garb must signal your faction. **For cohesion and presentation this rule is enforced, so please make an effort to abide by it or you may be barred from play.**

Type	XP Point	Purchase Cost
Mounts		
Mount Category	20	
Individual Mount	12	
Proficiencies		
Armor		
Armor Category	20	
Individual Armor Type	12	
Single Armor Piece	8	
Weapon		
Weapon Category	Only obtainable through training	
Individual Weapon	10, must have category proficiency	
Language (or a single instrument)	12 for each level away from known language	
Shield Category	12	
Skill	8 (Some may vary)	
Stat	1 for 1 (4 for each TAN increase)	
Vehicles		
Vehicle Category	20	
Individual Vehicle	12	

### Skill Key (By Alpa);

Name	Acquired From	Legality
<b>Description</b>	<b>TAN= Trial Adjustment Number</b>	<b>Prerequisites</b>
<b>Æthereal Dominance</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may catch spell balls out of the air. If the spell ball bounces from your hand you take double Damage. When you catch a spell ball, you gain half of the intended magical Damage.		Magic TAN of 10
<b>Abolish</b>	<b>Purchase</b>	<b>RP</b>
Once per session you may have an enemy make a Will-Power Trial. The Trial is based on your TL; 1-5: Simple, 6-10: Easy, 11-15: Intermediate, 16-20: Hard, 21-40: Impossible. On a failure they are banished to their home plane of existence or sent to Hel for X minutes; X being your TL.		Abolisher Subrole (Paladin)
<b>Abyssal Origins</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to Abyssal Cold and cold Damage.		Dæmon Lineage (Demi)
<b>Acclimated</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to effects of cold weather and can work twice as long without needing to rest, or thrice as long in the cold.		Northbourne Lineage (Dwarf)
<b>Active Reload</b>	<b>Role</b>	<b>PvP (All)</b>
During one of your reloads you may take no Damage. You can use this ability several times equal to your Reflexes TAN.		Gunslinger Role
<b>Adamant</b>	<b>Role</b>	<b>PvP (All)</b>
If an attack would reduce you to 0 HP it reduces you to 1 instead. You may use this ability once a day.		Warrior Role
<b>Adder Fangs</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to animal-based poisons and toxins.		Faunas Subrole
<b>Advanced Looter</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now automatically succeed at least easy or medium harvesting trials for skin, scales and other reagents you would receive from looting corpses.		Scoundrel subrole & Might TAN of 6
<b>Affinity</b>	<b>Role</b>	<b>PvP (All)</b>
You gain immunity to the type of Damage your deity has domain over.		Shaman Role
<b>Align</b>	<b>Purchase</b>	<b>RP</b>
If you witness a target acting the opposite of your alignment (GM discretion) you may inflict an automatic 10 non-lethal psychic Damage to them. You may use this ability once per session.		Arbiter Subrole (Paladin)
<b>All-Seeing Eyes</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your extra set of eyes provides you with uncanny vision, any check you attempt dealing with sight or seeing is reduced by two difficulties. You can also see in the dark and the heat of bodies.		Ophanim Lineage (Demi)
<b>Angelic Grace</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, while your halo is summoned, you may cast heal for no MP cost.		Ægis Lineage (Demi)
<b>Antidote Signet</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Trace a signet (leaf shape) with your finger on the target and that target is cured of poison and blindness.		Willpower TAN of 8
<b>Apothic Nature</b>	<b>Purchase</b>	<b>RP</b>
You may double your TANs while trying to create poisons, toxins, and anti-venoms.		Druid
<b>Arbiter</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You can serve is an official in court, Aki'Taag, weddings and other official ceremonies.		Diplomat Role
<b>Assassinate</b>	<b>Role</b>	<b>PvP (All)</b>
If you successfully land a sneak attack, it kills the target outright if you at equal to or greater than their TL.		Rogue Role

<b>Assured Atonement</b>	<b>Purchase</b>	<b>RP</b>
Thrice (3) times per day you may act without concern for your alignment.		<i>Zealot Subrole</i>
<b>Ate My Enemy</b>	<b>Purchase</b>	<b>RP</b>
You may consume your fallen enemy. This gives you a temporary boost of +1 Damage and +3 HP. This boost last for an hour.		<i>Vampire Disease or Blood Drinker Subrole</i>
You may only consume one enemy per day with this skill.		
<b>Attunement to the Æther</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can double your magic trail number when trying to identify magical items.		
<b>Automatic Assault</b>	<b>Subrole</b>	<b>PvP (All)</b>
You gain proficiency with Automatic Firearms (Gatling or Chain)		<i>Infantry Subrole</i>
<b>Aven Wings</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You can use your wings to also bolster your jumps, while jumping you can jump twice your normal jump. You also are immune to the weather while covering yourself with your wings.		<i>Eaglefolk Ancestry</i>
<b>Bandolier</b>	<b>Purchase</b>	<b>PvP (All)</b>
Carrying firearm ammunition no longer consumes bag slots.		<i>Gunslinger Role</i>
<b>Bane Signet</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Touch an enemy then draw a signet (shape of deity’s symbol) to deal 2 holy Damage. If the target is undead, the Damage is doubled.		<i>Willpower TAN of 10</i>
<b>Battering Ram</b>	<b>Ancestry</b>	<b>PvP (All)</b>
If you run at least 50 feet before an attack it does an additional 2 Damage.		<i>Satyr (Fæ)</i>
<b>Bewilder</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
When trying to persuade someone you may double your trail number. Only works if the targets Magic Trial number is less than yours.		<i>Magic TAN of 7</i>
<b>Berserk</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 1 minute, you take half Damage from all non-magical Damage.		<i>Berserker Subrole</i>
<b>Blended</b>	<b>Ancestral</b>	<b>PvP (All)</b>
If you choose, you may appear elven to elves or human to humans.		<i>Half-Elf (Mankind)</i>
<b>Blood Drunk</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 1 minute, every enemy you kill or down grants you 1 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)		<i>Blood Drinker Subrole</i>
<b>Blood Seeker</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 1 minute, every enemy you kill or down grants you 1 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)		<i>Hound Lineage (Caninite)</i>
<b>Body of Chi</b>	<b>Role</b>	<b>PvP (All)</b>
You may trade any number of chi points at any time to; cast a spell by expending the amount of chi points in which the spell totals, add 1 point of Damage to an unarmed attack, regain 1 HP, or add 1 to any reflex trial. A martial artist’s chi points are equal to its TL.		<i>Role</i>
<b>Bolster Aide</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (NCPCs)</b>
While allies are in combat you may cast mend. You may also use healing kits without expending them. You may also distribute potions and other helpful actions on downed allies.		<i>Diplomat role &amp; Willpower TAN of 3</i>
<b>Book Worm</b>	<b>Subrole</b>	<b>RP</b>
Spells discovered in other tomes and incantations (when deciphered correctly) may be added to your spell tome and do not count against your known spells.		<i>Academic Subrole</i>
<b>Breath of the Dagon</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may throw a spellball with a 15 ft streamer (light enough to float) on it by expending 5 chi points. Anyone hit by the ball or tail takes an amount of Damage equal to your Max Chi Points. The type of Damage is the same as your associated deity’s affinity.		<i>A deity that you follow in-game and Dragon Style Subrole</i>
<b>Burlap Lungs</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Sansurian Dwarves can swim or climb with ease, even in full armor, and can hold their breath for a side-splitting 15 minutes. While holding their breath they can fight, jump, climb, swim, or work.		<i>Sansurian Lineage (Dwarf)</i>
<b>Bushido</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 30 seconds, you must sing a tune. During this tune of yours all allies within earshot are immune to being afraid and gain a temporary +5 bonus to a luck or will-power trial.		<b>Samurai or Ronin Subrole</b>
<b>Calculating</b>	<b>Purchase</b>	<b>RP</b>
This skill costs 4 XP to purchase. You can double any TAN Trials that have to do with numbers or arithmetic.		<i>Academic Subrole</i>
<b>Caltrops (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now use caltrops (requires prop) – Throw caltrops (foam or prop) on the ground creating a 5’x5’ area that causes creatures to take 1 piercing Damage and stuns them for 1 seconds.		<i>Wits TAN of 10</i>
<b>Carapace Shell</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Your body is immune to slashing Damage.		<i>Beetle Fækin (Fæ)</i>
<b>Carnivale Heart</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Your body is immune to slashing Damage.		<i>Carnivale Lineage (Gnome)</i>
<b>Catalog</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You can remember any memory as if you are relieving it.		<i>Sansurian Lineage (Elf)</i>
<b>Channel</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. The next attack that would deal magic damage to you instead gives you that much Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.) If this magic type includes your affinity type or comes from a draconic source double the amount of Temp HP gained this way.		<i>Channeler Subrole</i>
<b>Cheered Spirits</b>	<b>Role</b>	<b>PvP (All)</b>
Resurrection time is halved when you are in view.		<i>Role</i>



<b>Chemical Insulation</b>	<b>Purchase</b>	<b>PvP (All)</b> <i>Journeyman</i> <i>Alchemist</i>
You may now block electrical Damage with your shield only.		
<b>Coral Heart</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Ancestral</i>
You start the game with proficiency in using sea vehicles.		
<b>Cryogenic Dominance</b>	<b>Purchase</b>	<b>PvP (All)</b> <i>Pyromancer Subrole</i>
When you hit a target with a spell that does ice Damage, if another target with light armor is standing within arm's reach of the original target the spell jumps to them as well.		
<b>Cryogenic Implosion</b>	<b>Purchase</b>	<b>PvP (All)</b> <i>Gunslinger</i>
When you hit a target, if they are holding a spellball, the spell explodes in their hand dealing the Damage to them instead. (This forcibly expends any MP by the target that may have been expended)		
<b>Curse Connoisseur</b>	<b>Purchase</b>	<b>RP</b> <i>Archeologist Subrole</i>
Right before you equip cursed items you can make an automatic Hard Magic Trial. On a success you reel back before equipping the item aware of the curse and the effect.		
<b>Dæmonic Fervor</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Dæmon Lineage</i>
You are immune to exhaustion caused by physical exertion.		
<b>Damned Servitude</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Chain-Bound Subrole</i>
When your character dies, your new character start with half of the stats that it had before death. Your Ancestral changes but your memories and role does not.		
<b>Dark Ritual</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Troll (FCE)</i>
Once, a day you may cast a ritual without paying its MP cost.		
<b>Deathly Trees</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Light Foot Subrole</i>
While in cover your weapons do an additional 2 points of Damage.		
<b>Deep Pockets</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Vital Lineage (Gnome)</i>
You start the game with 250 extra crowns.		
<b>Desecrated Earth</b>	<b>Role</b>	<b>PvP (All)</b> <i>Role</i>
When you die, players in sight cannot be resurrected until you are, or an hour has passed.		
<b>Devilish Charm</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Devil Lineage (Demi)</i>
Once per session, you may cast the charm for no MP cost. You always know this spell and it does not count against your spells known.		
<b>Diplomatic Spellcasting</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Magic TAN of 10 &amp; Diplomat Role</i>
If you are a diplomat, you may now spell cast using your Wits as your number of spells knows. Your magic key stat is Willpower. You may learn any spell that does not do Damage.		
<b>Disable Trap</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your reflexes trial number when attempting to disable a trap.		
<b>Disarm</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1, Max 3) per day: Successfully striking an enemy's sword arm with your weapon causes them to drop their weapon.		
<b>Divine Resurrection</b>	<b>Role</b>	<b>PvP (All)</b> <i>Role</i>
You may revive a dead player if they have died within 15 minutes by touching them and holding position for 30 seconds.		
<b>Dodge</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your reflexes trial number when attempting to dodge away from danger.		
<b>Draconic Heritage</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Dragonborn Ancestry</i>
You can choose a Damage type to be immune to from the following list. The immunity dictates your skin tones; Red- Fire, Blue- Electricity, Green- Poison, White- Cold, Black- Acid		
<b>Dragon Fists</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Dragon Style Subrole</i>
Pick a dragon type. Whenever you spend a chi point you may add +2 Damage of that Dragon's associated element to your unarmed punch.		
<b>Dragged Through Death</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Death Draugr Subrole</i>
If a strike would drop you to 0 HP, it becomes 1 instead. Negate this ability if the blow would deal more than double your remaining HP.		
<b>Dreams of Death</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Death Draugr Subrole</i>
You gain the ability to spell cast, but can only learn spells marked with a ☠. Your known spells are equal to your damage bonus and your MP is equal to your Magic Adjustment Number.		
<b>Dual Damn</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Blazer Subrole</i>
You may wield two firearms in each hand.		
<b>Dýr Ferocity</b>	<b>Faction Bonus</b>	<b>PvP (All)</b> <i>Quinn Lineage (Elf) &amp; Dýr Faction</i>
Once per session, you may choose to double the Damage from an attack, after the attack lands.		
<b>Earth-Scale</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Geos Subrole</i>
You are immune to bludgeoning Damage.		
<b>Eat My Enemy (Not in Play)</b>	<b>Ancestral</b>	<b>PvP (All)</b> <i>Raven's Blood Lineage (Orc)</i>
You may consume fallen enemies; you gain 1 HP per minute of uninterrupted consumption time. A normal humanoid body has 5 HP available to be consumed, where smaller have less and larger have more per the discretion of a game master.		
<b>Electrostatic Dominance</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Electromancer Subrole</i>
When you hit a target with a spell that does electric or lightning Damage, if another target with metal armor is standing within arm's reach of the original target the spell arcs to them as well.		
<b>Escape</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your reflexes trial number when attempting to escape.		
<b>Experiment</b>	<b>Subrole</b>	<b>RP</b> <i>Scientist Subrole</i>
You use half of the material components and reagents when experimenting and crafting items that you have not before.		
<b>Fabled</b>	<b>Subrole</b>	<b>PvP (All)</b> <i>Magic-Crusher Subrole</i>
You gain the ability to block and deflect magic (except electrical and lightning effects) with your weapons and shield.		

<b>Færy Dust</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may throw a powdery white færy dust that chokes an opponent that breathes for 3 seconds. During this choking your opponent cannot speak or cast spells. You cannot attack during the daze. <i>(At supervision and discretion of a game moderator)</i>		
<b>Fanatical Rage</b>	<b>Subrole</b>	<b>PvP (All)</b>
When using your Reckless rage ability, you double the amount of Damage that would normally be added to your attacks.		
<b>Fearless</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You are immune to fear and sources of fear.		
<b>Fence</b>	<b>Ancestral</b>	<b>RP</b>
You may sell and buy stolen items. (Game master discretion required for “stealing of equipment”)		
<b>Ferocious</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once a day, on a successful hit with a melee weapon, you may deal double Damage.		
<b>Fine Craftsman</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your goods that you produce are fairly worth 10% more.		
<b>Fish</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now fish as a means of feeding and gathering. <i>(For Sanitary and health reasons all food is to be purchased from a Real-World market.)</i>		
<b>Flame Trap (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Set a flame trap that sets the target area on fire for 5 seconds. All creatures take 1 fire Damage per second until the fire is extinguished. (Stop drop and roll!) Requires a prop or a setting of a magical seal.		
<b>Fighting Stance</b>	<b>Purchase</b>	<b>PvP (All)</b>
With this skill you can plant one foot firmly in place, allowing you to use your other foot to rotate in place. your "set" foot may not move. While in this stance you do an additional 1 Damage and gain a DR (Damage Reduction) of 1. <i>When you have Damage reduction you reduce the amount of Damage you take by your DR amount.</i>		
<b>Force Wave</b>	<b>Role</b>	<b>PvP (All)</b>
You create an area of effect spell, at the diameter of your arms reach, that pushes all players away from you five paces and stuns them for 1 second.		
<b>Forgery</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can replicate mundane items and paperwork that cannot be discovered without a hard trial pass, or impossible at TL 20.		
<b>From the Earth</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your remaining HP, up to max, once per session, while not in battle.		
<b>Gear Head</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start the game with proficiency in using land and air vehicles.		
<b>Glibness</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Prices are 33% better for you when buying or selling. <i>(The game makes up difference when interacting with another PC.)</i>		
<b>Glittering Færy Dust</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Once per session, you may throw a glittering færy dust that dazes and confuses an opponent for 3 seconds. You cannot attack during the daze.		
<b>Goat Gruff</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You have the ability to graze on vegetation as sustenance. (You do not have to worry about starving if grass is available.)		
<b>Gore</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may use a rush attack to double your Damage with a physical, piercing weapon, once per session.		
<b>Grenades</b>	<b>Subrole</b>	<b>RP</b>
You can use grenades. You may carry up to 5 grenades at once.		
<b>Grounded</b>	<b>Ancestral</b>	<b>PvP (All)</b>
As long as your feet are on the ground you are immune to lightning Damage. <i>(For roleplay purposes, it is still considered unpleasant and painful but not harmful)</i>		
<b>Gun Nut</b>	<b>Purchase</b>	<b>PvP (All)</b>
You are now proficient with all firearms.		
<b>Handfuls More</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb.		
<b>Hankyū</b>	<b>Subrole</b>	<b>PvP (All)</b>
Your arrows may penetrate up to medium armor and wooden shields.		
<b>Heart of Flame</b>	<b>Subrole</b>	<b>PvP (All)</b>
Fire spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.		
<b>Heart of Ice</b>	<b>Purchase</b>	<b>PvP (All)</b>
Ice spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.		
<b>Heart of Thunder</b>	<b>Purchase</b>	<b>PvP (All)</b>
Electricity, lightning and thunder spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.		
<b>Hell-bound Heart</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may double the Damage of the Balor Chain spell when you cast it.		
<b>Hel Heard</b>	<b>Purchase</b>	<b>RP</b>
You may now use your He Hound Ability twice per day.		



<b>Hel Hound</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. You summon a Hel Hound (hellhound). While he is summoned, he lasts for 30 minutes. It cannot fight but grants you +5 in any Magic, Might, or Will-Power trial while it is in view.		Hel Herder Subrole
<b>Hellish Origins</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to Hellfire and fire Damage.		Devil Lineage (Demi)
<b>Herd Collector</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You gain a +2 bonus to trials pertaining to lore, collections, or crafting spell scrolls (scribing) or tailoring.		Corg Lineage (Caninite)
<b>Hey stupid, Look at Me!</b>	<b>Purchase</b>	<b>RP</b>
Target within earshot must succeed a hard will-power check or be distracted by you for 30 seconds. During this time, they are solely interested you and they may attack if aggressive.		Rogue or Harlequin Subrole
<b>Holy Intervention</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may call out to your deity. For the remainder of the day two engaged players may not do Damage to each other for 1 hour.		
<b>Honor Among Enemies</b>	<b>Purchase</b>	<b>RP</b>
If you choose to RP the burial of your enemy with respect, you and your faction that participate in the ritual gain a +2 temporary Will-Power TAN bonus.		Samurai Subrole
<b>Horrific Enervation</b>	<b>Purchase</b>	<b>PvP (All)</b>
Once per session, when outside, you may cast the Rift Bolt Spell even if you do not know it. It deals 20 Damage to one target or 40 Damage if the spell ball contacts metal.		TL 15, Electromancer Subrole
<b>Immolation Dominance</b>	<b>Purchase</b>	<b>PvP (All)</b>
When you hit a target with a spell that does fire Damage, if another target with fur or wood is standing within arm's reach of the original target the spell spreads to them as well.		Pyromancer Subrole
<b>Impenetrable</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
When your HP reaches 0, you do not die. You must crawl and cannot attack or cast spells until healed. At zero, you are effectively immune to all Damage, but each hit stuns you for 30 seconds.		
<b>Inertia</b>	<b>Purchase</b>	<b>RP</b>
If you run at least 50 ft and are wearing heavy armor and wielding at least a medium shield your motion cannot be stopped unless magically, lifted from your feet, or an opposing force succeeds a Hard Might Trial.		Juggernaut Subrole
<b>Indomitable</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to frost Damage.		Jotuun (FCE)
<b>Infiltrate</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your trials while in disguise.		
<b>Influence</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your luck trial number when attempting to charm a target.		
<b>Influential Birth</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
You are a notable house from Sansura, and your family name carries prestige and respect that most other nobles notice.		Sansurian Lineage (Elf) & Sansurian Faction
<b>Insectoid Wings</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. If your wings are hit by cold Damage, they are destroyed and take 7 in-game days to regrow. (All Fækin gain this ability plus one Ancestral variant ability.)		Fækin (Fæ)
<b>Inspiring Protector</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, when you successfully protect an ally in combat via parry, shield, or counter-spelling, you and your ally each gain 2 HP.		Brådor/Mastiff Lineage (Caninite)
<b>Intimidating Presence</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can redo any failed trial that deals with navigation or direction once per session.		
<b>Jotuunheim's Blessing</b>	<b>Role</b>	<b>PvP (All)</b>
As long as you die outside, you may return to life at 1 HP instead. You may only use this ability once per session.		Role
<b>Junk Tinkerer</b>	<b>Purchase</b>	<b>RP</b>
You are able to salvage more complex items from automatons, golems, animated objects, machines, and clockwork items.		Scientist Subrole
<b>Light Footwork</b>	<b>Purchase</b>	<b>PvP (All)</b>
Ignore the Damage of every 4 <sup>th</sup> attack. This skill cost 10 xp to purchase.		Rogue or Bladesman Subrole
<b>Lightning Reflexes</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may not fail reflex trial that would cause you Damage.		
<b>Literacy</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Learning languages now cost 6 XP for each level away from a known language. You may also learn a language not connected to your tree for a cost of 12 XP.		
<b>Literacy, Improved</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Learning languages now cost 3 XP for each level away from a known language. You may also learn a language not connected to your tree for a cost of 6 XP.		Literacy
<b>Lock-picking</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now pick locks.		
<b>Locomotion of Pain</b>	<b>Subrole</b>	<b>PvP (All)</b>
When your shield contacts an enemy, they must make at least one pace backwards. (They cannot stop your forward motion.) If you are running and they contact you, they must make 5 paces backwards and lie prone. In addition, may carry pavice shields while moving.		
<b>Lore Lover</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You can see in the dark and your skin glows in the light of the moon or lunar magic. This glow is bright enough for other creatures or allies to spot you by in the dark.		Halfling (Mankind)

<b>Luna Touched</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You can see in the dark and your skin glows in the light of the moon or lunar magic. This glow is bright enough for other creatures or allies to spot you by in the dark.		
<b>Magmatic Redirect</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you catch a fire spell, you may reverse it to the caster adding X Damage where X is your Sorcerer TL.		
<b>Mantic Stinger</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Your next arrow does X poison Damage and is dispelled if it misses. X is equal to your TL. Although this Manticore (animal-based) poison is magically summoned it is still considered mundane.		
<b>Many Arms Technique</b>	<b>Purchase</b>	<b>RP</b>
If you successfully block 10 consecutive strikes unarmed, the opponent falls to the ground.		
<b>Marksman</b>	<b>Role</b>	<b>PvP (All)</b>
If you successfully land a ranged weapon attack over 50 ft the Damage is doubled.		
<b>Meditate</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Sitting cross-legged, for one minute, once per session, you may regain half of your total HP and MP up to max. During this duration you are immune to Damage.		
<b>Muscle Memory</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may reattempt any reflex trial.		
<b>Mushy Spores</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may throw a colorful faery dust that chokes an opponent that breathes for 5 seconds. During this choking your opponent's attacks deal half Damage. <i>(At supervision and discretion of a game moderator)</i>		
<b>Natural Merchants</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You receive 5% better prices when selling and buying equipment.		
<b>Negotiation</b>	<b>Role</b>	<b>PvP (All)</b>
You can officiate treaties, declarations of war, and other diplomatic endeavors on the behalf of your Faction.		
<b>Obscuring Wings</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You also are immune to cold Damage.		
<b>One-Inch Punch</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you successfully land an unarmed strike within your fist within arm's reach, the opponent must fall to the ground.		
<b>One with the Shadows</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You cannot be spotted while obscured completely in shadows during night.		
<b>Palming Energy</b>	<b>Purchase</b>	<b>PvP (All)</b>
With this skill you can hold a spell ball in your hand and use it as a touch attack in place of throwing it. This still expends the spell, and it must be recast to be used again.		
<b>Pan's Flute</b>	<b>Ancestral</b>	<b>RP</b>
You start the game with proficiency in all flutes and one other instrument of your choice. While you play this instrument, anyone within earshot cannot be magically charmed. <i>(To a game moderators discretion)</i>		
<b>Pantomime</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 30 seconds, you must perform a dance or mime. During this performance, every ally laughs (genuine laughing, not role-played) at least once. They gain 2 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)		
<b>Penetrating Strike</b>	<b>Subrole</b>	<b>PvP (All)</b>
Your unarmed strikes cannot be reduced to less than 1 Damage even when striking armor or shields. When this strike hits a shield, they must drop it unless it is faceted to them.		
<b>Photosynthesis</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You do not require food, but instead require water and sunshine. Flower Faekin are green skinned, due to the chlorophyll in their veins.		
<b>Poison Petals</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to plant-based poisons and toxins.		
<b>Political Power</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (NCPCs)</b>
As a Diplomat, you have cemented yourself among the ruling elite of your faction. Your character is invited to participate in councils, formal dinners and other formalities.		
<b>Powerful Voice</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may double the number of targets for your spells when a number is specified.		
<b>Powder Keg Crazy</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
You do not need to expend gold or trials to construct black powder (you still need to expend time and resources) and any attempt to craft it correctly succeeds.		
<b>Pickpocket</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now pick-pocket.		
<b>Piercing Trap (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day - Set a spike trap that deals 2 piercing Damage to the area when triggered. Requires a prop or a setting of a magical seal.		
<b>Prayer of the Mother</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may cast a bonus spell for no MP cost. This spell cannot do over 8 Damage.		
<b>Prideful Trophy</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you defeat an Enemy in Aki'Taag, you may make a grisly trophy of them to hang from you. (Must have tasteful prop). While you are in sight of your trophy you have +1 weapon attack.		
<b>Prophecy</b>	<b>Purchase</b>	<b>RP</b>
Once per year, you may meet with the Game Mods and Game Admin to create a prophecy to come to pass. You may then warn others of the impending things to pass. Details may be kept from you or changed by GMs and GAs.		

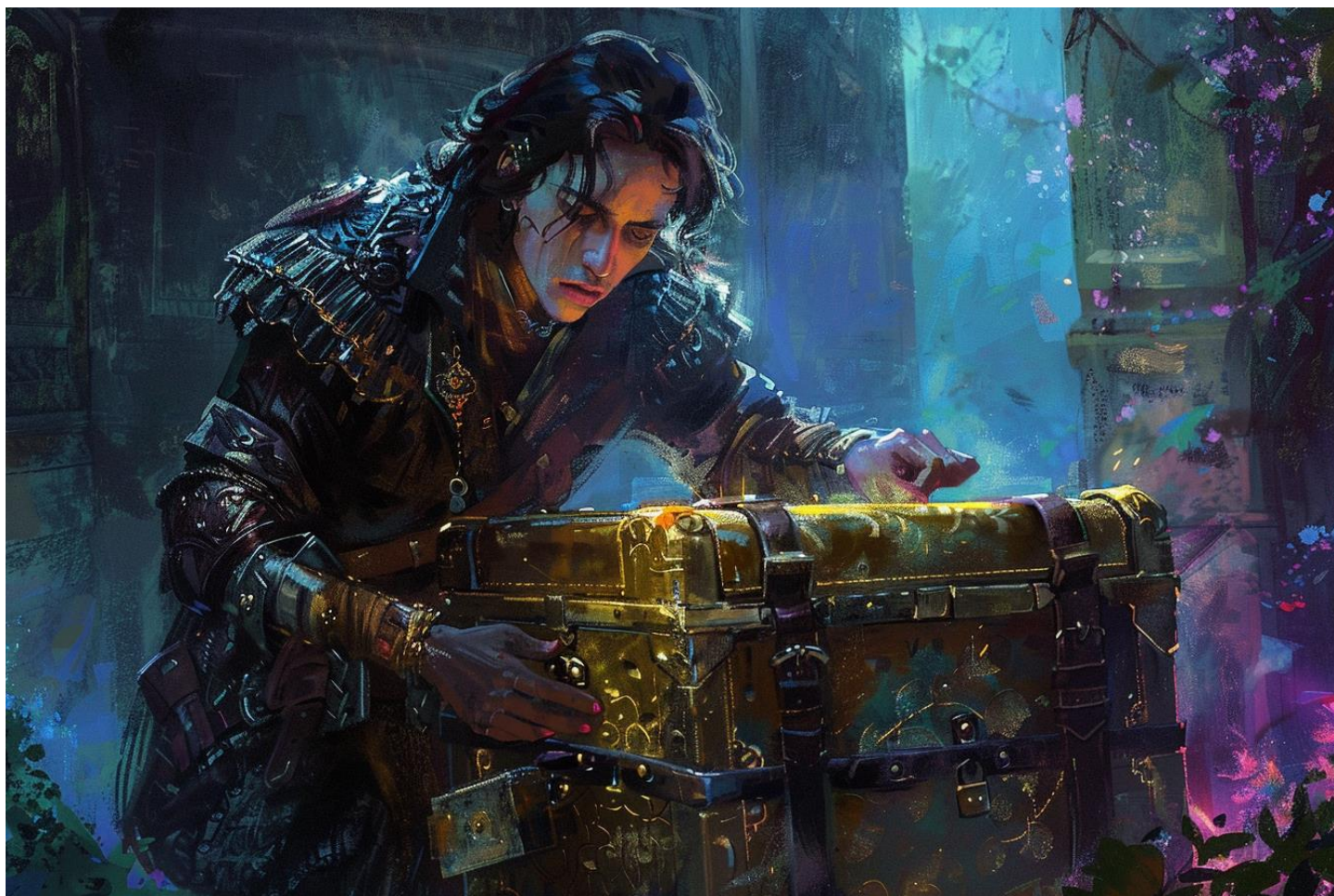


<b>Protective Warp</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, after receiving a wound, you can become invisible and disengage a player while you flee 50 ft away from the attacker.		
<b>Psuedopuff, I'm Tough</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may puff a breath of fire at arm's reach that does 1 fire Damage.		<i>Pseudodragon Fækin (Fæ)</i>
<b>Punishment</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Toughness Trial. If the target fails, it is reduced to half of its Max HP, ignoring any temporary HP.		<i>Zealot Subrole</i>
<b>Pure Spite</b>	<b>Purchase</b>	<b>PvP (All)</b>
If a reckless rage would put you under half health, you return to half of your total HP instead. You may use this ability once per session.		<i>Archon of Anger Subrole</i>
<b>Quinn Clan Council</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you or a group may reattempt a failed check before receiving any penalties from the failure.		<i>Quinn Lineage (Dwarf)</i>
<b>Quiver</b>	<b>Purchase</b>	<b>PvP (All)</b>
Carrying arrows and crossbow bolts no longer consume bag slots.		<i>Ranger Role</i>
<b>Reckless Rage</b>	<b>Role</b>	<b>PvP (All)</b>
You take any amount of health from your HP. Add that much Damage to your next attack.		<i>Barbarian Role</i>
<b>Replicant Spellcasting</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may cast a copy of a spell for half of its MP cost directly after the initial spell.		
<b>Resist Charm</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your wits trial number when attempting to resist a charm.		
<b>Resist Possession</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your wits trial number when attempting to resist possession or charms by a fiend.		
<b>Riposte</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Successfully block and strike an enemy using a melee weapon in sequence and increase your Damage by 1. Cannot block or strike with a shield or offhand weapon.		
<b>Roguish Spellcasting</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
If you are a rogue, you may now spell cast using your wits as your number of spells knows. Your magic key stat is Reflexes, and you use the rogue spell list and can learn X Wizard spells where X is equal to your TL.		<i>Magic TAN of 8 &amp; Rogue Role</i>
<b>Run with the Pack</b>	<b>Ancestral</b>	<b>RP</b>
You may add +2 to your trials when done within arm's reach of an ally.		<i>Ancestral (Caninite) &amp; Willpower TAN of 2</i>
<b>Scourge of the Unjust</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Will-Power Trial. If the target fails, it erupts in a holy (or unholy) flame that deals 1 fire Damage until the fire can be snuffed out or dispelled.		<i>Abolisher Subrole</i>
<b>Scrappy</b>	<b>Purchase</b>	<b>PvP (All)</b>
This skill cost 4 XP to purchase. You may not be knocked unconscious by non-lethal Damage.		<i>Fighter Subrole</i>
<b>Secrets of the Dead</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. You summon the spirit of the dead and it tells you a secret that only a dead soul could know. (GA run)		<i>Yurei Walker Subrole</i>
<b>Secrets of the Fæ</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may add 10 to any trails pertaining to the Fæ.		<i>True Fækin (Fæ)</i>
<b>Seduce</b>	<b>TAN Tree Progression Unlock</b>	<b>RP</b>
You may attempt to charm a target. If they fail, they fall in love with you. The trial is handled by a GM.		
<b>See</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Choose a spell, it may be from any role or Ancestral. You are immune to this spell for the rest of the day.		<i>Seer Subrole</i>
<b>Set Trap</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now set a number of traps equal to your TL. The disarm difficulty is equal to your TL. Simple TL 0-4, Medium TL 5-8, Hard TL 9-12, Impossible TL 13-16		
<b>Sharp Showman</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may carry up to 4 weapons now within your bag slots as long as they are bladed weapons.		<i>Bladesman Subrole</i>
<b>Shield Casting</b>	<b>Role</b>	<b>PvP (All)</b>
You can cast touch and ACE spells through your shield.		<i>Shieldnaught Role</i>
<b>Shrug Off</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session you cure any conditions and gain +2 temporary HP.		
<b>Skill-Monkey</b>	<b>Purchase</b>	<b>PvP (All)</b>
This skill costs 12 XP. You may reduce the cost of future purchased skills by 2.		<i>Rogue</i>
<b>Skin of Flame</b>	<b>Purchase</b>	<b>PvP (All)</b>
You are immune to all cold Damage and take half Damage from Hellfire and radiant spells.		<i>Pyromancer Subrole</i>
<b>Skin of Ice</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to all cold Damage and take half Damage from necrotic spells.		<i>Cryomancer Subrole</i>
<b>Skin of Lightning</b>	<b>Purchase</b>	<b>PvP (All)</b>
You are immune to all lightning thunder and electric Damage.		<i>Electromancer Subrole</i>
<b>Sky Fishers</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start with proficiency for bows and nets. (Hooks are not included since we do not allow tripping or entrapping weapons in CER LARP)		<i>Lunar Lineage (Elf)</i>

<b>Smoke Bomb</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Using a prop about the size of a spell ball, you may throw it. All within arm's reach of the prop must start coughing and cover their eyes for 5 seconds while counting aloud.		Ninja Subrole
<b>Snuff Gauntlets</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may catch and redirect spellballs that are thrown at you, taking no Damage in this way, including electricity. (Additional Prerequisite: Must have a glove or gauntlet of leather or heavier material.)		Mage Slayer Subrole
<b>Snuff Out</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may now crush spells caught in you snuff gauntlets adding X temporary HP to you where is X is 1/3 of the spells Damage rounded down (to a minimum of 1).		Mage Slayer Subrole
<b>Sporadic Magic</b>	<b>Role</b>	<b>PvP (All)</b>
You may add 1 Damage to all your spells.		Role
<b>Stare Unto</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Choose an ally in the morning or at the beginning. They gain 5 Temporary HP. If your chosen warrior is killed or drops to 0 HP, you take 3 HP Damage.		Primordial Subrole
<b>Stoic Protector</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
Once per session, you may choose to take no Damage from an effect or attack that would otherwise drop your HP to 0.		Northbourne Affinity
<b>Stone Snatch</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
If you catch a weapon with the palm of your hand it does no Damage to you. (Protective equipment needed)		
<b>Study</b>	<b>Role</b>	<b>PvP (All)</b>
Once a day, for five minutes, while not in combat, you may regain half of your total MP.		Role
<b>Summon Halo</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Once per session, you may summon your halo, this halo remains for 8 hours. The glow is bright enough for other creatures or allies to spot you by in the dark.		Ægis Lineage, (Demi)
<b>Supernatural Shield</b>	<b>Subrole</b>	<b>PvP (All)</b>
If a (single) ally is touching you with a full contact of a hand, they take Damage as if your shield was blocking the Damage.		Hoplite Subrole
<b>Sure Footed Halfling</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You reduce all stuns by half when they are over 2 seconds.		Halfling (Mankind)
<b>Sure Footing</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1, Max 3) per day – You can negate the effects of a stun.		
<b>Survivor</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may reattempt any failed trial, once per session.		Ancestral
<b>Sword Soul</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you kill another swordsman (opponent with a sword) while wielding a sword, it becomes magical slashing (overcomes armor, not shields) for 30 seconds.		Ronin Subrole
<b>These Hands</b>	<b>Subrole</b>	<b>RP</b>
You gain the ability to punch as an unarmed strike. (Protective props and training required before able to use.)		Fighter Subrole
<b>Thieving Magpie</b>	<b>Subrole</b>	<b>PvP (All)</b>
You now gain a +5 to all Trials pertaining to the act of stealing.		Pick-Pocket Skill <u>and</u> Thief Subrole
<b>Tome of Unspeakable Evil</b>	<b>Role</b>	<b>PvP (All)</b>
Necromancy spells do not count against your known spell. Necromancy spells are designated with a ☠ symbol.		Necromancer Subrole
<b>Throw Dirt</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1, Max 3) per day – Making a gesture of throwing dirt off the ground (not actually throwing dirt) Target within in arms reach is blinded for 2 seconds.		
<b>Track</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now attempt to track animals and intelligent foes. You get to double your wits. adjustment number while using tracking animals or simple-minded creatures.		
<b>Trip Wire (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Set a trip wire between two objects. When triggered by an enemy, that enemy is knocked prone for 2 seconds. Requires a prop that does not actually trip such as slack twine.		
<b>Troll Hide</b>	<b>Ancestry</b>	<b>PvP (All)</b>
As long as you have not taken fire Damage yet in a session, every 10 minutes you can regain 1 HP until your HP is full.		Troll (FCE)
<b>Turret Terror</b>	<b>Subrole</b>	<b>PvP (All)</b>
You spawn a turret or ballista that remains on the battlefield and only usable by allies for 10 minutes. These spawns must follow all safety rules but may fire automatically.		Heavy Artillery Subrole
<b>Uncanny Intuition</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You automatically succeed on any attempts against you to alter your state of mind and you are immune to psychic Damage.		
<b>Unearth</b>	<b>Subrole</b>	<b>RP</b>
You have a +10 to your Wits Trial when trying to decipher ancient language, learn dead spells, and appraise ancient magical artifacts.		Archeologist Subrole
<b>Unending Jaunt</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 30 seconds, you must sing a tune. During this tune of yours all allies within earshot are immune to being afraid and gain a temporary +5 bonus to a luck or will-power trial.		Minstrel Subrole
<b>Untraceable</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can no longer be tracked by mundane means.		
<b>Unstoppable</b>	<b>Subrole</b>	<b>PvP (All)</b>
When your shield contacts an enemy, they must make at least one pace backwards. (They cannot stop your forward motion.) If you are running and they contact you, they must make 5 paces backwards and lie prone.		Juggernaut Subrole



<b>Unyielding Grasp</b>	<b>Subrole</b>	<b>PvP (All)</b>
You can block weapons with your forearms and shins (protection required). You can also reduce the amount of Damage dealt to you by a mundane (non-magical) projectile to 0, when you catch it with your hands (protective gloves required).		<i>Kraken Style Subrole</i>
<b>Versatile</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You gain two extra bonus point. (10 points total starting)		<i>Human (Mankind)</i>
<b>Wayfarer</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Sansurian Dwarves cannot be lost while in the air or on water, they also reduce all checks to do with navigation or piloting by two difficulties. If they can see the stars they can automatically succeed.		<i>Sansurian Lineage (Dwarf)</i>
<b>Walk Among the Dead</b>	<b>Subrole</b>	<b>RP</b>
You may now use your Secrets of the Dead skill twice per day.		<i>Yurei Walker Subrole</i>
<b>War Profiteer</b>	<b>Subrole</b>	<b>RP</b>
You may collect weapons and equipment from fallen foes and allies on the battlefield, you may then "sell that equipment back to them" at 1GP per item or less.		<i>Scoundrel Subrole (Bard or Rogue)</i>
<b>Waterskirt</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You can walk and run along still water surfaces.		<i>Dragonfly Fækin (Fæ)</i>
<b>Weapon Familiarity Training</b>	<b>Role</b>	<b>PvP (All)</b>
You may utilize a weapon you are not proficient with for a total of 10 times a day.		<i>Role</i>
<b>Weight of the Sins</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Might Trial. If the target fails, it is disarmed of all weapons and shields and must take a knee for 5 seconds aloud.		<i>Arbiter Subrole</i>
<b>Wild Empath</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may cast the spell <i>Wild Heart</i> as a cantrip, at will, at any time. You may increase the TL by 5 for each 1 MP spent this way.		
<b>Wooded Stride</b>	<b>Ancestral</b>	<b>PvP (All)</b>
When trying to persuade someone you may double your trail number. Only works if the targets Magic Trial number is less than yours.		<i>Quinn Lineage (Elf)</i>
<b>Work the Earth</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may grow or gather up to 1 pound of vegetation per session as long as it is mundane without expending extra resources to do so.		<i>Quinn Lineage (Dwarf)</i>



# VII. TAN PROGRESSION TREE

J. TAN Tree	Magic	Might	Reflexes	Toughness	Willpower	Wits	
0	+1 MP			Base of 3 HP		+1 Known Spell	
1	+1 MP	+1 Bag slot	Skill: Lock picking OR Skill: Throw Dirt	+1 HP	Skill: Hunting	Skill: Fishing	
2	+1 MP	+1 Weapon Damage	Skill: Escape	+1 HP	Run with the Pack (Caninite Only)	+1 Known Spell	
3	+1 MP		Skill: Dodge	+1 HP OR Skill: Sure Footing	Skill: Bolster Aide (Diplomat Only)	Skill: Influence	
4	+1 MP		Skill: Pickpocket	+1 HP	Skill: Resist Charm	+1 Known Spell OR Skill: Disable Trap	
5	Skill: Replicant Spellcasting	Skill: Intimidating presence	Skill: Protective Warp (Rogue Only)	+1 HP	Skill: Meditate	Skill: Set Trap AND Skill: Trip Wire	
6	+2 MP	Skill: Advanced Looted (Scoundrel Only)	+1 Weapon Damage	+1 Bag slot	Skill: Resist Fear	+1 Known Spell OR Skill: Piercing Trap	
7	Skill: Bewilder			+1 HP	Skill: Seduce	+3 to Crafting Trials	
8	+2 MP, Roguish Spellcasting (Rogue Only)	+1 Weapon Damage	Skill: Muscle Memory	+1 HP	Skill: From the Earth (Druid Only) OR Skill: Antidote Signet	+1 Known Spell OR Skill: Literacy	
9		+1 HP	Skill: Disarm	+1 HP		Skill: Track	
10	+1 MP OR Skill: Diplomatic Spellcasting (Diplomat Only)	+1 Weapon Damage	Skill: Stone Snatch	Choose Slashing, Piercing, or Bludgeoning. You take half Damage form this type now.	Skill: Holy Intervention (Paladin Only) OR Skill: Bane Signet (Paladin Only)	+1 Known Spell OR Skill: Caltrops OR Skill: Flame Trap	
11	Skill: Attunement to the Æther		Skill: One with the Shadows OR Skill: Throw Dirt	+1 HP	Skill: Prayer of the mother (Druid Only)	+3 to Crafting Trials	
12	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+2 HP	Skill: Political Power (Diplomat Only)	+1 Known Spell OR Spell: Stunning Arrow (Ranger Only)	
13				+1 HP	Skill: Resist Possession	Skill: Infiltrate	
14	+1 MP		Skill: Untraceable	+1 HP	Skill: Glibness (Scoundrel Only)	+1 Known Spell OR Spell: Stunning Arrow (Ranger Only)	
15	+1 Bag slot		Skill: Lightning Reflexes	Choose Slashing, Piercing, or Bludgeoning. You take half Damage form this type now.	Skill: Wild Empath (Druid Only)	Skill: Forgery OR Skill: Improved Literacy	
16	+1 MP	+1 Weapon Damage		+1 HP		+1 Known Spell	
17				+1 HP		Skill: Trip Wire	
18	+1 MP	+2 Weapon Damage	Skill: Riposte	+1 HP		+1 Known Spell	
19				+1 HP OR Skill: Shrug Off	You no longer take psychic DMG.	+3 to Crafting Trials	
20	+1 MP	+1 HP		Choose Slashing, Piercing, or Bludgeoning. You take half Damage form this type now.		+2 Known Spells	
(1st) First Fill Bonus							
	Magic	Might	Luck*	Reflexes	Toughness	Will-Power	Wits
	You may cast spells at half cost. This does not change the spell base cost. Always round up.	Your weapon attacks may only be reduced to half DMG.	Double your Luck TAN.	You may double your trial adjustment number for Reflex Trials.	Skill: Impenetrable	You can no longer fail Will-Power Trials.	Skill: Uncanny Intuition



	Magic	Might	Reflexes	Toughness	Willpower	Wits
In CER there may circumstances that changes to your stats.						
When stat changes are permanent you must roll your stats back losing each level perk as you go, adding each level under 0.						
Temporary stat changes just apply the negative benefits (added for each level below zero) over your current stat bonuses.						
-1	-1 MP	-5 Weapon Damage	You cannot run.	Your HP is halved rounded down.	Your opinions are easily swayed.	You cannot read or write including symbols.
-2						
-3						
-4						
-5	You cannot cast arcane magic. (All roles except Druid, Paladin, Shaman, & Warlock)	You cannot wield any equipment	You automatically fail all Reflex trials.	Any strike to you is fatal.	You cannot cast Divine magic. (Druid, Paladin, Shaman, & Warlock)	Hearing spells spoken aloud causes 1 psychic Damage per spell.
-6						
-7	You automatically critically fail all Magic trials.	You automatically critically fail all Might trials.	You automatically critically fail all Reflex trials.	You automatically critically fail all Toughness trials.	You automatically critically fail all Willpower trials.	You automatically critically fail all Wits trials.
-8						
-9						
-10	You take double Damage from all spells.	You take double Damage from all physical attacks.	You cannot move physically.	Your character dies and your body is not fit for revival.	You automatically are charmed by all those you talk to.	You cannot speak or form ideas.
Mastery Levels						
You may only progress to the Mastery Levels Tier when you are TL (Target Level) 20.						
22	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
24	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
26	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
28	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
30	Double the Damage of all your spells.	You may now wield weapons intended for “large” creatures.	All ranged weapons now deal double their base Damage value.	Choose two of the following; Slashing, Piercing, <b>or</b> Bludgeoning. You are now immune to this Damage type.	Any spells that would heal you or bring you back to life cost half of the MP and materials needed.	Skills now cost half XP to purchase.
32	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
34	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
36	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
38	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
40	+1 MP	+1 Weapon Damage	+1 Weapon Damage	+1 DR	+1 HP	+1 Know Spell
Mastery 1 <sup>st</sup> Fill Bonuses.						
Just as first fill bonuses, you may only receive this bonus once from the stat TAN that hits 40 first. <b>You may only receive the upgraded bonus if you also have the same corresponding 20<sup>th</sup> level first fill bonus</b> , otherwise you receive the 20 <sup>th</sup> level 1 <sup>st</sup> fill bonus for that track at TAN 40.						
Mastery Upgraded Bonuses.						
Magic	Might	Luck*	Reflexes	Toughness	Will-Power	Wits
+50 MP.	Your melee attacks ignore armor and destroy mundane shields.	Your luck refills at noon <b>AND</b> midnight.	If you strike an enemy anywhere in the torso, unarmored, they must make a Hard Toughness Trial or Die Instantly.	+100 HP	You gain double the amount of life you currently have, extending to temporary HP if you were to take psychic Damage. You may take a third role.	When recalling <b>any</b> information, you may attempt a Hard Wits Trial. If you succeed, you know the answer.

\*Please note that luck is an expendable resource, therefore does not have a stat XP channel but does have a first fill bonus.









## VIII. PLAY AND SYSTEM MECHANICS

After you have copied the required info down to your character sheet it's time to talk about the finishing touches and game mechanics that govern how you will play.

CER is a combat based LARP system that mainly focuses around combat and various forms of conflict to envelope characters in the story. However, you may choose to play a non-combat character in which you do not do DAMAGE or take DAMAGE. You operate on a special set of rules known as the threat zone. The rules for the threat zone are easy; you are not to engage in combat with others and if a player enters your arms reach you are captured. Your faction may trade a player for your safe return, in which that traded player's life is taken and cannot be resurrected.

### A. Combat Basics

Combat in CER is designed to be a full-speed and realistic system. This implies that a little more than just a touch may be used in combat, however you should not maliciously attack others either. CER will not be tolerant of players using their weapons incorrectly or in a dangerous manner. The full swing of a sword or a powerful sweep of a Warhammer is to be expected in our combat systems. However, players breaking theirs or other player's weapons is a perfect example of hitting way to hard! If the GM accuses you of hitting too hard you will be warned and then removed from the session. Further offense will result in expulsion of the game.

- Safety is foremost our most important concern. Shots to anywhere on the head, feet, and groin area are strictly prohibited. On the off chance that you accidentally strike a player in these areas it will not count. If you are accused of repeatedly striking these areas, you will be asked to leave.
- Players are to carry and use only the amount and specified type you are proficient with. This means you cannot pick up and throw back a dagger if you are not proficient to do so. Likewise, you may not pick up this item and carry it unequipped if you are over encumbered.
- To engage a player strike them with your weapon. If they block with their weapon or shield, they take no Damage. Some armor may be able to block all of the Damage when struck. If you are hit in an area where you do not wear any armor, you take full DAMAGE from the attack. Example;
  - You thrust (*Piercing*) your opponent in their leather (*Immune Piercing*) armored chest with your short sword (2 DAMAGE). The resulting attack would do 0 DAMAGE to their HP.
  - Likewise, using the same attack against ringmaille (*Immune Slashing*) would result in a full hit!
  - Certain weapons have different heads and multiple ways to attack. The weapon always does the same amount of Damage but may change the type of Damage based on how the weapon is used. You can slash or pierce with a sword and mauls do bludgeoning Damage when the hammer is used or piercing if it has a pick on the other end (must meet safety standards!)
- While attacking you are responsible for announcing the DAMAGE amount and type similar to spellcasting. As a blocker you are responsible for knowing your armor statistics (each stat set if you are wearing more than one type) and doing the math of the combat as it proceeds. You will get better as you go, and it will become easier so don't give up!
- If an opponent is immune to the given DAMAGE type they take no DAMAGE, if they are weak, they take double, and the Damage is considered lethal.
- When you drop to 0 HP you must lie or kneel, and you may not continue fighting. You may be revived by a teammate or must make a toughness trial check to remain conscious, depending on the situation given by the GM.
- **Armor**, unless specified, does not block magical DAMAGE. In addition, certain spells may affect armor and weapons differently. Some effects may cause your armor or weapons to become Damaged themselves. When your equipment loses all of its DP (*all weapons have a default of 5 and armor a default of 10 DP*) it is broken and is unusable until it is repaired.
- Damage is split into two different categories. Lethal and Non-Lethal. Non-Lethal Damage cannot kill you at 0 HP unless you are weak to the Selected type. Damage is usually lethal unless otherwise stated.





- Lethal; Bludgeoning, Cold, Electric, Fire, Necrotic, Piercing, Poison (*sometimes*), and Slashing
- Non-Lethal; Holy, Poison (*sometimes*), and Psychic.

- **Critical Hits** are scored when they are dealt to a player's heart (left chest). When a player receives a critical hit, they announce it loudly. Damage is then dealt as if not armor is worn in that location. If the player has no armor already the player is instantly downed (reduced to 0 HP). Players can make critical hit against a monster but the creature may have special rules for its critical hits.

## B. Being Downed and Death

When a character's HP is reduced to 0, they are downed. Downed characters may kneel or take a knee and cannot defend themselves or others, unless the Damage was non-lethal. While in this state, they can be revived by teammates with an out loud continual 3 second count of, "First Aid 1, First Aid 2, First Aid 3". If this revival is interrupted, the character remains downed. A character remains downed, until revived, healed with magic, or dies. When a character dies, they are allowed to designate the OOG (Out of Game) signal while remaining on the ground or continue back to your base in spirit form. Leave as much of your equipment on the ground where you have died as you can. This mostly pertains to items, weapons, and currency as another character may loot your corpse. For this reason, it is advised not to carry valuable personal or out-of-game items on you unless being used for that quest. If you remain on the ground, you may be resurrected or finished off by an opposing clan member.



To finish off an opposing downed character perform an attack on them as they cannot defend themselves. (Touch attack only please.) This is referred to a "Coup De Grâce (/ koō də 'grās/)" and prevents the player from being resurrected on the battlefield. Be careful, as boss monsters during the campaign will likely finish off players, making revival much harder. This player must then return to base camp in spirit form. The player must then be resurrected in a formal ritual. For a character to be resurrected after being finished off, a spell caster must perform a resurrection spell in ritual form while in their base camp with the deceased's body. Make sure to pay special attention to effects and GM narration as combat with a PC and NPC will most likely vary depending on the opponent.

After you kill an enemy, you may have the chance to loot the corpse. If it is a player wait until all other combat has concluded and tell a Game Moderator that you intend to loot the downed player. They will then determine if it is possible at the moment and what you receive. Most creatures and monsters in a campaign setting yield loot. Make sure to be able to take notes to reference latter. Please use exact notes as to when you pick up and return items as it will help safe-guard you in the case of missing equipment. Reagents can be found on downed enemies but they are a limited quantity so your group may have to decide how to split the loot as a group as it can be used for crafting or trading.







## C. Sparring, Aki'Taag & Tournament Dueling

When practicing during or before combat, sparring is used. In sparring, each opponent allows the other to become ready and then initiates by touching their weapons gently. Instead, the **victor is the first to score 3 body strikes** (head, groin, hand, and feet shots still being illegal). **Matches are usually played in a best 2-out-of-3 set.** Sparring ignores character info such as **Armor, HP, and Damage**. The intended purpose of ignoring such is to focus on technique, agility, and form. Other training exercises may be implemented by a GM such as blocking, formations, and armor conditioning exercises.

Every once in a while, during in game role-play, Aki'Taag may be invoked. Aki'Taag in its' native tongue of Fœ, or "one kill" in common, refers to a single honor-bound duel in which two combatants participate in a



ceremonial fight to the death. Aki'Taag may be invoked for a multitude of reasons but is a sacred ritual that permeates almost every culture of Medius and Bios, therefore is almost always upheld and revered. Someone may only invoke Aki'Taag once a year, meaning that it is usually reserved for the most serious situations. Anyone may be at the receiving end of an Aki'Taag, as many times as they are challenged. If the challenged refuses, they must give up what is at stake or be banished from the group or society. Living through an Aki'Taag as someone who has not won is a great shame for many, and for orcs and giants is a fate worse than death.

To invoke an Aki'Taag, a player must deliver the challenge verbally in front of a person of great nobility in their society or deliver their weapon to them. The challenger must accept or concede defeat at that moment. If the challenged refuses to answer in either way their life is considered forfeit to the challenging party. After a challenge is accepted each member of the duel is given a single moon to prepare. The fighters are stripped of all armor and must fight as bear as possible then fight in the presence of their community. A 10-ft circle is drawn for contenders to stay within. No regenerative magic or RP magic, potions, shields, ranged weapons, or polearms may be used. Most fighters agree to use the same weapon, however if both parties agree to different weapon use, they may proceed. Fighters are to be respectful of their challenger even after defeat. A winner is then entitled to all of the slain character's property after it has been liquidated down to coin currency or gifted back to the family of the fallen (this is considered polite and usually followed). A challenger may choose to spare the fallen fighter, but usually only does so if the fallen contenders can live with the dishonor.

**When a player is challenged to Aki'Taag and loses their character death is permanent and they must restart a new character at TL 0. A game admin or faction leader reserves the right to abolish the invoking of Aki'Taag if they feel like it is being used inappropriately or for no reason.**

At certain times, especially during tournaments and training, sparing or tournament dueling rules may be used in place of actual combat.



Tournament dueling has the following rules while in play;

- All players Damage received during a tournament duel does not interfere with their actual HP.
- Combatants use “hits” instead of health points.
  - No armor and light armor users receive 3 hits until round out.
  - Medium armor users receive 5 hits until round out.
  - Heavy armor users receive 7 hits until round out.
- Any weapon may be used.
- No restorative or RP magic may be used.
- Potions, poisons, and magic items are prohibited.
- Limb loss does not occur.
- Shields block ALL Damage.
- If bounds are drawn, a step out counts as a hit.

## D. Spirit Form

While in spirit form you maintain the OOG symbol, or invert weapon, and may proceed back to camp. You may not interact with any “living” players in any way. You are to remain in spirit form until you are resurrected. You cannot cast spells or attack any other players unless prompted by the GM. While in spirit form please quickly and quietly return to your camp unless prompted by the GM.

## E. System Notifications

Just as you are to announce your spell effects and attack Damage you must use the OOG symbol when speaking in an out-of-game context. OOG dialogue is to be kept at a minimum while roleplaying. In case of an emergency, a Check is called out.

In a check, all players that are not involved in a check must stop in the middle of what they are doing and freeze completely. The players involved are to use the OOG symbol and resolve a check quickly and effectively. After a check the GM or player who called the check counts down from 3 to a “Resume”. Then play continues as normal. Checks are to only be called in case of danger or if medical attention is needed. **While any player can call a check to make sure other players are safe, they are not to be used frequently unless you are narrating as the GM for system announcements and effects. Anyone can call a check or pause, but only a game mod can resume play.**

## F. Trials and Target Level

Trials are designated to be a rating of your overall progress and aid you in checks. Trial checks are representation of your skill or power against randomness and the difficulty of the task. As you play through the game you are rewarded experience points (XP) in which you use to build up your Stats, which in-turn, boost your Trial Adjustment Numbers (or TANs). Your trial adjustment number is the summed number you use in these checks. This is also the number you use to determine your trial perks.



- To figure your Trial Adjustment Number you must add all of your role/Ancestral trial points and experience points and divide the total by 4 and round down to the closest whole number. Example;
  - In your Might trial you may have a total of 6 points (4 Ancestral & 2 XP) that would mean your trial adjustment number equals 1 ( $6 / 4 = 1.5$ ) since 1.5 is rounded down to 1. Since you have a trial adjustment number you would also gain an additional bag slot. Again, you would not gain +1 weapon DMG until your trial adjustment number is 2.
  - This number is also used in your trial checks that pertain to that trial. When making a trial check use the corresponding adjustment number for the check announced by the GM and guess a number between 1 and 20 then add “adjust” with your adjustment number. The GM then determines if your number is within the correct range needed. The ranges of the difficulty of checks are as follows: Easy, range of 15; Medium, range of 10; Hard, range of 5; Expert, range of 3; Impossible, range of 1. **If you guess the base number without adjustment, it counts as a critical success, a special success that may earn bonus and extra perks.** The Example
    - The GM asks you to make a Might check to roll the enormous boulder. You say out loud, “6 adjust 1”. He says pass since his goal was in a range of 7-12 (Hard). You did not originally guess within range, but your adjustment number can either add or subtract 1 equaling 5-7 so you passed and successfully roll the boulder. Note, that even though a player guesses a number between 1-20 an actual trial may require numbers above 20 or below 1.
    - Note that luck does not have a TAN progression branch in the TAN progression tree as it is a spendable resource. During any Trial you may add any number of luck to your trial to temporarily boost your current Trial. Your luck replenishes each day or whenever you sleep, whichever comes first.
    - When you reach 20 in your first Trial you may gain a First fill bonus. You may only gain this bonus once from only one trial, the one first filled. Increase your trial numbers by using experience points (XP). When you gain your 1<sup>st</sup> Fill Bonus or accomplish a major deed you may gain a title.

- TL or Target Level is the sum of your overall character as a challenge score or level. Some effects or spells use TL. Most creatures and NPCs are RS-CER 2<sup>nd</sup> Edition, 2.0 v2.1, 2024-2025 Season Issue (Last Revision 3/14/2024) DO NOT COPY OR DISTRIBUTE. Copyright © 2011-2024 Jake Wallin & CER LARP.





assigned a TL. To calculate your TL, add all your trial adjustment numbers divided by 14 (round down to the closest whole number). Example;

- If all our trial adjustment numbers equal 31 your TL is 2.
- $(31 / 14 = 2.2142 \text{ rounds down to } 2 = \text{TL})$

## 6. Adventuring and Roleplaying

While playing the game remember to stay in character as much as you can! Playing the rest of the game is simply as easy as interacting with the other PCs, NPCs, and GM's narration. Remember that the final word always comes down to GM! On longer LARP sessions it may be wise to bring plenty of resources and materials. Remember that you may only start the game with the equipment allotted by your GM. Whenever you eat, buy, acquire, or use an item in RL for your character you must first discuss how that item will be represented in-game and how it will be introduced. Many times, it is as simple as buying or paying for the service.

All food and resources are to be used with the in-game currency and economic system. Food prices will be discussed ahead of time out-of-game and split amongst the player's consuming the food. Please remember that CER LARP is a non-profit organization, and any costs strictly cover individual's own fees such as camping fees and food costs. The CER-LARP does accept donations for improving media and resources.

Rewards will be distributed by a GM or GA and usually consist of in-game currency and XP and gems (in-game currency). Bonuses for things may also be rewarded per session such as: costuming bonuses, never out-of-game bonuses, best role-player, most DMG dealt, best critical thinker, and session MVP.

Look out for updates and make sure to write down rules and ideas to pass onto your GMs and GAs!



## h. Crafting and Services



<i>Crafting Trades Chart</i>	In-Game Roll	Key Stat
Apothecary	Produces poisons, potions, and herbal solutions.	Wits
Arcane Scribe	Produces arcane scrolls that can be used by anyone at any time.	Magic
Armorer	Creates Armor	Willpower
Enchanter	Enchants items using gems and runes.	Magic
Tinkerer	Produces firearms, grenades, cannons, and ammunition.	Luck
Weapon Smith	Creates Weapons, but no firearms.	Might
Service (Non-Crafting Trade)	In-Game Roll	
Artist	Entertains or produces art.	
Carpenter	Works wooden goods.	
Cartographer/Scout	Surveyor of the lands and produces maps	
Cobbler	Creates footwear.	
Cook	Cooks	
Farmer	Raises produce.	
Gatherer	Gathers produce.	
Herdsman	Raises Livestock	
Hunter	Hunts game.	
Laborer	Worker	
Merchant	Sells goods.	
Tailor	Works and weaves cloths and linens.	
Tanner (Leatherer)	Works leather goods.	



You may choose to participate in the crafting and service systems present. You can purchase and exchange goods in-game. *Regardless of starting gold you may start the game with padded cloth armor and a short sword.*

To craft you must produce an item or service that can be used in game. This may be something such as a health potion or boffer sword, etc. Most of the crafting system is simply limited by your imagination. However, they follow recipes and below are listed some general properties and traits when identifying or identifying crafts. Crafts require recipes and in-game trials where services can be an automatic and out-of-game endeavor. Players can have up to two crafting trades total, they may be crafting or non-crafting or a combination of both.

*Ingested Effects Chart (Alchemy and Cooking)*

Flavor	Color	Key Stat	Likely Arcane Effect	Property
Sour	Blue	Magic	Focus	Glowing
Spice	Purple	Luck	Enhance	Heat (Spice)
Salty	Green	Might	Grow	Effervescent/Pop
Flavorless or Bland	Orange/Brown	Reflexes	Transmutation	Transparent
Sweet	Red	Toughness	Fortify	Shimmer
Umami	White	Will-Power	Guide	Thick/Particulate
Bitter	Yellow	Wits	Essence	Cooling (Menthol)

*Gems & Minerals Chart*

*In-Game vs. Out-of-Game Resources Chart*

Element or Property	Name	In-Game	Out-of-Game Equivalent
Fire	Ruby, Fire Agate	Metal	Metallic finish, metallic or grey duct tape
Water	Sapphire, Aquamarine	Wood	Carved foam or décor finish
Electric	Citrine	Glass	Transparent Plastics
Air	Zircon	Gemstones	Imitation or faux gems
Earth	Dirt, Axinite	Sugar	Artificial sweeteners when necessary
Necrotic	Obsidian, Hematite, Onyx	Poison/Toxin	Mundane and safe equivalent
Radiant	Crystal, Moonstone	Any	Environmentally safe substitutes
Ice	Tourmaline,	Coal	Charcoal
Psychic	Amethyst, Tanzanite	Fire/Spell FX	LEDs and/or décor finishes
Cleansing	Salt, Quartz	Leather	Faux Leather, Real Leather, textured EVA foam
Biological	Amber, Coral, Ivory, Pearl	Blood	Stage blood or Special FX (must be enviro safe)

*Default Crafting Information Chart*

Star	Trial Check	Time	Rank Needed	Value
☆☆☆☆ (Failed)	-	<30 minutes	-	Worthless
★☆☆☆☆	Easy	30 minutes	Novice	Poor
★★☆☆☆	Medium	1 hour	Apprentice	Average
★★★☆☆	Moderate	1.5 hours	Adept	Adequate
★★★★☆	Hard	2 hours	Journeyman	Master Worked
★★★★★	Impossible	> 2 hours	Master	Opulent

*Remember that these charts are just guides as many crafts may differ from each other quite a bit. Some of this info may not even pertain to your trade.*

Trades are established to make and supplement income in the game as well as provide a sense of community within the game. All materials bought in game must be paid for out of game unless it is witnessed as a gift by the other players in your faction. This makes trades in the game worth RS-CER 2nd Edition, 2.0 v2.1, 2024-2025 Season Issue (Last Revision 3/14/2024) DO NOT COPY OR DISTRIBUTE. Copyright © 2011-2024 Jake Wallin & CER LARP.



doing and doesn't make you go broke. You may choose the same Service/Craftsman position as another player on your faction, however for the overall health and versatility of your faction you are encouraged to pick a different position if one is already held with your group.

Crafting can either be done in-game or out-of-game, just please be aware that depending on the event length, crafting may not be feasible. Be sure to keep a journal with your recipes and experiments as even failures need to be logged. Recipes should include the following information; (Name, Star Rating (given by a GM), quantity or volume produced, effects and special properties (may be mediated by GM), ingredients and procedure needed, and the overall craft time) and be a **copy be turned into a GM and approved before use in-game**. You are responsible for discovering the effects and properties of crafting reagents and if you lose your recipe or research you may have to start again. Most crafting requires raw materials, a process and a skill check.

**So how do I craft? Crafting must follow some simple, but important rules;**

- 1. Crafts should follow all other CER rules, both for safety and game mechanics.
- 2. Crafts recipes should require at least 3 key ingredients. A sharpened stick may (out-of-game obviously foam) be used as a weapon but will not be counted as a craft. Please keep recipes secret from other players to encourage economy and personal growth. Recipes can be discovered or bought.
- 3. Crafts should require some effort to create but should not be impossible to reproduce.
- 4. Crafted objects properties will be reflected of the effort and crafting difficulty. This means that objects crafted that are simple will tend to be more mundane while more exquisitely crafted objects will receive more favorable properties and value.
- 5. Crafted objects must adhere to crafting tiers and will be stated as so. Attempts to ascend crafting ranks do not count for any attempts other than the current rank you are attempting to ascend past.
- 6. Each "attempt" at a craft will require time, gold, and resources and must also pass a check. You may craft a boffer weapon in an out-of-game afternoon, but it will require a pass to successfully craft it in the game. Each time you fail this check, you must expend all the resources but consider the craft a lost attempt and start over. Which means that you may have multiple in-game attempts for a singular item. Gold expenditure simulates extra equipment that must be used in the process that is commonly available and not considered part of the core formulæ. You can reuse equipment regathered such as spent vials.
- 7. No XP or advancement bonuses (other than rank advancement) is gained by crafting as you are rewarded with the item you create and the value it holds.
- 8. Lastly, all crafted objects should be usable for their intended purpose. Meaning that if a boffer weapon is created needs to meet weapon requirements and be usable in combat, likewise potions crafted should be able to be ingested and follow the guides on how that is achieved as far as color and properties are concerned.

Crafting Rank Chart	Crafting Trial Bonus	Category Access				Unique Items Crafted Needed to Advance
Untrained	0	-	-2	Junk	Worthless	1
Novice	3	Minor/Lesser	-1	Simple	Common	10
Apprentice	9	Basic	+0	Standard	Uncommon	100
Adept	12	Greater	+1	Refined	Rare	100 ★ ★ ★ ☆ ☆ or better
Journeyman	15	Superior	+2	Premier	Legendary	100 ★ ★ ★ ★ ☆ or better
Master	18	Supreme	+3	Exotic	Mythic	100 ★ ★ ★ ★ ★



APOTHECARY
 <
 ALCHEMY
 >

Alchemy uses Wits as its Crafting Trial Key Stat
 

When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus

Required Tools for Alchemy (fake props)
 Heat source, cauldron, mortar, pestle
 Current Rank

Common Reagents for Alchemy Chart

Reagent	Rarity	Out-of-Game Substitute	Information
Æther	Uncommon	Sports drink (white)	Distilled from Lunar Dew Stills
Bile (Green)	Uncommon	Green food coloring	Gathered from acidic creatures
Blithe (White)	Rare	White food coloring	Made from powdered angel wings
Blood (Red)	Common	Red food coloring	Gathered from fæ, must be fresh
Powder Carnivale Glass	Uncommon	Citric Acid Powder	Smelted from Carnivale Sand
Colored Æther	Uncommon	Gatorade (Zero)	Created from dye color + Æther
Container (Various)	Common	Reusable Plastic Bottles	Vial (1 oz), Tincture (4 oz), bottle (8 oz)
Dragon Scale, Powdered	Rare	Edible metallic flake	Collected from various dragons
Ichor (Black)	Uncommon	Black food coloring	Gathered from rotted corpses
FCE Emulsion (Yellow)	Common	Yellow food coloring	Gathered from Fœ creatures
Ooze (Blue)	Uncommon	Blue food coloring	Gathered from slimes and oozes
Shroom Juice (Violet)	Uncommon	Violet food coloring	Gathered from mushrooms and fungus
Tanin (Orange)	Common	Orange food coloring	Gathered from plants and barks
Water	Common	Clean, fresh water	Collected from streams and rain

Common Alchemy Recipes Chart

Name	Ingredients			Craft Time
Rank Needed	Trial Difficulty	Gold Needed	Crafted Value	Star Rating
Required Properties	Effect			
Red Æther, Bottle	Æther (8oz) + Blood (5 drops) + bottle (8oz)			1 Hour
Untrained	Medium	1 Silver	2 Silver	★ ★ ★ ☆ ☆
White, Sweet, Liquid	Used for other potions			
Lesser Health Potion (4oz)	Red Æther (4 oz) + Silver Scale Powder (1/2 g) + Tincture (4oz)			30 mins
Novice	Easy	2 Silver	5 Silver	★ ★ ☆ ☆ ☆
Red, Shimmering, Sweet	Restores up to 4 HP to a max of full, upon ingestion, per 4 oz consumed.			
Lesser Mana Potion (4oz)	Blue Æther (4 oz) + Silver Scale Powder (1/2 g) + Tincture (4oz)			30 mins
Novice	Easy	2 Silver	5 Silver	★ ★ ☆ ☆ ☆
Blue, Shimmering, Sweet	Restores up to 4 MP to a max of full, upon ingestion, per 4 oz consumed.			
Minor Poison	Red Æther (4 oz) + Carnivale Sand (2 g) + Tincture (4oz)			1 Hour
Apprentice	Medium	1 Silver	5 Silver	★ ★ ★ ☆ ☆
Red, Sour	Deals 2 Damage when ingested or 2 additional Damage when coating a blade. Once you start drinking the poison you cannot stop. Place a strip of red painters' tape on your blade until your next strike connects.			

Feel free to use the blanks to record your own discoveries and keep track of your progression. Addition pages at end of crafting section.





ARCANE SCRIBE <SCRIBING>

Scribing uses Magic as its Crafting Trial Key Stat  
When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus  
Required Tools for Scribing (fake props) Quill, Scroll Paper, Gemstone Ink, Wax Seal Current Rank

Common Reagents for Scribing Chart

Reagent	Rarity	Out-of-Game Substitute	Information
Bile (Green)	Uncommon	Green food coloring	Gathered from acidic creatures
Blithe (White)	Rare	White food coloring	Made from powdered angel wings
Blood (Red)	Common	Red food coloring	Gathered from Fae, must be fresh
FCE Emulsion	Uncommon	Wax	Can be gathered from FCE creatures
Gemstone Quill (Various)	Varies	Glitter Gel-Pens	Created
Ichor (Black)	Uncommon	Black food coloring	Gathered from rotted corpses
Mucus (Yellow)	Common	Yellow food coloring	Gathered from Foe creatures
Ooze (Blue)	Uncommon	Blue food coloring	Gathered from slimes and oozes
Parchment, Ancient	Mythic	Aged Parchment	Must be found in lairs and tombs.
Parchment, Copper	Uncommon	Brown Parchment	Can be purchased or produced.
Parchment, Gold	Legendary	Yellow Parchment	Can be purchased or produced.
Parchment, Ivory	Common	White Parchment	Can be purchased or produced.
Parchment, Silver	Rare	Grey Parchment	Can be purchased or produced.
Powdered Gemstone Ink	Varies	Glitter Gel Ink	Created
Sealing Wax (Various)	Common	Sealing Wax	Can be purchased or produced.
Shroom Juice (Violet)	Uncommon	Violet food coloring	Gathered from mushrooms and fungus
Tanin (Orange)	Common	Orange food coloring	Gathered from plants and barks

Common Scribing Recipes Chart

Name	Ingredients	Gold Needed	Crafted Value	Craft Time
Rank Needed	Trial Difficulty			Star Rating
Required Properties	Effect			
Gemstone ink, Onyx	Squid ink, mortar pestle (unconsumed), powdered onyx			1 Hour
Apprentice	Medium	5 Copper	25 Silver	★ ★ ☆ ☆ ☆
Black, sparkle ink	Used in scribing, amethyst gemstone ink is charged with necrotic energy			
Gemstone Quill (various)	Quill or similar feather, gemstone ink			30 minutes
Novice	Easy	1 Silver	5 Silver	★ ☆ ☆ ☆ ☆
Self-inking, feathered	Used in scribing, single use (may reuse pen out-of-game)			
Sealing Wax, Violet	Ichor, Foe emulsion, pulverized amethyst			1.5 Hours
Adept	Moderate	1 silver	1 gold	★ ★ ★ ☆ ☆
violet, sparkling wax	Used in scribing, the sealing wax is charged with psychic energy			
Gemstone ink, Amethyst	Squid ink, mortar pestle (unconsumed), powdered amethyst			1 Hour
Apprentice	Medium	5 silver	25 Silver	★ ★ ☆ ☆ ☆
Purple, sparkle ink	Used in scribing, amethyst gemstone ink is charged with psychic energy			
Scroll, Creeping Darkness	Creeping Darkness spell, Ivory Scroll, Onyx Gem Ink, Violet Seal			1.5 Hours
Adept	Moderate	1 Gold	2 Gold	★ ★ ★ ☆ ☆
Spell Scroll with name	Breaking the seal automatically triggers the spell regardless of skill (must still read)			

The gold cost of any crafted item is mundane items NOT used in the recipe.



ARMORER (ARMOR SMITHING)

Armor Smithing uses Willpower as its Crafting Trial Key Stat  
When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus  
Required Tools for Armoring (fake props) Forge, tongs, hammer, anvil, apron Current Rank

Common Reagents for Armoring Chart

Reagent	Type	Out-of-Game Substitute	Information
Æther Flux	Exotic	Glue	Created from flux
Bone	Simple	Foam or Other Similar	Harvested from creatures
Chitin (Carapace)	Junk	Foam or Other Similar	Harvested from bugs
Dark Forge Steel, Ingot	Premier	Foam or Other Similar	Smithed
Dragon Bone	Exotic	Foam or Other Similar	Harvested from Dragons
Flux	Refined	Glue	Refined from tree-sap or nickel
Fur	Standard	Faux Fur, Fur	Harvested from creatures
Hide (Leather with Fur)	Simple	Faux Hide or Hide	Harvested from creatures
Iron, Ingot	Standard	Foam or Other Similar	Smelted from Iron Ore
Leather	Standard	Leather, or Thin EVA	Harvested from creatures
Mythril, Ingot	Premier	Aluminum or Plastic	Refined from Iron Ore
Oil	Standard	Silicon Lubricant	Harvested or purchased
Padding	Simple	Poly-fill or Padded Cloth	Harvested or purchased
Paint	Standard	Paint	Purchased
Rivets (or Nails)	Refined	Rivets or Other Similar	Smithed
Steel, Ingot	Refined	Foam or Other Similar	Refined from Iron ore
Strapping (belt)	Refined	Leather, or Tape	Crafted or purchased
Wood	Standard	Wood or Other Similar	Harvested or purchased

Common Armoring Recipes Chart

Name	Ingredients			
Rank Needed	Trial Difficulty	Gold Needed	Crafted Value	Craft Time
Required Properties	Effect			Star Rating
Rivets x100	Iron Ore, Iron Ore, Iron Ore			30 mins
Novice	Easy	1 Silver	22 Silver	★ ★ ★ ☆ ☆
Rivet or Nail	Used in smithing or sold as a trade good			
Strapping (belt)	Leather, Iron, Oil			1 Hour
Apprentice	Medium	1 Silver	1 Gold	★ ★ ★ ☆ ☆
Strapping (with buckle)	Used in smithing or sold as a trade good			
Iron-banded Shield	Iron Ore, Strapping, Wood, Rivets			8 hours
Apprentice	Medium	5 Silver	10 Gold	★ ★ ★ ☆ ☆
Foam round shield	Round Shield for use in combat or sold as a good			
Leather Bracers	Leather, Strapping, Oil			1 Hour
Novice	Easy	1 Silver	1 Gold	★ ★ ★ ☆ ☆
Leather Bracers	Leather bracers for use in combat or sold as a good			

Feel free to use the blanks to record your own discoveries and keep track of your progression. Addition pages at end of crafting section.





ENCHANTER (IMBUING)

Imbuing uses Magic as its Crafting Trial Key Stat  
When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus  
Required Tools for Imbuing (fake props)      Gemstone cutting and carving set      Current Rank

Common Reagents for Imbuing Chart

Reagent	Rarity	Out-of-Game Substitute	Information
Agate	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Amber	Common	Acrylic gem	Harvest or purchased, needs cut
Amethyst	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Aquamarine	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Bandages (or sigil wrap)	Rare	Cloth gauze with sigils	Created
Bone	Simple	Foam or Other Similar	Harvested from creatures
Chitin (Carapace)	Junk	Foam or Other Similar	Harvested from bugs
Citrine	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Diamond	Rare	Acrylic gem	Harvest or purchased, needs cut
Diamond, Lich	Mythic	Acrylic gem	Harvest or purchased, needs cut
Dragon Bone	Legendary	Foam or Other Similar	Harvested from Dragons
Emerald	Rare	Acrylic gem	Harvest or purchased, needs cut
Flux	Rare	Glue	Refined from tree-sap or nickel
Flux, Æther	Legendary	Glue	Created from flux
Jade	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Oil	Uncommon	Silicon Lubricant	Harvested or purchased
Onyx	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Paint	Common	Paint	Purchased
Ruby	Rare	Acrylic gem	Harvest or purchased, needs cut
Rune	Rare	Carved Rune	Discovered
Sapphire	Rare	Acrylic gem	Harvest or purchased, needs cut
Spinel	Uncommon	Acrylic gem	Harvest or purchased, needs cut
Wood	Common	Wood or Other Similar	Harvested or purchased

Common Imbuing Recipes Chart

Name	Ingredients	Gold Needed	Crafted Value	Craft Time
Rank Needed	Trial Difficulty			Star Rating
Required Properties	Effect			
Rune Carving	Rune (at least one), Carving tools (unexpended), carved item			1 Hour
Adept	Hard	15 Silver	x5 value of item	★ ★ ★ ★ ☆
Item is runed	Varies, the power of the discovered rune is imbued into the object			
Gem Cutting	A Gem appropriate for cutting, Carving tools (unexpended), oil			4 hours
Adept	Varies	1 Silver	varies	varies
Item is cut	Process which creates a cut gem. The cut difficulty, value, and rating are cut determined.			
Gem Socketing	Cut gem, Æther flux, Carving tools (unexpended),			2 hour
Adept	Hard	100 Silver	X10 item value	Varies
Item Is socketed	Process which sockets a gem. The cut difficulty, value, and rating are cut determined.			
Wood Talisman, Life	Wood stick, Carving tools (unexpended), 'life' in runic (Dwarf)			1 hour
-	Easy	1 Silver	5 Silver	★ ★ ☆ ☆ ☆
Snappable stick	Breaking the stick gives the breaker 6 HP, once			

Enchanters imbue objects with magical properties through the process of 'socketing gems' into items, carving runes into them or creating talismans. A gems potency is determined by the size and cut of the gem, a process that awakens the inert power without destroying it. When cut perfectly a gem can sustain way more power than gemstone powder which is consumed during other crafts. The quality of gemstones from least to most is; Bevel (Keystone, Square), Triangular (Trilliant), Cushion, Oval or Drop (Marquise), Octagonal, Royal (Round). Gems in circulation (currency) can be used but cannot be recut. Runes can be carved as they are discovered. Once a rune is discovered its' knowledge must be mastered before it can be carved, attempting to do so without that knowledge can have dangerous consequences. Runes' potency is determined by the value of the object being carved and may gain power if it gains renounce or sentiment. Objects can also be runed with runes other than the Krahnic runes; however, tend to be much weaker enchantments by comparison.



TINKERER <TINKERING>

Tinkering uses Luck as its Crafting Trial Key Stat  
When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus  
Required Tools for Tinkering (fake props) Foundry, blast goggles, compass, hammer Current Rank

Common Reagents for Tinkering Chart

Reagent	Category	Out-of-Game Substitute	Information
Æther Flux	Exotic	Glue	Created from flux
Black Powder	Refined	(none needed) implied	Implied usage, looted or traded
Bone	Simple	Foam or Other Similar	Harvested from creatures
Brass	Refined	Brass or similar	Smithed or bought
Chitin (Carapace)	Junk	Foam or Other Similar	Harvested from bugs
Dark Forge Steel	Premier	Foam or Other Similar	Smithed
Flint	Simple	(none needed) or foam	Harvested or bough
Flux	Refined	Glue	Refined from tree-sap or nickel
Glass	Refined	Clear plastic	Smelted or traded
Iron, Ingot	Standard	Foam or Other Similar	Smelted from Iron Ore
Leather	Standard	Leather, or Thin EVA	Harvested from creatures
Mythril, Ingot	Premier	Aluminum or Plastic	Refined from Iron Ore
Napali	Premier	(none needed) implied	looted
Oil	Standard	Silicon Lubricant	Harvested or purchased
Paint	Standard	Paint	Purchased
Nuts and Bolts	Refined	Hardware or Similar	Smithed
Steel, Ingot	Refined	Foam or Other Similar	Refined from Iron ore
Strapping (belt)	Refined	Leather, or Tape	Crafted or purchased
Wood	Standard	Wood or Other Similar	Harvested or purchased

Common Tinkering Recipes Chart

Name	Ingredients			
Rank Needed	Trial Difficulty	Gold Needed	Crafted Value	Craft Time
Required Properties	Effect			Star Rating
Nuts and Bolts, x90 each	Iron Ore, Iron Ore, Iron Ore, oil			3 Hours
Apprentice	Medium	3 G	90 G	★ ★ ★ ☆ ☆
Nuts and Bolts	Used in tinkering or sold as a trade good			
Strapping (belt)	Leather, Iron, Oil			1 Hour
Apprentice	Medium	1 Silver	1 Gold	★ ★ ★ ☆ ☆
Strapping (with buckle)	Used in smithing or sold as a trade good			
Æther Flux	Flux, Æther, Iron			8 hours
Journeyman	Hard	1 G	5 G	★ ★ ★ ★ ★
Magical Flux	Used in crafting or sold as a trade good			
Bullet (Dart) x100	Black Powder, Brass, Flux, Iron			1 Hour
Adept	Moderate	1 G	10 G	★ ★ ★ ☆ ☆
Leather Bracers	Leather bracers for use in combat or sold as a good			

Tinkerers cannot learn the recipe for Black Powder and/or Napali unless they are Sansurian by Ancestry or Faction. Feel free to use the blanks to record your own discoveries and keep track of your progression. Addition pages at end of crafting section.





WEAPON SMITH <WEAPON SMITHING>

Weapon smithing uses Might as its Crafting Trial Key Stat  
When attempting a trial to craft your Adjustment number is equal to your TAN + Crafting Rank Trial Bonus  
Required Tools for Smithing (fake props) Forge, tongs, hammer, anvil, apron Current Rank

Common Reagents for Weapon Smithing Chart

Reagent	Category	Out-of-Game Substitute	Information
Æther Flux	Exotic	Glue	Created from flux
Bone	Simple	Foam or Other Similar	Harvested from creatures
Chitin (Carapace)	Junk	Foam or Other Similar	Harvested from bugs
Dark Forge Steel	Premier	Foam or Other Similar	Smithed
Dragon Bone	Exotic	Foam or Other Similar	Harvested from Dragons
Flux	Refined	Glue	Refined from tree-sap or nickel
Gemstone	Refined	Acrylic gem	Bought or traded
Iron, Ingot	Standard	Foam or Other Similar	Smelted from Iron Ore
Leather	Standard	Leather, or Thin EVA	Harvested from creatures
Mythril, Ingot	Premier	Aluminum or Plastic	Refined from Iron Ore
Oil	Standard	Silicon Lubricant	Harvested or purchased
Paint	Standard	Paint	Purchased
Rivets (or Nails)	Refined	Rivets or Other Similar	Smithed
Silver	Refined	Silver spray or duct tape	Bought or traded
Steel, Ingot	Refined	Foam or Other Similar	Refined from Iron ore
Stone	Simple	Foam or other similar	Gathered or traded
Strapping (belt)	Refined	Leather, or Tape	Crafted or purchased
Wood	Standard	Wood or Other Similar	Harvested or purchased

Common Weapon Smithing Recipes Chart

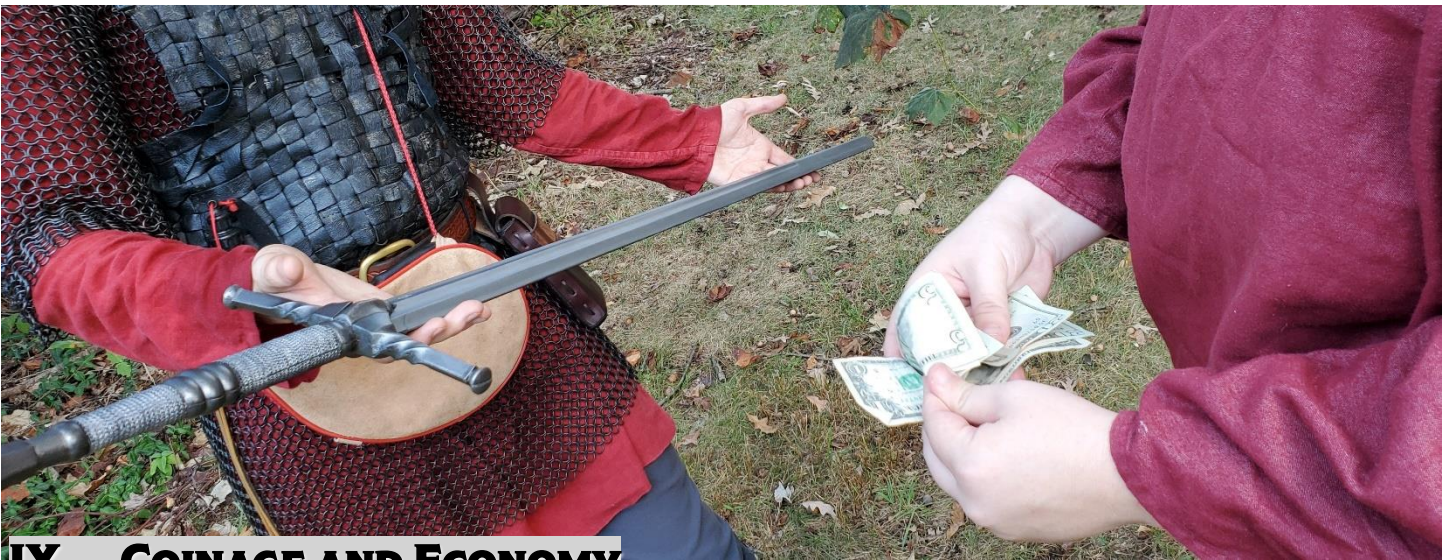
Name	Ingredients			
Rank Needed	Trial Difficulty	Gold Needed	Crafted Value	Craft Time
Required Properties	Effect			Star Rating
Rivets x100	Iron Ore, Iron Ore, Iron Ore			30 mins
Novice	Easy	1 Silver	22 Silver	★ ★ ☆ ☆ ☆
Rivet or Nail	Used in smithing or sold as a trade good			
Strapping (belt)	Leather, Iron, Oil			1 Hour
Apprentice	Medium	1 Silver	1 Gold	★ ★ ☆ ☆ ☆
Strapping (with buckle)	Used in smithing or sold as a trade good			
Steel Shortsword	Iron Ore, steel ingot, strapping			8 hours
Apprentice	Medium	1 Silver	3 G	★ ★ ★ ☆ ☆
Boffer weapon	Shortsword for use in combat or sold as a good. Item has 5 HP.			
Stone Dagger	Stone, Strapping, Oil			1 Hour
-	Easy	0 G	1 Silver	★ ☆ ☆ ☆ ☆
Coreless Boffer	Stone Dagger, 2 item HP. Destroyed within thunder range Damage			
Longbow	Wood, Strapping, Flux			2 hours
Apprentice	Medium	1 Silver	3 Gold	★ ★ ★ ☆ ☆
LARP bow	Longbow for use in combat or sold as a good. Item has 5 HP.			

Feel free to use the blanks to record your own discoveries and keep track of your progression. Addition pages at end of crafting section. Raw material such as coins can be used for crafting when in a pinch but will have a smaller yield.  
(DO NOT DESTROY IN-GAME CURRENCY OUT-OF-GAME)









## IX. COINAGE AND ECONOMY

A sense of economy is essential for immersion and provides a nice, tangible prop that has in-game uses. Due to the complexities of real money, we choose to use fake currency. This currency can be stolen, bartered, consumed and spent in game to provide a fun environment and roleplay.

If you wish to sell something that has out-of-game value such as equipment or services, please do this privately or outside of game. **Using currency is completely optional to use and does not penalize your character for not using it.** Not all things in CER require the use of coinage as some may rely on trade instead, however you may find yourself using it in various stages of the game. The current accepted form of money is accepted as coinage or other rare materials that are universally seen to have value. Most coins hail from the North in Northbourne but may be repurposed or re-minted in other areas to fill economic value.

Other materials may be offered up that are not part of the coinage system but may yield a generically high price therefor be used as a makeshift currency. These examples include; magic items, high cost or rare reagents, Master-crafted armors and weapons, ingots, animals, and deeds. **This means that if you choose to trade instead of use in-game currency or avoid it altogether, you can do so.** Counterfeiting coinage or introducing coinage to the game without express consent of the Game Administrator will result in immediate removal of your character from the game. **Everything** from your food, drink, potions, equipment repairs, and lodging **should expend some form of currency either through coinage or trade.** Coinage can be found on quests and while participating in larp.

Coinage in our LARP does not have real world value but you may use it to purchase in game items or goods. To help you visualize the value of items you may think of the following coins as the following;

- 1 copper piece is like having a dime.
- 1 silver piece is like having a dollar.
- 1 gold piece is like having a \$10 bill.
- 1 Krahnic scale is like having a \$100 bill.

You are responsible for carrying and keeping track of your coins at LARP events. We cannot replace them if they are lost due to the likelihood for cheating. **Players under no circumstances are ever allowed to steal each other's IRL money or gear!** If you do, you will be banned from the game. It is recommended that you get a coin purse or similar bags but make sure that they close securely as you don't want them to scatter during play!

**Gold that is not represented by coins or gems is also considered carried on your person.** This gold can be stolen from your character by pickpockets and thieves. If a player can pass a thieving trial, they can steal any number of this unrepresented currency from your person, most of the time "without you knowing (role-played)". For this reason, it is encouraged that you use gems to represent your non-circulated currency. It is harder to steal, and you can stash it in lock boxes or hide it inside your tent. Thieves must have a game mod's and your out-of-game permission to enter your tent but can still attempt to pick your lockbox locks and ransack your tent.

A game moderator must be present and adjudicate any form of in-game thieving and sabotage in-game. This protects the identity of the saboteur while protecting your out-of-game belongings. When someone is trying to steal or sabotage you in-game you will be asked permission if it is ok and or if they can enter your tent. You may decline the request but **opening yourself up to this level of role-play can be entertaining and greatly rewarding** in a story element such as finding out who it is and reenacting your in-game revenge! Just remember that **they cannot steal anything linked back to real world value.** *(Any currency accidentally dropped from a player may yield a reward from game mods if returned.)*





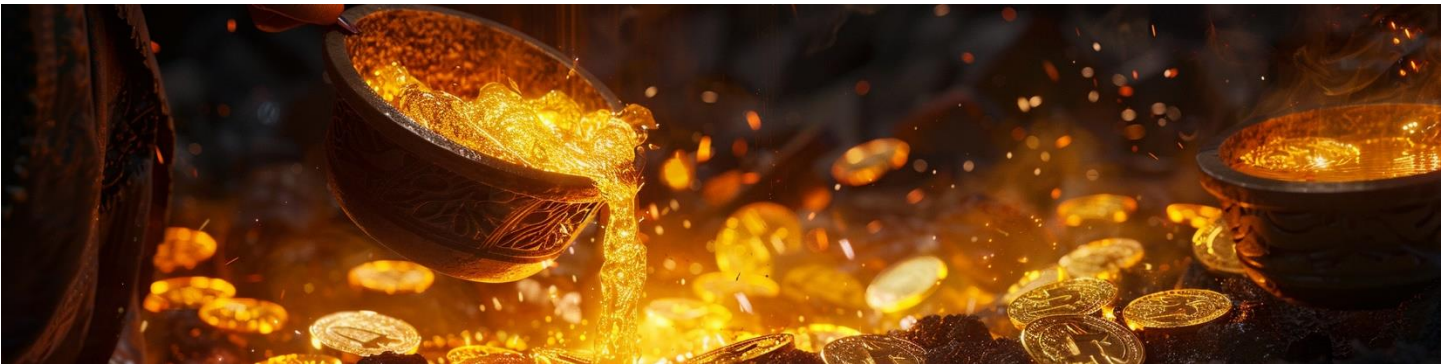
Copper Coins	Copper Doubloon (Carnivaile)	Copper Bar (Northbourne)
Coin Versions;		
Exchange		
Rate	Copper	Silver
Coin Purchase Example	1	1/10
	2 Copper = Flagon of Mead or Bottle of Ale	



Silver Coins	Silver Doubloon (Carnivaile)	Silver Shield (Northbourne)
Coin Versions;		
Exchange		
Rate	Copper	Silver
Purchase Example	10	1
	7 Silver = 1 lb. of Raw Pork	



Gold Coins						
Coin Versions;	Gold Doubloon (Carnivaile)		Gold Crown (Northbourne)		Gold Penny (Victuun)	
Exchange	Copper		Silver	Gold	Krahn	
Rate	100		10	1	1/10	
Purchase Example	8 Gold = 10 Arrows (LARP-tipped arrows)					
Gem* Values	*Reserved as a prop for non-circulating currency and crafting reagents					
	Amethyst	Citrine	Diamond	Sapphire	Emerald	Ruby
Gold	(Purple & Pink)	(Yellows & Oranges)	(White & frosted)	(Blues)	(Greens)	(Reds)
Value	1/10 (1 Silver)	1 (1 Gold)	5	10	20	50







## X. EQUIPMENT

A mighty warrior can't rely solely on their skills. Here we find the charts for weapons armor and various other items to enrich your role-playing experience. You should be proficient with the type of weapon that you are wielding. You can gain proficiencies through skills or by purchasing them with XP. **If you attempt to wield a weapon that you are not proficient with, it uses halves the weapon's base Damage and you may not add any TAN progression tree bonuses to it.** These penalties can be superceded with special skills or abilities. **Just like other equipment, weapons can be stowed at camp with no penalties. All weapons and equipment have a default of 5 HP, unless otherwise stated.** This is important information to know, however equipment is rarely Damaged in this way unless under special circumstances or by powerful foes. A quick note before we continue on; All equipment must be first examined by the GM for safety! The GM reserves all rights to check your equipment at any time and reserves the power to suspend use of the equipment until it is replaced or properly repaired. **ALL EQUIPMENT MUST HAVE THE PORPER TAGS FOR USE AND ATTACHED TO EQUIPMENT AT ALL TIMES.**

**WE HAVE TAGS FOR WEAPONS, ARMOR, AND PROPS. ALL TAGS MUST BE**

**CARRIED ON A PLAYER AND BE ABLE TO BE PRODUCED AT ANY TIME, PLAYERS VIOLATING THIS RULE WILL BE REMOVED FROM THE GAME.**

There are plenty of videos on the internet on ideas on how to construct the boffer weapon. A boffer weapon is constructed from a core wrapped with foam and then a sort of skin. Here we will discuss the various rules and regulations for boffer weapons and armor. Make sure to refer to *Section C* as well as most of the info there will be helpful here. Your character's equipment may be bought or constructed. If your equipment is bought, you are still subject to the various rules and regulations for homemade equipment. Your equipment may have embellishments but must be approved and accurate for your faction and character.

### A. Weapons

#### Approved Cores;

- Weapons under 8" are not to use cores.
- Throwing weapons are not to use cores.
- PVC\* (Heavy duty): Diameters .25"-1.5" (Up to 48")
- Fiberglass: Diameters .25-1.25"
- Carbon Fiber: Diameters .25-1"
- Kitespar
- NEVER ANY METAL or WOOD.

#### Approved Foams;

- EVA
- Pool Noodle
- Camping Mat\*
- Other GM Approved High- and Low-Density Foam

#### Approved Skins;

- Latex paints (Made from liquid latex and acrylic paints 50/50 mix.)
- Duct Tape\*
- Soft Cloths (Silks, Cotton, Poly Blends, Fleece)

#### Approved Adhesives;

- Duct Tape
- Spray Adhesives
- Hot Glue
- Latex

\* Designates an inferior option for various reasons such as durability and crafting difficulty.



## Building Specifications

- Edges of weapons making a slashing motion must be padded no less than 1" solidly through. The weapons edge must be able to compress at least .5".
- Surfaces of weapons making a bludgeoning motion must be padded no less than 2" solidly through. The weapons edge must be able to compress at least 1". Shields may adjust these numbers to pad 1.5" and .75" compress. Pommel strikes are permitted but must follow the above rule for bludgeoning surfaces.
- Points of weapons making a piercing/stabbing motion must be padded no less than 3" solidly through. The weapons edge must be able to compress at least 1.5".
- Weapons under 8" are not to use cores.
- Throwing weapons along with shot ammunition are not to use cores. (Arrows may have a rigid shaft.)
- Flails and swinging weapons' moving extensions (chain) may not exceed 4". And cannot use metal or rough rope.
- Rope darts and roped weapons' head must not contain cores and may weigh no more than 1 lbs. but may exceed 6".
- Arrows must have rounded tips of at least 2.5" diameter with no core. Or adhere to the above piercing points rule.
- **Drawn weapons should have a draw weight of 20-25lbs, not exceed 30 lbs. and must be fired at quarter pull under less than 15 ft. You may not fire drawn weapons under 3 ft. under any circumstance!**
- At no time should there ever be any exposed sharp edges or cores!
- Weapons are never to weigh more than 5 lbs. or exceed 7 ft.
- LARP Firearms can **only be modified from existing NERF or other foam-based toy guns. CER LARP firearms may never be modified from real weapons such as live-round, airsoft, or pellet guns.**
- Modified guns must shoot foam-core and rubber core ammunition. **The toy gun cannot exceed 70 fps** (feet per second). You are responsible for carrying and retrieving your ammunition. You will be asked to no longer use LARP weapons if losing or retrieving your ammunition becomes an issue.
- **A gun must properly denote a safety cap or a visible "toy marker" in a highly visible area and color. Basically, it cannot be mistaken as a real weapon whatsoever.**
- While you will be required to have a highly visible safety cap or toy marker, *you cannot retain logos and original colors* of obnoxiously bright color schemes. It is easier to see the safety cap if the gun is gun colored and not a competing neon color.
- All weapons must aesthetically fall into a generic "pre-industrialized time area" where steam, electricity and machining is in its infancy. Magic and craftsmanship may contribute to the overall complexity of the weapon, but it cannot look; "high-tech, alien, tactical or modern". We are replicating a time when firearms are roughly on the same par with high-powered bows.
- Like all LARP equipment intended for use in combat it will **need to receive a safety check from game moderators before you ever fire it at anyone at an event!**
- Your character may use a foam bayonet without a core that adheres to the weapon specifications above as long as you have proficiency in both firearms and Knives.
- LARP Blunderbusses shoot multiple projectiles at once where the automatic and chain guns shoot single rounds quickly. Long Rifles must be loaded 1 round at a time regardless of magazine size and can overcome ballistic immunity.



### CER LARP TIP

#### "The 4-foot, 40-pound rule"

Roleplay is all about the performance and shared experience. If done well, one should be able to get lost in the RP. For this reason, CER encourages the "The 4-foot, 40-pound rule".

This rule is used generally to explain the weight and effort to wield the real-life counterpart. Spears and polearms are harder to use than short and quick arms such as daggers, your roleplaying should reflect this.

**Simply put if a weapon, shield, etc. is over 4 foot or should be massively heavy act as if it weighed 40 pounds or more!**

This effect can be achieved by wide, burdensome swings, slowed strikes and extra emphasis put on the heft needed to swing such a weapon. This does not have to diminish the effectiveness of your strikes, as other players, including yourself, should make an effort to react appropriately to such a mighty blow!

Together, using these techniques, we can create the fantasy battles we've always seen in our imaginations!



Image courtesy of BeastsofWar.com



Type		Bag slots Used	Hands Required	Type	Range	Size	Damage	Price* (G)
Swords	Claymore	2	2	S	Melee	Large	4	13
	Great Sword	2	2	S	Melee	Gargantuan	5	9
	Katana	1	2	S	Melee	Medium	3	8
	Long Sword	1	1 or 2	S or P	Melee	Long	2 or 3	7
	Rapier	1	1	P	Melee	Medium	3	10
	Scimitar	1	1	S	Melee	Medium	3	11
	Short Sword	1	1	S or P	Melee	Short	2	6
	Wakizashi	1	1	S	Melee	Short	2	8
Knives	Dagger	1 for 3	1	S or P	Melee or ranged	Small	1	4
	Dirk (or Bayonet)	1	1	P	Melee	Short	2	5
	Kunai	1 for 3	1	P	Ranged	Small	1	2
	Ninja Star	1 for 3	1	P	Ranged	Small	1	1.5
	Tanto	1	1	P	Melee	Short	2	5
	Throwing Knife	1 for 3	1	P	Ranged	Small	1	1
Axes	Axe	1	1	S	Melee	Short	3	11
	Axe, Throwing	1	1	S	Melee or ranged	Small	2	2
	Broad Axe	2	2	S	Melee	Medium	4	5
	Great Axe	2	2	S	Melee	Large	5	20
Cudgel	Hammer	1	1	B	Melee	Short	3	4.5
	Hammer, Throwing	1	1	B	Melee or ranged	Small	2	2.5
	Warhammer	2	2	B	Melee	Large	4	8
	War Pick	2	2	B or P	Melee	Medium	4	5
	Mace	1	1	B	Melee	Short	3	8.5
	Morning Star	1	1	P	Melee	Short	3	8.5
	Flail	1	1	B	Melee	Short	3	15
	Nunchaku	1	2	B	Melee	Short	2	6
Simple	Club	1	1	B	Melee	Short	2	6
	Quarter Staff	1	2	B	Melee	Large	1	8
	Rock	1	1	B	Melee or ranged	Small	1	.5
Bows	Crossbow	2	2	P	Ranged	Medium	4	15
	Hand Crossbow	1	1	P	Ranged	Short	3	6
	Long Bow	2	2	P	Ranged	Long	4	20
	Short bow	2	2	P	Ranged	Medium	2	11
Polearms	Glaive	2	2	S	Melee	Extended	3	19
	Halberd	2	2	S	Melee	Extended	3	18
	Spear	1	2	P	Melee	Short	2	6.5
	Pike/Lance	2	2	P	Melee	Long	3	10
Magic	Runed Quarter Staff	1	1	-	Ranged	Long	+1	12
	Wand	1	1	-	Ranged	Short or Small	+1	2
Firearms	Pistol/Revolver	1	1	Ball	Ranged	Small	4	25
	Blunderbuss	2	2	Ball	Ranged	Medium	2 each	50
	Long Rifle	2	2	Ball	Ranged	Medium	5	75
	Automatic Rifle	2	2	Ball	Ranged	Medium	3	35
	Gatling or Chain	3	2	Ball	Ranged	Large	2 each	100

\*Prices are based on non-haggled fixed averages. You may choose to charge more or less when selling.

**Small** Up to 9" **Short** 9-14" **Medium** 14-40" **Long** 40-72" **Large** Medium or Long but Wide **Gargantuan** Long but extra Wide **Extended** 72"- 96" (6-8'). All sizes and categories may be modified or overruled by a GA (Game Administrator).

*Weapon Chart*



## B. Armor and Shields

### Specifications;

- At no time should there ever be any exposed sharp edges or points.
- Armor spikes are permitted but must follow the above rule for piercing weapons (*foam and skin only*).
- Armor may be made of virtually anything as long as it does not cause Damage to other players or weapons. Armors type is determined by the majority material present.
- Any armor or shields used for bashing must follow the above rule for bludgeoning weapons or have a bump guard. These shields are known as Bump-Shields.
- Armor and shields must be free of cracked, chipped, and splintered edges or surfaces.
- Suggested materials; EVA foam, plywood, aluminum or metal not exceeding 1/16th of an inch.
- Weapon and armor should be built sturdily for several reasons. Keep in mind safety, costs, and the elemental Damage in mind. Happy crafting!

### Armor Sets Chart



Piece Name	Area Code	Area	Light	Medium	Heavy
Helm	1	Head	X	X	X
Gorgét	2	Neck			X
Pauldrons	3	Shoulders		X	X
Rerébrace	4	U. Arms		X	X
Bracers	5	Forearms	X	X	X
Gloves	6	Hands	X	X	X
Breast Plate	7	Torso	X	X	X
Girdle	8	Pelvis	X	X	X
Faulds	9	Thighs	X	X	X
Grieves	10	L. Legs		X	X
Sabatons	11	Feet			X
Combo Pieces					
Doublet	2-5, 7-8		X	X	X
Gambeson	2-5, 7-9		X	X	X
Tunic	3,7		X	X	X
Spaulder	2-3				X
Gauntlet	5-6				X
Tassets	8-9			X	X
Boots	10-11		X	X	X

The chart shows which

armor pieces can be equipped via proficiency and which area it covers. Armor may be referred to individual pieces to mix and match or combine effects of armors. When you are stuck in a piece of armor you may negate the Damage if you are immune to that given type as dictated by armor piece. **A player is granted +1 HP in addition to its armor benefits for each piece of functional armor worn to protect the following; the head/face, fingers/hand, foot/ankle, and groin.** Please note that for the addition +1 HP these pieces must be functional (actually provide padding and protection). Armor and does not count against your bag slots unless you are not proficient with it (see below). Regardless of slots used, *all players are limited to the use and carrying of a single shield unless stated by a skill, ability, or spell.*

Unless the armor states, only one piece of armor may be worn per area of your body. Clothes can be worn under any armor regardless of proficiency. Certain objects such as ring, necklaces, and cloaks can be attached either on top of or below armor. When armor is stacked it requires the next proficiency available. (Example; if you stack to layers of light armor, it requires a medium armor proficiency.) **If you attempt to wear a piece of armor that you are not proficient with, it uses a single bag slot for each piece worn this way. If you attempt to use a shield type that you are not proficient with, it doubles the amount of bag slots it would use for each piece used this way.** These penalties can be superseded with special skills or abilities. Just like other equipment, armor and shields can be stowed at camp with no penalties.

*Use the following charts when buying or assembling armor. The charts are meant to be used as a guide for buying and selling, as there is not enough room for every piece of armor to be listed.*





# Common Armor Chart

	Cost (G)	Immunity			
		Bludgeoning	Piercing	Slashing	Ballistic
Light Armor					
					
Padded	7.5		X		
Gambeson (Doublet)*	7.5				
Leather	15		X		
Brigandine*	15				
Studded Leather	31		X	X	
Cuirass	20				
Bracers	3				
Tasstes	8				
Medium Armor					
Hide	68		X		
Cuirass	50				
Bracers	5				
Boots	13				
May be worn under other armor.					
Fur	67		X		
Tunic	5				
Bracers	12				
Boots					
May be worn under other armor.					
Medium Armor					
Ringmaille Shirt	38			X	
Hauberk (Gambeson)	30				
My be worn under other armor.					
Ciof (Helm)	8				
Scalemaille (Metal Scale)	58		X	X	X
Hauberk	40				
Bracers	5				
Faulds	7				
Grieves	6				
Breast Plating or Wood Plating*	33 (13)	X	X	X	X
Breast Plate	10 (5)				
Bracers	4 (2)				
Faulds	12 (4)				
Grieves	7 (2)				
*Wood is same but remove ballistic and slashing immunities and can be destroyed by fire. It also costs ¼ of price.					
Half Plate	50	X	X	X	X
Breast Plate	15				
Pauldrons	12				
Bracers	4				
Faulds	12				
Grieves	7				

## Heavy Armor



Chainmaile (Ring)	20			X	
Hauberk (Gambeson)*	8				
May be worn under other amor					
Coif	4				
May be worn under other armor					
Riveeted Chainmaile	48		X	X	
Hauberk (Gambeson)*	30				
Ciof (Helm)	8				
Skirt (Tassets)	10				
Splintmaile	41		X	X	
Helm	8				
Breast Plate	15				
Pauldron	6				
Bracers	2				
Faulds	5				
Grieves	3				
Sabatons	2				
Platemaile	103	X	X	X	X
Helm	25				
Breast Plate	15				
Pauldrons	12				
Gauntlets	20				
Bracers	4				
Faulds	12				
Grieves	7				
Sabatons	8				

Shields	Bag slots Used		X	X	X	X
Targe	0	5				
Buckler	0	5				
Round	1	12				
Kite (Mediuium)	1	10				
Heater	1	10				
Tower	2	14				
Pavice	3	30				

Note: shields receive special properties when made out of different materials. Wood shields are destroyed by fire. Metal shields block ballistic Damage but deal double electrcity Damage to the wielder when hit with an electric spell. Shields by default can only block all Damage. Where armor does not by default.

#### Notable Clothes (Not Armor)

Cloak	6	-	-	-
Double Wits number on survival trials in incliment weather.				

## C. Adventuring Gear



	Quantity	Effect	Cost (G)
Æther, Blue	1 Tincture	Trade good used in crafting. Æther infused with the power of raw Magic.	0.50
Æther, Green	1 Tincture	Trade good used in crafting. Æther infused with the power of raw power.	0.50
Æther, Orange	1 Tincture	Trade good used in crafting. Æther infused with the power of raw skill.	0.50
Æther, Red	1 Tincture	Trade good used in crafting. Æther infused with the power of raw health.	0.50
Æther, Violet	1 Tincture	Trade good used in crafting. Æther infused with the power of raw Luck.	0.50
Æther, White	1 Tincture	Trade good used in crafting. Æther infused with the power of raw wisdom.	0.50
Æther, Yellow	1 Tincture	Trade good used in crafting. Æther infused with the power of raw knowledge.	0.50
Ale, Spirits, or Wine	1 Bottle	<i>You must be of legal drinking age to enjoy alcohol.</i>	1.20
Ammunition, Arrows*	6 Arrows	Ammunition, consumers ½ a bag slot	6.00
Ammunition, Crossbow Bolts*	10 Bolts	Ammunition, consumes ½ of a bag slot	2.00
Ammunition, Firearm*	100 bullets	Ammunition, balls and powder or bullets, consumes ½ a bag slot	0.25
Ammunition, Long Rifle*	100 bullets	Ammunition, armor piercing rounds, consumes ½ a bag slot	0.50
Backpack	1 Bag	Grants an additional 2 bag slots, one being reserved for non-weapon, non-shield equipment.	3.50
Barley And Oats, Ground	1 Lb.	Trade good used in cooking.	0.16
Bedding	1 Set	Mundane Equipment	2.50
Belt Pouch	1 Pouch	Grants an additional 1 bag slot, being reserved for non-weapon, non-shield equipment. You may now carry 3 potions for 1 bag slot as long as you have a belt pouch.	2.00
Bread	1 Loaf	Trade good used in cooking.	0.10
Bucket	1 Bucket	Mundane Equipment	1.00
Candle	1 Candle	Trade good used for trading or crafting.	0.10
Carnivale Sand	1 Vial	Trade good used in cooking and crafting.	0.50
Chain	10 Ft	Trade good used for trading or crafting.	8.00
Chalk	6 Sticks	Trade good used for trading or crafting.	0.05
Cheese	1 Block/Wheel	Trade good used in cooking.	0.40
Chest, Wood	1 Large	Mundane Equipment	5.00
Clothes, Average	1 Set	Mundane Equipment	5.00
Clothes, Fine	1 Set	Mundane Equipment	30.00
Fæ Blood	1 Vial	Trade good used for trading or crafting.	0.50
Flint	1 Stone	Trade good used for trading or crafting.	1.50
Flour, Ground	5 Lbs.	Trade good used in cooking.	0.30
Flux	1 Tincture	Trade good used for trading or crafting.	0.50
Flux, Æther	1 tincture	Trade good used for trading or crafting.	5.00
FCE Emulsion	1 Vial	Trade good used for trading or crafting.	0.50
Fruit	1 Lb.	Trade good used in cooking.	0.20
Fur	1 skin	Trade good used for trading or crafting.	6.00
Gem, Agate	1 med uncut gem	Trade good used for trading or crafting.	2.00
Gem, Amber	1 med uncut gem	Trade good used for trading or crafting.	4.00
Gem, Aquamarine	1 med uncut gem	Trade good used for trading or crafting.	2.40
Gem, Jade	1 med uncut gem	Trade good used for trading or crafting.	2.70

Gem, Onyx	1 med uncut gem	Trade good used for trading or crafting.	2.00
Gemstone Quill, Various	1 Quill	Trade good used for trading or crafting.	1.00
Green Bile	1 Vial	Trade good used for trading or crafting.	0.50
Holy Relic, Sigil, Or Symbol	1 Relic	Spell Focus	10.00
Healers' Kit	1 Kit	1 Kit can be used 3 times. Using the bandages inside, give a fallen ally 1 HP.	1
Ingot, Brass	1 ingot	Trade good used for trading or crafting.	1.30
Ingot, Dark Forged Steel	1 ingot	Trade good used for trading or crafting.	7.00
Ingot, Steel	1 ingot	Trade good used for trading or crafting.	0.50
Instrument, Musical*	1 Instrument	Mundane Equipment	10.00
Lantern*	1 Lantern	Mundane Equipment	1.50
Leather	1 yard	Trade good used for trading or crafting.	3.00
Lock, Simple	1 Lock	Mundane Equipment	1.00
Meat, Cattle	5 lbs.	Trade good used in cooking.	1.80
Meat, Hog	1 Lb.	Trade good used in cooking.	0.60
Meat, Poultry	1 Lb.	Trade good used in cooking.	0.20
Nuts and Bolts	100 pairs	Trade good used for trading or crafting.	10.00
Oil, Food	1 Lb.	Trade good used in cooking.	0.33
Oil, Fuel	1 Lb.	Mundane Equipment	0.05
Oil, Lubricant	1 Tincture	Trade good used for trading or crafting.	0.50
Orange Tanin	1 Vial	Trade good used in cooking and crafting.	0.50
Ore, Iron	10 lbs.	Trade good used for trading or crafting.	1.00
Ore, Mythrill	10 lbs.	Trade good used for trading or crafting.	3.00
Paint	1 vial	Mundane Equipment	0.10
Parchment, Gold	10 Scrolls	Trade good used for trading or crafting.	1.00
Parchment, Copper	10 Scrolls	Trade good used for trading or crafting.	1.00
Parchment, Ivory	10 Scrolls	Trade good used for trading or crafting.	1.00
Parchment, Silver	10 Scrolls	Trade good used for trading or crafting.	1.00
Potion, Krahnic Skin*	1 Tincture	Negates Damage of next two blows	2.00
Potion, Minor Acid	1 Tincture	Inflicts 3 Damage to metal or when ingested	1.00
Potion, Minor Anti-Venom*	1 Tincture	Negates minor poisons and venoms	0.50
Potion, Minor Health*	1 Tincture	Restore 4 HP	2.00
Potion, Minor Mana*	1 Tincture	Restore 4 HP	2.00
Potion, Minor Miracle*	1 Tincture	Cast the next spell for 0 MP as long as it is under 2 MP.	2.00
Potion, Minor Poison*	1 Tincture	Inflicts 2 Damage when ingested or injected	1.00
Potion, Minor Restore*	1 Tincture	Restore 4 HP and 4 MP	3.00
Quiver	1 Quiver	Mundane Equipment	3.00
Razor, Shaving	1 Razor	Mundane Equipment	5.00
Recipe, Alchemy, Burn Salve	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	2.00
Recipe, Alchemy, Krahnic Skin	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Alchemy, Minor Acid	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	10.00
Recipe, Alchemy, Minor Anti-Venom	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	5.00
Recipe, Alchemy, Minor Miracle	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Alchemy, Minor Restore	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	30.00
Recipe, Alchemy, Restful Tea	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	15.00



Recipe, Armoring, Chainmail Coif	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	40.00
Recipe, Armoring, Chainmaille Hauberk (Shirt)	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	80.00
Recipe, Armoring, Leather and Ringmaille Tassets	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	150.00
Recipe, Armoring, Leather Kidney Belt	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	60.00
Recipe, Armoring, Steel Helm (Open Face)	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	150.00
Recipe, Armoring, Studded Leather Pauldron	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	150.00
Recipe, Armoring/Tinkering/Weaponing, Iron Ingot	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	30.00
Recipe, Armoring/Tinkering/Weaponing, Mythril Ingot	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	300.00
Recipe, Armoring/Tinkering/Weaponing, Steel Ingot	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	50.00
Recipe, Enchanting 'Fire' Rune	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	200.00
Recipe, Enchanting 'Lightning' Rune	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	200.00
Recipe, Enchanting 'Shield' Rune	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	200.00
Recipe, Enchanting, Bevel Gem Cut	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	10.00
Recipe, Enchanting, Keystone Cushion Cut	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	30.00
Recipe, Enchanting, Keystone Gem Cut	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Enchanting, Marquise Gem Cut	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	40.00
Recipe, Enchanting, Runed Staff	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	120.00
Recipe, Enchanting, Trilliant Gem Cut	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Enchanting, Wand	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Scribing, 1 MP Cost Spellscroll	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	10.00
Recipe, Scribing, 2 MP Cost Spellscroll	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Scribing, 3 MP Cost Spellscroll	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	30.00

Recipe, Scribing, 4 MP Cost Spellscroll	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	40.00
Recipe, Scribing, 5 MP Cost Spellscroll	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	50.00
Recipe, Scribing, Druid Cantrip	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	25.00
Recipe, Scribing, Paladin Cantrip	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	25.00
Recipe, Tinkering, Brass Ingot	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	300.00
Recipe, Tinkering, Flintlock Pistol	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	250.00
Recipe, Tinkering, Glass	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	10.00
Recipe, Weaponing, Steel Axe	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	110.00
Recipe, Weaponing, Steel Dagger	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	40.00
Recipe, Weaponing, Steel Longsword	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	80.00
Recipe, Weaponing, Steel Mace	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	85.00
Recipe, Weaponing, Steel Throwing Axe	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	20.00
Recipe, Weaponing, Steel Warhammer	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	80.00
Recipe, Weaponing, Wooden Haft Steel Spear	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	100.00
Recipe, Weaponing, Wooden Quarter Staff	1 Recipe	Gain permanent access to this Recipe. Crafts must follow recipes.	120.00
Rivets	100 rivets	Trade good used for trading or crafting.	1.00
Rope	25 Ft	Trade good used for trading or crafting.	1.00
Sealing Wax, Various	1 unit	Trade good used for trading or crafting.	1.00
Shears	1 Pair	Mundane Equipment	1.00
Shroom Juice	1 Vial	Trade good used in cooking and crafting.	0.50
Soap	1 Bar	Mundane Equipment	0.30
Spell Tome	1 Book	Spell Focus	3.00
Spice	1 Lb.	Trade good used in cooking.	1.00
Spring Water	1 Bottle	Trade good used in cooking and crafting.	0.01
Staff, Runed	1 Staff	Spell Focus	12.00
Strapping/Belt	1 belt, 1 buckle	Spell Focus	1.00
Tent, Large	1 Tent	Large Safari Cabin or Shelter Tent	50.00
Tent, Medium	1 Tent	Medium Sized Teepee, Yurt, or Hut Style Tent	20.00
Tent, Small	1 Tent	Small A-Frame Tent	5.00
Tool, Cooking or Labor	1 Tool	Trade good used in cooking.	1.50
Vegetables	1 Lb.	Trade good used in cooking.	0.09
Vessel, Bottle (8oz)	10 Bottles	Trade good used in cooking and crafting.	
Vessel, Drinking (8-64 oz)	1 Vessel	Trade good used in cooking and crafting.	2.00
Vessel, Tincture (4 oz)	10 Tinctures	Trade good used in cooking and crafting.	
Vessel, Vial (1 oz)	10 Vials	Trade good used in cooking and crafting.	



Wand	1 Wand	Spell Focus	2.00
Water-Skin	1 Skin	Mundane Equipment	1.00
Whetstone	1 Stone	Trade good used for trading or crafting.	2.00
Wine, Fine	1 Bottle	<i>You must be of legal drinking age to enjoy alcohol.</i>	3.00
Wood	1 plank	most planks are 2"x4"x8'	1.00

*\*Designates equipment that required Bag slots to use. Instruments and tools require 1 each unless using a belt pouch.  
Shops will be provided at sessions and overnights.*









# XI. MAGIC

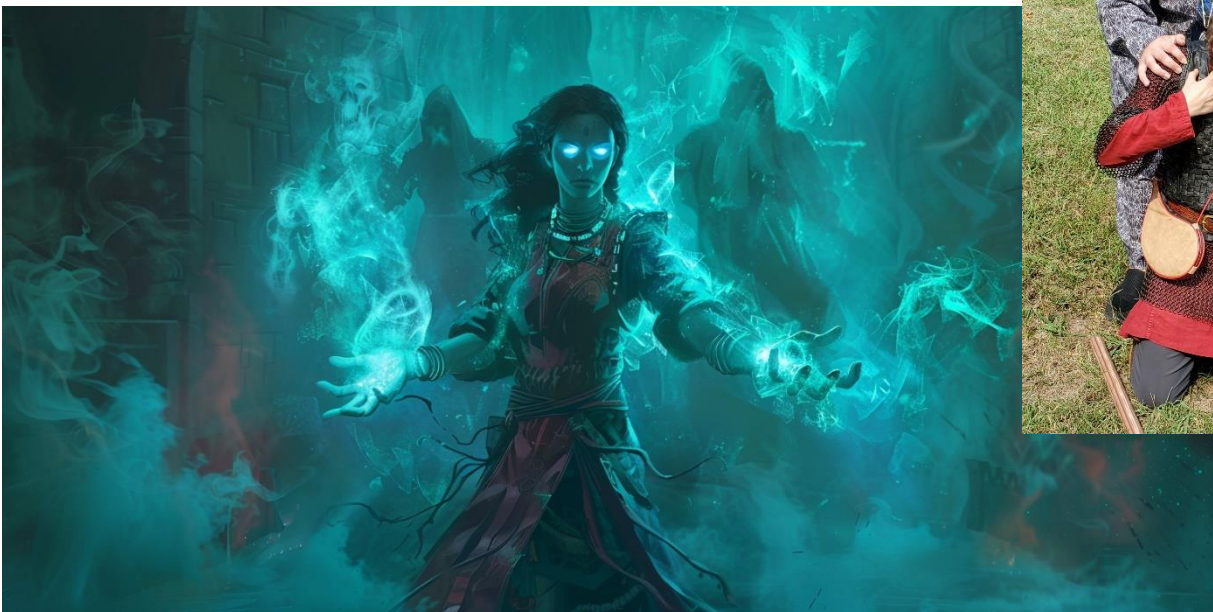
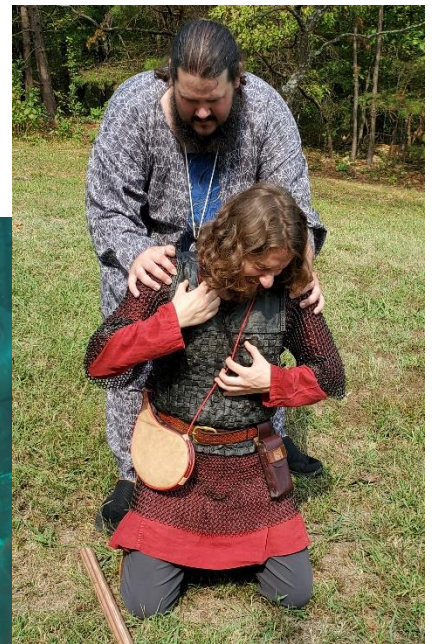
## A. How to Cast Magic

Spells are a powerful component of the CER system as they add a rich fantasy flavor to our stories and enables a different type of play for those interested. Most combat in the CER system is very self-explanatory as most of weapon combat is simply acted out. Magic is a beast of its own and must be looked at more than simply swinging a sword. This chapter is composed of everything you will need to confidently cast spells in your roleplaying. First, we must understand the different parts of a spell and how they affect the game.

1. **Name-** When first casting a spell the name is to be stated loudly. Loud enough for all players on a battlefield to hear clearly. This volume level does not affect such things as giving away your location as it is used more of a system notification than any other things.
2. **Description-** Unless you know your opponent is very familiar with your spell, you must also recite the spell description as it contains vital information on how the game and opponents handle and react to the spell along with the effect.
3. **Casting Type-** The spell has different ways in which it is cast. Think of this as a combination of how the game interprets the spell along with how it is identified or acted out.
  - o **Earshot-** Spells cast in this manner literally come from the power of the alliteration of the words and energy/ volume behind it. Earshot spells are failed if you fail to announce the whole spell name and effect without interruption. (This includes stuttering\* and 'uhms' all you nervous Nellys) Almost all earshot spells are Area of Effect Spells (AEE).  
*\*Exceptions may be made for players having an established difficulty with speech.*



- o **Spellball-** A spellball is a constructed ball that is used as a ranged attack to determine if it hit the target. Usually, they personify projected energies or effects. Spell Damage is announced as an attack that will be elaborated in the combat chapter.
  - o Spellballs can be constructed from tied tube socks with a ball (Tennis, Styrofoam, nerf foam, EVA foam) in the end. Biodegradable BBs may also be enclosed in biodegradable paper and tied with a tail *when approved by park officials.*
- o **Touch-** For this type of spell to be successful a touch must be made to the target, sometimes for a designated period. If the spell designates timed contact and you break contact the spell is cast and fails.
- o **Ritual-** This type of spell requires you to designate at least 30 seconds for each MP (*cantrips are still 30 seconds*) the spell expends that is role-played as if you are preparing a ritual. The content of the ritual is up to you so be creative! If the ritual is interrupted the spell fails. Some of these spells can be Area of Effect Spells (AEE).







- **Gesture-** In this spell type you must read into the spell description to achieve the desired effect. This spell casting type is the most role-play reliant as it is up to the GMs interpretation to pass or fail the spell. It may be wise to discuss with your GM ahead of the session what is accepted for the spell to be cast. Inability to complete the gesture results in a failed spell.

*Spells that are timed but must be counted aloud with "One-count aloud, two-count aloud, etc." And must represent a second. Those attempting to rush or cut time may take penalties. When casting a spell remember that excellent roleplaying is a great way to gain bonus XP. So even though a spell may only require a gesture why not go above and beyond with some epic annunciation?*

4. **Level/Cost-** Anytime a spell is cast you expend the MP (mana points) to do so even if the spell fails, the MP is still consumed. Some spells have different or variable casting values as described in the spell. If this is the case, make sure to designate the value in which you are casting your spell at. *Your total MP is designated by your magic trial adjusted number. You may not cast or learn a spell with a cost higher than magic stat or overall MP. Each role is assigned a cantrip spell which does not expel MP, has unlimited uses, and does NOT count against your known spells. You know a number of spells equal to your role's magic key stat trial adjustment number.*
5. **Role Access-** Your spell's role access dictates what roles gain access to the spell.
6. **Effect-** The spell's effect lets you know its use. Spells that endure for less than a single minute cannot be cast in conjunction of each other. This means you cannot have two spells that last 30 seconds cast simultaneously from a single caster.
7. **Legality-** Spells labeled RP can only be used when a GM is present. A Player vs. Player (PvP) spell may be used at any time in CER.
8. **Range-**
9. **Type-** This determines the category of magic that the spell falls into. There are three categories: divine, arcane, and both. Divine magic is granted by higher powers such as gods and power patron/matrons. For this reason, you cannot be a divine caster without a god or spiritual connection. Arcane magic is earned through the study of magic itself or manifests itself through sheer randomness or luck. Some spells are constant regardless of their category and may be cast by both types of spell casters. Follow your class access for your spells unless a GM or Spell says otherwise.

### Typical Caster Type Chart

<b>Arcane</b>	Bard, Diplomat, Gunslinger. Ranger, Rogue, Shieldnaught, Sorcerer, Warrior, Wizard
<b>Divine</b>	Barbarian, Knight, Martial Artist, Paladin, Shaman, Warlock

*\*Not all roles have magic access by default but would likely follow the following if access was granted.*

*\*\*Follow class access, not caster type unless a spell or GM says otherwise.*

Using the available information as stated above you should have a pretty good idea on how to cast the actual spell. The number of spells known is based on your casting key stat and any additional earned bonuses from the Wits TAN Tree. It is recommended that you carry a copy of your spells or rulebook on you for reference as it takes away from play when you cannot remember your information. Sorcerer's gain an additional ability when all of your current your spells are memorized and are able to be recited perfectly without any reference; this ability is called *Sporadic Magic* and allows the caster to add 1 additional DAMAGE to all DAMAGE dealing spells. See section G for more info. You may only add this Damage after you receive your GM's approval.

## B. Dead Spells

It is possible to find, through play, what are known as Dead Spell Scrolls. These are scrolls that contain long lost, knowledge, lore, or spells. Dead spell scrolls cannot be cast as is and must be learned before use. To attempt to learn a dead spell from a dead spell scroll attempt a Willpower or Knowledge check (the scroll may differ, just follow the scroll's text), the difficulty will be determined by the type of spell on the scroll. When a spell is learned, the scroll is magically consumed and the scroll can no longer be used, but the spell can be cast by the learner. (please return props to Game Mods for later reuse) Likewise, a scribe can learn the spell and then replicate the spell into normal spell scrolls. If an attempt is unsuccessful, the scroll is still consumed and then lost, until another is recovered, yet unlikely. Dead spell scrolls cannot be copied directly unless the person attempting to do so is at least a Journeyman level scribe and they must still succeed the proper checks or the scroll is destroyed in the process. For this reason, Dead Spells are usually extremely rare and usually more potent than normal spells.



## C. The Ritual of Æther Summoning

(Written by the Wise Calum Evenfyre, Guild Scribe and War Wizard of the Northbourne Army [Michael Paul Oncken])

Magic. The mystical force used to explain the unexplainable & to accomplish the impossible. In this world of Bios, magic is all around us; in the air that we breathe, the ground we walk upon, the water that sustains our lives, and even the sun & moonlight that caresses our faces. But some of the more wondrous crafts of this world require more than just the fleeting traces of magic that can only be harnessed for a moment for a simple spell before it's gone again. Fortunately, there is a simple ritual to summon a more permanent form of magic called Æther, magic that has been condensed into a fluid, silvery form that can be used to permanently enchant & bespell items like wands, runes, weapons, armor, potions, and scrolls. The steps of this ritual have mostly been lost to time, but fortunately for us, some Wizards have very long memories (or keep very good records).

1. This ritual must be done in a group, for only the focus of several people's varied psychic & spiritual energies will attract the Æther, the diversity of the different people mirroring the many forms that magic can take, which attracts it.
2. The summoners must have several vessels (preferably crystal) to capture & store the summoned Æther.
3. Place all the containers in a group on the ground. The summoners must sit together on the ground in a tight circle around the containers; this connects the summoners to the world & it's power and creates a sort of "cell" that the magic cannot leech out of. Do not grasp the hand of thy neighbor, as their movement & shifting may break your concentration, but rather each of thy knees (assuming thy only has two) should be touching the knee of each of thy neighbor's next to thee. Make sure that all your knees stay touching throughout the ritual to seal off the circle, lest the magic escape!
4. Once the circle has been formed, the summoners must all close their eyes & chant a simple incantation together. In one voice, intone the following:
5. "I attune to the frequencies of the universe... Æther come to me."
6. Saying the words out loud, as one, will help focus thy minds on the summoning, and bid the magic to manifest in its physical form inside thy vessels. Imagine the subtle vibrations of one's own body speeding up or slowing down to match the rhythm of the vibrations of all living things, from the largest sun to the smallest molecule, to the force between it all, pure magic itself. But magic is the lifeblood of Nature, and Nature demands balance, and therefore, saying the incantation once will not suffice, it must be said once for each person in the circle, to balance it out (if there be five people, speak it five times, if there be 20 people, it must be said 20 times, etc.). If the incantation is not spoken the precise number of times, then the circle will be unbalanced & the magic will not come to thee.

If the ritual is performed correctly, Æther, the silvery nectar of the cosmos should have filled up thy vessels, when all of these open thine eyes. This ritual will yield about one fluid ounce of Æther per summoner, but the ritual will not work again until the sun has made one complete journey across the sky and back, so one must wait at least 24 hours before attempting it again, so it is more beneficial to perform the ritual with as many summoners as possible to yield the most Æther!

*\*Please note, that one should never attempt to ingest or inject raw Æther, despite what some wily, impulsive Faun or Jötuun may tell you. Do not be compelled!*

## XII. SPELL COMPENDIUM

### A. Spells by Class

#### BARBARIAN

##### Level 1

Taste of the Air  
Vigor

##### Level 2

Venus' Starlight

##### Level 3

Arms of the Shokhan  
Lion of the Salts, The  
Rattle the Balor  
Rune, Fury

##### Level 4

Bumper's Bile Burp  
Mæwÿn's Embrace

##### Level 5

False Life

##### Level 8

Bout of the No-Clan Madness

#### BARD

##### Level 0 (Not always Cantrips)

Bard Song  
Send to Hearth

##### Level 1

Bladed Wings  
Create Illusion  
Deafened Strike  
Dimensional Pocket  
Push  
Siren Song  
Song of Passage  
Sound Snare  
Waken

##### Level 2

Detect Magic  
Disarm  
Fear Me  
Fear, Minor  
Luck  
Quinn's Sprouting Fingers  
Rally Song  
Silence  
They be Blind!  
Tongues  
Venus' Starlight  
Whisper to the Wind

##### Level 3

Aura of Tiresome Casting  
Fall into Haste  
Force into the Mind  
Lion of the Salts, The  
Rising Phoenix  
Song of the Fallen  
Speak to the Lost  
Sun & Moon Slash  
Trap Finding

##### Level 4

Bumper's Bile Burp  
Invisibility, Lesser  
Mæwÿn's Embrace  
Resist the Æther

##### Level 5

Hold the Line  
Inspire  
Shield Your Eyes  
Stand Your Ground

##### Level 6

Miino's Tinker  
Retreat

##### Level 8

Bout of the No-Clan Madness  
Rune, Dream

##### Level 10

Gam-Gam's Light

##### Variable Spells

Deafen  
Gift of the Sherpa  
Gobby Helpers, The  
Make Weapon Æthereal

#### DIPLOMAT

##### Level 1

Concentrate  
Dimensional Pocket  
Siren Song  
Zuna's Zany Zoomies

##### Level 2

Æther-snipe  
Luck  
Mage Seal  
Venus' Starlight  
Overload  
Quinn's Sprouting Fingers

**Level 3**  
Æther-rod  
Aura of Tiresome Casting  
D-VAR's Dimensional Rings

**Level 4**  
Mæwÿn's Embrace  
Resist the Æther  
Tordek's Tunnel

**Level 5**  
Corrupt the Ætherweave

**Level 6**  
Miino's Tinker  
Tear from this Plane

**Level 7**  
Slow

**Level 8**  
Bout of the No-Clan Madness  
Mass Resurrection

**Level 10**  
Gam-Gam's Light

**Variable Spells**  
Defy Gravity  
Gobby Helpers, The  
Gravity  
Magnetize  
Replicate

## DRUID

**Level 0 (Not always Cantrips)**  
Bioluminescence  
Send to Hearth  
Thorn Whip

**Level 1**  
Acid Ball  
Commune with Nature  
Ignite Arrow  
Imbue with Frost  
Messenger of the Wild  
Move Object  
Reveal Tracks  
Song of Safe Passage  
Sound Snare  
Splintering Ammunition  
Stunning Arrow  
Taste of the Air  
Wild Heart  
Zuna's Zany Zoomies

**Level 2**  
Bark Armor  
Bushes of Snakes  
Cold Wind  
Deluge  
Ease the Elements  
Ice Shard  
Rift Bolt  
Rune, Lightning  
Scry the Beast  
Seismic Slam  
Spring Forth  
Stone Hand  
Stoning  
Venus' Starlight

**Level 3**  
Animate Plant  
Armor of Mist  
Arms of the Shokhan  
Desecrated Earth  
Gale  
Lightning Javelin  
Lunar Beam  
Mend  
Rock Armor  
Solar Flare  
Sun & Moon Slash  
Thorn Pit

**Level 4**  
Autumnal Breeze  
Mæwÿn's Embrace  
Oaken Flesh  
Summer Rays  
Wind Rift  
Winter Hearth

**Level 5**  
Armor of Frost  
Invoke Lighting

**Level 6**  
Control Plants  
Miino's Tinker

**Level 8**  
Mass Resurrection  
Rune, Dream

**Level 15**  
Seismic Rift Bolt

**Variable Spells**  
Flash Preserve  
Gift of the Sherpa  
Create Totem  
Summon Holy Weapon  
Make Food  
Make Water  
Rune, Calm

## GUNSLINGER

**Level 0 (Not always Cantrips)**  
Erratic Flame

**Level 1**  
Ignite Arrow  
Imbue with Flame  
Spark Touch  
Super-Heated Steam

**Level 2**  
Æther-snipe  
Make Molten  
Premature Ignition  
Rift Bolt  
Rune, Fire  
Rune, Lightning  
Venus' Starlight

**Level 3**  
D-VAR's Dimensional Pocket  
Rings  
Lightning Javelin

**Level 4**  
Mæwÿn's Embrace

**Level 5**  
Fireball

**Level 6**  
Animate Object (Create Automaton)  
Miino's Tinker

**Level 15**  
Seismic Rift Bolt

## KNIGHT

**Level 2**  
Venus' Starlight

**Level 3**  
Lion of the Salts, The  
Rattle the Balor

**Level 4**  
Mæwÿn's Embrace

**Level 5**  
Eldritch Blade/ Æthereal Blade  
Inspire  
Raise Dead, Lesser

**Level 6**  
Miino's Tinker

## Magic Crusher

**Level 2**  
Enervation Ricochet  
Mage Bane  
Venus' Starlight

**Level 4**  
Mæwÿn's Embrace

## Death Draugr

**Level 0 (Not always Cantrips)**  
Carrion Absorption

**Level 1**  
Ancient's Blast  
Death's Hand

**Level 2**  
Elder Lash  
Vampiric Touch  
Venus' Starlight

**Level 3**  
Desecrate the Dead  
Putrid Explosion  
Rattle the Balor  
Scry the Dead  
Speak to the Lost

**Level 4**  
Carrion Absorption  
Mæwÿn's Embrace

**Level 5**  
Eldritch Blade  
Raise Dead, Lesser

**Level 10**  
Raise Dead, Intermediate

**Level 15**  
Raise Dead, Major

**Level 30**  
Ritual of Lichdom, The

**Variable Spells**  
Raise Horde  
Zydrotic Emulsification

## MARTIAL ARTIST

**Level 2**  
Stone Hand  
Venus' Starlight

**Level 3**  
Rattle the Balor

**Level 4**  
Bumper's Bile Burp  
Mæwÿn's Embrace  
Oaken Flesh

**Level 7**  
Slow

**Variable Spells**  
Gravity  
Make Weapon Æthereal  
Summon Æthereal Weapon  
Summon Holy Weapon

## PALADIN

**Level 0 (Not always Cantrips)**  
Act of Heroism  
Detect Evil  
Mend  
Send to Hearth

**Level 1**  
All-Seeing Eye  
Deafened Strike  
Detect Life  
Mage (Holy) Shield  
Push  
Waken

**Level 2**  
Cloth to Armor  
Disarm  
Holy Ballast  
Judgement  
Reckless Blast\*\*  
Rune, Shield  
Silence  
Stone Hand  
Venus' Starlight  
Wind of Mercy

**Level 3**  
Divine Intervention  
Divinity's Shell  
Lightning Javelin  
Lion of the Salts, The  
Lunar Beam  
Radiant Sun  
Rattle the Balor  
Rising Phoenix  
Smite  
Solar Flare  
Song of the Fallen



Speak to the Lost  
Sun & Moon Slash  
Wall of Fire/(Wall of Holy Fire)

#### Level 4

Guide with Light  
Mæwÿn's Embrace  
Resist the Æther  
Sanctify

#### Level 5

Corrupt the Ætherweave  
Heal  
Inspire  
Make Indomitable  
Resurrection Signet  
Shield Your Eyes  
Stand Your Ground  
Stride into Wind

#### Level 6

Miino's Tinker  
Retreat  
Tear from this Plane

#### Level 7

Bane of the Undead

#### Level 8

Mass Heal  
Mass Resurrection

#### Level 9

Balor Chain

#### Level 10

Gam-Gam's Light  
Rune, Soul

#### Level 15

Seismic Rift Bolt

#### Variable Spells

Fly  
Make Food  
Make Water  
Ritual of Revivify  
Imbue Object (Create Totem)  
Deafen  
Summon Holy (Unholy)  
Weapon

## RANGER

#### Level 1

Ignite Arrow  
Stunning Arrow  
Taste of the Air

#### Level 2

Venus' Starlight

#### Level 3

Lightning Javelin

#### Level 4

Invisibility, Lesser  
Mæwÿn's Embrace

#### Variable Spells

Gift of the Sherpa

## ROGUE

#### Level 1

Dimensional Pocket  
Taste of the Air  
Zuna's Zany Zoomies

#### Level 2

Enervation Ricochet  
Mage Bane  
Quinn's Sprouting Fingers  
Venus' Starlight

#### Level 3

Arms of the Shokhan  
Trap Finding

#### Level 4

Invisibility, Lesser  
Mæwÿn's Embrace

#### Level 6

Invisibility, Greater  
Miino's Tinker

#### Level 8

Bout of the No-Clan Madness

#### Variable Spells

Gobby Helpers, The  
Sculpt Flesh

## SHIELDNAUT

#### Level 1

Boil the Blood  
Concentrate  
Death's Hand  
Imbue with Flame  
Imbue with Frost  
Move Object  
Recover  
Thaumaturgy  
Vigor  
Zuna's Zany Zoomies

#### Level 2

Enervation Ricochet  
Fear Me  
Fear, Minor  
Imbue with Shock  
Luck  
Mage Bane  
Make Molten  
Rune, Fire  
Seismic Slam  
Shiver  
Venus' Starlight

#### Level 3

Creeping Darkness  
Fall into Haste  
Gale  
Lion of the Salts, The  
Mend  
Rust  
Wall of Fire/(Wall of Holy Fire)

#### Level 4

Guide with Light  
Mæwÿn's Embrace  
Rend Asunder  
Rune, Time  
Wind Rift

#### Level 5

Hold the Line  
Inspire  
Mana Blast  
Shackles of Pain  
Shield Your Eyes  
Stand Your Ground

#### Level 6

Miino's Tinker  
Retreat  
Rune, Reap

#### Level 7

Slow

#### Level 8

Rune, Forge, Hammer, &  
Anvil  
Rune, Lightning

#### Level 10

Act of Heroism

#### Level 15

Seismic Rift Bolt

#### Variable Spells

Blind  
Deafen  
Gobby Helpers, The  
Magnetize

## SHAMAN

#### Level 0 (Not always Cantrips)

Blood is Power  
Carion Absorption  
Primeval Touch

#### Level 1

All-Seeing Eye  
Ancients' Blast  
Blood Ritual  
Detect Life  
Coat with Ice  
Death's Hand  
Dimensional Pocket  
Ignite Arrow  
Imbue with Flame  
Imbue with Frost  
Imbue with Shock  
Stunning Arrow  
Super-Heated Steam  
Taste of the Air  
Thaumaturgy

#### Level 2

Æther-snipe  
Armor of the Bone  
Bark Armor  
Cold Wind  
Detect Magic  
Elder Lash  
Enervation Ricochet  
Fear Me

Fear, Minor  
Mage Bane  
Primeval Passage  
Quinn's Sprouting Fingers  
Rigor Mortis  
Rune, Fire  
Rune, Lightning  
Rune, Shield  
Spring Forth  
Vampiric Touch  
Venus' Starlight  
Void Chain

#### Level 3

Æther-rod  
Animate the Dead  
Armor of Mist  
Creeping Darkness  
Fall into Haste  
Gale  
Lunar Beam  
Putrid Explosion  
Rune, Fury  
Rune, Life  
Rust  
Scry the Dead  
Soul Siphon  
Speak to the Lost  
Sun & Moon Slash

#### Level 4

Autumnal Breeze  
Curse  
Invisibility, Lesser  
Mæwÿn's Embrace  
Oaken Flesh  
Rend Asunder  
Rune, Time  
Summer Rays  
Wind Rift  
Winter Hearth

#### Level 5

Armor of Frost  
Eldritch Blade/Æthereal Blade  
False Life  
Raise Dead, Lesser  
Resurrection Signet  
Shackles of Pain  
Stride into Wind

#### Level 6

Control Plants  
Fear, Major  
Ritual of Blood Taken  
Rune, Reap

#### Level 7

Slow

#### Level 8

Bout of the No-Clan Madness  
Rune, Dream

#### Level 10

Act of Heroism  
Aura of Death  
Body Clone  
Rune, Soul

#### Level 15

Seismic Rift Bolt

**Level 25**  
Damnation

### Variable Spells

Blind  
Create Totem (Imbue Object)  
Deafen  
Defy Gravity  
Flash Preserve  
Gobby Helpers, The  
Gravity  
Make Weapon Æthereal  
Rune, Calm  
Rune, Death  
Zydrotic Emulsification

## SORCERER

**Level 0 (Not always Cantrips)**  
Erratic Flame

### Level 1

Acid Ball  
Ignite Arrow  
Spark Touch  
Super-Heated Steam  
Taste of the Air  
Zuna's Zany Zoomies

### Level 2

Cold Wind  
Deluge  
Ice Shard  
Make Molten  
Overload  
Premature Ignition  
Rift Bolt  
Shiver  
Venus' Starlight

### Level 3

Armor of Mist  
Desecrated Earth  
Gale  
Lightning Javelin  
Wall of Fire/(Wall of Holy Fire)

### Level 4

Mæwÿn's Embrace  
Wind Rift

### Level 5

Armor of Frost  
Chained Lightning  
Fireball  
Invoke Lightning  
Mana Blast

### Level 6

Miino's Tinker

### Level 7

Slow

### Level 10

Act of Heroism

### Level 15

Seismic Rift Bolt

### Variable Spells

Flash Preserve  
Gravity  
Make Weapon Æthereal  
Summon Æthereal Weapon

## WARLOCK

**Level 0 (Not always Cantrips)**

Blood is Power  
Carrion Absorption  
Death's Hand

### Level 1

Acid Ball  
Æther Siphon  
Ancients' Blast  
Blood Ritual  
Boil the Blood  
Detect Life  
Imbue with Flame  
Move Object  
Taste of the Air  
Thaumaturgy

### Level 2

Æther-snipe  
Armor of Bone  
Create Weakness  
Elder Lash  
Fear, Minor  
Quinn's Sprouting Fingers  
Reckless Blast  
Rigor Mortis  
Spring Forth  
Vampiric Touch  
Venus' Starlight  
Void Chain

### Level 3

Armor of Mist  
Arms of the Shokhan  
Cause Mortal Wound  
Creeping Darkness  
Desecrate the Dead  
Putrid Explosion  
Rattle the Balor  
Scry the Dead  
Soul Siphon

### Level 4

Curse  
Autumnal Breeze  
Invisibility, Lesser  
Mæwÿn's Embrace  
Rend Asunder  
Summer Rays  
Winter Hearth

### Level 5

Armor of Frost  
Corrupt the Ætherweave  
Eldritch Blade/ Æthereal Blade  
False Life  
Fireball  
Raise Dead, Lesser  
Shackles of Pain

### Level 6

Fear, Major  
Invisibility, Greater  
Ritual of Blood Taken  
Rune, Reap

### Level 8

Bout of the No-Clan Madness

### Level 9

Balor Chain

### Level 10

Aura of Death  
Body Clone  
Raise Dead, Intermediate

### Level 25

Damnation

### Level 30

Ritual of Lichdom, The

### Variable Spells

Make Weapon Æthereal  
Summon Æthereal Weapon  
Summon Holy (Unholy)  
Weapon  
Zydrotic Emulsification

## WARRIOR

### Level 2

Enervation Ricochet  
Mage Bane  
Silence  
Venus' Starlight

### Level 3

Arms of the Shokhan  
Lion of the Salts, The  
Rattle the Balor

### Level 4

Mæwÿn's Embrace

### Level 6

Miino's Tinker

## WIZARD

**Level 0 (Not always Cantrips)**

Carrion Absorption  
Death's Hand  
Erratic Flame  
Force Blast  
Send to Hearth

### Level 1

Acid Ball  
Æther Siphon  
All-Seeing Eye  
Ancients' Blast  
Boil the Blood  
Coat with Ice  
Concentrate  
Create Illusion  
Dimensional Pocket  
Ignite Arrow  
Imbue with Flame  
Imbue with Frost  
Mage (Holy) Shield  
Messenger of the Wild

Move Object  
Push  
Recover  
Reveal Tracks  
Siren Song  
Song of Safe Passage  
Spark Touch  
Splintering Ammunition  
Stunning Arrow  
Super-Heated Steam  
Taste of the Air  
Vigor  
Weaken  
Wild Heart  
Zuna's Zany Zoomies

### Level 2

Æther-snipe  
Armor of Bone  
Bark Armor  
Bush of Snakes  
Cloth to Armor  
Cold Wind  
Create Weakness  
Deluge  
Detect Magic  
Disarm  
Dispel  
Ease the Elements  
Enervation Ricochet  
Fear, Minor  
Ice Shard  
Imbue with Shock  
Luck  
Mage Bane  
Mage Seal  
Make Molten  
Overload  
Premature Ignition  
Quinn's Sprouting Fingers  
Rift Bolt  
Rigor Mortis  
Rune, Fire  
Rune, Lightning  
Rune, Shield  
Scry the Beast  
Seismic Slam  
Shiver  
Silence  
Spring Forth  
Stone Hand  
Stoning  
Take on Other Form [Object]  
Tongues  
Venus' Starlight  
Vertigo  
Void Chain  
Whisper to the Wind

### Level 3

Æther-rod  
Animate Plant  
Animate the Dead  
Armor of Mist  
Arms of the Shokhan  
Desecrate the Dead  
Desecrated Earth  
D-VAR's Dimensional Pocket  
Rings  
Fall into Haste  
Force into the Mind  
Gale  
Lightning Javelin



Lion of the Salts, The  
Lunar Beam  
Mend  
Petrification, Lesser  
Radiant Sun  
Rattle the Balor  
Rising Phoenix  
Rock Armor  
Rune, Fury  
Rune, Life  
Rust  
Scry the Dead  
Solar Flare  
Soul Siphon  
Speak to the Lost  
Sun & Moon Slash  
Thorn Pit  
Trap Finding  
Wall of Fire/(Wall of Holy  
Fire)

#### Level 4

Autumnal Breeze  
Curse  
Guide with Light  
Invisibility, Lesser  
Mæwŷn's Embrace  
Rend Asunder

Resist the Æther  
Rune, Time  
Summer Rays  
Tordek's Tunnel  
Wind Rift  
Winter Hearth

#### Level 5

Armor of Frost  
Chained Lightning  
Eldritch Blade/Æthereal  
Blade  
False Life  
Fireball  
Heal  
Hold the Line  
Invoke Lightning  
Make Indomitable  
Mana Blast  
Petrification, Greater  
Raise Dead, Lesser  
Ritual of Mana Pooling  
Stride into Wind

#### Level 6

Animate Object (Create  
Automaton)  
Invisibility, Greater

Miino's Tinker  
Ritual of Blood Taken  
Rune, Reap  
Tear from this Plane

#### Level 7

Slow

#### Level 8

Bout of the No-Clan Madness  
Mass Resurrection  
Rune, Dream  
Rune, Forge, Hammer, &  
Anvil

#### Level 10

Aura of Death  
Body Clone  
Raise Dead, Intermediate  
Rune, Soul

#### Level 15

Seismic Rift Bolt  
Raise Dead, Major

#### Level 25

Damnation

#### Level 30

Ritual of Lichdom, The

#### Variable Spells

Blind  
Deafen  
Defy Gravity  
Flash Preserve  
Fly  
Gift of the Sherpa  
Gobby Helpers, The  
Gravity  
Imbue Object (Create Totem)  
Magnetize  
Make Water  
Make Weapon Æthereal  
Raise Horde  
Replicate  
Ritual of Revivify  
Rune, Calm  
Rune, Death  
Sculpt Flesh  
Send Object  
Send Person  
Summon Æthereal Weapon  
Zydrotic Emulsification



### Spells by Alphabetical Order

LVL/ Cost	Spell Name	Description	Casting	Role Access	Legality	Range	Type
1	Acid Ball	1 Lethal Poison damage uninhibited by DR. Armor or weapon used to block this Damage are Damaged instead. Unless otherwise stated all objects follow their HP totals.	Spellball	Druid, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
10	Act of Heroism	This is a Paladin Cantrip. Pray to your deity over a fallen ally. Your ally is resurrected (can prevent permanent character death), being fully restored. You must make a Hard Luck Trial. On a success you live, on a failure you die (permanent character death).	Touch	Paladin, Shaman, Shieldnaut, Sorcerer	PvP	Melee	Divine
1	Æther Siphon	Drains 1 MP per second when touching a target. You receive the siphoned MP.	Touch	Warlock, Wizard	PvP	Melee	Arcane
3	Æther-rod	An object you touch absorbs the magical effects of anything it touches. It gains the original attributes of the original spell. This effect lasts 10 minutes or until the spell is effectively spent.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
2	Æther-snipe	Target gets -2 MP.	Spellball	Diplomat, Gunslinger, Shaman, Warlock, Wizard	PvP	Ranged	Arcane
1	All-Seeing Eye	From your forehead emerges a magical eye linked to your vision. It may travel up to 20 ft. in any direction, including around corners and then is dispelled. This eye can squeeze through cracks as small as 1 inch.	Ritual	Paladin, Shaman, Wizard	RP	Self	Both
1	Ancients' Blast 	You inflict 2 points of Necrotic Damage. Has no effect on undead, or targets not living.	Spellball	Shaman, Warlock, Wizard	PvP	Ranged	Divine
6	Animate Object (Create Automaton)	This ritual takes 30 minutes to complete. A small or tiny object becomes a living creature with properties designated by the GM. It is akin to you but not controlled by you. (Requires Prop). If the caster is a scientist Wizard, it must be clockwork (gear and mechanically driven)	Ritual	Gunslinger, Wizard	RP	Ranged	Both
3	Animate Plant	A plant becomes a living creature with properties designated by the GM. It is akin to you, but not controlled by you.	Touch	Druid, Wizard	RP	Melee	Both
3	Animate the Dead	You may animate a corpse or bones with a TL of 2 or lower. You may increase the TL by 2 for each additional MP spent. (NPCs must be readily available)	Ritual	Shaman, Wizard	RP	Ranged	Both
2	Armor of Bone	If standing next to a dead creature, you are immune to piercing, slashing, and bludgeoning Damage for 30 seconds counted aloud. The corpse then rapidly rots away.	Touch	Warlock, Wizard, Shaman	RP	Melee	Both
5	Armor of Frost	Shroud yourself in frost. You gain immunity to cold Damage and reduce fire Damage by half for 30 seconds counted aloud. If it is freezing outside, the spell cost is halved.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both
3	Armor of Mist	You are immune to projectiles for 30 seconds counted aloud.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both
3	Arms of the Shokhan	You sprout two additional arms out of your sides just under your arm pit. Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb. (Requires Prop) These arms last one hour and have no effect if your character is already a Hecatoncheires.	Touch	Barbarian, Druid, Rogue, Warlock, Warrior, Wizard	RP	Self	Both
10	Aura of Death	All creatures within a 20-foot area around you must pass a Hard Toughness Trial or fall to the ground dead.	Gesture	Shaman, Warlock, Wizard	PvP	ACE	Divine
3	Aura of Tiresome Casting	You create a sphere with a mile radius centered on yourself. A cantrip cast, within the area of effect, after the initial; with the same name must be cast one level higher every time you cast it afterwards. Each sequential cast of a cantrip makes the cost go up by one. However, if you cast a new cantrip you may only use the new cantrip once before the it must then follow the same rules as previously cast cantrips. This spell can "stack" with other instances of this spell, however you may only have one instance of this spell cast on yourself at once.	Ritual	Bard, Diplomat, Wizard	RP	Self	Arcane



4	Autumnal Breeze	This spell requires an additional spell component of dead leaves unless you are a Druid. To cast this spell, mash and tear the leaves within your hand then blow them towards an enemy within 50 ft of you. This target takes 2 necrotic Damage and cannot gain any life from resting, alchemy, or food for 1 minute. This spell's effects are doubled it is cast within Elveser (Fall).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
9	Balor Chain	This spell requires a prop of a 6 ft section of soft, light rope (GM approval required). This rope simulated a chain (must have normal chain purchased in-game) that begins to glow the eerie Hellfire (hellfire cannot be resisted by DR or abilities). The spell lasts 5 minutes or 10 if you are a Demi-Fiend or until hipped. The chain does 5 Hell-fire Damage, igniting any wood equipment when it hits. While the chain is active you are immune to fire and hell-fire Damage. Any creature that is killed with this spell has its soul ripped from its body and sent to Hell or the Abyss.	Touch	Paladin (Evil Aligned), Warlock	RP	Melee	Both
7	Bane of the Undead	The next undead target you strike takes 10 radiant Damage. If more than half of their HP remains, they are destroyed. This spell has no effect on living creatures.	Gesture	Paladin	PvP	Melee	Divine
0	Bard Song	This is a Bard Cantrip. Each person who sings along restores to full HP and MP. Does not resurrect. Only usable at base camp.	Earshot	Bard	PvP	ACE	Both
2	Bark Armor	Your target's body has a DR of 2, as if completely covered with Wood Armor for 30 seconds counted aloud.	Touch	Druid, Shaman, Wizard	PvP	Melee	Both
0	Bioluminescence	Touch a plant's leaves, a mushroom cap, a fungus, or a creature the size of a rabbit or smaller. The object starts glowing a pale blue, green, or violet color for 1 hour. The glow spreads to other similar objects of they are less than a foot from each other.	Touch	Druid	RP	Melee	Arcane
1	Bladed Wings	Target's next ranged attack does +1 damage	Touch	Bard, Wizard	PvP	Melee	Both
X*2	Blind	Target cannot see for X minutes.	Earshot	Shaman, Shieldnaut, Wizard	RP	ACE	Both
0	Blood is Power	This is a Shaman Cantrip. Sacrifice 1 HP and receive 1MP. If touching another player, the MP can be given to them instead of yourself.	Touch	Warlock, Shaman	PvP	Melee	Both
1	Blood Ritual	Each creature killed during your ritual gives you 1 temp MP.	Ritual	Shaman, Warlock	PvP	ACE	Both
10	Body Clone	As an additional cost to cast this spell you must have the fresh corpse of a recently dead enemy of a TL equal or greater to yours. You create a body that is within your likeness. If you die, your consciousness is diverted to the new body, and you are functionally revived. If you do not die within 24 hours of casting the spell, the body starts to decay, and the spell fails unless the spell is recast.	Ritual	Shaman, Warlock, Wizard	RP	Melee	Both
1	Boil the Blood	Target receives 1 Fire damage for each second of contact.	Touch	Shieldnaut, Warlock, Wizard	PvP	Melee	Both
8	Bout of the No-Clan Madness	Suffering a bout of complete madness, in a psychotic break, you look around you and see people at play; you hear words and gestures being made as if your reality is nothing but a game. Looking at the Game Moderator you may ask one question OOG pertaining to the game or task at hand and carry the info back into your character when your "return to game". The question has the right to be denied by the GM if it is out of line or too revealing, but the GM will then let you ask another question. They answer sincerely but the information may change depending on in game occurrences. The spell ends when you receive your answer.	Gesture	Barbarian, Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	RP	AOE	Arcane
4	Bumper's Bile Burp	Drinking the alcohol that you have (prop); you erupt a fetid pile of puke. This is magically conjured vomit and you do not suffer any ill effects from normal vomiting. All targets within arm's reach must fall prone. Targets that are prone are considered covered in vomit and must roll around for 5 seconds before returning to their feet.	Ritual	Barbarian, Bard, Martial Artist	RP	ACE	Divine
2	Bush of Snakes	All targets within arm's reach cannot move from location for 5 seconds.	Gesture	Druid, Wizard	PvP	ACE	Both
0	Carriion Absorption ☠	Bending down and touching a freshly dead corpse (less than 1 hour in-game) you may regain 1 HP as it consumed and mutilates the corpse with a slurping noise. This spell can only be cast every 1 minutes.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane

3	Cause Mortal Wound	Take your hand and run your hand upon the striking surface or tip. Upon the next weapon attack the target begins to bleed out and takes 1 damage for every 1 minute after. Until healed with a spell of a cost of 3 or higher.	Gesture	Warlock	PvP	Melee	Both
5	Chained Lightning	A target along with each target within arm's length takes 2 electric damage. This spell ignores armor AND doubles the Damage if they are wearing metal platemail.	Spellball	Sorcerer, Wizard	PvP	Ranged	Both
2	Cloth to Armor	Choose one of the following types: Slashing, Piercing, or Bludgeoning. All fabric on your touched target is now immune to that type of Damage for an hour. You may cast this spell multiple times on the same target increasing the cost by 2 for each time recast.	Touch	Paladin, Wizard	PvP	Melee	Both
1	Coat with Ice	Take your hand and run your hand upon the striking surface or tip. The next weapon strike does + 1 Cold damage	Gesture	Shaman, Wizard	PvP	Melee	Both
2	Cold Wind	This spellball does 2 cold Damage, if the target is wet it does 3 instead. If it is below freezing, this spell cost 1.	Spellball	Druid, Shaman, Sorcerer, Wizard	PvP	Ranged	Both
1	Commune with Nature	Gain 3 MP. This spell can only be cast once per hour (out-of-game).	Ritual	Druid	RP	Self	Divine
1	Concentrate	Count aloud for 30 seconds for successful cast, On successful cast gain 2 MP. This spell can only be outside of combat, during this 30 second you cannot move, cannot cast other spells, or move your arms.	Earshot	Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
6	Control Plants	You gain control of a plant the size of a tree for 1 minute, during this minute you can bend and shape the plant, even uprooting it if need be. It can move at a slow pace. A GM may discern its stats.	Touch	Druid, Shaman	RP	Melee	Divine
5	Corrupt the Ætherweave	In a 10-ft circle around you no magic may be present for 10 minutes.	Ritual	Diplomat, Paladin, Warlock	RP	ACE	Arcane
1	Create Illusion	Create a sound or illusion the size of you for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Bard, Wizard	RP	ACE	Both
X+2	Create Totem (Imbue Object)	This spells ritual takes 10 minutes per MP cost of spell being cast with imbue. This spell costs 2+X MP, X being equal to the intended TL of the item. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Druid, Shaman	RP	Melee	Both
2	Create Weakness	Target must fall onto their back.	Spellball	Warlock, Wizard	PvP	Ranged	Both
3	Creeping Darkness	All enemies within earshot that are under darkness take 2 cold Damage. (Must be used outside at night, no moon light)	Earshot	Shaman, Shieldnaut, Warlock	RP	ACE	Both
4	Curse ☠️	Touch your target, they are now cursed. All your attacks do 2 additional points of Necrotic damage to cursed target.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
25	Damnation	Each target with earshot is instantly killed as the target's bodies fall into black ash, including you and allies. This Damage cannot be reduced or resisted and ignores all armor and shields. (Please notify a Game Admin before attempting to cast this spell.)	Earshot	Shaman, Warlock, Wizard	RP	ACE	Divine
X*3	Deafen	A target does not make sound and cannot speak for X minutes. This spell can prevent spellcasters from casting spells.	Earshot	Bard, Paladin, Shaman, Shieldnaut, Wizard	RP	ACE	Both
1	Deafened Strike	Take your hand and run your hand upon the striking surface or tip, the target's next attack does -1 damage	Gesture	Bard, Paladin	PvP	Melee	Both
1	Death's Hand ☠️	This is a Warlock or Wizard Cantrip. Touch spell that does 1 Necrotic damage. This spell's Damage doubles each time at the following Warlock's TLs; 4, 8, & 16.	Touch	Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Divine
X	Defy Gravity	Target becomes immune to gravity and becomes neutrally buoyant for X*30 seconds.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
2	Deluge	Target must move back 3 paces, Inflicts 1 point of force [water] Damage.	Gesture	Druid, Sorcerer, Wizard	PvP	Ranged	Both



3	Desecrate the Dead 	Cast a curse on a corpse. The next creature to interact with the corpse causes a necrotic explosion dealing 2 necrotic Damage to all creatures within a 15 ft range.	Touch	Wizard, Warlock	RP	Melee	Divine
3	Desecrated Earth	All Opponents within 10 ft takes 2 damage.	Ritual	Druid, Sorcerer, Wizard	PvP	ACE	Divine
0	Detect Evil	This is a Paladin Cantrip. You can sense anything evil or undead within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin	RP	ACE	Divine
1	Detect Life	You can sense anything living within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin, Shaman, Warlock	RP	ACE	Both
2	Detect Magic	You can sense magical beings, effects, and artifacts within a 50 circle around you, and reveal their location. Immediately dispels.	Earshot	Bard, Shaman, Wizard	RP	ACE	Both
1	Dimensional Pocket	You create a rift in space and time that appears before you approximately 3 ft wide. You can store 2 bag slots of equipment within this space. It disappears after 10 seconds. You must recast this spell to each time you wish to access the pocket.	Ritual	Bard, Diplomat, Rogue, Shaman, Wizard	RP	ACE	Arcane
2	Disarm	A target must drop their weapon(s) and/or shield, all things currently being gripped in either hand.	Spellball	Bard, Paladin, Wizard	PvP	Ranged	Both
2	Dispel	Based on the MP cost you may cast a magic trial to cancel a spell or effect. 1-2: Simple, 3-4: Easy, 5-6: Intermediate, 7-8: Hard, 9-10: Impossible.	Gesture	Wizard	PvP	Ranged	Both
3	Divine Intervention	This spell must be cast before it triggers. The next blow that would be fatal, reduces you to 1 HP instead. You must wait an hour to recast this spell.	Ritual	Paladin	RP	Self	Divine
3	Divinity's Shell	Target cannot take any damage or deal any damage for 15 seconds (must count aloud) Must hold holy symbol overhead and yell spell aloud.	Gesture	Paladin	PvP	Self	Divine
3	D-VAR's Dimensional Pocket Rings	Removing two small golden rings from your pocket, they enlarge to a 3ft ring (hula-hoop prop required). Toss one on the ground, it hugs the ground as electricity crackles around it. Forming in the ring is a volatile wormhole. Toss the second ring however far you would like with your arms. The second becomes enveloped with the same energy as the first and links to the opposite side of the first wormhole. You can look through the ring and see the outside of the side of the other effectively making a portal or traversable wormhole. The spell lasts 30 seconds and any lightning spell cast through triples in Damage. (Player must throw through both rings in a hold.)	Ritual	Diplomat, Gunslinger, Wizard	RP	Ranged	Arcane
2	Ease the Elements	Your target may take no ill effects of extreme weather for a day. You may expend 2 MP for each additional target.	Ritual	Druid, Wizard	RP	Self	Both
2	Elder Lash 	You may use up to an 8ft pool noodle. Your arm becomes a black tentacle that can hit targets for 2 bludgeoning damage. Can be cast on each arm. This spell lasts for up to an hour.	Touch	Shaman, Warlock	PvP	Melee	Divine
5	Eldritch Blade / Æthereal Blade 	Summon a ghostly weapon to wield in battle (Phys prop required). The shape and type of weapon has no bearing on the damage which is equal to your Magic Adjustment Number divided by 2. This damage penetrates and does necrotic damage. The spell lasts for 5 minutes. If you take this spell and it is arcane in nature it instead does force damage.)	Gesture	Knight, Shaman, Warlock, Wizard	PvP	Melee	Both
2	Enervation Ricochet	Deflect a spellball with another spell or magic item. The original caster causes the original spells Damage in addition to the secondary effect of what was used to rebound the spell. (Melee weapons can still inflict this ricochet Damage.) Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANs, ignoring spell cost.	Gesture	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	ACE	Both
0	Erratic Flame	This is a Sorcerer or Wizard Cantrip. Spellball dealing 1 Fire damage. This spell does damage to all targets hit including self (As result of ricochet). This spell's Damage doubles each time at the following Sorcerer's TLs; 4, 8, & 16.	Spellball	Gunslinger, Sorcerer, Wizard	PvP	Ranged	Both
3	Fall into Haste	Chosen target must go berserk if its TL is lower than yours. Target will attack ANY closest creature including teammates for 30 seconds.	Earshot	Bard, Shaman, Shieldnaut, Wizard	PvP	ACE	Both




5	False Life	Touch a target, for the next hour if the target were to be killed, they are instantly resurrected with half of their total HP. You may only have one instance of this spell in play unless you are a shaman.	Touch	Barbarian, Shaman, Warlock, Wizard	RP	Melee	Both
2	Fear Me	During combat when the target enemy does not have any nearby allies, the target is stunned for 1 second and opens defenses.	Earshot	Barbarian, Bard, Shaman, Shieldnaut	PvP	ACE	Both
6	Fear, Major	A target with a TL 10 or lower becomes afraid of you and flees, if they are able to be frightened. You may increase the TL by 1 for each additional MP spent.	Earshot	Shaman, Warlock	PvP	ACE	Both
2	Fear, Minor	A target with a TL 2 or lower becomes afraid of you and flees. You may increase the TL by 1 for each additional MP spent.	Earshot	Bard, Shaman, Shieldnaut, Warlock, Wizard	PvP	ACE	Divine
5	Fireball	Spellball dealing 4 Fire damage. Any creatures within double arm's reach of impact also takes this Damage.	Spellball	Gunslinger, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
V*	Flash Preserve	Touch a corpse of a recently slain creature or a healthy plant. The target is flash frozen and stays that way for 12 hours (indefinitely when freezing out) preventing decay. Targets frozen this way cannot be resurrected or gain HP or MP while frozen. This spell costs varies on the size of the target; Tiny (Small cat)- 1, Small (dog or goblin)- 2, Medium (person)- 4, Large (Ogre or horse)- 8, Huge (elephant)- 16, Gargantuan (2-3 story home)- 32, Colossal (castle keep)- 64	Touch	Druid, Shaman, Sorcerer, Wizard	PvP	Melee	Both
X	Fly	You can fly up to X times 10 ft.	Gesture	Paladin, Wizard	RP	Self	Both
0	Force Blast	This is a Wizard Cantrip. Spellball dealing 1 Lethal Bludgeoning uninhibited by DR. This spell's Damage doubles each time at the following Wizard TLs; 4, 8, & 16.	Spellball	Wizard	PvP	Ranged	Both
3	Force into the Mind	Access the memories of a humanoid with a TL of 2 or less. You may increase the TL by 1 for each additional MP spent.	Touch	Bard, Wizard	RP	Melee	Both
3	Gale	Push all creatures in a line back 5 paces.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
10	Gam-Gam's Light	For the in-game duration of 1 hour, a piercing white light emanates from a trinket of a loved one. Any fiend caught within sight must make an Impossible Willpower Trial or revert to its original form and take 24 radiant damage, or half with a success. In addition, while the fiend is within sight of the light, regardless of the outcome of their trial; they cannot attack any allies that are within the radius. To monsters, fiends, and other evil-aligned enemies the light is blinding while looking in the direction of the light without any eye shielding. This light is NOT daylight. Allies see the light, but it does not hinder or harm their vision.	Gesture	Bard, Diplomat, Paladin	RP	AOE	Divine
X+1	Gift of the Sherpa	You can now move vertically along walls and shear surfaces for X*30 seconds.	Touch	Bard, Druid, Ranger, Wizard	RP	Melee	Both
X	Gobby Helpers, The	You summon a number of æthereal goblins equal to X. They can each carry 50 lbs. or 4 bag slots worth of equipment for you given the equipment is easily carry-able or in bags. These goblins cannot be harmed and insult you while toiling. The spell lasts until you take Damage from any source.	Ritual	Diplomat, Rogue, Shaman, Shieldnaut, Wizard, Bard	RP	ACE	Arcane
2*X	Gravity	All targets within an arm's reach, except you but including allies, must move at half speed for 30 seconds. You can increase an arm's length for each X spent.	Gesture	Diplomat, Martial Artist, Shieldnaut, Shaman, Sorcerer, Wizard	RP	ACE	Both
4	Guide with Light	An object you touch glows with the brightness of a torch for 10 minutes.	Touch	Paladin, Shieldnaut, Wizard	PvP	Melee	Both
5	Heal	Fully restores the HP of an ally or yourself. This may revive an ally even if they are freshly dead, less than 5 minutes.	Touch	Paladin, Wizard	PvP	Melee	Both
5	Hold The Line	All allies within earshot gain resistance to slashing, piercing, and bludgeoning for 10 seconds. (Resistance is half Damage)	Earshot	Bard, Shieldnaut, Wizard	RP	ACE	Both
2	Holy Ballast	If you are engaged by more than one enemy, your next strike does +2 radiant (holy) Damage. Undead take double Damage from this spell.	Earshot	Paladin	PvP	ACE	Divine



2	Ice Shard	Spellball dealing 2 Piercing Cold damage with Penetrate (ignores armor).	Spellball	Druid, Sorcerer, Wizard	PvP	Ranged	Both
1	Ignite Arrow	Adds 2 fire Damage to the next arrow you touch when it hits a target. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Gunstlinger, Wizard, Sorcerer, Shaman, Druid, Ranger	PvP	Ranged	Both
X+2	Imbue Object (Create Totem)	This spells ritual takes 10 minutes per chosen X MP of spell being cast with imbue. This spell costs 2+X MP, X being equal to the imbuing spells level. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Paladin, Wizard	RP	Melee	Both
1	Imbue with Flame	You or target creature's next weapon attack deals fire Damage instead of its normal Damage.	Touch	Gunstlinger, Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Both
1	Imbue with Frost	You or target creature's next weapon attack deals cold Damage instead of its normal Damage	Touch	Druid, Shaman, Shieldnaut, Wizard	PvP	Melee	Both
2	Imbue with Shock	You or target creature's next weapon attack deals lighting Damage instead of its normal Damage. (This spell does double if the spell hits metal, including other weapons.)	Touch	Shaman, Shieldnaut, Wizard	PvP	Melee	Both
5	Inspire	The caster gives an inspiring speech. All friendly allies within earshot gain +1 Damage to weapon strikes for 30 seconds. Knights can unlock this spell with 5 XP and can cast it once per session, ignoring spell cost. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Knight, Paladin, Shieldnaut	RP	ACE	Both
6	Invisibility, Greater	A creature your size or smaller AND yourself becomes invisible for 60 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Rogue, Warlock, Wizard	RP	ACE	Both
4	Invisibility, Lesser	A creature your size or smaller, or yourself becomes invisible for 30 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Bard, Ranger, Rogue, Shaman, Warlock, Wizard	RP	ACE	Both
5	Invoke Lighting	All creatures within a 10-foot radius at the point of contact take 2 lighting Damage. If they are wearing metal armor, the Damage is doubled. If this spell is cast outside and its storming/raining, the MP cost is 3.	Spellball	Wizard, Druid, Sorcerer	RP	Ranged	Both
2	Judgement	The next strike of your weapon does +2 radiant Damage. If this strike kills the opponent gain 1 MP, unless they are undead.	Touch	Paladin	PvP	Melee	Divine
3	Lightning Javelin	This spell cannot be blocked if the target is wearing metal armor (not by weapon). The target takes 3 lightning Damage, and it cannot be reduced by mundane (non-magical) means.	Spellball	Druid, Gunstlinger, Paladin, Ranger, Sorcerer, Wizard	PvP	Ranged	Both
2	Luck	Cast during a trial check; Add a 2 to your adjustment number for this trial. Add 4 instead if cast during a luck trial.	Earshot	Bard, Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
3	Lunar Beam	An enemy hit with the Spellball must take 4 radiant Damage. This spell has no effect on lycanthropes and vampires (Must be used outside at night with moon overhead)	Spellball	Wizard, Druid, Shaman, Paladin	RP	Ranged	Both


4	Mæwŷn's Embrace	Touch a creature. If they are unwilling, they must make Hard Willpower Trial or fall into a deep magic slumber. Creatures that sleep in this way have dreams of relaxation, care and/or romance under a sky of falling stars (known as the Tears of the Goddess) and if they may regain 1 MP and 1 HP for every 5 minutes slept this way. Unwilling creatures may attempt to wake after every minute of magical slumber but get a -2 to their trials each time they fail after the initial check. Both willing and unwilling creatures wake after a maximum time of 8 hours feeling rejuvenated and emotionally moved by their dreams. The caster cannot see or know what type of dream the target had unless it is shared with them. This spell can be cast as a ritual by the caster if so, the caster may become the target of the magical slumber. This is a charm effect.	Touch	All	RP	Melee	Arcane
2	Mage Bane	Your next weapon attack removes 1 MP from your target on a successful strike. Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANS, ignoring spell cost.	Touch	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	Melee	Arcane
2	Mage Seal	Target object you touch becomes magically locked and must be lock picked or dispelled as an Easy Trial.	Touch	Diplomat, Wizard	RP	Melee	Arcane
1	Mage Shield (Holy Shield)	The next received physical attack does no Damage. Cast as a blocking motion.	Gesture	Wizard (Paladin)	PvP	Self	Divine
X	Magnetize	When a metal object you touch meets another metal object is cannot be removed from the enchanted object for X seconds.	Touch	Diplomat, Shieldnaut, Wizard	RP	Melee	Arcane
X	Make Food	Creates X rations of food. Fruits and vegetables only, no meat in this case.	Ritual	Druid, Paladin	RP	Ranged	Both
5	Make Indomitable	One non-living object, up to 100 feet tall becomes indestructible for 1 day. When this object becomes indestructible it become rigid in its shape, unable to move or flex for the duration of the spell.	Ritual	Paladin, Wizard	RP	Ranged	Both
2	Make Molten	1 Metal object up to 5 ft. square is turned into molten metal for 30 seconds. Any creature that meets the molten metal takes 3 Fire damage for each second in contact. The spell cannot be cast on anything that has immediate contact with anything living besides you.	Touch	Gunslinger, Shieldnaut, Sorcerer, Wizard	RP	Melee	Both
X	Make Water	Creates X gallons of water.	Ritual	Druid, Paladin, Wizard	RP	Ranged	Both
X+2	Make Weapon Æthereal	Your weapon gains the magical Damage property to any of its current Damage types for X strikes.	Ritual	Bard, Martial Artist, Shaman, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
5	Mana Blast	Enemies within arm's reach take X magical bludgeoning Damage. X is equal to your current amount of MP before paying for the spell. After you cast this spell, you cannot cast any spell for 60 seconds.	Gesture	Shieldnaut, Sorcerer, Wizard	PvP	ACE	Arcane
8	Mass Heal	Each target may heal completely. Your targets are equal to your Magic Stat.	Earshot	Paladin	PvP	ACE	Both
8	Mass Resurrection	This spell requires an additional component, an emerald for each target needing resurrected. Heal all fallen allies as long as they are dead for less than 1 hour. You may only cast this spell once per day. This spell cost goes up by 4 for any role other than Paladin.	Earshot	Diplomat, Druid, Paladin, Wizard	RP	ACE	Divine
3	Mend	This is a Paladin Cantrip. Heal Target 2 HP. Casting cost is 0 if your role is Paladin. This spell's healing doubles each time at the following Paladin's TLs; 10, 20, & 30.	Touch	Druid, Paladin, Shieldnaut, Wizard	PvP	Melee	Both
1	Messenger of the Wild	You may have a creature with a TL 2 or lower deliver a message within its natural means. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
6	Miino's Tinker	You touch one willing creature. Once before the spell ends, the target can add +10 as an to any trial that deals with engines, clock-work, artificing, or technology that deals with engineering or tinkering, including craft checks. The spell then ends.	Touch	All	RP	Melee	Arcane
1	Move Object	You may move an object up to your body size for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Druid, Shieldnaut, Warlock, Wizard	RP	ACE	Both



4	Oaken Flesh	You gain 5 temporary HP.	Gesture	Druid, Martial Artist, Shaman	PvP	Self	Both
2	Overload	Damages a simple mechanism to DMs discretion.	Touch	Diplomat, Sorcerer, Wizard	RP	Melee	Arcane
5	Petrification, Greater	Target is turned to stone and cannot move. This ability is permanent unless dispelled at an Impossible level.	Spellball	Wizard	RP	Ranged	Both
3	Petrification, Lesser	Target is turned to stone and cannot move until it takes damage or dispelled at an Intermediate Level.	Spellball	Wizard	RP	Ranged	Both
2	Premature Ignition	Look at an enemy with a firearm, they must fire their current loaded shot at the ground and then reload.	Earshot	Gunslinger, Sorcerer, Wizard	RP	ACE	Both
2	Primeval Passage	An element of your Primeval God becomes solid for 10 minutes and can be climbed and/or traversed. You cannot take damage from this element while in this form.	Ritual	Shaman	RP	Melee	Divine
0	Primeval Touch	This is a Shaman Cantrip. You inflict 1 damage of Lethal [Type] damage. The type is determined by your Primeval force. This spell's Damage doubles each time at the following Shaman's TLs; 4, 8, & 16.	Touch	Shaman	PvP	Melee	Divine
1	Push	Target must open defenses for 1 second and step back 1 pace.	Gesture	Bard, Paladin, Wizard	PvP	Ranged	Both
3	Putrid Explosion 	You cause your soul to explode ripping you apart inflicting 20 necrotic Damage to all creatures in a 10' radius. You cannot be resurrected by normal means	Earshot	Warlock, Shaman	RP	ACE	Both
2	Quinn's Sprouting Fingers	For one minute, you sprout an extra finger (prop preferred) and your spells cannot be negated or canceled. You also gain an Adjustment number of +3 while doing anything with your hands.	Gesture	Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	PvP	Self	Both
3	Radiant Sun	All enemies within earshot that are in sunlight take 1 fire Damage (Must be used outside during the day).	Earshot	Paladin, Wizard	RP	ACE	Both
10	Raise Dead, Intermediate 	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 10 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Warlock, Wizard	RP	AOE	Both
5	Raise Dead, Lesser 	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 5 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Knight, Warlock, Shaman, Wizard	RP	AOE	Both
15	Raise Dead, Major 	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 16 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Wizard	RP	AOE	Arcane
X*V	Raise Horde 	Incanting dark words that seem to echo around you; X creatures with a TL of V or bursts forth from the ground (no corpses needed) becoming your thralls for 24 hours in game. Using simple commands; you can have them fight for you, accomplish mundane work, or keep guard. They cannot cast magic or learn new complex information. The spelling effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue. The type of undead that is called forth is determined by a GM or GA. X and V are both a Mana Cost.	Ritual	Wizard	RP	AOE	Arcane
2	Rally Song	Allies are granted 2 temporary HP	Earshot	Bard	PvP	ACE	Both

3	Rattle the Bolor 	Your next strike doubles your damage bonus and does penetrating necrotic damage, the target of the spell is stunned for 3 seconds and must take a knee.	Touch	Barbarian, Knight, Martial Artist, Paladin, Warlock, Warrior, Wizard	PvP	Melee	Both
2	Reckless Blast	Throw a Spellball with your non-dominant hand. If you are ambidextrous (can write legibly) you cannot use this spell. The spellball does 3 force Damage. If this hits you or an ally, even in the event of a ricochet, the Damage is doubled.	Spellball	Paladin (Evil Aligned), Warlock	RP	Ranged	Both
1	Recover	Repair one piece of broken equipment or armor.	Touch	Shieldnaut, Wizard	PvP	Melee	Both
4	Rend Asunder	The piece of armor you touch is functionally worthless until the equipment is repaired	Touch	Shaman, Shieldnaut, Warlock, Wizard	RP	Melee	Both
X	Replicate	You may create a copy of an object up to X inches squared.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
4	Resist the Æther	Any object touched is resistant to magic for 1 day.	Ritual	Bard, Diplomat, Paladin, Wizard	RP	Melee	Arcane
5	Resurrection Signet	Take 10 minutes and draw a signet of resurrection on the ground around a dead creature. Once the signet is drawn, the creature is resurrected. Hard Will-power trial success required or Expert if willpower adjustment is less than 10 and impossible if less than 5. If the spell fails, the spell collapses causing the body to rapidly decay and destroying the body.	Ritual	Paladin, Shaman	RP	Ranged	Both
6	Retreat	All allies within earshot gain immunity to Damage for 30 seconds while running away from enemies. If you face the enemy before the 30 seconds is over, you lose immunity to Damage and are stunned for 5 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both
1	Reveal Tracks	Reveals hidden or obscured tracks within a 25 ft. radius.	Gesture	Druid, Wizard	RP	ACE	Both
2	Rift Bolt	1 Lightning damage uninhibited by armor (double when spell contacts metal). This spell does 3 Damage if your Magic TAN is 20.	Spellball	Druid, Gunslinger, Sorcerer, Wizard	PvP	Ranged	Both
2	Rigor Mortis	The target has to move as though their limbs are stiffing for 30 seconds.	Spellball	Warlock, Shaman, Wizard	PvP	Ranged	Both
3	Rising Phoenix	Restore One Downed Target to half HP. Must be dead for less than 1 minute.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
6	Ritual of Blood Taken	This spell requires a normal sized (16-18 fl. oz.) bowl, glass, container of blood (biodegradable prop blood required). Pour out blood for three seconds counted aloud to reduce a spells cost by 1 MP. When you run out of blood the spell is completed. You can fill your vessel or recast this spell by approaching a recently killed target (that has blood) or by recasting this spell for 4 MP instead.	Ritual	Warlock, Shaman, Wizard	RP	Self	Divine
30	Ritual of Lichdom, The 	This ritual takes 8 hours to complete. During the ritual you must call upon magic to keep yourself alive until you are able to place your heart, brain, digestive tract, and lungs in vessels (phylactery). Upon death, you are reanimated as an undead and your soul ceases to exist within its current form but is instead splintered between these phylacteries. You retain all of your stats with the following adjustments: Magic +40, Might -20, Luck -20, Reflexes -20, Toughness +40, Willpower -20, Wits 0 Each time you are reduced to 0 HP you turn to dust but are reincarnated within 10 feet of one of these phylacteries. You cannot be destroyed completely unless the phylacteries are destroyed. Each phylactery has 20 HP and is weak to radiant and fire Damage, and resistant to magic, but immune to cold and necrotic.	Ritual	Warlock, Wizard	RP	Self	Arcane
5	Ritual of Mana Pooling	This ritual must be cast by a Wizard initially. During the ritual other arcane spell casters may contribute to a pool while chanting, "I offer this up to the great pool!" 1 MP is added from each spell caster per chant. The pool may then be depleted and used for any spell by any of the casters within the ritual. The mana dissipates immediately after the chanting of the others ceases.	Ritual	Wizard	RP	ACE	Arcane




X	Ritual of Revivify	This ritual takes 4 hours to complete. You must have at least the bones of the corpse you are trying to revivify. The spell cost X, where X is equal to the deceased target's previous TL. As an additional cost to cast this spell you must expend 50 gold per X in gems. If the deceased target's soul is available, the body reforms at perfect health and its previous TL. If the target's soul is lost, enslaved, destroyed or otherwise unable to return to the reformed body; the spell produces an undead fiend of a TL equal to X (Half of X for Paladins given they are of good alignment). If the body of the deceased is killed or destroyed in either living or undead form, this spell may no longer be performed.	Ritual	Paladin, Wizard	RP	Melee	Divine
3	Rock Armor	Your target's body has immunity to Damage, for 30 seconds, counted aloud.	Touch	Druid, Wizard	PvP	Melee	Both
X	Rune, Calm 	Draw the rune within the air. To activate speak, "Fwo (fhwoa)" softly. When activated, the nearest beast with a TL of X or lower comes to a state of relaxation. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Druid	RP	Ranged	Both
X	Rune, Death 	Draw the rune within the air. To activate shout, "Graven! (grave-en)". When activated, the nearest creature (other than you) with a TL of X or lower dies. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	RP	Ranged	Both
8	Rune, Dream 	Draw the rune on a creature with a TL equal to or lower than yours. To activate whisper, "Vec...". When activated, the target enters a vivid magical sleep and experience prophetic dreams. Targets in this trance double their Magic and Wits TANS and can communicate with others, cast spells, and attempt trials while sleeping when prompted, but cannot stand or defend themselves. The creature can be jostled awake. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Bard, Druid	PvP	Ranged	Both
2	Rune, Fire 	Draw the rune on a surface. To activate shout, "His (hiss)!" When activated, the area is engulfed in flame causing 2 fire Damage to all creatures within range. You may only draw one rune per hour.	Gesture	Gunslinger, Shaman, Shieldnaut, Wizard	PvP	ACE	Both
8	Rune, Forge, Hammer, & Anvil 	Draw the runes on a broken or destroyed (must still have a single piece) weapon or piece of metal equipment. To activate shout, "Tng-Chng-Forue! (tingg-chingg--forguh)". When activated, the item is magically recreated to its original form, including any magical properties.	Gesture	Shieldnaut, Wizard	RP	ACE	Both
3	Rune, Fury 	Draw the rune on a creature (may include teammate). To activate shout, "Gruh!". When activated, the target enters a mindless rage for 30 seconds (counted aloud by caster) and does double Damage. After the rage the target cannot attack for 1 minute. You may only draw one rune per hour. Barbarians may gain access to this spell by spending 6 XP points. They can cast it a total number of times a day equal to half their Barbarian TL, ignoring spell cost.	Gesture	Wizard, Shaman, Barbarian	PvP	Ranged	Both
3	Rune, Life 	Draw the rune on a creature. To activate shout, "Mir (mihl)!" When activated, the creature gains 5 Temporary HP. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	PvP	Ranged	Both
2	Rune, Lightning 	Draw the rune on a surface. To activate shout, "Oht (oahl)!" When activated, the area is blasted with lightning causing all creatures within range to be stunned for 5 seconds. You may only draw one rune per hour.	Gesture	Druid, Gunslinger, Shaman, Shieldnaut, Wizard	RP	ACE	Both
6	Rune, Reap 	Draw the rune in the air. To activate shout, "Po! (pull)". When activated, in a 10 ft circle around you, the souls of all fallen are siphoned into you; granting 1 MP for each soul absorbed this way. These souls are consumed, and they cannot return to the body or the æthereal plane. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Warlock, Wizard	RP	ACE	Both
2	Rune, Shield 	Draw the rune in the air. To activate shout, "She! (shehl)". When activated, negate all Damage from the next attack that would harm you, including spells.	Gesture	Wizard, Shaman, Paladin	PvP	Self	Both
10	Rune, Soul 	Draw the rune on a personal item from a recently slain ally, small enough to hang from a string. To activate shout, "Chi!". When activated, the soul of the fallen is siphoned into the item. Your ally's soul is now preserved indefinitely unless the object is destroyed. You may through (other) magical means place this soul into a new body. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Paladin	RP	Ranged	Both

4	Rune, Time 	Draw the rune in the air. To activate shout, “Ret! (Reht)”. When activated, all others must stop moving as if a hold was called. You then count aloud and can move freely for 30 seconds. You cannot cast spells or attack while in this state. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Wizard	RP	ACE	Both
3	Rust	You may catch a weapon without taking Damage once. The targets weapon is now rusted, halving their Damage until repaired.	Touch	Shaman, Shieldnaut, Wizard	RP	Melee	Both
4	Sanctify	Opponents may not enter the 10 ft. x 10 ft. area within sight while spellcaster is alive. Duration 1 Day.	Ritual	Paladin	PvP	ACE	Divine
2	Scry the Beast	Access the memories of an animal with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
3	Scry the Dead 	Access the memories of a corpse or undead with intact brain with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent. This only works on fresh, non-damaged, non-decayed brains.	Touch	Shaman, Warlock, Wizard	RP	Melee	Both
X*2	Sculpt Flesh	For X hours you may change the appearance of a willing creature.	Touch	Rogue, Wizard	RP	Melee	Both
15	Seismic Rift Bolt	Each target with earshot is hit by 15 lightning Damage excluding you and allies. This spell does double to those in metal armor.	Earshot	Druid, Gunslinger, Paladin, Shaman, Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
2	Seismic Slam	Slam your weapon to the ground with an overhead swing. All targets within arm’s reach must fall to their knees.	Gesture	Druid, Shieldnaut, Wizard	PvP	ACE	Both
X	Send Object	Teleport an object the size of you up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
X	Send Person	Teleports a willing target up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
0	Send to Hearth	This is a Bard and Wizard Cantrip. Teleports you and your party to your base camp. Cannot be used with enemies in view. Can only be used once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Paladin, Wizard	RP	ACE	Both
5	Shackles of Pain	Target enemy is bound to you, and you are bound to them. When the enemy takes Damage, you take Damage, and when you take Damage, the enemy takes Damage. This spell lasts a number of minutes equal to your TL.	Touch	Shaman, Shieldnaut, Warlock	RP	Melee	Both
5	Shield Your Eyes	Allies within earshot cannot be blinded for 5 seconds.	Earshot	Bard, Shieldnaut, Paladin	RP	ACE	Both
2	Shiver	Deals 1 Cold damage and opens defenses for 1 second	Touch	Sorcerer, Shieldnaut, Wizard	PvP	Melee	Both
2	Silence	Target loses the ability to speak for 30 seconds meaning they may not say trigger words, cast earshot or ritual spells. Mage slayer Warrior may learn this spell by expending 6 XP. They can cast it a number of times per day equal to their Might TAN.	Gesture	Bard, Paladin, Warrior (Mage Slayer), Wizard	RP	Ranged	Both
1	Siren Song	Target is charmed for 10 minutes. Target can take no damage while charmed. If target is attacked charm is broken.	Earshot	Bard, Diplomat, Wizard	PvP	ACE	Arcane
7	Slow	All targets within earshot must move at half speed, excluding you but including allies. This spell lasts 30 seconds.	Earshot	Diplomat, Martial Artist, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
3	Smite	Your next attack does base Damage along with that much Holy damage.	Earshot	Paladin	PvP	ACE	Divine
3	Solar Flare	The area around you in a 250 ft. circle is lit with bright daylight for 1 second. Anyone facing you must or standing within 25 ft. of you must be stunned for 5 seconds.	Ritual	Druid, Paladin, Wizard	PvP	ACE	Both
1	Song of Safe Passage	You may travel uninhibited for 10 minutes. Usable only once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Wizard	RP	ACE	Both
3	Song of the Fallen	Restore two downed targets by an amount of HP equal to half of your TL.	Earshot	Bard, Paladin,	PvP	ACE	Both



3	Soul Siphon	Drains 1 MP per second when touching a target. If the targets MP reaches 0 you gain that much MP.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
1	Sound Snare	A tripwire sounds off in a loud buzz when tripped for 30 seconds in earshot.	Touch	Bard, Druid	RP	Melee	Both
1	Spark Touch	Your hand becomes imbued with raw electric energy and can be used for a touch attack of 1 lightning damage.	Touch	Gunslinger, Sorcerer, Wizard	PvP	Melee	Both
3	Speak to the Lost ☠	Bend down and whisper into the ear of a corpse. It gains sentience but cannot move its body. It is compliant and speaks to you with its genuine truth. (The answers may not be correct by fact but will be true from their perspective) The spell ceases to function if it becomes an ineligible target, 3 questions were answered, or 10 minutes have elapsed. After the spells effect, the corpse rapidly ages and turns to sand, destroying it. For a target to be eligible for the spell it must; have a tongue or way to speak, have ears or a way to hear (this spell uses spoken speech not telepathy), speak a shared language between the caster and target (can use a comprehend language spell prior), and be once living. This spell cannot work on dead laid to rest properly (funeral rights and proper burial), so this spell only works on "lost souls". The corpses brain does not need to be present or intact.	Earshot	Bards, Paladins, Shaman, Wizard	RP	Ranged	Both
1	Splintering Ammunition	Take your hand and run your hand upon the striking surface or tip. If you, or an ally kill an enemy with a single ranged attack from more than 50 ft. each enemy within arm's reach of the original target (up to 3 targets total) are killed. Spell must be cast before shot. This spell destroys the ammunition used.	Gesture	Druid, Wizard	PvP	Ranged	Both
2	Spring Forth	This spell requires an additional spell component of a budding flower unless you are a Druid. To cast this spell, mash and tear the flower within your hand, throwing the pedals onto the soil underfoot. You jump and spring forward 25 ft. The leap may be either vertical or horizontal. While in this leap you cannot take any Damage or be caught by creatures your own size. This spell's effects are doubled it is cast within Manser (Spring).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Self	Both
5	Stand Your Ground	All allies within ear shot cannot be knocked down or stunned for 30 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both
2	Stone Hand	You may catch the weapon or spell of the next attack without taking any damage. Martial Artists may use this spell by spending a luck point.	Earshot	Druid, Martial Artist, Paladin, Wizard	RP	ACE	Both
2	Stoning	Target enemy takes 2 earth Damage and creatures within arm's length are blinded and deaf for 1 second counted aloud	Spellball	Wizard, Druid	PvP	Ranged	Both
5	Stride into Wind	You may take spirit form without penalty for up to 10 minutes. While in this form you must abide by the rules of spirit form but may communicate with players/creatures. Afterwards, you are alive with your attributes from before the spell was cast.	Earshot	Paladin, Shaman, Warlock, Wizard	RP	ACE	Both
1	Stunning Arrow	The next arrow you touch is imbued with this magic. When it hits a target, they must succeed a hard toughness trial or impossible if your reflexes adjustment is over 10. On a failure they are stunned for 5 seconds. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Druid, Ranger, Shaman, Wizard	RP	Melee	Both
4	Summer Rays	This spell requires an additional spell component of a citrus fruit unless you are a Druid. To cast this spell, mash and tear the fruit within you hand dripping the juice into the soil underfoot. All targets within a 10 ft circle take 2 fire Damage and move at half speed for 30 seconds. This spell's effects are doubled it is cast within Halveser (Summer).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	ACE	Both
X+4	Summon Æthereal Weapon	You create a magical weapon out of æthereal energy that forms in your hand (Prop required) for X strikes. The weapon can be a hammer/staff (3 magic bludgeoning), pike (3 magic piercing) or scimitar (3 magical slashing). You are proficient with this weapon.	Gesture	Martial Artist, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
X+4	Summon Holy Weapon (Summon Unholy Weapon)	Your God must have a favored weapon type of weapon symbol to use this spell. You create a magical weapon out of æthereal energy that forms in your hand in the form of your god's (Prop required) for X strikes. The weapon does 2 Holy Damage or your god's affinity, your choice. You gain proficiency with this weapon type until the spell ends.	Gesture	Druid, Martial Artist, Paladin, Warlock	PvP	Self	Divine

3	Sun & Moon Slash	Your next weapon strike deals +1 Radiant and +1 Necrotic Damage. If you are a Demi-Angel or Lunar Elf, double the radiant Damage. If you are a Demi-Fiend, double the necrotic Damage. This spell casts for half if it is cost (rounded down to 1) at dawn, dusk or twilight.	Gesture	Bard, Druid, Martial Artist, Paladin, Shaman, Wizard	PvP	Melee	Both
1	Super-Heated Steam	If the target enemy is wet, they take 2 fire Damage	Spellball	Gunslinger, Shaman, Sorcerer, Wizard	PvP	Ranged	Arcane
2	Take on Other Form [Object]	You take any form you would like for 5 minutes and take on the properties. Must be the same size.	Earshot	Wizard	RP	ACE	Both
1	Taste of the Air	This is a Druid Cantrip. Taking a smell of the air you can determine the following information; if there is enough breathable air in the path you are headed, the general temperature and moisture level of where you are headed, if there are any living or dead plants, animals or humanoids for 1 mile, tell if the air is infected with any spores, miasma, gas, or poison and smell traces of stench. If you are a druid, you may use this spell as a cantrip.	Gesture	Barbarian, Druid, Ranger, Rogue, Shaman, Sorcerer, Warlock, Wizard	RP	Ranged	Both
6	Tear from this Plane	Banish a creature if you succeed a Willpower or magic vs. Willpower Trial.	Ritual	Diplomat, Paladin, Wizard	RP	Ranged	Arcane
1	Thaumaturgy	You take X damage to gain X MP.	Earshot	Shaman, Shieldnaut, Warlock	PvP	ACE	Both
3	The Lion of the Salts	For 60 seconds, counted aloud, you become electrically charged and your eyes and scars start to glow an electric blue color as if bursting at the seams. For the duration of the spell, your attacks do +2 and deal lightning damage. When any creature or object meets your skin or any metal that you are wearing/wielding they take 2 lightning damage for each second the touch is sustained.	Gesture	Barbarian, Bard, Knight, Paladin, Shieldnaut, Warrior, Wizard	RP	Melee	Both
2	They be Blind!	Allies within earshot do +1 Damage to blinded enemies on their next attack.	Earshot	Bard	PvP	ACE	Both
3	Thorn Pit	Anyone standing within arm's length of you must take 2 piercing damage.	Gesture	Druid, Wizard	PvP	ACE	Both
0	Thorn Whip	This is a Druid Cantrip. A 6ft section of SOFT, LIGHT (via discretion of GM, Cotton advised) rope with a small knot at the end is transformed into a whip of thorns that acts as a weapon with the following properties: 1 Handed, Slash/Piercing/Poison Non-Lethal, Melee range, and 2 damage. This spell is cancelled when the whip is hipped. This spell's Damage doubles each time at the following Druid's TLs; 4, 8, & 16.	Gesture	Druid	PvP	ACE	Both
2	Tongues	Gain the ability to read, write, and speak a language for an hour.	Earshot	Bard, Wizard	PvP	Self	Both
4	Tordek's Tunnel	You create a 5 x 5 ft. hole on a flat surface so that you or an object can travel to another hole of the same dimensions within sight on a flat surface. Creates only an entry and exit hole. You may only travel one way.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
3	Trap Finding	Locates traps within a 50 ft. area of you.	Ritual	Bard, Wizard, Rogue	RP	ACE	Both
2	Vampiric Touch 	For each second you touch a target they take that much necrotic damage, and you gain that much HP (you may gain temporary HP).	Touch	Shaman, Warlock	PvP	Melee	Divine
2	Venus' Starlight	Your eyes become black and inky and then you see dots of light before your vision returns. For a duration of one hour, you can see people's soul fire and your normal vision. In addition, you can also see the spirits of the Lost's dead fire, however it does not reveal their identity or shape, just that of their fire. By casting this spell for an additional 8 MP you can physically and magically interact with the fires. This spell may only be cast once per session. (Each day counting as a new session, during overnight events.)	Gesture	All	RP	AOE	Both
2	Vertigo	Target must spin in place 20 times quickly and cannot take damage while spinning. (Those with a vertigo condition must sit for 1 minute.)	Spellball	Wizard	PvP	Ranged	Both
1	Vigor	Target's next melee attack does +1 damage	Touch	Barbarian, Shieldnaut, Wizard	PvP	Melee	Both
2	Void Chain	A target with equal TL to your CL is restrained for the duration of the ritual.	Ritual	Shaman, Warlock, Wizard	PvP	Ranged	Divine



1	Waken	Awakens a creature from a simple of light magical sleep.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
3	Wall of Fire/ (Wall of Holy Fire)	This spell requires a prop of a 10 ft section of soft, light rope (GM approval required). This rope simulated a blazing wall of flames 6ft high. The spell lasts 1 minute and can be cast simultaneously to extend the wall by 10 ft and or add 1 minute to the duration expelling MP each time per cast. Any creature that walks through the wall takes 3 fire (radiant) Damage.	Gesture	(Paladin), Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
2	Whisper to the Wind	You may send a message less than 10 words to a target within 1 mile.	Ritual	Bard, Wizard	RP	Ranged	Both
1	Wild Heart	You may communicate with body language with an animal of TL 2 or lower. You may increase the TL by 2 for each additional MP spent.	Earshot	Druid, Wizard	RP	ACE	Both
2	Wind of Mercy	You may heal a target for 2 HP.	Spellball	Paladin	PvP	Ranged	Both
4	Wind Rift	Pushes all objects and creatures 5 paces from you inflicting 2 bludgeoning damage.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
4	Winter Hearth	This spell requires an additional spell component of a chunk or piece of ice unless you are a Druid. To cast this spell, drop the ice onto the ground underfoot. You and 3 allies within view are immune to cold Damage for 30 Seconds. This spell's effects are doubled if it is cast within Dwarveser (Winter).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
1	Zuna's Zany Zoomies	A target that you touch (or yourself) can move at double speed (move your weapons as if you were uninhibited by the weight). Or you may cast this spell as a reaction to a spell that would slow time or cause you to stagger (fall). If you do, ignore the effect of a stagger or time slow. This spell does not prevent you from being pushed. After the spell you must move at 3/4 (75%) until you can rest.	Touch	Diplomat, Druid, Rogue, Shieldnaut, Sorcerer, Wizard	RP	Melee	Arcane
X	Zydotric Emulsification ☠	Touching an eligible corpse, you may regain X MP where X is the TL of the creature. The corpse then rapidly decays and turns to putrid, slimy ooze, destroying the corpse. For the corpse to be eligible it must have been able to cast magic in some regard. Breathe weapons and shapeshifting abilities like that of a mimic are not considered inherently magical. If you mistakenly guess the wrong TL you only receive what is either available or lose what is remaining in the difference.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane

*If you have ideas or questions regarding spells, please contact a game mod for more info.*





Trinity

city in the Quinn Row area. Trinity is one of the few areas  
 and dwarves live together in relative harmony. The governing  
 Senate. An envoy shall be sent to Trinity to gain their  
 offer of treasure.

through Rocky Acres then west toward the village of  
 turn all villages along the route to Alabaster Pines and  
 possible opposition on your way to Old Quinn where the  
 Leave alive only those who immediately join the Victunn  
 Old Quinn.

tain King Gromin and use his  
 mountain pass to attack  
 amount of treasure is over  
 aim. Trinity is the true  
 Quinn Row.













XIII. RELIGION






Your character may choose to have Deity even if it is not a divine spell caster as it is an extra RP element. Divine spellcasters must have a deity and may gain certain abilities from it. Other spellcasters may gain addition magic access if they choose to worship a god. While role-playing with a religion simply try to honor their will and the GM may incorporate prayer bonuses. High resolution symbol available from a game moderator upon request.

A. The Pantheons






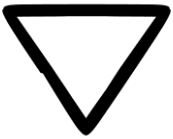



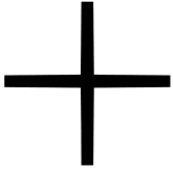

The Aegis Order

<b>Comil</b> Diligence, Trickster An Orange Ox Bludgeoning			<b>Edoru</b> Patience, Lawful A purple halo around an hourglass Psychic
<b>Jostef</b> Humility, Orderly Eyes spilling with blue lightning. Lightning			<b>Karnac</b> Temperance, Chaotic A blue flame tempering an ingot. Cold
<b>Lydia</b> Humanity, Apathetic A Lance Piercing a White Halo Piercing			<b>Medi</b> Kindness, Good An Elven Bow with rose-stalk string Radiant
<b>Oona</b> Chastity, Savage A Flaming Sword Fire			<b>Seras</b> Charity, Neutral Open hands holding green foliage. Slashing

The Chromatic Kings

<b>Alladin, The Red Prince</b> Hatred, Rage, Wrath Savage Evil Red Dragon Fire			<b>Cryosis, The Frozen Gale</b> Fate, Destiny, Imminence True Neutral White Dragon Ice
<b>Hyrdoxis, The Ever flowing.</b> Hubris, Wealth, Knowledge Lawful Good Blue Dragon Force (Water)			<b>Necros, The Baleful</b> Entropy, Lust, Loneliness Apathetic Neutral Black Dragon Necrotic
			<b>Tethesis, The Emerald Tyrant</b> Tyranny, Cruelty, Power Lawful Evil Green Dragon Lightning (Time)

*Medial [Krahn] Gods*  
(The Old Gods & The Primordials)

<b>Action</b> To uphold order through action. Orderly Electricity			<b>Balance</b> Perfect balance in all. True Neutral Acid
<b>Design</b> To create in the face of entropy. Orderly Neutral Holy			<b>Law</b> To govern raw forces. Lawful Force
<b>Trinity</b> The force of trust. Trickster Psychic			<b>Void</b> Entropy Defined. Apathetic Cold
<b>Primordial Darkness/Hunger</b> To consume Evil Necrotic			<b>Primordial Earth</b> To grow. Neutral Slashing
<b>Primordial Fire</b> To energize. Savage Fire			<b>Primordial Light/Life</b> To live. Good Fire
<b>Primordial Water</b> To know. Neutral Force			





### Medial [The Shihtarh] Gods (The Charged Primevals)

<b>Ifriktu,</b> <b>The Hell-Fire Immolation</b> Rage Trickster Evil A Flaming Skull Fire	 	<b>Kthulhutk,</b> <b>The Consuming Flood</b> Consuming Apathetic Evil A Dark Wave crashing over a temple. Force
<b>Nyph'Har'Lokt'Tep,</b> <b>The All-Knowing</b> Hubris Orderly Evil A Dead Brain Psychic	 	<b>Rakt,</b> <b>The Dark Light</b> Power Lawful Evil A black hole through a threshold Necrotic
<b>Vipk'Tukt,</b> <b>The Virulent One</b> Corruption, Poison Savage Evil A many legged cosmic Scorpion Poison	 	<b>Yoldentk,</b> <b>The Entropy Frost</b> Entropy Neutral Evil A frozen hourglass Ice
<b>Zek'Thos,</b> <b>The Catalyst Thunder</b> Cataclysm Chaotic Evil A Lightning Bolt striking a shield. Lightning	 	<b>Gizmodius, the False God-King</b> Deception, Power, Madness Trickster Neutral Pyramid with all-seeing eye Ballistic

### The Old Dwarvish Gods (Norse)

Baldr	charisma, kindness	Trickster Good	Mistletoe	Psychic
Brokkr	dwarves, forges, crafting	Apathetic Good	Forge Hammer	Fire
Fenrir	consumption	Savage Evil	Wolf	Necrotic
Freya	love and fertility	Neutral Good	Wreath	Holy
Frigg	Marriage, Fairness, children	Lawful Good	Sapling	Poison
Heimdal	sentinel, revealer of truths	True Neutral	Helm	Magic Piercing
Jormungand	timelessness, imminence, prophecy	Savage Neutral	Ouroboros	Ice
Loki	Deception and dark desire	Trickster Evil	Horns	Poison
Mimir	knowledge, secrets	Trickster Neutral	Dew Droplets	Psychic
Odin	wisdom, poetry	Chaotic Good	Crow	Radiant
Sif	righteousness, bravery, willpower	Orderly Good	a Staff	Magic Slashing
Thor	Courage, thunder, rain	Savage Good	Warhammer	Lightning/Thunder
Tyr	War, Justice, Order	Orderly Good	Sword	Magic Bludgeoning
Ymir	Earth	Apathetic Neutral	Antlers	Acid



## B. Favored Offerings of the Gods

The Chromatic Kings	Food	Offering
Alladin, The Red Prince	Mutton	A friend murdered in betrayal or cold blood.
Cryosis, The Frozen Gale	Rosemary	An epiphany of lost innocence.
Hydroxis, The Everflowing	The Purest Creek Water	Utter devotion.
Necros, The Baleful	Wine	A seed from a dead tree.
Tethesis, The Emerald Tyrant	Thyme	The Witch's Tusk
The Ægis Order		
Comil, Angel of Diligence	Corn	Ebony
Edoru, Angel of Patience	Bread	Coral
Jostef, Angel of Humility	Pork	Copper
Karnac, Angel of Temperance	Cream	Angelica
Lydia, Angel of Humanity	Cheese	Compass
Medi, Angel of Kindness	Honey	A rose
Oona, Angel of Chastity	Curry	Clean Linen
Seras, Angel of Charity	Sage	A fern
The Old Gods		
Action	Chocolate	Fire Opal
Balance	Citrus Fruit	Amethyst
Design	Eggs	Fresh Parchment or papyrus
Law	Pomegranate	Bridle
Primordial Darkness	Ale	The Memory of a Time Forbidden Lust was Acted Upon
Primordial Earth	Wheat	The Memory of a lone tree among a landscape of mountains.
Primordial Fire	Cayenne Pepper	The Memory of a Rage-filled event.
Primordial Light	Sugar	The Memory of a Loved One.
Primordial Water	Apples	The Memory of a Smile Shared in Secret.
Trinity	Milk	Luminous Crystal
Void	Little cakes	Dark forge steel
Charged Primevals		
Gizmodius, The False God King	Saffron	Gold
Ifriktu, the Hellfire Immolation	Peppers	The head of one killed in a fit of unbridled rage.
Kthulhutk, The Consuming Flood	Brains	Corpse someone purposefully drowned against their will.
Nyph'Har'Lokt'Tep, The All Knowing	Fish	A sorrowful original song or poem.
Rakt, The Dark Light	Beef	Heart of a loved one
Vipk'Tukt, The Virulent One	Shellfish	The sex organs of unsuspecting lovers.
Yoldentk, The Entropy Frost	Mint	The corpse of someone who froze while lost.
Zek'Thos, The Catalyst Thunder	Any bird of prey	The corpse of someone who died as consequences of their own karma



## XIV. LORE & WORLD BUILDING | MEDIUS



### A. The MECA

This primer is intended to give your character the required information about Medius and Bios to properly play your character. It is possible that certain information may be used but not directly referenced by your character. One such example is the gravity of Bios. Since the gravity is about 14% stronger on Bios you would be able to know that the gravity is slightly more intense therefore life on Bios is physically stronger than other planets such as earth or Færûn. This is a meta fact that gives you, the player, flavor for the world, however unless you are able to travel to another planet your character would be unaware of these things. Use this guide as a reference to understand what your character would know and have access to knowing, unless your character is a great world traveling astronomer, they may not know the math of the world. Likewise, a court wizard in a great city has most likely never seen a troll in person, etc.

### B. Establishing a Place in the Multiverse

Bios exist in its own cosmological universe different than a traditional fantasy world. Bios has its own solar system within a galaxy within a universe, similar to how the cosmos works on earth. An important concept to understand in this canon is that all realities exist and can usually be traveled to, if not they still exist physically. In this way all realities are

interconnected and lie over one another in a great dimensional web. This means that travelers from other dimensions are a possibility.

Our current world and reality are canon for our multiverse. It is also possible for worlds to exist as single planets or closed systems sitting in the Multiversal Web. Not all worlds abide by the same laws, logic, or even elements since there are unending combinations of worlds and realities. This is usually the order of the known multiverse from largest to smallest, however some realities do not have certain aspects of others; Region → Continent → Planet/World → Star System → Universe/Cosmos/Realm → Plane → Reality → Multiversal Web

### C. Maths & Info

Planet Name: Bios, Diameter of 9,546.5 miles (16% larger than earth),

Four moons. Trinity is a small cluster of two other moons, Luna and Sélé, visible at night and Void appears black and visible during day. Bios' ring is made of Mythrill shards thought to be a previous moon in Trinity's cluster leading to the original name.

Gravitational Force of 11.376 m/s<sup>2</sup>, Days 24 hours, Year 400 days, 65% water to 35% land mass.

Continent Info: Medius, Approximate Landmass of 14,875,000 mi<sup>2</sup> (40% larger than North Americas), Average Temperatures of 130°F to -140°F (70 °F), Measurement are imperial, primary language is median (common), most common Ancestral is human followed by dwarf, elf, Halfling, orc, goblin (in no particular order)

### D. Introduction to the Lands

Medius is a large continent dominated by legends and the struggles to survive them. Most land is survivable but harsh and mostly unworked.

Civilization only can group together and survive when either magical aid or luck is used. For this reason, most large structures and architecture usually use the natural land around it to its advantages. Most areas of populace never get over the size of a large town, however several stronghold and traveling tent cities exist.

Humanity, however, exists more in a chain of small settlements or towns near each other in areas rather than building sprawling cities. Many ruins can be found that span miles that seem to contradict the current trend of living, but many see this evidence of failed attempts at conquering the lands. Up to 40% of humanoids live a nomadic life relying on hunting and gathering but enjoying the technology and trades of cities.





## E. Social Norms & Ancestral Appropriation

As stated, Medius is a land of legends, with this many of the nomads educate their generations of historical events and life lessons with that of mixed mythos. Since many events are either witnessed first-hand and then passed down or told via gossippers of the busy towns, they usually take on a fairy-tale-like retelling. Medius is not without their writing. Since magic is such a powerful tool to understand and surviving, being illiterate is very uncommon. Even the lowest of slaves are usually presented with enough examples of written speech day-to-day, such as signs and banners, that they are likely to piece together reading. Religion can be serious to some people, sometimes dictating their entire society and other times it may be regarded as a simple guiding tale. You can never be sure what to believe when told, but many claim to have come face-to-face with a god or more commonly their wrath. Medius has its own legends and peculiarly enough, traces of Norse, Greek, and Egyptian mythology. The eldest of each of the chromatic dragons are referred to in a group as the Chromatic Kings. Only the oldest takes this title as many dragons approaching this age fight to the death for supremacy. The Chromatic Kings is more a moniker of this phenomenon than an actual alliance or grouping. Despite this grouping being a common name, the Chromatic Kings are not often known save for the Blue Dragon Hydroxis that founds Runder with the gift of a great ever-flowing water jewel.

Strength and wisdom are seen as a measure of worth. Most peoples are racist towards others but usually choose to not act on such impulses since in many cases your fellow humanoid is just trying to survive. However, there are always subtle cultural cues that seem to bleed through.

Goblins are almost always seen as 'the most bestial' of the humanoids. They are seen as lesser creatures by almost all and viewed as unhygienic and untrustworthy. Many established places do not let goblins live in their group which usually perpetuates the Ancestral bias that they must live in squalor or caves. Goblins can also be seen in an industrious light by those Ancestral as the dwarves which are usually happy to exploit the goblins. They know that the goblins are usually willing to do almost anything to be accepted into society, so the dwarves give them the literal dirty work.

Orcs are seen as fierce and proud. Many think of them as violent ruffians, however there are many tales speaking of the honor-bound heart and loving tribes of the orc. Orcs are usually welcomed into areas in single numbers usually due to the fear of their temper at turning them away. It is uncommon to see large groups of orcs in towns or cities unless it is their own. Many cities will assemble the guard at the sight of more than 3 orcs approaching. Again, perpetuation of an Ancestral bias, since now only groups of orcs assemble outside city walls to pillage and raid.

Other Ancestries may mockingly refer to a group of humans, dwarves, elves, and halflings the 'Quarter Council'. The Quarter Council is a fabled peace agreement between the four Ancestries to work together to survive the then imminent extinction by dragon fire. It was thought to be brokered very early in the time of Medius, however no clear evidence survives to recount the exact details. There was and still is a great struggle for survival against the Chromatic Kings, but wiser peoples think that is was a clever fable to coax agreement among the Ancestries still used to this day.

The closest of the Ancestries are Dwarves and Humans as many strongholds were engineered by the dwarves and lead by the wisdom of man. Dwarves are strong and proud, but the orcs hold a grudge against the dwarves as selling themselves short to the service of man. The dwarves in return defend themselves as usual, seeing themselves as hard-working sentinels with a clear strong culture. Humans are seen as both wise and corruptible as their shorter lives lead them to both selfless and selfish acts in the face of their mortality. Humans are by far the most abundant of all Ancestral and are commonly mocked for their physical weakness and ability to spread like a virus. Extreme groups often see mankind as a literal sickness on the land since most of the ancient ruins and all modern cities are constructs of human influence. Elves are seen as usually in the light of their own individual groups, since there are many but an overarching theme that can be seen is their ability to stay solitude if wanted. Halflings exist in this special place in society where they are usually just included in things. This cultural view of them can be seen positively as a go-with-the-flow kind of attitude, but many may seek fame and to stand out because of this cultural phenomenon.

Ask any person of Medius and they will explain that land is ruled by nature, beasts, and people in that order. As such, many dragons, including the fabled Chromatic Kings are seen as forces of nature. The weather and landscapes in Medius are as beautiful as they are deadly. Beasts rule their local areas purging them of humanity.





## F. Regions of the Scorned Continent

Medius is mostly split up into 5 main areas; North Haven, Farthurdern, the Thunder Salts, QuinnRow, and QuinnLaw

### NORTH HAVEN

is a cold and unforgiving arctic landscape that ascends to the throat of the world. The Complus mountains are often sheer and treacherous for those not familiar with the landscapes. Despite there being several large cities as well as the 'Capital City of Humanity' no major roads or travel paths exist since snow and shifting seasons often prevent the same path of travel often. The Diamond of the North is a city that has had many rulers and several names, it was formerly known as Worldspeak, but we know it today as Northbourne. It has risen and fallen several times and continues to be the strongest fortress against dragon attacks. The city is rebuilt over ruins and nestled in the crater of a mountain. The Dwarven castles keep lies miles out on a land-bridge, miles over the volatile storming seas. The strong winds and storms make flying almost impossible for dragons. Despite it being a city, most buildings are repurposed stone ruins or wooden cottages with thatch roofing due to the difficulty in trade and transportation. Northbourne has no port due to the violent seas and sheer cliff faces.



### Fœ WASTES

The areas of North Haven that are not settled are known as the Fœ Wastes since an abundance of Jotuun, Orcs, and Dire Wolves prowl most of the Tundra. Goblins and Kobolds do well under the servitude of Dragons and other Powerful Fœ. Northbourne knows to respect Medius and its unforgiving weather especially the frozen tundra.



### THE VITAL LANDS

are a mysterious area clad in fog most of the year. It has two major regions; the City of Vitæ and the Bloodlands, also known as the Vital Flood Plains. A great river spans through a forest making it the ideal area for life, however it seems dark and dreary almost always. Seasons are mild here and indicate little change. People here are highly superstitious as great beasts are master hunters and may pluck

you from your bed without even waking your family. The constant disappearance of people and strange wilderness seems to whisper of dark blood magics, yet no one seems to question the aura of danger.

## FARTHURNDERN

Above the river to the Northeast are great mountains of Farthurndern that resemble stalagmites of caves. Some mountains are so sheer that the peaks may only sit feet from each other despite being thousands of feet tall. Traversing the ground below is inefficient and errant so white skinned elves have taken to building towns and villages suspended from the sides of these sheer mountains with rope and wood. Sometimes a mountain peak is so thin that the elves may simply hollow it out and live within it. The mountain elves benefit from the sun as the fog is too low to reach the peaks and 'fish birds from the sky'. Collapsing mountains make this area incredibly dangerous to those above and below.

## THE THUNDER SALTS



got their name due to large number of storms that form overhead. Like the Thunder Plains of QuinnLaw the storms are caused by the great wall that bisects the lower half of Medius. The wall is so massive and tall that it has permanently changed weather patterns around Bios. Little is known about the wall and why it was erected and by whom. Clouds crash up against the wall and gather energy therefore causing almost unending storms for both areas. Despite the constant rumble and crackle of lightning and thunder the desert rarely sees rain or overcast. You may be hit by lightning on a sunny 100-degree day. No one seems to know why the storm clouds overhead are transparent and let the sun flow through. There are rumors of the oldest of all civilizations being nestled here in ruin and being protected by perverse primordial magics.

## XUK' JANAK

or known as the beast lands, are due south-east of the coast of Medius through the Serpent's Sea about 890 nautical miles. Not much is known of this mysterious continent. Many ships and vessels that set out to explore it are lost and never heard from. Scrying mages can only use their vision to get high-up overhead views of the land to produce maps and occasionally glimpse of gigantic creatures roaming the lands. It seems that the continent is protected by a strong magic field that excommunicates it from the rest of Bios. Many myths circulate on the land. It is said to be the birthplace of dragons and gigantic creatures that may even be mightier! The climate seems to be of partial savannah and mountainous dense jungle. Sansura is offering a hefty reward to any adventuring party with information on the beast lands!

## QUINNLA and QUINNROW

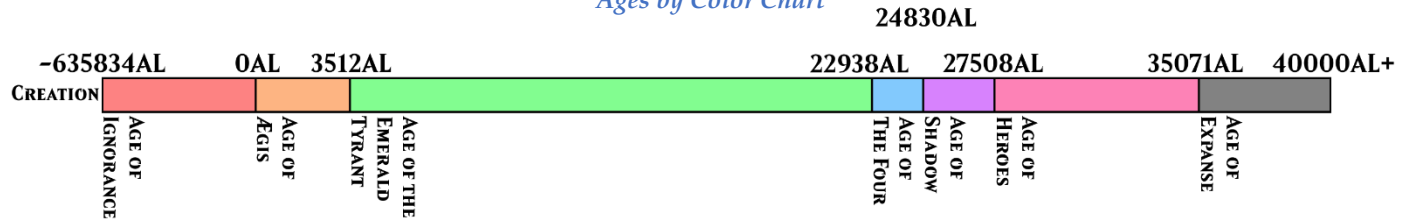
are named as such after the great conqueror Quinn. He settled the southern forests of QuinnRow above the Thunder Plains and named it "Quinn's Row" after establishing several towns and settlements in a line. Quinn staked claim to the southern desert despite it being almost entirely uninhabited at the time. When asked what he would call the other area since it could not be conquered, he joked saying that the land had stopped him to teach him that it may not be defeated. He claimed the land itself created this law. The joke was told many times until the area became known as "Quinn's Law", ironically and permanently attaching his name to the land. Unlike the Thunder Salts, the Thunder Plains are always overcast and always storming regardless of season. Over time people tried to conquer QuinnLaw slow migrations and military camps were set up here. Of one of the camps Runder was saved and transformed into a beautiful city oasis by the gift of the Blue Chromatic King. Runder now stands as not only the biggest city among deserts but the richest of all cities in Bios. Other towns and cities can only exist along the coast of QuinnLaw such as the traveling tent city of Carnivale.



## G. Telling Time and Location

- "The Day" is that of Earth (RL) but military time. Noon, and Midnight are still relevant terms.
- The calendar is split up among the 400 days into quarters, then subdivided again into months, then into weeks.
  - Days 1-100 is Mans Quarter or Manser (Spring), Days 101-200 is Halfling Quarter or Halveser (Summer), Days 201-300 is Elves Quarter of Elveser (Fall), and Days 301-400 is Dwarves Quarter or Dwarveser (Winter)
  - Each Quarter is comprised of 4 months of 25 days each, that are all the same, matching the moon cycle perfectly; Begini, Nexti, Nexteri, & Endi.
  - Each month is made up of 5 weeks each 5 days long, Mansday, Twosday (also referred to as Clansday in Northern Regions), Wedsday (or Shesday), Torsday (also referred to as Godsday in Southern Regions), Suppsday
- Nordri (North), Suðri (South), Austri (East) and Vestri (West)

*Ages by Color Chart*



## H. The Ages

-635,834 AL to -1 AL or

### THE AGE OF IGNORANCE

Most of the vastness of the history of Medius lies behind a veil of time. There are many countless events that are now lost to time however historians and scholars believe the following events took place in this lost Hyborian Age;

- Most of the ancestries of Medius migrated, bred, or formed in this age. However. There are some notable exceptions such as Anthro-Folk.
- For much of this Age even language was new; therefore very few writings and even stories have not survived from this time.
- The Fœ and Fæ Tree are born and start creating the Fæ and Fœ of Medius. All Fœ and Fæ were created by this time.
- Many untold civilizations rose and fell in this time. The ruins of Dusal and DeOx predate many of our ancient ruins in Medius, in which we have proof that they come from this Age.
- The Great Wall remains a mystery as it is even older than Dusal or DeOx. The wall appears to be made of pure Krahn; a strange magical metal that is believed to have formed during the formation of the planet Bios itself.
- At one point the entirety of Bios was covered in fire and lava and then ice and snow in a great Ice Age; both times which seemed to have their own civilizations of Giants.
- All types of dragons were abundant in this age, including Metallic, Chromatic, and Gem Dragons.
- The only references to time magic or chronomancy exist in Age however no time magic seems to have survived from this era. "Dead spells" are from this age.

o AL to 3,511 AL or

### THE AGE OF ÆGIS

Known as the Age of Ægis, this is a time where the Angels took a vested interest in all of mankind and that of the Fæ races. The Ægis came from the heavens and during this Age the following events occurred.

- The Human and Dwarf capitol of Luudenduaf is sieged by a dragon fire and raised. However, a mysterious enchantment encapsulates the Fortress and a time warp prevents anyone from entering or leaving. From afar the area appears to be mid-siege, but stands frozen in time with the rest of the world changing around it. For almost 3500 years the time warp remains, giving the area the moniker of, "The Frozen Throne".
- The Ægis descend from the Sky. At first, very little is known of them, but with time humanity began to trust their guidance and boons. While little is still known of their origins, it is believed that they may have come from somewhere else and don't appear to be natives of Bios and Medius.
- The Order of the 12<sup>th</sup> Covenant is formed in Trinity, the ancestral capital of the Quinn Territories. The Ægis gave 12 commandments to the faithful of Medius, the 12<sup>th</sup> being more of a charge. It stated that the Ægis would help protect the humanoids of the world in exchange for their duty to them. The duty of fiend slaying. The Order of the 12<sup>th</sup> Specializes in hunting and extermination of lycanthropes, vampires, undead, dæmon and devils with the boons of the Angelic Protectors.
- After the fall of Luudenduaf, the Fœ of Medius seem to rise up and band together under the leadership of several notable dragons; Of them Alladin and Cryosis.
- The great Fœ Raids of Wœ sweep across Medius snuffing out towns and entire kingdoms. When all seems lost; the Ægis come to humanities aide raising banners in their names. However, the Ægis and the 12<sup>th</sup> Covenant only seem to liberate eastern fronts of the assault. From the QuinnRow Forest immerses the Mighty Dýr and the Færies of the Fæ Tree. Humans come from East, Dwarves from the scattered North, Halflings from the South and Elves from the West. This culminates in the Quarter Council. While details on what exactly transpired to bring the separate forces together are a subject of debate today; they were able to defeat the Fœ races and destroy the Fœ tree, severely weakening their resolve and driving remaining forces into hiding.
- Just when all seemed to be going well for the races of man, the Ægis made a mysterious retreat only talking to the highest of priests of the order. Slowly Medius retook itself and man was again relegated to fight the beasts of the land and survive with little to no help. The order still upholds its Covenant, but many humanoids no longer believe in the benediction of the Ægis or respect their order.

**3,512 AL to 22,937 AL or**

## THE AGE OF THE EMERALD TYRANT

The Age of the Emerald Tyrant is one of the most brutal and repressive eras of Medial History. During this time the Powerful Green Dragon Tethesis, rose to be the dominant dragon of all. Wielding mysterious time magic that seems to not be able to be learned by anyone else, the Emerald Tyrant Dominates the machinations of man through this era proving to be quite timeless and undefeatable.

- Emerging from the Frozen Throne, a new fearsome green Dragon known as the Emerald Tyrant lays waste to the now disenchanted kingdom of the North and ushers in a reign of bloodshed and brutality that has not been seen since.
- The Chromatic Kings are recognized through their power, although not an actual draconic treaty; they are known by name for being the dominant specimens of each of their perspective chromatic colors. Alladin the Avatar of Hatred (Red), Hydroxis the Everflowing (Blue), Tethesis the Emerald Tyrant (Green), Cryosis the Frozen Gale (White), and Void the Black Moon (Black).
- During the beginning of this era the reign of the Chromatic Kings is absolute. They drive Gem dragons from the planet and hunt metallic dragons to merciless extinction. Not only does dragon-kind exterminate their other kin but their own as well as many of them, fearful of a rival often eat or kill younger, less-mature dragons; sometimes while in the egg,
- The Emerald Tyrant faces scored of Heroes in this age, many rising but all falling or disappearing. During a fight between Tethesis and a group of heroes they seemed to be successful by smashing the moon of Mythra into the dragon. Seemingly dealing a fatal blow, the moon shattered and reigned shards across the landscape of Medius impregnating the landscape with Mythril, Gamma, and Larimer (Larimous) in a brief reoccurring phenomenon known as "The Tears of the Goddess". Eventually, the shattered pieces formed the Mythril ring around Bios. The Emerald Tyrant Returned shortly after.
- These unlucky enough to meddle in the affairs of Tethesis tell tales of his frantic and unrelenting pursuit either directly or indirectly of an artifact known as the "Witch's Tusk". It is believed that the Tyrant was eventually able to seize the artifact although the purpose or evidence of such remains scant until the Age of Shadows.

**22,9838 AL to 24,829 AL or**

## THE AGE OF THE FOUR

The Age of the Four was Heralded by King Tordek of Northbourne after defeating the Chromatic King for what seemed to be a decisive and final time. The Emerald Tyrant would be quietly stirring in the background of Medius, however would not make a substantial return to power until the later years of the Age of Expanse. The Age of Four refers the other heroes that would go onto help Tordek Bloodsteele's party. Their names were Ivane of the Ancients, Andrys the Unlucky, and Gizmodius the False God. Gizmodius lost his life during an onslaught from Cryosis but managed to achieve a form of immortality through the Cult of Gizmodai. Other notable figures during this time include Krogan the Barbarian, Voltyr Cleric of the Everflowing, and Nebin "the Pine-Thorn", the ancestral queen of Northbourne. Tordek restored the Kingdom of Northbourne to its former glory that would now rival the glory of Even Luudenduaf. He brought together trade routes and established guarded caravans to help the flow of ideas and goods. He brokered peace between Sansura, Vitae and Trinity while making Runder a powerful ally out of a bitter rivalry. This time is seen as a golden age of prosperity among the lands of Medius. Though anyone living among Medius, and her dangers know that life in such a place is always difficult.

**24,830 AL to 27,507 AL or**

## THE AGE OF SHADOW

During periods of this age a violent magical storm ravaged parts of Medius. The Storm seemed to be sentient and thinking. The storm was eventually stopped ultimately by Oona, but at the cost of her life; though she would be later resurrected at the end of the Age. Left by Jostef; the Ægis order was attacked one by one until none remained, not even Jostef. With the absence of the Ægis Order and the clerical magic wielded that their 12<sup>th</sup> Covenant Hunters the lands of Medius were cast into perpetual twilight and overrun with fiends and undead. The darkness spawned from a celestial egg implanted and incubated in the moon of Void. This darkness saw the birth of Vipk'Tukt, The Virulent One into the material plain a celestial creature of entropy foretold by the Shitarh of the Thunder Salts. Eventually defeated by the Umbral Walkers and the power of the Witch's Tusk, the Virulent One was banished again into the moon of Void where it lies awake but unborn, yet always dreaming.

**27,507 AL to 35,070 AL or**

## THE AGE OF HEROES

After the setbacks of the previous Ages; the children of the Fæ and Fœ decide to try their best at cohabitation and work together to beat back the tides of violence from Medius and her great beasts. While danger very much still lurks in forgotten dungeons and caverns deep; the Age of Heroes sees just that. Selfless warriors that choose to rise up and meet the challenges of Medius and her wrath. Enemies are now more political than monstrous as War engulfs most of the continent in the form of border disputes and artifact recovery. However as straight forward as the path for most seem, the ancient knowledge of forgotten ages lie in wait and there is always something worth fighting for. CER LARP takes place in the Age of Heros.

**35,071 AL to 40,000 AL and beyond or**

## THE AGE OF EXPANSE

As this time is yet to pass; not can be foretold yet. Those who have glimpsed into the far, far future using the forbidden magic of Emerald Tyrant, Chronomancy; tell of towering cities where the borders seem to meld. Clockwork has evolved into something completely new as magic and technology seems to be indiscernible and all of the races of Medius seem to have merged with automatons themselves.



### The Standard Medial Calendar

Manser (Spring)		Halveser (Summer)		Elveser (Autumn)		Dwarveser (Winter)	
Begini		Nexti		Nexteri		Endi	
Mansday Mansday	Clansday Twosday	Wedsday Shesday	Torsday Godsday	Suppsday Suppsday			
1	2	3 Waning Gibbous	4	5			
6 First Quarter	7	8	9 Waning Crescent	10			
11	12	13 New Moon	14	15			
16 Waxing Crescent	17	18	19 Last Quarter	20			
21	22 Waxing Gibbous	23	24	25 Full Moon			

☾ Bios has four moons in total, or three depending on the age. During CER LARP Medius had two binary moons, still referred to as Trinity and a mythrill ring made of the pulverized pieces of Mythra. At one time the three of them, Luna, Sélé, and Mythra, rotate around each other in a sporadic atomic-like dance and are collectively referred to as Trinity. These moons rotate as such a high-speed that often to the untrained eye they appear as one fuzzy glowing moon, however, if you pay attention long enough you can see them orbiting each other. The largest and brightest of the Trinity's moons is Luna which using the metaphor of a molecule is the nucleus with Sélé and Mythra being the smaller electrons. Unlike earth's moon, the phases are not caused by the position of the moon to the planet entirely, rather the position of the tilt of Sélé's shadow orbiting Luna. Spotting Void can be considered an omen or blessing depending on the time it is spotted. It can be seen about every 5 days depending on your location on Medius. Void is much larger than earth's moon and closer as well, therefore tidal forces and storms on Bios are much more aggressive. Void shines a tinge of silvery purple in the night's sky. Void gets its name from its dark mass that appears as a great abyss in the day sky as it absorbs almost all light directed at it.

↔ Bios and Medius have many interchangeable terms since geographic and academic isolation is common. Many of the **Northern living peoples of Medius use the Blue Day names** as many of their learning revolves around Dwarvish and Jotuun runes. Likewise, **more refined peoples such as those found in the Dark Streets of Vitæ may use the Red Day and Season terms**, as they have renamed them to fit their lifestyle better.

📅 The calendar is split up among the 400 days into quarters (seasons), then subdivided again into months of 25 days, then into weeks of 5 days.

🕒 A Day has 24 hours and is presented as "military time". Important day time terms include (some are regional); Midnight (00:00), Witching Hour (03:00-03:59), Dead Time (03:33), Ægis Prayer (05:55), Beast (06:66), Fasting Break (10:00), High Noon (12:00), Sup (18:00), Chamber or *Lay* (22:00)

🕒 **Age; After Luudenduaf (AL)**

### *Important Medial Dates and Holidays*

<b>Ishtar</b>	13 <sup>th</sup> of Nexteri Manser	Celebrated on a new moon or empty sky, Ishtar is a celebration of magic and arcane tradition. Storms on this day are seen as a good omen especially if the storm is particularly powerful or destructive. All magic is stronger on this day. Ishtar is worshipped as a Goddess of Magic and is believed to be the daughter of Sélé.
<b>Flora Festival</b>	4 <sup>th</sup> of Endi Manser	Celebration of nature and life. Fertility rituals and blessings. Celebrated with flower crowns and other pretty blooming flowers.
<b>Warriors' Festival or Adventurers' Day</b>	4 <sup>th</sup> of Begini Halveser	In warrior tribes; this is a day of fighting, fornicating, and feasting. It is a boastful time for those willing to splurge in the honor of serving in military or conquest. In more civilized areas of Medius, Adventurers' Day is a day to recount stories of heroes, explorers, and other important histories.
<b>Midsömmer (Summer Solstice)</b>	25 <sup>th</sup> of Nexti Halveser	Sacrifices and fasts are made in the honor of bountiful harvests and the sun. The complete solar eclipse occurs during Midsömmer. This is the longest day of the year. During daylight hours healing and life magic is strongest while necromancy wanes.
<b>Harvest Day and Harvest Moon</b>	25 <sup>th</sup> of Nexti Elveser	Great feasts are prepared. Rituals, executions, and public events are often planned along the day to make it a day of festivities that revolve around reaping. The sickle and hay thatch (upright-tied bale) are the symbols of this day. It is believed that sex magic is most potent on this day.
<b>Kiss of the Fæ</b>	4 <sup>th</sup> of Nexteri Elveser	Generally, only celebrated in territories of Quinn. Starts two-week long celebration ending in Autumnal Equinox. Blood bonds, promises and oaths are renewed and celebrated in this time. Debts come due to collect and many sacrifice to the land and hearth. Nymphs and erotic themes make this a hornier holiday than most. Deflowering a virgin is particularly potent on this day; either willingly or otherwise.
<b>Autumnal Equinox</b>	13 <sup>th</sup> of Nexteri Elveser	Celebrations of family and love. Celebrated with wreaths and décor of fallen flora. Wards against sickness and pestilence are made and given.
<b>Blood Moon, All Hallows' Eve</b>	25 <sup>th</sup> of Endi of Elveser	This lunar eclipse appears blood red and is regarded as time for superstition and scary tales. Parents use the image of the lycanthrope to scare unruly children into line. The celebrations around this holiday can be sinister or light-hearted based on the area being celebrated but usually end up as an excuse for an unrestrained night of debauchery and sinful behavior among the young and rebellious. The spirits of the past are paid tribute or remembered and hallowed.
<b>Chieftain Celebration</b>	9 <sup>th</sup> of Nexteri Dwarveser	Usually only celebrated by the Dýr of the Quinn Forests. This marks the celebration of their chief.
<b>Hearth's Burning or Jól</b>	21 <sup>st</sup> of Endi Dwarveser to 1 <sup>st</sup> Begini Manser	A week-long celebration in which family and pets are kept close during the longest part of the winter. It is traditional to keep a hearth or fire burning continuously for this time. The Dead Moon occurs during this time. This holiday is more literal and popular among colder climates. In other climates hearth's burning day is for merriment and gift giving and celebrated on Twosday (22 <sup>nd</sup> ).
<b>Void Moon, the Wild Hunt (Winter Solstice)</b>	25 <sup>th</sup> of Endi Dwarveser	This is the longest night of the year and is considered haunted and foreboding by many accounts. During this complete lunar eclipse, the umbra is cast in a deep purple shadow amplifying necromantic magic, weakening healing magic, and the threshold between Bios and the Æthereal. Legends of long dead Kings and Evil Fæes speak of them rising from the earth to extract revenge on those who have wronged them.



# Maps

## Medius Continent Map

(Hex 25 = miles across, Square = 100 square miles)[Hi-Res Version Available]





## Xuk'Janak Continent Map

(Politically Uncharted, Hex = 25 miles)



A traveler to the Blood Marshes (South-East in North Haven) frantically runs through the dark forests around Raven's keep. He keeps seeing shifting humanoid figures out the corners of his eyes in the shadows, the forms never reveal themselves, but the more he attempts to ignore the intrusive thoughts the louder they become. At a full sprint, snow crushed underfoot becomes saturated and muddy with a blood-red tinge. He feels as if the faster he runs... Something is after him and he can practically hear it right behind him. But as he slows from exhaustion, his lantern flame starts to flick an eerie, ghostly blue; he dares not look to see what terror has caught him.

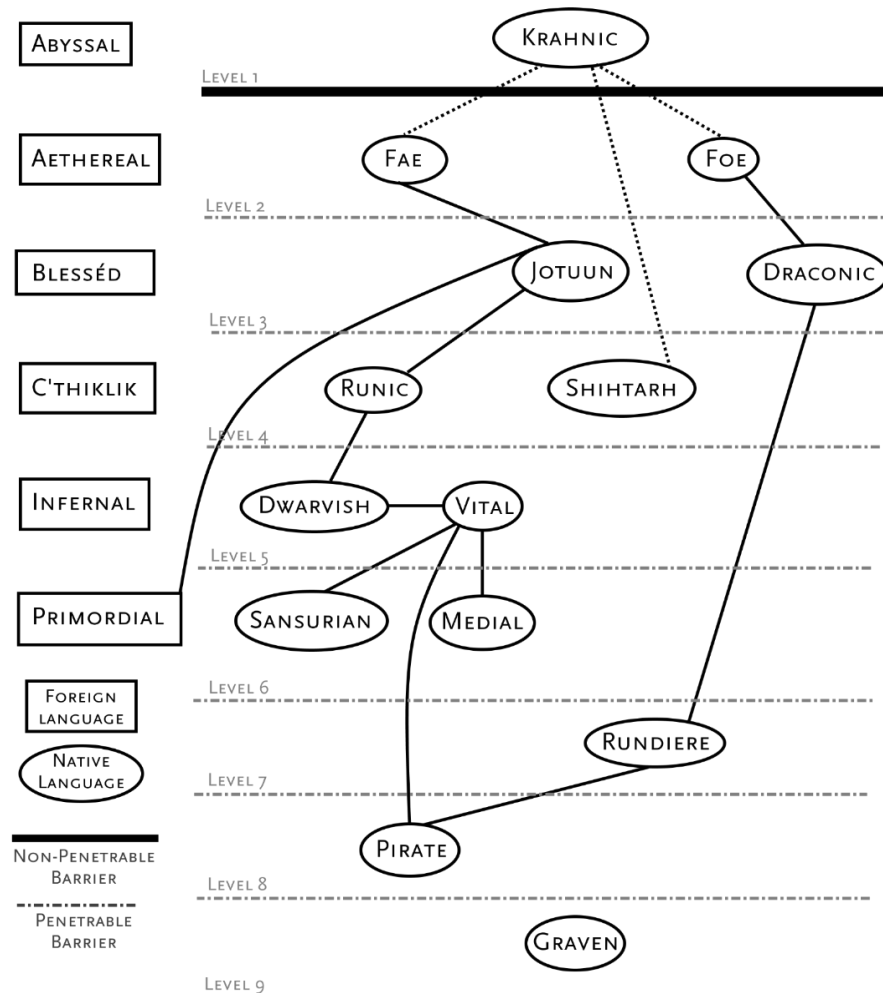


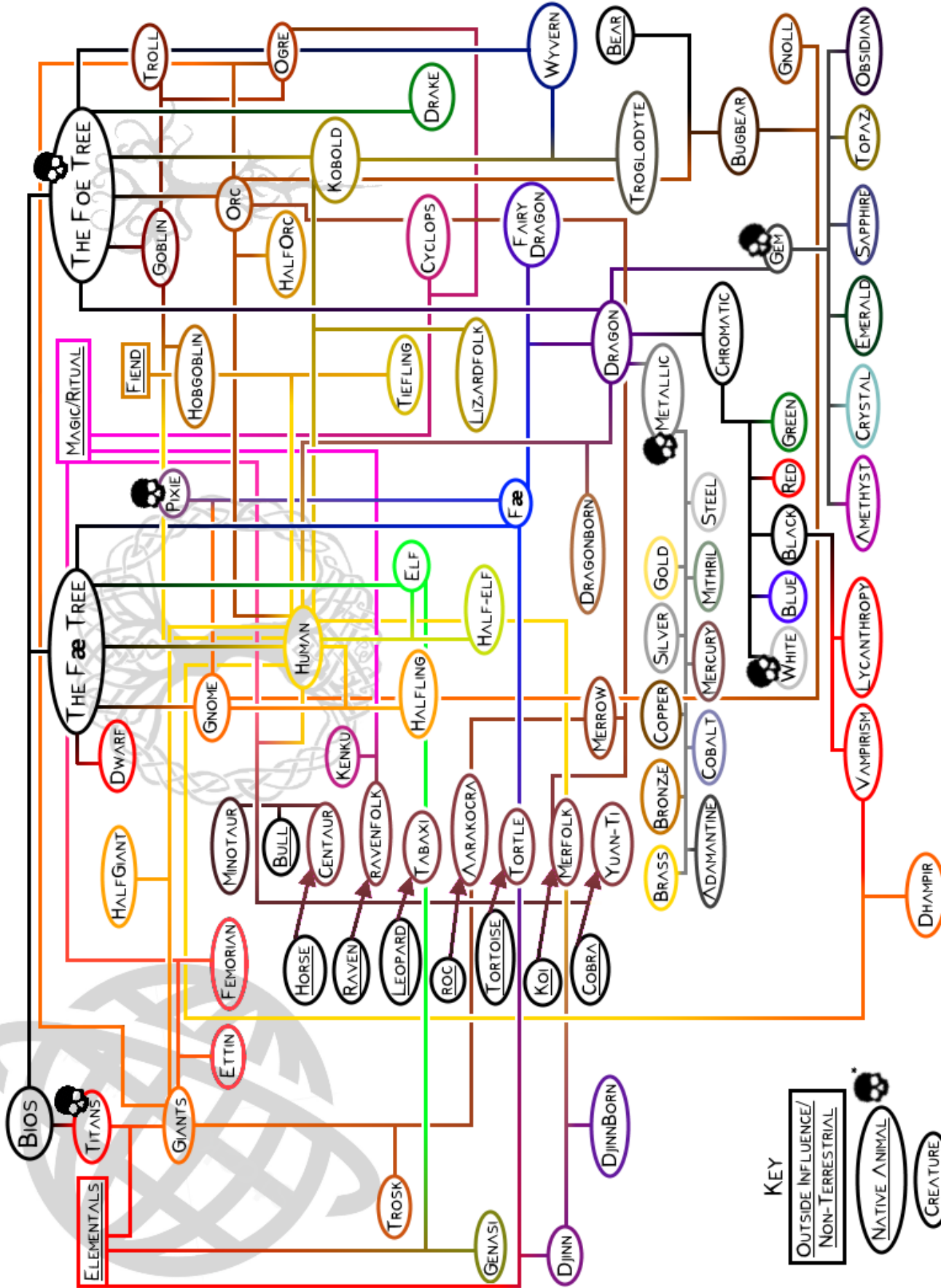
# I. Spoken Languages

The Spoken Language charts give you an example to understand how certain languages are related to each other. Using wits, you can attempt to decipher or interpret languages. The languages increase in difficulty for each level away from the base language you are. Spoken language is twice as difficult to decipher as read language. The game moderators will use these tools to design checks. If a language is not connected or bared by a heavy black line, it cannot be deciphered.

MEDIUS NATIVE	SECONDARY EXAMPLE	OTHER FANTASY EQUIVALENT	REGIONS/REASONS SPOKEN
Abyssal	Demonic	Abyssal	The Abyss
Æthereal	Arcane Script	Gith	Æthereal Plane
Blesséd	Divine Script	Celestial	Houses of Divine, Elysium
C'thiklik	R'lyehian	Deep Speech	The Dark Cosmos
Draconic	Draconic	Draconic	Amongst Dragons
Dwarvish	Modern Runic	Dwarvish	North Haven
Fæ	Elven	Sylvan	Quinn (Mostly Row)
Fœ	Goblinoid	Goblin, Orc	The Middle Wastes
Graven	Medius' Dark Binary	-	The Graven Forge
Infernal	Devilish	Infernal	The Inferno (Nine Hells)
Jotuun	Ancient Runic	Giant	Jotuun Lan
Krahnlic	The First Language	-	Ancient, Ruins (Before ~3000AL)
Medial	English	Common	Medius
Pirate	Thieves' Cant	Thieves' Cant	Thieves' Trade
Primordial	Druidic	Primordial, Modified Elemental, Aarakocra, Druidic	Farthurndern
Runic	Ancient Dwarvish/Runic	-	Ancient, Ruins (Before 0AL)
Rundiere	Subset of Jotuun	Sylvan, Modified Draconic	Runder (Created 5542AL)
Sansurian	Sylvanized Draconic	Gnomish	Sansura
Shitarhi	Defiled Egyptian	Undercommon	Shitarh
Vital	Olde English (Common)	Halfling	The Vital Lands

Spoken Language Flowchart





## J. Immersion

Part of role-playing is creating an illusion that you can get lost in. By taking on a persona and dressing and acting like that you can mostly slip

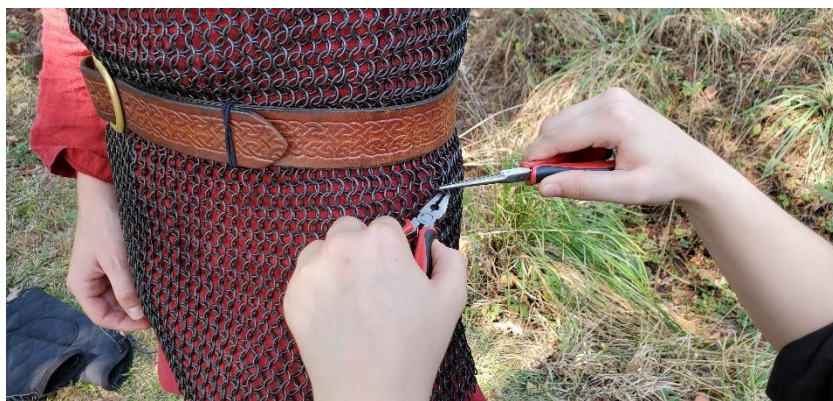


into the role. However, there may be times, such as an overnight event, when you will find yourself needing alternative forms of immersion. While camping or trying to build a scene, the details can be important and help sell the effect. Even mundane tasks such as bathing and cooking can be used to further your immersion. Ideally, we should all strive harder to become more immersive, but due to accessibility/schedule, medical, or financial reasons this may not always be possible. Below we will use guidelines, along with your faction handbook, to help you determine what your best approach to your level of immersion. The guidelines below will follow your faction's handbook formatting to help you compare and contrast notes.

## WORK & COMMUNITY

As stated in your faction's handbook there are three subgroups that fall into group a;

- In-Game Operations- These are fairly straight forward. You may be summoned or receive a prop requiring action. The goal here is to act as your character would in this circumstance and use the opportunity to get a feel for the simulated world of Bios and more importantly your faction's culture.
  - Military Missions- You may be asked to stand guard or escort prisoners to and from a location.
  - Adventuring Quests- Given as side quests or any quests that does not primary fall into the main story line of the campaign.
  - Magic Studying- Performing in-game rituals, scribing, runing, or just general studying.
- Mundane Tasks- Tasks that are mundane are a great way to "go off script" and simulate what you want to.
  - Hunting- A perfect example of this is hunting. You are required to bring your game or meat ahead of time, however there's no reason you and a small hunting party can't go hiking and role-play the experience of tracking and killing the game. If you bring a large amount of game to sell with you then your trip was successful!
  - Fishing- This is very similar to hunting with the slight variation that after making a simple, non-modern pole, you can actually fish!
  - Bathing- You could wait to bathe on long weekend LARPs, yuck, or you could take the opportunity to get clean in nature! Many of our camp sites have access to clean flowing water and have the opportunity to be bathed in. Just make sure to bring environmentally friendly soaps and shampoos in a LARP friendly container.
  - Pitching Camp- For general financial reasons, most of our tents and canopies will be modern, however taking the extra time to throw a canvas over it or hang some signs and banners can really transform the appearance of a simple modern tent.
- Economic endeavors- Walking around with a pouch full of jangling coins and being concerned for those coins is a powerful way to snatch someone up into immersion. The things you can do with coinage in game are almost as abundant as what you could do in real life.
  - Operating a Shop- You can sell your items right out of your tent if you choose to, however setting up a display may set you above the rest. Just make sure to keep signage and such lore friendly.
  - Trading- Likewise, you can choose to trade. Trading can be selling items, but it can also be haggling over traded items, money or services to acquire things that you have not had before.
  - Resource Gathering- Many items that can be crafted or bartered can be found in the wild and harvested, or at least role-played that they are being gathered.
  - Crafting- Crafting creates a powerful immersive aesthetic, especially depending on the craft. Some crafting is inherently lore friendly and is not changed for the LARP, like leather crafting. Some crafting due to its nature has to be changed for the LARP such as steel weapon and armor crafting. That being said a blacksmith in game may still choose to bring props such as a foam anvil, hammer, and tongs maybe along with a fake LED forge and foam iron ingots to "work the steel" at the events.
  - Performing In-Game Services- Are you a cobbler or priest? Some of your services may include acting out rituals or duties for a particular paying customer.



"LARP/Lore Friendly" is a term that we use to designate the general aesthetic and technology of an item. The definition may change based on various different factors depending on you. Most items that are deemed

'period' are usually ok depending on what period. In our current LARP campaign we are at about late dark ages technology, depending on the current region. As an example, The Dyr still live like nomads and Vikings of Earth's classical era, however the Sansurians live in a magically and proto-electricity fueled society with gear-punk like styles. If you are unsure about your equipment being Lore-friendly, please speak to your GM or faction leader. Remember that you may always use what you have available to you when needed.

## LEISURE & CELEBRATION

Many opportunities during fun can be used as an immersive experience.

- Fellowship- Socializing can be a great time to explore your backgrounds and get to know your fellow players, just try to stay in the habit of staying in character.
  - Feasts- Does your character have a favorite food? Everyone likes to eat! As long as you stay within your health for you, your character may develop tastes and eating habits, unlike your own. If not, everyone likes to eat! Most food should try to adhere to your specific faction's local cuisine if possible.
  - Drinking- As long as you are 21 years or older you may enjoy many in-game beverages such as Dwarven Semi-Sweet Mead that hales from the NorthBourne mountains or apple wines from the groves of the Quinn Row Forest! If you want to bring your own

liquor and beverages maybe consider transferring them to more lore friendly containers such as mini wooden kegs, skin, unmarked glass bottles, or ceramic casks.

- Storytelling- There are many stories to be told in Medius, the Lands of Legends. In addition to orally passing lessons, culture, and history down the medium is best implemented telling epic tales of heroes and ferocious monsters. These can be myths or retellings of your character's own brave adventures.
- Social Circles- Social circles are a smaller group of characters that group to discuss particular ideas or conversations. Social circles may form naturally around different conversations or develop around instruments and particular fanfare.
- Games- Games are another great way to get immersed in the world. Many games require special tools unique to Medius, therefore you must be of Medius to play Medial games.
  - Cards- As stated above, all of our in-game card games use a special deck produced specifically for CER LARP. You can buy one of these decks (just at cost) from the GA if you choose to partake commonly, otherwise many other players already possess the deck to play with. Rules for card games can be found in *Chapter M: Medius and World Knowledge, Sub-section 10: The Lore-Friendly Compendium*.
  - Riddles/Puzzles- Riddles and puzzles can be a popular way to pass the time and can be used like stories to teach important life lessons or lore.



- Dice- Most dice in Medius are commonly made of bone, wood, or crystal (acrylic). Rules for a dice game can be found in *Chapter M: Medius and World Knowledge, Sub-section 10: The Lore-Friendly Compendium*.
- Gambling- If you have the coin and mettle, you may want to test your luck by raising the stakes. Gambling is performed in game with in-game currency, not real money. This makes the likelihood of your character losing its fortune possible, but not you as a player. Many games start by setting the buy-in at the table among those playing. The higher the buy-in the more prestigious and riskier the game.
- Sport- Nothing gets a young youthful character more riled than the thought of proving their moxy in front of others.
  - Dueling- More relaxed than formal tournaments, a dual may be used to settle an argument or just used as a fun and competitive way to pass the time. A duel uses non-lethal Damage with full armor and shields with a first to 3 hit rule.
  - Tournaments- Tournaments are laid out in the above chapters and are much more formal and are for formal entertainment or political statements and settlements.
  - Competition/Trials- Many, such as the Dýr, hold games at the end of each season to stir healthy competitive growth. These are usually a series of tests and tasks designed to challenge a different aspect of each person and their packs.
- Leisure- Sometimes a good sit is good too! Remember to have fun and not to get too overwhelmed by everything. Make sure to just rest when needed or desired. LARP should be a fun hobby, which is as athletic as you want it to be. Below are many things that you can passively enjoy just by being there, not much explanation is needed.
  - Stargazing
  - Hair-braiding
  - Communal Swimming
  - Art



## COOKING & CUISINE

As stated above, you should make an effort to eat with your factions designated niche of cuisine. Most of the factions have a very well thought out and immersive way of experiencing food. If you want the most out of your experience, you should try not to deviate too much from this particular way to experience the lore unless you have health reasons or cannot enjoy the food and flavors as is. Most factions also have a particular way in which cooking can be achieved. We try to use open flames and homemade cooking accommodations over modern grills and gas. We also discourage the use of single-use products such as plastic silverware and paper plates. It is more immersive and eco-friendlier to reuse your dinnerware, drinkware, and silverware. Metal, wood, rock, and ceramic are great, and glass is ok as a rarity (although discouraged due to its high likeness to break).

While cooking, remember the details make or break the experience. Try preparing meals at events with simple tools. If you are cutting something, maybe use a flat, polished rock instead of a plastic cutting board. Remember that details don't need to be expensive. Try to tuck coolers away as those are not lore-friendly, and remember that you can use the natural cold of the environment during winter to keep things cool. Likewise, when it is cold you can keep items closer to the fire to keep them from freezing.

## CEREMONIES & FORMAL PROCEEDINGS

Ceremonies and rituals always bring an air of mystery and excitement to the LARP, however it is important to note that these rituals are mock ceremonies and do not reflect real life. If you have a religion or moral reason you would rather abstain from our fake rituals, please let a GM or GA know, and you will never be penalized for not participating in this part of the LARP. You can worship as many or as little gods as you choose. Depending on your character, it may be more likely for you to be an in-game atheist or a polytheistic mystic. The choice is yours to make.

## K. Lore-Friendly Compendium

As our LARP grows in talented members and in age, this section of the rulebook is sure to increase so check back regularly!

## MUSIC

Lore-friendly music can be sung or performed in game, as speakers/amplifiers are not to be used. Lore-friendly songs may not include modern or contemporary lyrics; they may also stray away from particular strong styles of modern music. As an example, a hip-hop or country song is going to sound reminiscent of that style unless you overhaul and rework the song, which may be done. You may also write and perform music for use for in-game. You may use any instrument in LARP that is not specifically modified to be amplified by electricity and/or requires modern technology to operate. Keyed instruments are extremely rare and for most character are unobtainable. As an example, an acoustic guitar or bass is ok, but the versions meant to be amplified are not lore-friendly, likewise, accordions would be extremely rare in areas outside of Sansura.

## GAMES

All the games below use dice or the Medial Standard Tarot & Playing Card Deck©, a deck specifically designed for CER LARP. If you are interested in buying a deck, please speak to a GA or GM.

### Fireball

How to play;

(plays 3+ players, dice)

1. Each player must buy-in for match.
  - Wretched- 1 Copper Ingot
  - Casual- 1 Silver Shield
  - Competitive- 1 Gold Crown
  - Opulent- 1 Krahnic Scale
  - Some venues and towns may set their own buy-in fees.
2. Previous match winner rolls first or roll a d6 and high goes.
  - A player rolls 8d6. On a 1, the player adds 1 'buy-in worth' to pot. On a 6, the player rerolls it taking the 6 points.
  - The player rolls until they cannot reroll. They total their points.
3. The player with the lowest total of the round is expelled and the new round starts, with no buy in. Next person clockwise rolls starting the round.
4. Repeat step 2-3 until the match is determined.

## Quarter Council

How to play; (plays 2-10, cards)

- Each player must buy-in for match.
  - Wretched- 1 Copper Ingot
  - Casual- 1 Silver Shield
  - Competitive- 1 Gold Crown
  - Opulent- 1 Krahnic Scale
  - Some venues and towns may set their own buy-in fees.
- The dealer is chosen, and deals to left first, then clockwise.
  - The dealer is rotated, as long as no in-house dealer, as well as first dealt moving clockwise each match.
- Each player is dealt 2 cards from quarter council Medius' deck.
- Players may bet, raise, or check round.
- Card is played on the stage (center).
  - Any role-play checks or trials must be used at or before this stage. (In-game only)
  - Players may use card proficiency or cheat (Reflex Trail). Crits win and botches drop you from the match automatically. Cheating may be spotted by other players' using Wits checks if cheating is suspected.
- Second round of bet raise or check.
- Additional card dealt to each player.
- Final round of bet raise or check.
- Player dealt first on reveals first.
- Compare and score cards.
  - Highest Score wins.
  - Numbered cards are worth their number.
  - Dragon Cards and court cards are worth 11 points.
  - Add 1 additional point for each like card, unless you have a special Four of a kind.
    - Example: If you have four mages you would add an additional 4 points, or total of 36.
    - Straights add 6 additional points. So, prisoner, wretch, peasant, and thief would result a total of 12.
    - Straight Flushes are worth double of a straight, 12 points.
    - Special four of a kind include the following and have a set value of 50 and beat each other in different ways.
      - Hanged Gallows, Four Prisoners, defeats sentries.
      - Total Defense, Four Sentries, defeats a war party.
      - Aristocracy, Four Aristocrats, defeats prisoners
      - War Party, Four Tyrants, defeats aristocrats
    - Four lords, or a quarter council, counts as 100 points.
    - Chromatic Kings = Four Dragons = 101 Points, Defeats Quarter Council (only in the presence of four lords)
    - If a tie occurs each player is dealt one additional card face up, without bets, until one prevails.
- The winner takes pot for match. Match complete, continue or leave table.





## Territories

How to play;

(plays 2-4, cards)

1. Each player picks a suit and is given that suit.
2. The opposing deck is shuffled and split between the players evenly, extra cards are discarded.
3. The cards each player has are now their deck.
  - It is shuffled and placed next to them.
4. Players draw up to seven cards in their hand and then they start the match phase.
5. In the match phase each player plays a card face down.
  - The players then all reveal their cards at the same time.
  - The highest card wins the round.
  - If there is a draw, all players in draw must replay the match phase again, adding an additional card on each tie.
  - The winning player takes the pile, highest card taking.
  - Number cards are worth their value, court cards are worth 11, dragons are worth 12, and trees are worth 13.
  - Aristocrat trumps Tyrant, Tyrant trumps Lord, & Lord trumps Aristocrat
6. Players play, repeating the match phases, until they have no cards left in their hand. The person with the most cards at the end wins.
7. The player that has the lowest number of cards is out for the round and the lowest player's cards are divided to the other players, starting the match over.

## There be Dragons!

How to play;

(plays 2-4 or multiple players with mixed decks, cards)

1. Each player is dealt 7 cards.
  - The goal or win condition is to discard all of your cards.
  - When a player has one card left, they have to shout, "ONE MORE DRAGON!"
    - If an opposing player yells the phrase "MORE DRAGONS", first they make the player draw back up to seven cards.
  - When a player plays his last card, they have to shout, "NO MORE DRAGON!"
    - If an opposing player yells the phrase "MORE DRAGONS", first they make the player draw back up to seven cards.
2. A card is overturned and the player to the left lays a single card down to pass their turn.
  - Cards can be matched or played by suit or number.
  - A tyrant forces a player to take a card (your choice) from your hand and you may change suit.
  - A lord lets you play any card on top of it, and you may change suit.
  - An aristocrat lets you trade any of your cards with a random card from an opponent and you may change suit.
  - A tree lets you play any all-matching cards from a suit at one time.
  - A dragon makes you pick up the discard pile excluding the dragon just played and you may change suit.
  - If you do not have a card to play, you must draw until you get a card.
3. You can only play court, dragon, and tree cards when you have no other option.
  - If you play the card and have another option, you may be challenged.
  - To challenge somebody, shout "CHEATING KOBOLD"
  - If you are challenged but win, they must double the effect against them.
  - If you are challenged but lose you must double the effect against yourself.
  -



# TAROT

## INTENDED USE

This tarot deck is to be used for fantasy role-playing, set in the world of Medius of Bios. The deck alludes to fantasy creatures and ideas. The intended in-game purpose is to scry or look into the future using the cards to read the scenarios and outcomes.

CER LARP does not condone or encourage the occult but does not discourage or hinder its members from exploring such themes and paths. Just as each character of our fantasy world is rich and diverse, so are our players and their beliefs. Tarot can be used as an occult object for witchcraft but is also used scientifically in the study of suggestion and the study of psychology.

This deck is intended to be used as an in-game prop. If the use of a tarot deck is against your morals or religious beliefs, simply refrain from using the deck as it is intended as prop toy. If you wish to use the deck out of game for divination purposes, that is acceptable too. Just as CER and CER LARP would never discriminate against anyone for their beliefs, identity, or personal truths; please refrain from doing so to others.

## HOW TO READ THIS DECK & DECK STRUCTURE

Unlike a traditional tarot deck, where a particular card may have a set meaning, the Medial deck is organized in a way to reflect the way knowledge is passed down in Medius, through tales and often in fragments. Each card should be seen as a piece of the overall narrative or puzzle when conducting a read like a mosaic that usually only comes into focus when close to completion among the sum of its other parts. You may focus on individual cards, if you wish, but keep in mind that the card that is revealed before and after weigh just as heavily on the meaning at hand.

Each card has an upright/upstanding position marked by the compass rose in the top left corner. This position is read as Norðri and is considered upright and generally aligns with positive charges, energies, and emotions. (You should read your deck as you, the reader, faces North when possible.) The inverse, Suðri, generally aligns with negative charges, energies, and emotions. However, be aware that inverse cards are not always the exact logical opposite of their upright meanings nor does upright mean inherently good, while inverse does not mean inherently bad.

The suits are a layer of the citizen cards. Each citizen card has a suit which flavors it further. So, the card 0-Prisoner may have the same base meaning of freedom, but when paired with the Dwarf suit its meaning may become financial freedom. Likewise, its meaning may change to creative freedom if an artisan is pulled in conjunction. Citizen cards embody traits, ideas, and emotions. Court cards usually personify significant feelings or individuals present in the conflict or read. In this regard, the citizen cards function similarly to the minor arcana cards of a standard rider tarot deck.

The tree cards are meant to be a guide and essence in a reading. Each card can contain Fæ, Fœ or a balance of each. Fæ energies align with light energies and emotions while, Fœ energies align with dark energies and emotions. While some inverse cards may align with Fœ, some cards are completely of Fœ. As stated above, use this as a lense, or piece of the whole picture, and keep in mind that Fœ doesn't inherently mean evil or bad. The Dragon and Primeval cards function as "forces of nature" or direct paths for the conflict within the read. The Dragon, Primeval, and Krahnic Scripture cards are all powerful omen cards that function similar to major arcana in other tarot decks but differ in how they are implied. Dragon cards are inevitable actions, forces beyond your control, or **things that will happen** regardless. Primeval cards are warnings of vice, traps, or **things that can or are likely to happen** given no course correction. Krahnic Scripture cards act as a warning and act as a guide for **things that should happen**.

### Examples:

- A white dragon card drawn in Norðri implies that the problem or person will become dormant for a time.
- A Primordial Purity card drawn in Suðri implies that the revealed party (the one(s) who are being read) may be acting naively and must stop before more damage is done.
- The Krahnic Scripture Card Fire drawn in Norðri implies that swift action is needed.

Krahnic Scripture cards contain runes that can be read as a standalone divination method. Runes and cards that are Fæ are of the Body and Physical self and align with Medius and Earth. Runes and cards that are Fœ are of the Mind and Astral self and align with the Cosmos.

Lastly, in-game the deck was also used as a story telling device and an aid for teaching. Many of the symbols, colors and languages present have significance to lore about the word and can be used to study. Can you decipher all the languages and puzzles to unlock the hidden knowledge?





## The Cosmic Spread Chart

### Bios/Earth- (The Conflict)

1. Main Person or Emotion

2. Base of Conflict

3. Past Issues or Factors

4. Current Issues or Factors

5. Future Issues or Factors

### Trinity/Moon- (The Path)

6. Guidance

7. Expected Feelings

### Void/Mars

8. The Warning of Danger or Fear

### Sun

9. The Solution or Outcome



## Cards and their Correspondences Chart

Key (Name)- Extra Information,

Nordri Position Correspondences,

Suðri Position Correspondences

## ANCESTRAL <SUITS>

**The Dwarves of Northbourne** - Dwarveser (Winter), Dwarven (Language), Water, Orderly, Masculine, Older/Elder, Fæ (Heritage); Riches, Perfection, Pride, Order; Poorness, Shallowness, Hubris, Restriction

**The Fæ and the Dýr** - Elveser (Fall), Fæ (Language), Earth, Savage, Feminine, Younger/Youth, Fæ (Heritage); Beauty, Vigor, Sexuality, Ritual; Ugliness, Exhaustion, Sterility, Impatience

**The Halfling of Sansura** - Halveser (Summer), Sansurian (Language), Air, Neutral, Intersex/Trans (Contains both gender energies and a mix), Adult/Middle-Age, Fæ (Heritage); Science, Logic, Creativity, Art; Stagnation, Laziness, Stupor/Ignorance, Emotional Stunting

**The Human Empire of Victuun** - Manser (Spring), Medial (Language), Soul, Lawful, Masculine and Feminine, Adult/Middle-Age, Fæ (Heritage); Endurance, Honor, Hope, Dreams, Legacy; Futility, Shame, Gloom, Nightmares, Loneliness

**The Fæ Goblins** - Fæ (Language), Dark, Chaotic, Non-Binary/Agender (Gender energy is absent or lacking), Younger/Youth, Fæ (Heritage); Freedom, Glee, Nirvana; Simple, Unwanted, Unrestricted, Lost, Wretchedness

**The Orcs of Bloodspathe** - Fæ (Language), Fire, Apathetic, Masculine, Adult/Middle-Age Fæ (Heritage); Strength, Determination, Fortitude; Violence, Cruelty, Trapped, Brutality, Scheming

## CITIZENS <TRANSLATED>

**0- Prisoner** - Freedom, Lesson; *Enslavement, Daft, Foolishness*

**1- Wretch** - Aquarius; Freedom, Lesson; *Enslavement, Daft, Foolishness*

**2- Peasant** - Capricorn; Accomplishment, Success; *Failure, Stagnation*

**3- Thief** - Scorpio; Suave, Guile, Charismatic, Passion; *Cheat, Lies, Two-facedness*

**4- Outlander** - Gemini; Nature, Guidance, Agility; *Illness, Xenophobia, Confusion*

**5- Merchant** - Pisces; Riches, Dedication, Patience; *Injustice, Financial Ruin*

**6- Artisan** - Cancer; Pride, Skill, Sensitivity; *Shallowness, Pompous, Injury*

**7- Adventurer** - Sagittarius; Courage, Goodwill, Optimism; *Fear, Ill-intent, Scheming*

**8- Mage** - Gemini; Magic, Knowledge, Intuition; *Madness, Insanity, Depression, Listless*

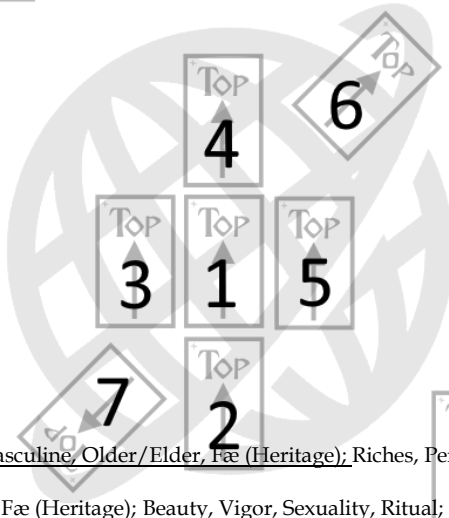
**9- Acolyte** - Libra; Faith, Kindness, Sincerity, Empathy; *Damnation, Cruelty*

**10- Sentry** - Taurus; Protection, Safety, Loyalty, Endurance; *Overbearing, Controlling, Dangerous*

**Court- Aristocrat** - Virgo; Love, Truth, Trust, Council, Communication; *Isolation, Lies, Manipulation, Misleading, Treachery*

**Court- Tyrant** - Aries; Power, Control, Sexuality, Exploration, Liberation; *Lust, Chaos, Futility, Incest, Perversion, Tyranny*

**Court- Lord** - Leo; Dominion, Wisdom, Family, Justice; *Curse, Grieving, Loss, Enemy, Unfairness*



## THE KIN TREES

**Fæ & Fœ** – Fæ, Day, Light, yes, Blessing, Feminine, Love, Sex, Birth, Happiness; Fæ, Night, Evil, No, Curse, Masculine, Hate, Lust, Darkness, Sadness

## THE CHROMATIC KINGS (DRAGONS, TRANSLATED FROM DRACONIC)

**Cryosis** – White, Ice, Apathy; Slumber, Rest, Hibernation, Instinct; *Apathy, Slowed, Torpor, Savagery, Coldness*

**Hydroxis** – Blue, Lightning, Pride; Wisdom, Pride, Action, Benevolence; *Vanity, Vain, Pride, Selfishness*

**Void** – Black, Acid, Fear; Concentration, Meditation, Planning, Closure; *Fear, Insatiable, Hunger, Lust, Perversion, Toxicity*

**Alladin** – Red, Fire, Anger; Power, Tradition, Heritage, Strength; *Rage, Hatred, Cruelty, Brutality, Intolerance, Consuming*

**Emerald Tyrant** – Green, Poison, Ambition; Will-Power, Occult, Truth, Fruition;

*Domination, Pain, Forbidden Knowledge, Inevitable*

## THE PRIMORDIALS (THE OLD POWERS, TRANSLATED FROM PRIMORDIAL)

**Purity** – White/Luster; Purity, Good, Kindness, Piety; *Naivety, Inexperience, Blindness*

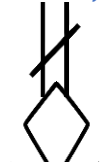
**Surrender** – Blue/Yellow; Surrender, Knowledge, Curiosity, Imagination; *Oblivion, Madness, Nightmares, Mental Sickness, Deafness*

**Hunger** – Black/Violet; Motivation, Discovery, Sex; *Lust, Perversion, Poison, Corrosion, Rot*

**Impulse** – Red/Orange; Impulse, Action, Agility; *Haste, Violence, Anger, Lameness*

**Power** – Green/Brown; Strength, Substance, Creation; *Corruption, Destruction, Illness*

## Runes of the Krahnic Scriptures Chart



**Fire, HISS rune** – Physical Body, Earthly/Bios;

Catalyst, Action, Magic;

*Consuming, Destruction*



**Earth, DJI rune** – Physical Body, Earthly/Bios;

Foundation, Build, Wealth;

*Empty, Blight, Drought*



**Dark, SHI rune** – Physical Body, Earthly/Bios;

Discovery, Science, Renewal;

*Darkness, Depression, Evil*



**Light, SUNE rune** – Physical Body, Earthly/Bios;

Good, Light, Happiness, Life;

*Judgement, Oppression*



**Water, BLUH rune** – Physical Body, Space/Cosmos;

Knowledge, Logic, Emotion;

*Apathy, Stagnation, Occult*



**Design, NIFT rune** – Physical Body, Space/Cosmos;

Plan, Destiny, Contentment;

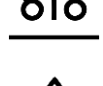
*Fate, Inevitable*



**Law, NUCT rune** – Physical Body, Space/Cosmos;

Law, Morals, Order;

*Imprisonment, Entrapment, Forced Action*



**Balance, PIR rune** – Physical Body, Space/Cosmos;

Balance, Fairness, Accuracy;

*Impartial, Emotionless, Lacking Empathy*



**Trinity, BIOS rune** – Physical Body, Space/Cosmos;

Soul, Bonds, Family, Mythril, Moon, Riches, Moon-Elves, Ritual;

*Sacrifice, Emotional Manipulation, Shame, Smothering*



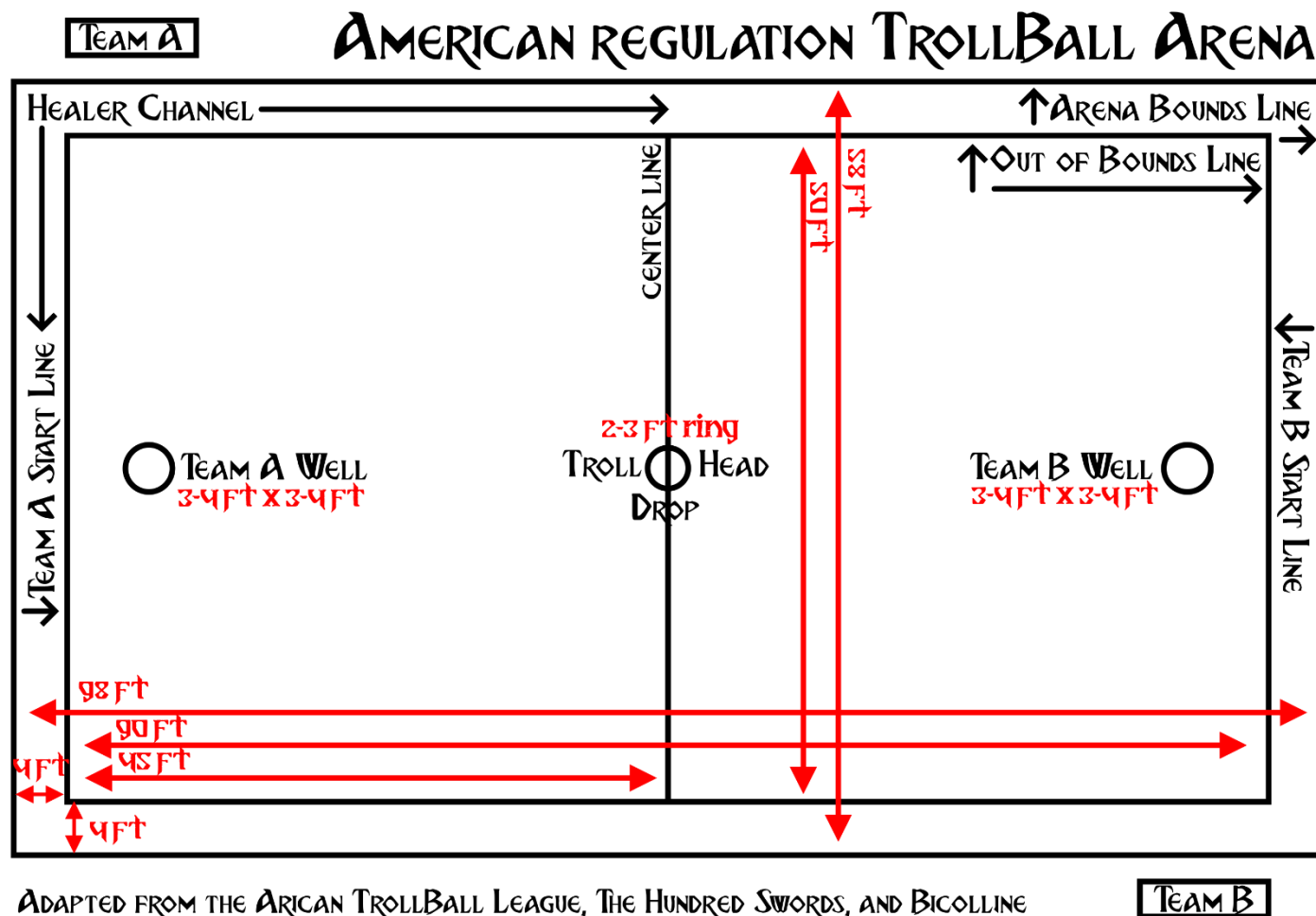
**Void, TARH rune** – Physical Body, Space/Cosmos;

Pruning, Natural Cycle, Cleanse, Occult;

*Entropy, Hunger, Death, Cancer, Oblivion, Lust, Fear, Occult*



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## TrollBall

Adapted Rules by Chieftain Jakobi VVyllyn using reference from The American Trollball League, The Hundred Swords LARP, and The Le Duché de Bicolline Festival of Canada. TrollBall is exempt from any copyright claims and is not property of Jacob Wallin or CER LARP. We do not claim ownership of this open-license game.

### Equipment

- Field laid out with either paint or twine, roped off. The field may be scaled but it must retain the same ratios, except for the healer's channel which is always designated as 4 ft wide around the in-game bounds.
- Two wells for each player (preferable foam or soft materials)
- 36 in long boffer swords (PVC and Pool Foam) and sometimes shields, but less likely.
- A trollball, a severed head prop with a long tuft of hair or braid. It should be weighted 8-10 lbs. You may use a weighted ball with a rope tied around if a prop is unachievable.

### Win Condition

Teams of 6 active players (and up to 4 reserve players) score points by dropping the "TrollBall", a severed troll head prop, into the opposing team's well. The game is made up of two 10-minute halves with a 5-minute halftime, for a total of 25 minutes of play time.

### Teams

The main team is made of one healer and five other players wielding 36-inch swords (sometimes shields, but less likely). The reserve team may be made up of 4 reserve players or one member may be a reserve healer but must be designated as such. Teams must always mirror each other in total size and composition.

Note: There must be at least one player, from no team, designated as a referee, and a single match cannot have more than 4 total.

### Golden Rules

- Fair Play-** You are responsible for following the rule of fellow respect. Be fair, do not cheat, and take your hits when you are supposed to. Respect the referee and their calls, even if you disagree with them. We do not have high-speed cameras and replays; calls cannot be challenged. We play trollball for fun!
- Restraint-** Unlike simulated combat, the swords in trollball should be used simply to tap the opposing players, and nothing much harder. Thrusts and throwing your weapons are not allowed. For this reason, we will be using specially designed and designated weapons for trollball.
- No Physical Contact-** You are not allowed to touch an opposing team member at all, by clothes or otherwise. Accidental touching results in a penalty for the round and intentional touching disqualifies the player for the remainder of the game.



- No head or groin shots- Shots do not count when hit here. Accidental shots may incur penalty and intentional shots disqualify the player for the remainder of the game. Unlike our home LARP, hand and feet shots are counted. For this reason, it is recommended that players wear protective equipment like gloves and helmets.
- No harassment or gross misconduct- We are here to have fun. Un-sportsman like conduct will result in removal from the game.

### How to Play

Upon the whistle blow, the five players starting at the line behind their well dash to the center to claim the trollball. The healer is confined to the healer's channel until someone "dies". A death is achieved by striking an opposing player with their weapon, they do not have to have the trollball to be struck down. If two opponents strike each other they both go down! When a player is struck down, they must take a knee and hold their weapon point down above them. If they are holding the trollball they must drop it, the ball may never be slung, thrown, or kicked. The trollball can only be handled with a player's hands and arms, no weapons or head, knees, etc.

The healer may then leave the channel to come take the downed player's weapon. The dead player and the healer then return to the team bench where a reserve player is sitting, and the healer hands the sword to the next player in order. Healers and dead players cannot throw weapons. If there are no reserve players the recently downed player may reenter but must come to the bench area first.

The healer must remain in the channel when they are not dead. A healer may only carry one sword at a time. A healer can use both sides of the healer's channel and can be killed. If a healer is killed, they return off the field and are replaced by a backup healer, if possible, if there are no other healers the healer is out and the round goes until a point is scored. Healers may only be in once per round each.

A point is scored when the trollball reaches an opposing team's well and placed within it. The round then concludes with a whistle and a new round is started. Referees are in charge of keeping time and there are no breaks except at halftime when teams change sides. A referee may penalize a team for a single round if rule fouls are called. The penalties last one round and means one less active player can be on the field for the round. Hypothetically, if a team received 5 penalties the round is scrapped, and the opposing team gains a point. After each round, if there are no penalties each team starts with 5 active players.

## XV. PLAY SETTING AND CLANS

Your GM or GA will decide what the game setting is for your CER LARP. The game setting is where all of the story takes place such as time period, the world/landscape, and the tonality. While CER is mostly for fantasy settings such as Tolkien's *Lord of the Rings* and *Dungeons & Dragons* the rules could easily be applied to other settings as well. Clans or factions serve as the teams of players operating within the game. You may have one faction or remain unaffiliated. For smaller game-groups usually one clan is chosen and played with those scenarios. In larger group multiple factions may exist if there are enough players to support it. For a faction to be created, it must be allowed by a Game Admin, and it must have a designated GM and at least 25 regular players. To maintain a faction, it must have GM and at least 12 regular players. A faction must also have a name, at least one color (usually a primary and secondary), and a mascot, however we recommend staying within the following clans as creating content must stay lore friendly (more in next section). Please note it is **recommended (not required) to have at least 25% of garb (not weapons or shields) dedicated to your primary faction color and it cannot be hidden.** You also **cannot have more than half (50%) of your garb dedicated to non-neutral faction colors.** For a list of faction specific colors please refer to your individual faction handbook or contact a Game Mod.

Our current primary faction in play is;

### CER MIDWEST (DIXON, IL HOME)- THE KINGDOM OF NORTHBOURNE

#### A. Clashes! (other LARPs)

Have you ever wondered what would happen if two separate LARPs were to meet? Well, we would hope that we could clash with them by having a system versus system fight (in-game of course). If permitting the two LARPs will utilize the following steps;

- Meeting of Admins and Moderators of both systems to talk cordially about the possibility. Be polite and respectful at all times! We think our LARP is the best, but they likely feel the same way about theirs.
- Discuss the type of "clash". Will it be a knock-down, drag-out fight until the last one stands? Will it be a war game with modified rules such as capture the flag? Maybe they even want to have a joint Role-Play session with us mixing our two systems so that we may experience both worlds.
- Weapons must be compatible and meet both criteria of both LARPs and follow and special restrictions.
- Unless stated otherwise; CER LARP will default to DrachenFest US rules. The basic clash rules are as follows;
  - All weapons and spells do 1 damage unless otherwise stated.
  - Any weapon over 43" always requires two hands.
  - Two handed melee weapons deal 2 damage.
  - Arrows do 1 damage but ignore armor, not shields.
  - Shields block all damage unless otherwise stated.
  - Orb of power (a spell) does 3 damage and ignore armor and shields and forces the player to fall.
  - Players start with 2 HP (health points), unless otherwise stated.
  - You may gain 2 AP (armor points) for each area with at least 80% coverage; the head, torso, arms, and legs for a total of 8 AP.
  - When you get hit, damage comes off of your AP first then your HP.
  - When you are dead; remove yourself from the field using the OOG symbol or wait to be healed in a safe area.
- If you are interested in learning more of the DrachenFest US rules such as spell casting, please visit their official website for their rules.
- Remember to be respectful and appreciative of the other LARPs involvement; not all systems are open to such a thing!

#### B. DrachenFest US

- If you are interested in attending DrachenFest US, please contact Admin Jake or Guild Scribe Mike (Callum Evenfyre) or view their website.

## C. Default Factions

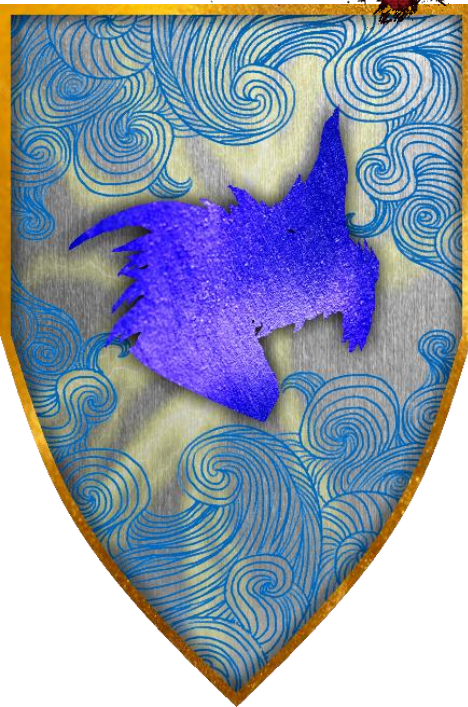


### UNTAMED CLAN DYR

The wild ferocity of nature, Tribal Vikings of their animalistic pride, Protectors of Life. Lead by Chieftain Jakobi Youngblood (played by Jacob Wallin). The Dyr (pronounced Dire) is Nordic in style and represents the wild ferocity of the Manticore. The clan colors are red, black, and earth tones.

### THE SOVEREIGN KINGDOM OF NORTHBOURNE

Northbourne is the capital city of Medius (not always respected), Kingdom and army of the Human King Armon and his blood-line descendants who rule over Worldspeak. Worldspeak was built as an impenetrable fortress against the many enemies of man and humanoids such as Dragons, Giants, and the Gods. The people are hearty and stubborn, people who prefer the engineering of the Dwarves/Gnomes and the steel of their blade over religion and servitude. Worldspeak is seen by many as a mecca for the oppressed willing to fight. They are proud and strong warriors that do not fail to see the importance of knowledge and preparation. Its symbol is a gold face of a dwarf on a blue standard. More information on Northbourne can be found in the Northbourne Field Guide at the end of this rulebook.



*Ordov Swift*

*Hydroco* AND THE

### CITY-STATE OF RUNDER

-Blue on Silver and a Great Blue Dragon personifies the intellect and majesty of the Ordov Swift Water-Dragon. *The Ordov Swift Hydroco* is the church that controls Runder. The priests and holy men employ a massive and wealthy army for their size thanks to the boon of Hydroxis, the Chromatic King. Once a barren and stranded outpost of the Northbourne army, many died in the inhospitable conditions of the desert. When on the brink of doom Hydroxis, the blue dragon, provided a giant blue gem which water flowed out endlessly. Quickly forming a thriving oasis, Runder was built out of the many riches and wealth earned from trading. Runder was a key location to survival in the desert and anyone who stumbled upon the erecting city would easily give everything to gain entrance. The Ordov Hydroco (Order of the Water Dragon) still runs and maintains the city under the rule of Hydroxis.



## THE SANSURIAN CANNON BRIGADE AND THE CITY-STATE OF SANSURA



The city of Sansura bustles with airships and steel machinations run by bottled electricity and other curious magics. Those who hail from this region are skilled engineers and free thinkers of magic and engineering alike. The rich, deep culture of this sprawling city sees goblins drinking with gnomes at bars owned by dragon-kin. In Sansura you are worth the weight of your ideas. Ingenuity is God among these. Their colors are gold on orange or yellow. Their symbol is the airship or the cannons of their brigade. (*Depending on age, Sansura may be under Victuun Rule*)



## THE AEGIS ORDER &

## The Knights of the 12th Covenant

White and Gold, Angels personify the justice and honor of the Twelfth Covenant. The 12th Covenant is an order within the alabaster city of New Quinn and the Triases of Trinity. This order has been tasked to protect the last covenant between man and the Aegis Order; *"To serve angels with benevolence and faith, to endure the darkness of the diabolical, for the mercy of the light shall spare my otherwise terrible fate."* Although a force for good, the order can be seen as tyrannical and on ever-spreading conquest, *"to maintain peace"*. However, they are closest to what they deem as holy seeing as they are the only mortal men to converse with angels openly. The 12<sup>th</sup> act as demon and monster hunters and their exploits take them all through the lands.



## The Exiled AND THE VITAL LANDS

Black Silver & Red, what would you say if I told you that the lands of Vitæ are secretly run by dark councils and sinister creatures unlike me or you? Don't believe me? Well, I suppose, that's what they want.... The swamps around the City State of Vitæ are called the vital lands. However, at one time the marshes had a much darker and sinister name, the Blood Lands. The aristocratic council and royal family of Vesai rule Vitæ, but they have called the exiled, as they were originally driven out of the North many moons ago.

# The Victuun AND THE TRI-DYNASTIES OF THE MIST ISLES

The Victuun are a prideful eastern style faction of proud warriors and honor-bound samurai and ninja. Sworn enemies of the Dyr, the Victuun believe in expansion and sharing their culture and prosperity. They are overseen by a Sultan than is guided by divine wisdom and the expertise of multiple lives. The Victuun believe in honor, duty, and respect. The Victuun's colors are purple, black and white. More information on the Victuun can be found in the Victuun Manifesto at the end of this rulebook.

## D. Local Chapters

CER is a custom written LARP system and relies on its players and game mods to help improve the system moving forward. Our second edition is a culmination of over 5 years of play and fun! As we build up our player base, our goal is to expand and establish local chapters so CER LARP may be used and enjoyed by many all over the United States, and eventually, the world!

## E. Home Capitol

As stated above, CER is a locally written and maintained system. Currently we have one chapter.

- Dixon, Illinois, Mid-West US

The current home base or home chapter is located in Dixon, Illinois (Mid-West) of the United States and run by the Game Creator Jake Deader Wallin. Most of our large events will center around this area as it is the system's current largest chapter. As chapters are created events may move to accompany more chapters. All lore and game moderation is filtered down from the home capitol and Jake. The home capital has the right to create and ban chapters from participating in CER LARP.

## F. Establishing and Maintaining a Chapter

CER LARP is looking to establish itself as a fun, free, and accessible LARP. Our goal is regardless of your distance from us, you still consider trying and enjoying CER. To play CER in an area you must establish a local chapter and that can be done with the following guidelines in mind;

- You have permission to use this handbook and the rules within to create your own LARP group however you must abide by the following rules;
  - CER LARP is and always will be a FREE LARP. Charging people for the use of rules and any associated materials owned by Jake Wallin and CER LARP will result in a ban from our system and result in legal suit(s).
  - You must use the most current version of the rules and respect rulings from the home chapter. Since the materials are free, they should be updated when new changes occur. Modifying the rules, lore, or story and any associated materials owned by Jake Wallin and CER LARP will result in a ban from our system and result in legal suit(s).
  - The story given within a new chapter must be co-created with system founder Jake Wallin. This means that you must contact me to make sure that the story is consistent and can be woven together if needed.
- You must maintain at least 4 other active members, excluding you for a total of 5 members.
  - Not all new chapters may have new factions either since it requires more players for a faction.
  - Medius is a rough reflection of North America, therefore you may be asked to adopt a particular faction based on your geographic location.
  - It is possible to have a chapter with unaligned players and no factions. It is also possible for chapters to have members part of established factions of other chapters.
- A chapter must have at least one admin and is recommended to have at least one other moderator. As a game admin you are required to adhere to the following;
  - Be in contact with Home Chapter (Dixon, IL) and Jake Wallin for XP and Story moderation.
  - Have a good understanding of the Rules as written and as intended.
  - Be in charge of coordinating and planning events within your local area.
- A chapter must have a need. Most states will not have more than 2 chapters. You may have to drive a little to get to your local established chapter. If you are the only chapter in the area, encourage new players to join your chapter by being an accommodating and welcoming Chapter Game Admin.
- Chapters must maintain an active schedule. Your chapter must be able to coordinate at least 5 campaign events and at least 1 overnight (3-day) event.





To contact an admin about starting a local chapter or asking game questions you may contact him at the following;

*The Kingdom of Northbourne Contact Information*

**Dixon, Illinois**

**Mid-West Chapter United States**

**In-Game: Game Moderator Jake**

**IRL: Jake Deader Wallin**

Jakewallin2012@gmail.com

Facebook.com/JakeDeaderWallin

Facebook.com/CERLARP

Facebook.com/groups/384111463074134 (private group, so apply to join!)

**Crimson Wolfstar**

**Clark Barnett**

CrimsonWolfstar@gmail.com

Facebook.com/xCrimsonDeathx

**King Septimus Tiberius Rex**

**William Matthew Norris**

Wnorrisca@gmail.com

Facebook.com/william.norris.353



Connecting all of the shadowy, dark places of Medius via caverns deep underground; the ShadowDark is home to all manner of monster and things that go bump in the dark. The primary denizens of this realm are Duergar (dour and bitter dwarves that have forsaken the surface world) and Deep Gnomes (blind and contorted gnomes with potent psychic abilities). However, over centuries of being hunted by the 12<sup>th</sup> Covenant's fiend hunters; many monsters and powerful undead have entire subterranean kingdoms in the vast caverns. Werewolves, vampires and all manner of nightmares make this place a nightmare among dreams. Not only do the denizens of this realm bade unwell for adventurers, but the tunnels connecting the great caverns themselves seem to twist and contort in maddening ways, making traversal and mapping of this area nearly impossible. The Shadow Dark is also home to some of the most poisonous living plants, oozes and fungi.

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## 6. Character Sheet

PLAYER NAME

CHARACTER NAME

TARGET LEVEL

CHARACTER #

HP

MAX HP

2ND EDITION

Re-CER

Live Action Role Playing

CER Midwest

THE KINGDOM OF NORTHBOURNE

ROLE

ANCESTRY

AGE

ALIGNMENT

BAG SLOTS

CURRENCY

CRAFTS, SERVICES, AND/OR SPECIAL NOTES

MAGIC

MIGHT

LUCK

REFLEXES

TOUGHNESS

WILL-POWER

WITS

PROFICIENCIES

ARMOR

SHIELDS

WEAPONS

ARMOR WORN

ARMOR WORN

HELM ☐ GAUNTLETS ☐ GROIN ☐ FOOTWEAR/ANKLE ☐

GAIN +1 BASE HP FOR EACH, MUST BE WORN AT ALL TIMES

FUNCTIONAL ARMOR WORN

WEAPON WIELDED

SPECIAL PROPERTIES + NOTES

SLOTS USED

HANDED

RANGE

DAMAGE

SIZE

TYPE

WEAPON WIELDED

SPECIAL PROPERTIES + NOTES

SLOTS USED

HANDED

RANGE

DAMAGE

SIZE

TYPE



PROFICIENCIES	TOOLS
	INSTRUMENTS
	LANGUAGES





ADDITIONAL EQUIPMENT	PROPERTIES
ADDITIONAL EQUIPMENT	PROPERTIES
ADDITIONAL EQUIPMENT	PROPERTIES





WEAPON WIELDED	SLOTS USED	HANDED	RANGE	SIZE
SPECIAL PROPERTIES + NOTES			DAMAGE	TYPE

WEAPON WIELDED	SLOTS USED	HANDED	RANGE	SIZE
SPECIAL PROPERTIES + NOTES			DAMAGE	TYPE

WEAPON WIELDED	SLOTS USED	HANDED	RANGE	SIZE
SPECIAL PROPERTIES + NOTES			DAMAGE	TYPE

SPELL NAME	KEY STAT	CASTING METHOD	LEGALITY
SPELL NAME	MAX MP	CASTING METHOD	LEGALITY
SPELL NAME	KNOWN SPELLS	CASTING METHOD	LEGALITY
SPELL NAME		CASTING METHOD	LEGALITY
SPELL NAME		CASTING METHOD	LEGALITY

			
SPELL NAME	KEY STAT	CASTING METHOD	LEGALITY
			
SPELL NAME	MAX MP	CASTING METHOD	LEGALITY
			
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SPELL NAME	KEY STAT	CASTING METHOD	LEGALITY
			
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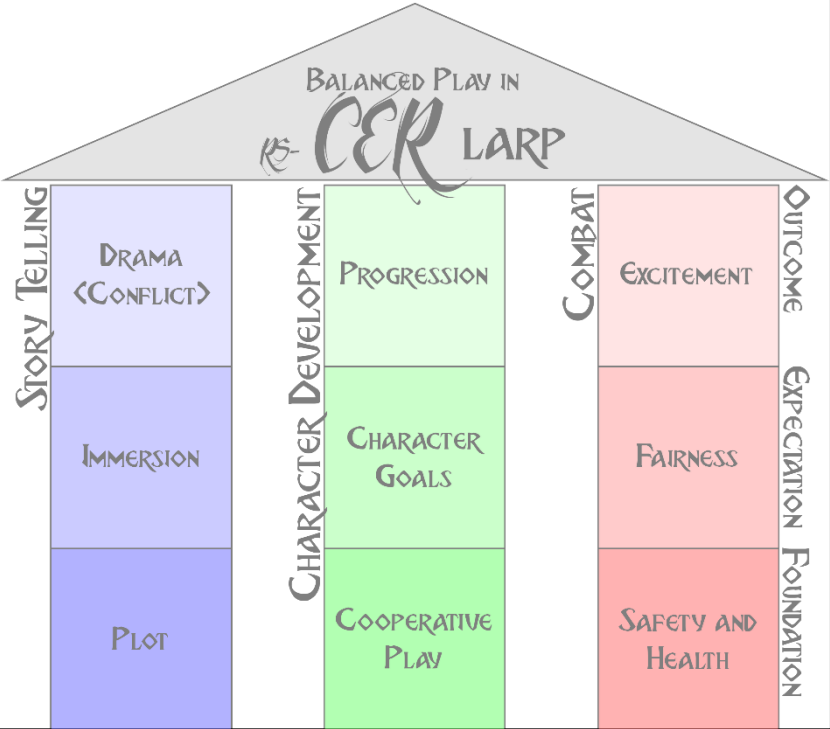


SKILLS	DESCRIPTION

INVENTORY ON PERSON	DESCRIPTION

POSSESSIONS AT CAMP	DESCRIPTION

CHARACTER GOALS, IMPORTANT MEMORIES, AND DEVELOPMENT







# Packing Checklist

## Camp

- ☐ Bedding
- ☐ Blankets
- ☐ Furs
- ☐ Mattress/Cot/Hammock
- ☐ Pillows
- ☐ Candles (Light Sources)
- ☐ Canopies
- ☐ Canvas
- ☐ Chairs
- ☐ Décor
- ☐ Flags/Banners
- ☐ Rope
- ☐ Storage
- ☐ Tapestries/Coverings
- ☐ Tent

## Costume

- ☐ Alternative Dress
- ☐ Armor
- ☐ Belt Pouches/Coin Purse
- ☐ Character Sheet
- ☐ Extra Equipment
- ☐ Garb
- ☐ Jewelry
- ☐ Make-Up/Prosthetics
- ☐ Props
- ☐ Shields
- ☐ Weapons

## Entertainment

- ☐ Alcohol
- ☐ Cards
- ☐ Crafting Supplies and Props
- ☐ Dice
- ☐ Instruments
- ☐ Other Games

\*You may not need all of the items listed, the above is more of a guide than a definitive list. Please use the area to the right of here to customize your list so you don't forget anything. Use the same list to pack up before and after to make sure not to leave anything behind!

•Please note that we are trying to be more fantasy and period appropriate, please refrain from cooking on modern and gas-powered grills.

## Personal

- ☐ Bug Spray
- ☐ Chargers
- ☐ Deodorant
- ☐ Duct Tape (for Emergency Repairs)
- ☐ Extra Socks and Undergarments
- ☐ Keys
- ☐ Matches
- ☐ Medicine
- ☐ Mouthwash/Toothbrush
- ☐ Plastic Bags for Waterproofing
- ☐ Soap/Shampoo (Eco Friendly)
- ☐ Sunblock
- ☐ Toilet Paper
- ☐ Tools
- ☐ Water

## Food and Cooking

- ☐ Charcoal
- ☐ Cooking Spit or Pans
- ☐ Cooking Utensils
- ☐ Cooler
- ☐ Drinks (Hydrating or Alcoholic)
- ☐ Food
- ☐ Ice
- ☐ Plate, Bowl, and Drinking Implement
- ☐ Seasonings
- ☐ Silverware
- ☐ Spade for digging fire pit•
- ☐ Water

## Other/Notes

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐



2027+T04221

# THE KINGDOM OF NORTHBOURNE

AND ITS SURROUNDING TERRITORIES

STANDARD SENTRY ISSUE  
FIELD GUIDE

P+2 T5020 NP  
P+2 2027+ 15 2P2222

FOR USE WITH THE  
RS-CER LARP SYSTEM

# XVI. THE KINGDOM OF NORTHBOURNE FIELD GUIDE

This guidebook is for use with the RS-CER LARP system. To obtain a free rulebook and learn where to play please visit;

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**The Kingdom of Northbourne is the default faction for CER Midwest (Dixon, Illinois & Surrounding Area). This means that by default, you are a part of the Northbourne faction. At this time, players are not allowed to be unaffiliated or have independent factions that are recognized by CER. If you are not planning to play in Illinois, please contact a game moderator so they may provide you the correct faction and kingdom information.**

- At Sessions
- [Facebook.com/JakeDeaderWallin](https://www.facebook.com/JakeDeaderWallin)
- [Jakewallin2012@gmail.com](mailto:Jakewallin2012@gmail.com)

The Glory of The North is Eternal! Set in the Highest point of Medius in the frozen wastes of North Haven, Northbourne exists to defy and inspire mankind. Built originally as a siege fort against the Chromatic Kings, now the North is seen as the de facto ruler of most of Medius. If a settlement does not have some sort of pre-established diplomatic ties, it is likely under the guidance of the North. This guidebook is intended to prime you, the reader, with the knowledge to fit your character into the world and more importantly into the North. The following chapters will review beliefs, dress and the general nature of the North. As a player you have been conscripted (or willingly joined) into the ranks of the Northbourne Army as is standard practice for anyone new to the kingdom. Most people gladly serve as many of them never see combat; but you have been requested to aide an elite team known as the Kings' Guard Sentinels. This small force of 50-100 serve directly under the war chief, The King and the War Council. It is seen as a great honor and will provide the adventure you are seeking.

## A. Beliefs

The North was rebuilt from the lost city of Luudenduaf, the Frozen throne. Short of tales and fables, no one really knows what happened to the city other than it was besieged by the mightiest and most ruthless of the Chromatic Kings, the Emerald Tyrant. After the city was raised a great battle took place, where magic so powerful was wielded, it tore space and time. The "Frozen Throne" vanished with most of its inhabitants.

Among the survivors of the onslaught, a human named Syril built up a sprawling town in the crater where Luudenduaf once stood. He became the ruler of this settlement, and after the disappearance of the Emerald Tyrant, many Dwarves and other humanoids fled to the safety of the new settlement. They believed due to the harsh storm conditions, that dragons less mighty than the Emerald Tyrant, would be unable to disrupt their lives that far North. Syril had a Son, by the name of Armon, and then he bore a daughter; Nebin. Nebin would go onto rule for years, until her personal Royal Dwarf Sentry; Tordek of the Bloodsteele clan founded Titan's Bay. Nebin grew into old age and handed rule to her Dwarf friend.

Your new king is Syril II of the Bloodsteele, seventh ruler of Northbourne and Great-Grandson of "Tordek, the Righteous King". The beliefs of the North are simple;

- *"Survive ye hearty fool and give unto the goodness of yer heart."*
- *"From the earth, work the earth, return [back] to the earth."*
- *"Let the cold absolve him of his sins."*

The folk of the North measure your merit by your usefulness and the contents of your heart. Ancestral and creed are little more than distinguishing flavors to those who call the North their home. The original king was a human lineage, and it was gifted to a Dwarven friend when no children were bore by Nebin. The people of the north are hearty and hard-working. Dwarves and Goblins work the mines and mountains, while humans and elves tend to the frozen wastes for simple farming, foraging and hunting. Trolls and other more "savage folk" such as Orcs are known to live peaceful, prosperous and fulfilling lives in the structure of the Kingdom.

Those who seek glory in the name of their family clans and country need not to look far for the might of the Northbourne army is thought to be the mightiest in all the lands; even more so than the cannons of Sansura and the dragon equipment of Runder. The Royal Dwarven Sentry (open to non-dwarves as well) is an elite team of Sentinels, Knights, and Honor-Guards and wields the mighty Shieldnaughts, a fierce combatant trained to use shields as offence and defense.

## Northbourne Symbol

(Larger Version Available from GM)





# B. Representation and Dress

You will need to know how to represent the North while LARPing on the battlefield or at an event where looking coordinated is crucial for brand recognition. There are many ways to look the part, but here are some guidelines for looking cohesive. Keep in mind the levels of dress when designing a character. You may only have one level of dress, which is fine, but you may choose to expand your wardrobe to fit all occasions. Luudenduaf was founded by Dwarves, which then spread their culture and heritage to the Dýr. For this reason, think of the wild barbarian Vikings as the Dýr and the formal art deco Vikings as Northerners.

LEVELS OF DRESS	PURPOSE	GUIDE
Every-day	Leisure, Everyday	Simple Slacks, boots, and tunic, may include cloaks, furs and simple belts with tools
Décor	Status, Fellowship	As above but embellished with jewelry and status items
Military	Military and Adventuring	Armor, weapons, shields, survival packs and gear
Décor Military	Recognition or Status	Combination of Décor and Military
Weather-Wear	Weather Dependent	Cloaks, mittens, caps, leg wraps, socks and insulated wear or removed clothing

## Northbourne colors include;

Primary: Deep Blue and Icy Blue      Secondary: golds, silvers, steel  
Neutral Colors; Copper, Tin, Iron, Brass, Steel, grays, whites, blacks, browns, and natural nature textures  
Unlikely Colors: purple, orange or any other color that is not of a gemstone or metallic sheen.

*Restricted Colors (Colors to avoid, but is not enforced): Reds and Yellows*

## Ways to Represent Your Faction

- General color and symbol representation through weapons, arms, and costume
- Tabards or standards
- Sashes
- Cloaks and capes

## Prohibited Representation

- Arm bands, since they are too modern and usually correspond to government use.
- Written text (with exception of in game writing)
- Non-visible forms of representation only. You may not conceal your faction identity while LARPing.

## Generic Garb

When dressing to roleplay as a member of the North think of the following style resources;

*NorthBourne faction characters.*

## Common Materials (either actual or faux)

- Refined and Processed Linens and Silks
- Leather
- Hide and Pelt
- Steel and metals
- Sheer fabrics
- Hemp and rope
- Gold
- Fur and animal product such as bone
- Jewels and minerals
- Scale and chain-weaves

## Restricted Materials

- Modern fabrics and fashions such as spandex and denim

## Specific and Approved Dress

### Head

- Simple hoods
- Helms
- Woven caps such as beanies and sock hats (non-modern)
- No modern hats such as ball-caps, and cowboy hats, etc.

### Torso

- Dwarf
- Skyrim
- Traditional European Medieval
- The Hobbit
- Art Deco

## Styles that the North ARE NOT;

- Pirate
- Anime
- Steampunk
- Samurai or Ninja, or Asian-themed
- Persian or Middle Eastern
- Art Nouveau

Factions determine the color and heraldry of your player's equipment. **NorthBourne's colors are Royal Blue, Gold, and Silver.** Neutral colors may be worn, but your garb must signal your faction. **For cohesion and presentation, this rule is enforced, so please make an effort to abide by it or you may be barred from play.**

*Example red is a color that should not be worn, when possible, by*

- Tunics
- Victorian or renaissance frill
- No graphic or modern shirts, check with DM for approval.

## Back or Outer Covering

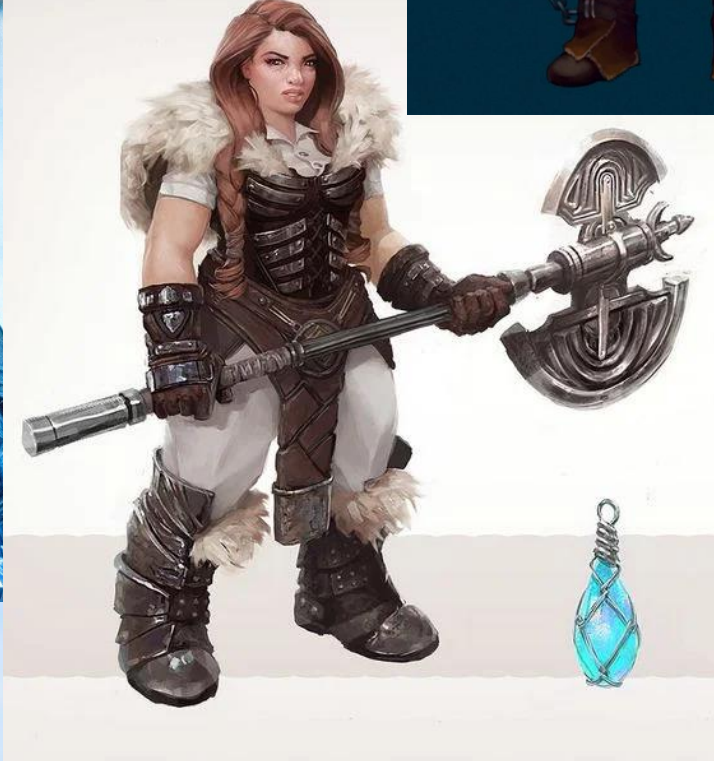
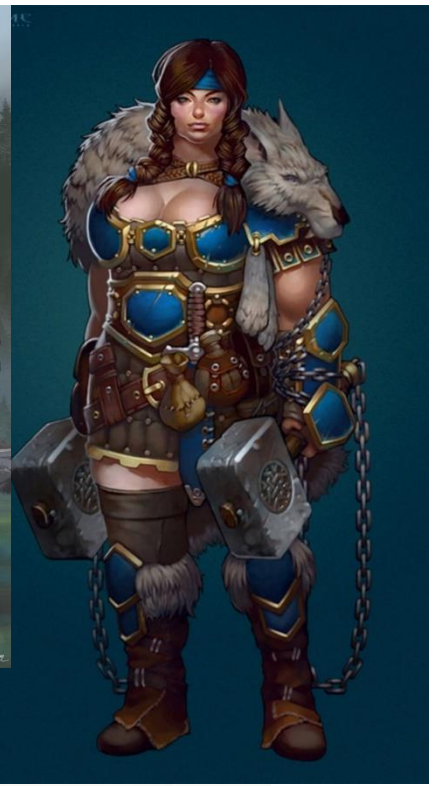
- Cloak or cape
- Layered appropriate clothing.
- Furs, mitts, and caps as long as approved materials
- No modern coats or covering.

## Legs

- Loose slacks
- Hosen of approved materials
- Dress
- Leg wrappings
- Skirts
- No jeans or "modern" pants, NO POCKETS or use hidden ones.

## Feet Mostly approval by GM

- Boots
- Simple Shoes
- No modern shoes, work/ranching boots, or open toed footwear





## Examples of Armor Types

Cloth



Leather



Chainmaille



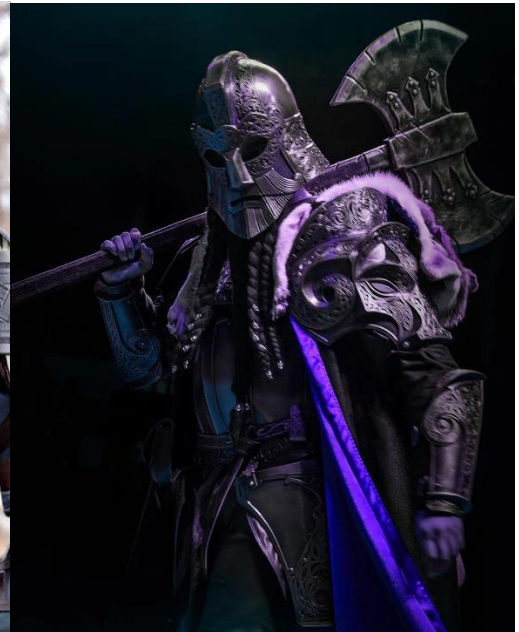
Scalemaille



Studded Leather



Platemaille Maille



## C. Composition

### Northbourne

**Location:** Northbourne, North Haven and other Territories **Government:** Democratic Monarchy

**Estimated Population:** 6-7 million

**Primary Ancestral;**

Dwarf, Human, Goblin, Troll, Orc, Jotuun

**Religion:** Reverence of Ancestors, Family, and Clan

**Primary Roles:** Knight, Shieldnaught, Warrior

**Economy:** Free commerce with government taxes and military

**Society:** self-fulfillment and purpose-driven

**Quality of Life:** hard-labor and simple living for relaxation and rest, harsh landscapes but hearty diets

**Primary Languages;**

Medial (Common), Dwarven, Runic, Primordial

**Diet:** Foraging and Hunting, Simple and Hearty Agriculture

## D. Social Structure

- The Diamond of the North (Land)
  - The Lands
  - Her Beasts
  - Her Temper [Weather]

Medius and her landscapes are seen as near divine. Many are tried by exposure or combat with mighty beasts. The people of the North fear and revere North Haven as land of the awesome and powerful. The land, its beasts, and weather are all respected for they cannot be ignored in the North.

***The Rank of Diamond is given to Mages and Magic workers in the Northbourne Army, Divine and Arcane holds no sway and are seen as equally important. Diamond rank's purpose is to explore magic and its mysteries.***

- The Helm of Tordek (Father)
  - The King
  - The Prince/Princess
  - The Queen
  - Immediate Family

The Helm of Tordek symbolized the royal family and the King's power and commitment. The King, a term given to any gender, wears a helm, not a crown. The rulers here show their strength throughout their life and are respected as a father figure as well as a mighty warrior. The Helm extends to family and friends that would be considered family.

***The Rank of Helm is given to those who specialize in Heavy Armor and Defensive Specialist. Knights, Sentries, Shieldnaughts and Guards are found among these ranks. Helm rank's purpose is to protect its King, its fellow Brother-in-arms, and its Kingdom.***

- Armon's Royal Bow (Guidance)
  - The Royal Guard
  - Generals
  - Advisers

The Royal Bow of Armon guides the king; helps him aim steady and true. The Royal guard is to protect him from threats inside and out. The generals are looked to for their wisdom in battles and conflict. The advisers help the king rule his kingdom with his bureaucratic tasks.

***The Rank of Bow is granted to marksman and range specialist. While role can play a role in this rank, the use of combat implemented at a range is what is sought out. This ranged combat specialty is named after bows, but may also include darts, firearms, throwing axes, throwing daggers, and even ranged spells. Bow rank's purpose is to provide tactical cover, coordinated ranged attacks and an unrelenting volley of airborne death, if needed.***

- Clan Bloodsteele's Axe (Strength)
  - Lords
  - Vassals
  - Knights

The Axe of the Bloodsteele Clan tells all that serve with heart and might that they are home. Lords pledge fealty to the North and Vassals surrender their lands to the benefit of all humanity. The might of the Northbourne army is known far and wide. The honor of the North is Eternal.

***The Rank of Axe is granted to those who embody the ideals of "live and die by the sword". This rank of the Northbourne army is the front-line fighters and the bulk of the skirmish. Proud, stout, and vicious the Axes cleave through front lines and hold their lines like the blade-edge of a sword. Foot soldiers, front-line knights, and berserkers make up the violent blood-drenched tornado of the Axes.***

- The Kingdom / The Walls (Home & Hearth)
  - General Public

The King has always come from the general stock of the public. Anyone who shows they are able to do so may one day become ruler and king of the North. Everyone is treated as equals and respected and protected by the Kingdom as the Walls are made up of the people that pledge their fealty to the King. The General Public feed into all of the higher tiers of the hierarchy and are respected as a sturdy foundation, rather than lesser.

***Though the Kingdom has no official 'wall rank', or similar official title, the Kingdom is the very heart of what the Northbourne army aims to protect. All members start their journey as a Kingdom member by default until they choose to specialize. Likewise, a character may choose not to specialize as the goal of the Kingdom is Culture, Politics, and Commerce. Nobles, Sages, Non-combat PCs, Merchants, Artisans (crafters) and Commonfolk all fall into this category.***

## E. Immersion (Overnight/Camp LARPS)

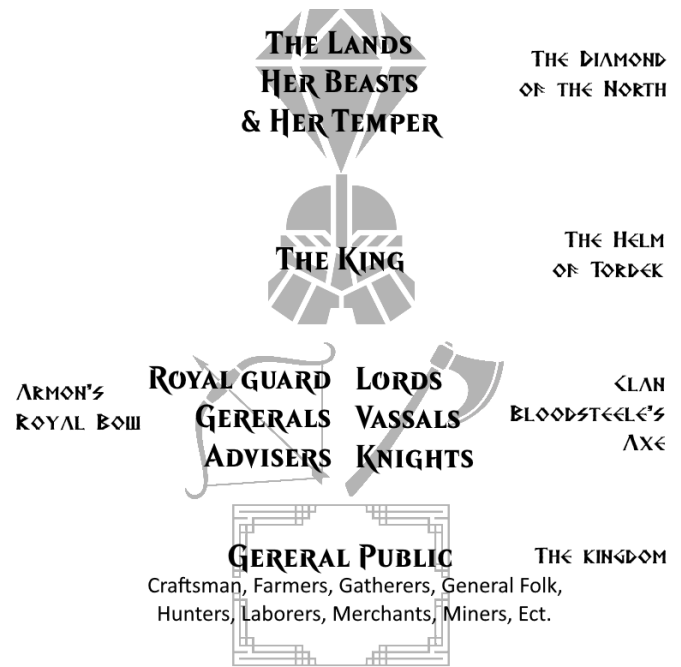
During overnight and multi-day LARPs more emphasis is put on the illusion of a real thriving culture. To achieve this, we have broken life in the North down to four subparts which your character can participate in one or all aspects of.

## WORK AND COMMUNITY

Just like in a real community, work makes the community feel alive and helps it grow. However, unlike living it constantly constant work is not required to simulate immersion. For this reason, work that may be done in game may be more fun for the person performing it or for the aesthetic. Most work may revolve around the crafting and service systems of the game, but depending on the group which you pertain to may include completing in-game quests and missions. Some actions can be a chance for in-game immersion but may be mundane and required by campers; such as bathing and cooking.

Examples of work that may be taken on (but are not limited to) in game include;

- In-Game Operations (Military Missions, Pack Quests, Magic Studying)
- Mundane Tasks (Hunting, Fishing, Cooking, Bathing, Pitching Camp)
- Economic endeavors (Operating a Shop, Trading, Resource Gathering, Crafting, In-Game Services)





LEISURE AND CELEBRATION

Depending on the type of character that you build you may have little use for work, or all of your work may be out of the way for the day. The North keep busy as dictated by their survival. Many toil to make their rest and play worthy of their time.

Examples of fun that may be had (but are not limited to) in game include;

- Fellowship (Feasts, Drinking, Storytelling, and Social Circles)
- Games (Cards, Riddles, Puzzles, Dice, Gambling, Chess)
- Sport (Dueling, Tournaments, Competition)
- Leisure (Stargazing, Weapon Sharpening, Communal Bathing/Swimming, Art)

COOKING AND CUISINE

North Haven is an unforgiving landscape that grizzles those who call it home. Hunting and foraging is of the highest importance in the north. Farming is limited as most lands are frozen year-round and unfertile. Hearty plants and vegetation exists in even the most remote locations and the homesteaders in the tundra know how to maximize all resources at their disposal.

NorthBourne Food Chart

COMMON	FOOD TYPE	BOUNTIFUL	COMMON	UNCOMMON BUT USED	UNLIKELY
← (HEALTHY TRADE MARKET) →  LESS	Wild Game	Venison, Boar, Pheasant, Rabbit, Fish	Mammoth, Seals, Polar Bear	Dragon, Wolf, Spider	Small or Companion Game
	Hearty Root Vegetables	Carrots, Potatoes	Beets, Radishes, Onion	Gourds, Pumpkin, Corn	-
	Domesticated Meats, Oils and Fat	Beef, Chicken, Pig/Swine/Hog	Turkey and other Fowl	Pigeons and Squirrel	Small or Companion Game
	Herbs and Foraged Berries	Dill, Green Onion, Chive, Anise, Sassafras, Black Berry	Juniper, Mint, Thyme, Raspberry, Blueberry, Vanilla	Strawberry, Mulberry, Mistletoe, Liquorice, Celery	Cinnamon, Ginger
	Hearty Grains	Barley, Hops	Wheat	Corn	Rice
	Honey	Honey	Maple	Pine	
	Dairy	Cheese	Milk	Milk Yeasts, Yogurt	
	Eggs	Chicken, Goose, Duck	Fish, Fowl	-	Draconic or Reptilian
	Fruit	Foraged Berries	Cherries and Prunes	Trade Fruits	Citrus

\*Remember that this is just a guide, and you can always ask your game master or always prepare something for yourself regardless of the established cuisine.

CEREMONIES AND FORMAL PROCEEDINGS

The peoples of the North are practical in nature but like to show the fruits of their labors. For this reason, Northerners will mostly dress appropriately to the task to be accomplished at hand but are likely to up-dress as much as possible. Despite their hard work ethic, they take hygiene and cleanliness to be seen as traits of a productive person. Lounge wear may be loose and cozy yet embellished with gold buttons or other form of decoration. Many wear the nicest clothes they can afford for formal events. Celebrations are graced by careful woven hair braids, perfectly brushed furs, and polished boots around jewelry and perfect make-ups.



# XVII. ALTERNATE TABLES

## Skills by Ancestry and/or Role

Name Description	Acquired From TAN= Trial Adjustment Number	Legality Prerequisites
<b>Abyssal Origins</b> You are immune to Abyssal Cold and cold Damage.	<b>Ancestral</b>	<b>PvP (All)</b> <i>Dæmon Lineage (Demi)</i>
<b>Acclimated</b> You are immune to effects of cold weather and can work twice as long without needing to rest, or thrice as long in the cold.	<b>Ancestral</b>	<b>PvP (All)</b> <i>Northbourne Lineage (Dwarf)</i>
<b>Active Reload</b> During one of your reloads you may take no Damage. You can use this ability several times equal to your Reflexes TAN.	<b>Role</b>	<b>PvP (All)</b> <i>Gunslinger Role</i>
<b>Adamant</b> If an attack would reduce you to 0 HP it reduces you to 1 instead. You may use this ability once a day.	<b>Role</b>	<b>PvP (All)</b> <i>Warrior Role</i>
<b>Adder Fangs</b> You are immune to animal-based poisons and toxins.	<b>Subrole</b>	<b>PvP (All)</b> <i>Faunas Subrole</i>
<b>Affinity</b> You gain immunity to the type of Damage your deity has domain over.	<b>Role</b>	<b>PvP (All)</b> <i>Shaman Role</i>
<b>All-Seeing Eyes</b> Your extra set of eyes provides you with uncanny vision, any check you attempt dealing with sight or seeing is reduced by two difficulties. You can also see in the dark and the heat of bodies.	<b>Ancestral</b>	<b>PvP (All)</b> <i>Ophanim Lineage (Demi)</i>
<b>Angelic Grace</b> Once per session, while your halo is summoned, you may cast heal for no MP cost.	<b>Ancestral</b>	<b>PvP (All)</b> <i>Ægis Lineage (Demi)</i>
<b>Arbiter</b> You can serve as an official in court, Aki'Taag, weddings and other official ceremonies.	<b>Role</b>	<b>Arbiter</b> <i>Diplomat Role</i>
<b>Assassinate</b> If you successfully land a sneak attack, it kills the target outright if you at equal to or greater than their TL.	<b>Role</b>	<b>PvP (All)</b> <i>Rogue Role</i>
<b>Assured Atonement</b> Thrice (3) times per day you may act without concern for your alignment.	<b>Purchase</b>	<b>RP</b> <i>Zealot Subrole (Paladin)</i>
<b>Ate My Enemy</b> You may consume your fallen enemy. This gives you a temporary boost of +1 Damage and +3 HP. This boost last for an hour. You may only consume one enemy per day with this skill.	<b>Purchase</b>	<b>RP</b> <i>Vampire Disease or Blood Drinker Subrole</i>
<b>Automatic Assault</b> You gain proficiency with Automatic Firearms (Gatling or Chain)	<b>Subrole</b>	<b>PvP (All)</b> <i>Infantry Subrole</i>
<b>Aven Wings</b> Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You can use your wings to also bolster your jumps, while jumping you can jump twice your normal jump. You also are immune to the weather while covering yourself with your wings.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Eaglefolk Ancestry</i>
<b>Battering Ram</b> If you run at least 50 feet before an attack it does an additional 2 Damage.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Satyr (Fæ)</i>
<b>Berserk</b> You may trigger this ability once per session. For 1 minute, you take half Damage from all non-magical Damage.	<b>Subrole</b>	<b>PvP (All)</b> <i>Berserker Subrole</i>
<b>Blended</b> If you choose, you may appear elven to elves or human to humans.	<b>Ancestral</b>	<b>PvP (All)</b> <i>Half-Elf (Mankind)</i>
<b>Blood Drunk</b> You may trigger this ability once per session. For 1 minute, every enemy you kill or down grants you 1 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)	<b>Subrole</b>	<b>PvP (All)</b> <i>Blood Drinker Subrole</i>
<b>Blood Seeker</b> You may trigger this ability once per session. For 1 minute, every enemy you kill or down grants you 1 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)	<b>Ancestry</b>	<b>PvP (All)</b> <i>Hound Lineage (Caninite)</i>
<b>Body of Chi</b> You may trade any number of chi point at any time to; cast a spell by expending the amount of chi points in which the spell totals, add 1 point of Damage to an unarmed attack, regain 1 HP, or add 1 to any reflex trial. A martial artist's chi points are equal to its TL.	<b>Role</b>	<b>PvP (All)</b> <i>Role</i>
<b>Book Worm</b> Spells discovered in other tomes and incantations (when deciphered correctly) may be added to your spell tome and do not count against your known spells.	<b>Subrole</b>	<b>RP</b> <i>Academic Subrole</i>
<b>Burlap Lungs</b> Sansurian Dwarves can swim or climb with ease, even in full armor, and can hold their breath for a side-splitting 15 minutes. While holding their breath they can fight, jump, climb, swim, or work.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Sansurian Lineage (Dwarf)</i>
<b>Bushido</b> You may trigger this ability once per session. For 30 seconds, you must sing a tune. During this tune of yours all allies within earshot are immune to being afraid and gain a temporary +5 bonus to a luck or will-power trial.	<b>Subrole</b>	<b>PvP (All)</b> <i>Samurai or Ronin Subrole</i>
<b>Carapace Shell</b> Your body is immune to slashing Damage.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Beetle Fækin (Fæ)</i>
<b>Carnivale Heart</b> Your body is immune to slashing Damage.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Carnivale Lineage (Gnome)</i>
<b>Catalog</b> You can remember any memory as if you are reliving it.	<b>Ancestry</b>	<b>PvP (All)</b> <i>Sansurian Lineage (Elf)</i>
<b>Channel</b>	<b>Subrole</b>	<b>PvP (All)</b>



You may trigger this ability once per session. The next attack that would deal magic damage to you instead gives you that much Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.) If this magic type includes your affinity type or comes from a draconic source double the amount of Temp HP gained this way.

*Channeler Subrole*

<b>Cheered Spirits</b>	<b>Role</b>	<b>PvP (All)</b>
Resurrection time is halved when you are in view.		<i>Role</i>
<b>Coral Heart</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start the game with proficiency in using sea vehicles.		<i>Ancestral</i>
<b>Dæmonic Fervor</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to exhaustion caused by physical exertion.		<i>Dæmon Lineage (Demi)</i>
<b>Damned Servitude</b>	<b>Subrole</b>	<b>PvP (All)</b>
When your character dies, your new character start with half of the stats that it had before death. Your Ancestral changes but your memories and role does not.		<i>Chain-Bound Subrole</i>
<b>Dark Ritual</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once, a day you may cast a ritual without paying its MP cost.		<i>Troll (FCE)</i>
<b>Deathly Trees</b>	<b>Subrole</b>	<b>PvP (All)</b>
While in cover your weapons do an additional 2 points of Damage.		<i>Light Foot Subrole</i>
<b>Deep Pockets</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start the game with 250 extra crowns.		<i>Vital Lineage (Gnome)</i>
<b>Desecrated Earth</b>	<b>Role</b>	<b>PvP (All)</b>
When you die, players in sight cannot be resurrected until you are, or an hour has passed.		<i>Role</i>
<b>Devilish Charm</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may cast the charm for no MP cost. You always know this spell and it does not count against your spells known.		<i>Devil Lineage (Demi)</i>
<b>Divine Resurrection</b>	<b>Role</b>	<b>PvP (All)</b>
You may revive a dead player if they have died within 15 minutes by touching them and holding position for 30 seconds.		<i>Role</i>
<b>Draconic Heritage</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You can choose a Damage type to be immune to from the following list. The immunity dictates your skin tones; Red- Fire, Blue-Electricity, Green- Poison, White- Cold, Black- Acid		<i>Dragonborn Ancestry</i>
<b>Dragon Fists</b>	<b>Subrole</b>	<b>PvP (All)</b>
Pick a dragon type. Whenever you spend a chi point you may add +2 Damage of that Dragon's associated element to your unarmed punch.		<i>Dragon Style Subrole</i>
<b>Dragged Through Death</b>	<b>Subrole</b>	<b>PvP (All)</b>
If a strike drops you to 0 HP, it becomes 1 instead. Negate this ability if the blow would deal more than double your remaining HP.		<i>Death Draugr Subrole</i>
<b>Dreams of Death</b>	<b>Subrole</b>	<b>PvP (All)</b>
You gain the ability to spell cast but can only learn spells marked with a ☠️. Your known spells are equal to your damage bonus and your MP is equal to your Magic Adjustment Number.		<i>Death Draugr Subrole</i>
<b>Dual Damn</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may wield two firearms in each hand.		<i>Blazer Subrole</i>
<b>Dýr Ferocity</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
Once per session, you may choose to double the Damage from an attack, after the attack lands.		<i>Quinn Lineage (Elf) &amp; Dýr Faction</i>
<b>Earth-Scale</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to bludgeoning Damage.		<i>Geos Subrole</i>
<b>Eat My Enemy (Not in Play)</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may consume fallen enemies; you gain 1 HP per minute of uninterrupted consumption time. A normal humanoid body has 5 HP available to be consumed, where smaller have less and larger have more per the discretion of a game master.		<i>Raven's Blood Lineage (Orc)</i>
<b>Electrostatic Dominance</b>	<b>Subrole</b>	<b>PvP (All)</b>
When you hit a target with a spell that does electric or lightning Damage, if another target with metal armor is standing within arm's reach of the original target the spell arcs to them as well.		<i>Electromancer Subrole</i>
<b>Experiment</b>	<b>Subrole</b>	<b>RP</b>
You use half of the material components and reagents when experimenting and crafting items that you have not before.		<i>Scientist Subrole</i>
<b>Fabled</b>	<b>Subrole</b>	<b>PvP (All)</b>
You gain the ability to block and deflect magic (except electrical and lightning effects) with your weapons and shield.		<i>Magic-Crusher Subrole</i>
<b>Færy Dust</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may throw a powdery white færy dust that chokes an opponent that breathes for 3 seconds. During this choking your opponent cannot speak or cast spells. You cannot attack during the daze. (At supervision and discretion of a game moderator)		<i>Moth Fækin (Fæ)</i>
<b>Fanatical Rage</b>	<b>Subrole</b>	<b>PvP (All)</b>
When using your Reckless rage ability, you double the amount of Damage that would normally be added to your attacks.		<i>Archon of Anger Subrole</i>
<b>Fence</b>	<b>Ancestral</b>	<b>RP</b>
You may sell and buy stolen items. (Game master discretion required for "stealing of equipment")		<i>Scoundrel Subrole (Bard or Rogue)</i>
<b>Ferocious</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once a day, on a successful hit with a melee weapon, you may deal double Damage.		<i>Bloodspathe Lineage (Orc)</i>

<b>Fine Craftsman</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your goods that you produce are fairly worth 10% more.		<i>Ancestral</i>
<b>Force Wave</b>	<b>Role</b>	<b>PvP (All)</b>
You create an area of effect spell, at the diameter of your arms reach, that pushes all players away from you five paces and stuns them for 1 second.		
<b>Gear Head</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start the game with proficiency in using land and air vehicles.		<i>Sansurian Lineage (Gnome)</i>
<b>Glittering Faery Dust</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Once per session, you may throw a glittering faery dust that dazes and confuses an opponent for 3 seconds. You cannot attack during the daze.		<i>Butterfly Fækin (Fæ)</i>
<b>Goat Gruff</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You have the ability to graze on vegetation as sustenance. (You do not have to worry about starving if grass is available.)		<i>Satyr (Fæ)</i>
<b>Gore</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may use a rush attack to double your Damage with a physical, piercing weapon, once per session.		<i>Ancestral</i>
<b>Grenades</b>	<b>Subrole</b>	<b>RP</b>
You can use grenades. You may carry up to 5 grenades at once.		<i>Grenadier Subrole</i>
<b>Grounded</b>	<b>Ancestral</b>	<b>PvP (All)</b>
As long as your feet are on the ground you are immune to lightning Damage. <i>(For roleplay purposes, it is still considered unpleasant and painful but not harmful)</i>		<i>Sansurian Lineage (Gnome)</i>
<b>Handfuls More</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb.		<i>Hecatoncheires Lineage (Demi)</i>
<b>Hankyū</b>	<b>Subrole</b>	<b>PvP (All)</b>
Your arrows may penetrate up to medium armor and wooden shields.		<i>Yumi Subrole</i>
<b>Heart of Flame</b>	<b>Subrole</b>	<b>PvP (All)</b>
Fire spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.		<i>Pyromancer Subrole</i>
<b>Hel Hound</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. You summon a Hel Hound (hellhound). While he is summoned, he lasts for 30 minutes. It cannot fight but grants you +5 in any Magic, Might, or Will-Power trial while it is in view.		<i>Hel Herder Subrole</i>
<b>Hellish Origins</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to Hellfire and fire Damage.		<i>Devil Lineage (Demi)</i>
<b>Herd Collector</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You gain a +2 bonus to trials pertaining to lore, collections, or crafting spell scrolls (scribing) or tailoring.		<i>Corg Lineage (Caninite)</i>
<b>Indomitable</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You are immune to frost Damage.		<i>Jotuun (FCE)</i>
<b>Influential Birth</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
You are a notable house from Sansura, and your family name carries prestige and respect that most other nobles notice.		<i>Sansurian Lineage (Elf) &amp; Sansurian Faction</i>
<b>Insectoid Wings</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. If your wings are hit by cold Damage, they are destroyed and take 7 in-game days to regrow. <i>(All Fækin gain this ability plus one Ancestral variant ability.)</i>		<i>Fækin (Fæ)</i>
<b>Inspiring Protector</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, when you successfully protect an ally in combat via parry, shield, or counter-spelling, you and your ally each gain 2 HP.		<i>Brädor/Mastiff Lineage (Caninite)</i>
<b>Jotuunheim's Blessing</b>	<b>Role</b>	<b>PvP (All)</b>
As long as you die outside, you may return to life at 1 HP instead. You may only use this ability once per session.		<i>Role</i>
<b>Locomotion of Pain</b>	<b>Subrole</b>	<b>PvP (All)</b>
When your shield contacts an enemy, they must make at least one pace backwards. (They cannot stop your forward motion.) If you are running and they contact you, they must make 5 paces backwards and lie prone. In addition, may carry pavice shields while moving.		
<b>Lore Lover</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You can see in the dark and your skin glows in the light of the moon or lunar magic. This glow is bright enough for other creatures or allies to spot you by in the dark.		<i>Halfling (Mankind)</i>
<b>Luna Touched</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You can see in the dark and your skin glows in the light of the moon or lunar magic. This glow is bright enough for other creatures or allies to spot you by in the dark.		<i>Lunar Lineage (Elf)</i>
<b>Mantic Stinger</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Your next arrow does X poison Damage and is dispelled if it misses. X is equal to your TL. Although this Manticore (animal-based) poison is magically summoned it is still considered mundane.		<i>SkySpirit Subrole</i>
<b>Marksman</b>	<b>Role</b>	<b>PvP (All)</b>
If you successfully land a ranged weapon attack over 50 ft the Damage is doubled.		<i>Role</i>
<b>Mushy Spores</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may throw a colorful faery dust that chokes an opponent that breathes for 5 seconds. During this choking your opponent's attacks deal half Damage. <i>(At supervision and discretion of a game moderator)</i>		<i>Mushroom Fækin (Fæ)</i>
<b>Natural Merchants</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You receive 5% better prices when selling and buying equipment.		<i>Ancestral (Cat-Folk)</i>
<b>Negotiation</b>	<b>Role</b>	<b>PvP (All)</b>
You can officiate treaties, declarations of war, and other diplomatic endeavors on the behalf of your Faction.		<i>Diplomats (Role)</i>
<b>Obscuring Wings</b>	<b>Ancestral</b>	<b>PvP (All)</b>



Your wings provide you the ability to glide short 30 second bursts as well as negate fall Damage when you are conscious. You also are immune to cold Damage.		<i>Seraphim Lineage Demi</i>
<b>One-Inch Punch</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you successfully land an unarmed strike within your fist within arm's reach, the opponent must fall to the ground.		<i>Tiger Style Subrole</i>
<b>Pan's Flute</b>	<b>Ancestral</b>	<b>RP</b>
You start the game with proficiency in all flutes and one other instrument of your choice. While you play this instrument, anyone within earshot cannot be magically charmed. (To a game moderators discretion)		<i>Faun (Fæ)</i>
<b>Pantomime</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 30 seconds, you must perform a dance or mime. During this performance, every ally that laughs (genuine laughing, not role-played) at least once gain 2 Temporary HP. (Temporary HP lasts until you lose it in battle or by sleeping and is subtracted first from your HP in the event of Damage.)		<i>Harlequin Subrole</i>
<b>Penetrating Strike</b>	<b>Subrole</b>	<b>PvP (All)</b>
Your unarmed strikes cannot be reduced to less than 1 Damage even when striking armor or shields. When this strike hits a shield, they must drop it unless it is faceted to them.		<i>Tiger Style Subrole</i>
<b>Photosynthesis</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You do not require food, but instead require water and sunshine. Flower Fækin are green skinned, due to the chlorophyll in their veins.		<i>Flower Fækin (Fæ)</i>
<b>Poison Petals</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to plant-based poisons and toxins.		<i>Floras Subrole</i>
<b>Powder Keg Crazy</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
You do not need to expend gold or trials to construct black powder (you still need to expend time and resources) and any attempt to craft it correctly succeeds.		<i>Sansurian Lineage (Gnome) &amp; Sansurian Faction</i>
<b>Psuedopuff, I'm Tough</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you may puff a breath of fire at arm's reach that does 1 fire Damage.		<i>Pseudodragon Fækin (Fæ)</i>
<b>Punishment</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Toughness Trial. If the target fails, it is reduced to half of its Max HP, ignoring any temporary HP.		<i>Zealot Subrole</i>
<b>Quinn Clan Council</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Once per session, you or a group may reattempt a failed check before receiving any penalties from the failure.		<i>Quinn Lineage (Dwarf)</i>
<b>Run with the Pack</b>	<b>Ancestral</b>	<b>RP</b>
You may add +2 to your trials when done within arm's reach of an ally.		<i>Ancestral (Caninite) &amp; Willpower TAN of 2</i>
<b>Scourge of the Unjust</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its' alignment is not within the same inner sphere as yours it must succeed a Hard Will-Power Trial. If the target fails, it erupts in a holy (or unholy) flame that deals 1 fire Damage until the fire can be snuffed out or dispelled.		<i>Abolisher Subrole</i>
<b>Secrets of the Dead</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. You summon the spirit of the dead and it tells you a secret that only a dead soul could know. (GA run)		<i>Yurei Walker Subrole</i>
<b>Secrets of the Fæ</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may add 10 to any trails pertaining to the Fæ.		<i>True Fækin (Fæ)</i>
<b>See</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Choose a spell, it may be from any role or Ancestral. You are immune to this spell for the rest of the day.		<i>Seer Subrole</i>
<b>Sharp Showman</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may carry up to 4 weapons now within your bag slots as long as they are bladed weapons.		<i>Bladesman Subrole</i>
<b>Shield Casting</b>	<b>Role</b>	<b>PvP (All)</b>
You can cast touch and ACE spells through your shield.		<i>Shieldnaut Role</i>
<b>Skin of Ice</b>	<b>Subrole</b>	<b>PvP (All)</b>
You are immune to all cold Damage and take half Damage from necrotic spells.		<i>Cryomancer Subrole</i>
<b>Sky Fishers</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You start with proficiency for bows and nets. (Hooks are not included since we do not allow tripping or entrapping weapons in CER LARP)		<i>Lunar Lineage (Elf)</i>
<b>Smoke Bomb</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Using a prop about the size of a spell ball, you may throw it. All within arm's reach of the prop must start coughing and cover their eyes for 5 seconds while counting aloud.		<i>Ninja Subrole</i>
<b>Snuff Gauntlets</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may catch and redirect spellballs that are thrown at you, taking no Damage in this way, including electricity. (Additional Prerequisite: Must have a glove or gauntlet of leather or heavier material.)		<i>Mage Slayer Subrole</i>
<b>Sporadic Magic</b>	<b>Role</b>	<b>PvP (All)</b>
You may add 1 Damage to all your spells.		<i>Role</i>
<b>Stare Unto</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. Choose an ally in the morning or at the beginning. They gain 5 Temporary HP. If your chosen warrior is killed or drops to 0 HP, you take 3 HP Damage.		<i>Primordial Subrole</i>
<b>Stoic Protector</b>	<b>Faction Bonus</b>	<b>PvP (All)</b>
Once per session, you may choose to take no Damage from an effect or attack that would otherwise drop your HP to 0.		<i>Northbourne Lineage (Dwarf) &amp; Northbourne Faction</i>
<b>Study</b>	<b>Role</b>	<b>PvP (All)</b>

Once a day, for five minutes, while not in combat, you may regain half of your total MP.		<i>Role</i>
<b>Summon Halo</b>	<b>Ancestry</b>	<b>PvP (All)</b>
Once per session, you may summon your halo, this halo remains for 8 hours. The glow is bright enough for other creatures or allies to spot you by in the dark.		<i>Ægis Lineage, (Demi)</i>
<b>Supernatural Shield</b>	<b>Subrole</b>	<b>PvP (All)</b>
If a (single) ally is touching you with a full contact of a hand, they take Damage as if your shield was blocking the Damage.		<i>Hoplite Subrole</i>
<b>Sure Footed Halfling</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You reduce all stuns by half when they are over 2 seconds.		<i>Halfling (Mankind)</i>
<b>Survivor</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may reattempt any failed trial, once per session.		<i>Ancestral</i>
<b>These Hands</b>	<b>Subrole</b>	<b>RP</b>
You gain the ability to punch as an unarmed strike. (Protective props and training required before able to use.)		<i>Fighter Subrole</i>
<b>Thieving Maggie</b>	<b>Subrole</b>	<b>PvP (All)</b>
You now gain a +5 to all Trials pertaining to the act of stealing.		<i>Pick-Pocket Skill <u>and</u> Thief Subrole</i>
<b>Tome of Unspeakable Evil</b>	<b>Subrole</b>	<b>PvP (All)</b>
Necromancy spells do not count against your known spell. Necromancy spells are designated with a ☠ symbol.		<i>Necromancer Subrole</i>
<b>Troll Hide</b>	<b>Ancestry</b>	<b>PvP (All)</b>
As long as you have not taken fire Damage yet in a session, every 10 minutes you can regain 1 HP until your HP is full.		<i>Troll (FCE)</i>
<b>Turret Terror</b>	<b>Subrole</b>	<b>PvP (All)</b>
You spawn a turret or ballista that remains on the battlefield and only usable by allies for 10 minutes. These spawns must follow all safety rules but may fire automatically.		<i>Heavy Artillery Subrole</i>
<b>Unearth</b>	<b>Subrole</b>	<b>RP</b>
You have a +10 to your Wits Trial when trying to decipher ancient language, learn dead spells, and appraise ancient magical artifacts		<i>Archeologist Subrole</i>
<b>Unending Jaunt</b>	<b>Subrole</b>	<b>PvP (All)</b>
You may trigger this ability once per session. For 30 seconds, you must sing a tune. During this tune of yours all allies within earshot are immune to being afraid and gain a temporary +5 bonus to a luck or will-power trial.		<i>Minstrel Subrole</i>
<b>Unstoppable</b>	<b>Subrole</b>	<b>PvP (All)</b>
When your shield contacts an enemy, they must make at least one pace backwards. (They cannot stop your forward motion.) If you are running and they contact you, they must make 5 paces backwards and lie prone.		<i>Juggernaut Subrole</i>
<b>Unyielding Grasp</b>	<b>Subrole</b>	<b>PvP (All)</b>
You can block weapons with your forearms and shins (protection required). You can also reduce the amount of Damage dealt to you by a mundane (non-magical) projectile to 0, when you catch it with your hands (protective gloves required).		<i>Kraken Style Subrole</i>
<b>Versatile</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You gain two extra bonus point. (10 points total starting)		<i>Human (Mankind)</i>
<b>Wayfarer</b>	<b>Ancestral</b>	<b>PvP (All)</b>
Sansurian Dwarves cannot be lost while in the air or on water, they also reduce all checks to do with navigation or piloting by two difficulties. If they can see the stars they can automatically succeed.		<i>Sansurian Lineage (Dwarf)</i>
<b>Walk Among the Dead</b>	<b>Subrole</b>	<b>RP</b>
You may now use your Secrets of the Dead skill twice per day.		<i>Yurei Walker Subrole</i>
<b>War Profiteer</b>	<b>Subrole</b>	<b>RP</b>
You may collect weapons and equipment from fallen foes and allies on the battlefield, you may then “sell that equipment back to them” at 1GP per item or less.		<i>Scoundrel Subrole (Bard or Rogue)</i>
<b>Waterskirt</b>	<b>Ancestry</b>	<b>PvP (All)</b>
You can walk and run along still water surfaces.		<i>Dragonfly Fækin (Fæ)</i>
<b>Weapon Familiarity Training</b>	<b>Role</b>	<b>PvP (All)</b>
You may utilize a weapon you are not proficient with for a total of 10 times a day.		<i>Role</i>
<b>Weight of the Sins</b>	<b>Subrole</b>	<b>RP</b>
You may trigger this ability once per session. When you strike an enemy with this ability if its’ alignment is not within the same inner sphere as yours it must succeed a Hard Might Trial. If the target fails, it is disarmed of all weapons and shields and must take a knee for 5 seconds aloud.		<i>Arbiter Subrole</i>
<b>Work the Earth</b>	<b>Ancestral</b>	<b>PvP (All)</b>
You may grow or gather up to 1 pound of vegetation per session as long as it is mundane without expending extra resources to do so.		<i>Quinn Lineage (Dwarf)</i>





### Skill by TAN Tree Progression

Name Description	Acquired From TAN= Trial Adjustment Number	Legality Prerequisites
<b>Advanced Looter</b> You may now automatically succeed at least easy or medium harvesting trials for skin, scales and other reagents you would receive from looting corpses.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Scoundrel subrole &amp; Might TAN of 6</i>
<b>Antidote Signet</b> Number of uses is equal to your TL (Minimum 1) per day – Trace a signet (leaf shape) with your finger on the target and that target is cured of poison and blindness.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Willpower TAN of 8</i>
<b>Attunement to the Æther</b> You can double your magic trail number when trying to identify magical items.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Magic TAN of 11</i>
<b>Bane Signet</b> Number of uses is equal to your TL (Minimum 1) per day – Touch an enemy then draw a signet (shape of deity’s symbol) to deal 2 radiant Damage. If the target is undead, the Damage is doubled.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Willpower TAN of 10</i>
<b>Bewilder</b> When trying to persuade someone you may double your trail number. Only works if the targets Magic Trial number is less than yours.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Magic TAN of 7</i>
<b>Bolster Aide</b> While allies are in combat you may cast mend. You may also use healing kits without expending them. You may also distribute potions and other helpful actions on downed allies.	<b>TAN Tree Progression Unlock</b>	<b>PvP (NCPCs)</b> <i>Diplomat role &amp; Willpower TAN of 3</i>
<b>Caltrops (Trap)</b> You may now use caltrops (requires prop) – Throw caltrops (foam or prop) on the ground creating a 5’x5’ area that causes creatures to take 1 piercing Damage and stuns them for 1 seconds.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits TAN of 10</i>
<b>Diplomatic Spellcasting</b> If you are a diplomat, you may now spell cast using your Wits as your number of spells knows. Your magic key stat is Willpower. You may learn any spell that does not do Damage.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Magic TAN of 10 &amp; Diplomat Role</i>
<b>Disable Trap</b> You may double your reflexes trial number when attempting to disable a trap.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits TAN of 4</i>
<b>Disarm</b> Number of uses is equal to your TL (Minimum 1, Max 3) per day: Successfully striking an enemy’s sword arm with your weapon causes them to drop their weapon.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 9</i>
<b>Dodge</b> You may double your reflexes trial number when attempting to dodge away from danger.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 3</i>
<b>Escape</b> You may double your reflexes trial number when attempting to escape.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 2</i>
<b>Fearless</b> You are immune to fear and sources of fear.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 6</i>
<b>Fish</b> You may now fish as a means of feeding and gathering. ( <i>For Sanitary and health reasons all food is to be purchased from a Real-World market.</i> )	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits TAN of 1</i>

<b>Flame Trap (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
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Number of uses is equal to your TL (Minimum 1) per day – Set a flame trap that sets the target area on fire for 5 seconds. All creatures take 1 fire Damage per second until the fire is extinguished. (Stop drop and roll!) Requires a prop or a setting of a magical seal.

Wits TAN of 10

<b>Forgery</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can replicate mundane items and paperwork that cannot be discovered without a hard trial pass, or impossible at TL 20.		Wits TAN of 15
<b>From the Earth</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your remaining HP, up to max, once per session, while not in battle.		Willpower TAN of 8 (Druid Role)
<b>Glibness</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Prices are 33% better for you when buying or selling. ( <i>The game makes up difference when interacting with another PC.</i> )		Scoondrel subrole & Willpower TAN of 14
<b>Holy Intervention</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may call out to your deity. For the remainder of the day two engaged players may not do Damage to each other for 1 hour.		Willpower TAN of 8 (Paladin Role)
<b>Impenetrable</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
When your HP reaches 0, you do not die. You must crawl and cannot attack or cast spells until healed. At zero, you are effectively immune to all Damage, but each hit stuns you for 30 seconds.		Toughness 1 <sup>st</sup> Fill Bonus
<b>Infiltrate</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your trials while in disguise.		Wits TAN of 13
<b>Influence</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your luck trial number when attempting to charm a target.		Wits TAN of 3
<b>Intimidating Presence</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You can redo any failed trial that deals with navigation or direction once per session.		Might TAN of 5
<b>Lightning Reflexes</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may not fail reflex trial that would cause you Damage.		Reflexes TAN of 15
<b>Literacy</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Learning languages now cost 6 XP for each level away from a known language. You may also learn a language not connected to your tree for a cost of 12 XP.		Wits TAN of 8
<b>Literacy, Improved</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Learning languages now cost 3 XP for each level away from a known language. You may also learn a language not connected to your tree for a cost of 6 XP.		Wits TAN of 15, Literacy
<b>Lock-picking</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now pick locks.		Reflexes TAN of 1
<b>Meditate</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Sitting cross-legged, for one minute, once per session, you may regain half of your total HP and MP up to max. During this duration you are immune to Damage.		Willpower TAN of 5
<b>Muscle Memory</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may reattempt any reflex trial.		Willpower TAN of 8
<b>One with the Shadows</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You cannot be spotted while obscured completely in shadows during night.		Willpower TAN of 11
<b>Political Power</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (NCPCs)</b>
As a Diplomat, you have cemented yourself among the ruling elite of your faction. Your character is invited to participate in councils, formal dinners and other formalities.		Diplomat role & Willpower TAN of 12
<b>Pickpocket</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now pick-pocket.		Reflexes TAN of 4
<b>Piercing Trap (Trap)</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Set a spike trap that deals 2 piercing Damage to the area when triggered. Requires a prop or a setting of a magical seal.		Wits TAN of 6
<b>Prayer of the Mother</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may cast a bonus spell for no MP cost. This spell cannot do over 8 Damage.		Willpower TAN of 11 (Druid)
<b>Protective Warp</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, after receiving a wound, you can become invisible and disengage a player while you flee 50 ft away from the attacker.		Reflexes TAN of 5
<b>Reckless Rage</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You take any amount of health from your HP. Add that much Damage to your next attack.		
<b>Replicant Spellcasting</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Once per session, you may cast a copy of a spell for half of its MP cost directly after the initial spell.		Magic TAN of 5
<b>Resist Charm</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your wits trial number when attempting to resist a charm.		Willpower TAN of 4
<b>Resist Possession</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may double your wits trial number when attempting to resist possession or charms by a fiend.		Willpower TAN of 13
<b>Riposte</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
Number of uses is equal to your TL (Minimum 1) per day – Successfully block and strike an enemy using a melee weapon in sequence and increase your Damage by 1. Cannot block or strike with a shield or offhand weapon.		Reflexes TAN of 18
<b>Seduce</b>	<b>TAN Tree Progression Unlock</b>	<b>RP</b>
You may attempt to charm a target. If they fail, they fall in love with you. The trial is handled by a GM.		Willpower 7
<b>Set Trap</b>	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>
You may now set a number of traps equal to your TL. The disarm difficulty is equal to your TL. Simple TL 0-4, Medium TL 5-8, Hard TL 9-12, Impossible TL 13-16		Wits TAN of 5



<b>Shrug Off</b> Once per session you cure any conditions and gain +2 temporary HP.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Toughness TAN of 19</i>
<b>Stone Snatch</b> If you catch a weapon with the palm of your hand it does no Damage to you. (Protective equipment needed)	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 10</i>
<b>Sure Footing</b> Number of uses is equal to your TL (Minimum 1, Max 3) per day – You can negate the effects of a stun.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Toughness TAN of 3</i>
<b>Throw Dirt</b> Number of uses is equal to your TL (Minimum 1, Max 3) per day – Making a gesture of throwing dirt off the ground (not actually throwing dirt) Target within in arms reach is blinded for 2 seconds.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflex TAN of 1 or 11</i>
<b>Track</b> You may now attempt to track animals and intelligent foes. You get to double your wits adjustment number while using tracking animals or simple-minded creatures.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits TAN of 9</i>
<b>Trip Wire (Trap)</b> Number of uses is equal to your TL (Minimum 1) per day – Set a trip wire between two objects. When triggered by an enemy, that enemy is knocked prone for 2 seconds. Requires a prop that does not actually trip such as slack twine.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits TAN of 17</i>
<b>Uncanny Intuition</b> You automatically succeed on any attempts against you to alter your state of mind and you are immune to psychic Damage.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Wits 1<sup>st</sup> Fill Bonus</i>
<b>Untraceable</b> You can no longer be tracked by mundane means.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Reflexes TAN of 14</i>
<b>Wild Empath</b> You may cast the spell <i>Wild Heart</i> as a cantrip, at will, at any time. You may increase the TL by 5 for each 1 MP spent this way.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b> <i>Willpower TAN of 15</i>
<b>Wooded Stride</b> When trying to persuade someone you may double your trail number. Only works if the targets Magic Trial number is less than yours.	<b>TAN Tree Progression Unlock</b>	<b>PvP (All)</b>



## Skills by Purchase

Name Description	Acquired From TAN= Trial Adjustment Number	Legality Prerequisites
<b>Æthereal Dominance</b> You may catch spell balls out of the air. If the spell ball bounces from your hand you take double Damage. When you catch a spell ball, you gain half of the intended magical Damage.	<b>Purchase</b>	<b>PvP (All)</b> Magic TAN of 10
<b>Abolish</b> Once per session you may have an enemy make a Will-Power Trial. The Trial is based on your TL; 1-5: Simple, 6-10: Easy, 11-15: Intermediate, 16-20: Hard, 21-40: Impossible. On a failure they are banished to their home plane of existence or sent to Hel for X minutes; X being your TL.	<b>Purchase</b>	<b>RP</b> Abolisher Subrole (Paladin)
<b>Align</b> If you witness a target acting the opposite of your alignment (GM discretion) you may inflict an automatic 10 non-lethal psychic Damage to them. You may use this ability once per session.	<b>Purchase</b>	<b>RP</b> Arbiter Subrole (Paladin)
<b>Apothic Nature</b> You may double your TANs while trying to create poisons, toxins, and anti-venoms.	<b>Purchase</b>	<b>RP</b> Druid
<b>Assured Atonement</b> Thrice (3) times per day you may act without concern for your alignment.	<b>Purchase</b>	<b>RP</b> Zealot Subrole (Paladin)
<b>Ate My Enemy</b> You may consume your fallen enemy. This gives you a temporary boost of +1 Damage and +3 HP. This boost last for an hour. You may only consume one enemy per day with this skill.	<b>Purchase</b>	<b>RP</b> Vampire Disease or Blood Drinker Subrole
<b>Bandolier</b> Carrying firearm ammunition no longer consumes bag slots.	<b>Purchase</b>	<b>PvP (All)</b> Gunslinger Role
<b>Breath of the Dragon</b> You may throw a spellball with a 15 ft streamer (light enough to float) on it by expending 5 chi points. Anyone hit by the ball or tail takes an amount of Damage equal to your Max Chi Points. The type of Damage is the same as your associated deity's affinity.	<b>Purchase</b>	<b>PvP (All)</b> A deity that you follow in-game and Dragon Style Subrole
<b>Calculating</b> This skill costs 4 XP to purchase. You can double any TAN Trials that have to do with numbers or arithmetic.	<b>Purchase</b>	<b>RP</b> Academic Subrole
<b>Chemical Insulation</b> You may now block electrical Damage with your shield only.	<b>Purchase</b>	<b>PvP (All)</b> Journeyman Alchemist
<b>Cryogenic Dominance</b> When you hit a target with a spell that does ice Damage, if another target with light armor is standing within arm's reach of the original target the spell jumps to them as well.	<b>Purchase</b>	<b>PvP (All)</b> Pyromancer Subrole
<b>Cryogenic Implosion</b> When you hit a target, if they are holding a spellball, the spell explodes in their hand dealing Damage to them instead. (This forcibly expends any MP by the target that may have been expended)	<b>Purchase</b>	<b>PvP (All)</b> Gunslinger
<b>Curse Connoisseur</b> Right before you equip cursed items you can make an automatic Hard Magic Trial. On a success you reel back before equipping the item aware of the curse and the effect.	<b>Purchase</b>	<b>RP</b> Archeologist Subrole
<b>Fighting Stance</b> With this skill you can plant one foot firmly in place, allowing you to use your other foot to rotate in place. your "set" foot may not move. While in this stance you do an additional 1 Damage and gain a DR (Damage Reduction) of 1. When you have Damage reduction you reduce the amount of Damage you take by your DR amount.	<b>Purchase</b>	<b>PvP (All)</b> No spell casting role & TAN Might of 4
<b>Gun Nut</b> You are now proficient with all firearms.	<b>Purchase</b>	<b>PvP (All)</b> Cost of 14 XP, at least one firearm proficiency
<b>Heart of Ice</b> Ice spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.	<b>Purchase</b>	<b>PvP (All)</b> Cryomancer Subrole
<b>Heart of Thunder</b> Electricity, lightning and thunder spells you cast, cast for half their MP cost rounded down, no lower than 1 MP.	<b>Purchase</b>	<b>PvP (All)</b> Electromancer Subrole
<b>Hell-bound Heart</b> You may double the Damage of the Balor Chain spell when you cast it.	<b>Purchase</b>	<b>PvP (All)</b> Chain-Bound Subrole
<b>Hel Heard</b> You may now use your He Hound Ability twice per day.	<b>Purchase</b>	<b>RP</b> Hel Herder Subrole
<b>Hey stupid, Look at Me!</b> Target within earshot must succeed a hard will-power check or be distracted by you for 30 seconds. During this time, they are solely interested you and they may attack if aggressive.	<b>Purchase</b>	<b>RP</b> Rogue or Harlequin Subrole
<b>Honor Among Enemies</b> If you choose to RP the burial of your enemy with respect, you and your faction that participate in the ritual gain a +2 temporary Will-Power TAN bonus.	<b>Purchase</b>	<b>RP</b> Samurai Subrole
<b>Horrific Enervation</b> Once per session, when outside, you may cast the Rift Bolt Spell even if you do not know it. It deals 20 Damage to one target or 40 Damage if the spell ball contacts metal.	<b>Purchase</b>	<b>PvP (All)</b> TL 15, Electromancer Subrole
<b>Immolation Dominance</b> When you hit a target with a spell that does fire Damage, if another target with fur or wood is standing within arm's reach of the original target the spell spreads to them as well.	<b>Purchase</b>	<b>PvP (All)</b> Pyromancer Subrole
<b>Inertia</b> If you run at least 50 ft and are wearing heavy armor and wielding at least a medium shield your motion cannot be stopped unless magically, lifted from your feet, or an opposing force succeeds a Hard Might Trial.	<b>Purchase</b>	<b>RP</b> Juggernaut Subrole
<b>Junk Tinkerer</b>	<b>Purchase</b>	<b>RP</b>



You are able to salvage more complex items from automatons, golems, animated objects, machines, and clockwork items.		<i>Scientist Subrole</i>
<b>Light Footwork</b>	<b>Purchase</b>	<b>PvP (All)</b>
Ignore the Damage of every 4 <sup>th</sup> attack. This skill cost 10 xp to purchase.		<i>Rogue or Bladesman Subrole</i>
<b>Magmatic Redirect</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you catch a fire spell, you may reverse it to the caster adding X Damage where X is your Sorcerer TL.		<i>Pyromancer</i>
<b>Many Arms Technique</b>	<b>Purchase</b>	<b>RP</b>
If you successfully block 10 consecutive strikes unarmed, the opponent falls to the ground.		<i>Kraken Style Subrole</i>
<b>One-Inch Punch</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you successfully land an unarmed strike within your fist within arm's reach, the opponent must fall to the ground.		<i>Tiger Style Subrole</i>
<b>Palming Energy</b>	<b>Purchase</b>	<b>PvP (All)</b>
With this skill you can hold a spell ball in your hand and use it as a touch attack in place of throwing it. This still expends the spell, and it must be recast to be used again.		<i>Magic Tan of 4</i>
<b>Powerful Voice</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may double the number of targets for your spells when a number is specified.		<i>Minstrel Subrole</i>
<b>Prideful Trophy</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you defeat an Enemy in Aki'Taag, you may make a grisly trophy of them to hang from you. (Must have tasteful prop). While you are in sight of your trophy you have +1 weapon attack.		<i>Barbarian Role (Half purchase cost for Berserker Subrole)</i>
<b>Prophecy</b>	<b>Purchase</b>	<b>RP</b>
Once per year, you may meet with the Game Mods and Game Admin to create a prophecy to come to pass. You may then warn others of the impending things to pass. Details may be kept from you or changed by GMs and GAs.		<i>Shaman</i>
<b>Pure Spite</b>	<b>Purchase</b>	<b>PvP (All)</b>
If a reckless rage would put you under half health, you return to half of your total HP instead. You may use this ability once per session.		<i>Archon of Anger Subrole</i>
<b>Quiver</b>	<b>Purchase</b>	<b>PvP (All)</b>
Carrying arrows and crossbow bolts no longer consume bag slots.		<i>Ranger Role</i>
<b>Roguish Spellcasting</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you are a rogue, you may now spell cast using your wits as your number of spells knows. Your magic key stat is Reflexes, and you use the rogue spell list and can learn X Wizard spells where X is equal to you TL.		<i>Magic TAN of 8</i>
<b>Scrappy</b>	<b>Purchase</b>	<b>PvP (All)</b>
This skill cost 4 XP to purchase. You may not be knocked unconscious by non-lethal Damage.		<i>Fighter Subrole</i>
<b>Skill-Monkey</b>	<b>Purchase</b>	<b>PvP (All)</b>
This skill costs 12 XP. You may reduce the cost of future purchased skills by 2.		<i>Rogue</i>
<b>Skin of Flame</b>	<b>Purchase</b>	<b>PvP (All)</b>
You are immune to all cold Damage and take half Damage from Hellfire and radiant spells.		<i>Pyromancer Subrole</i>
<b>Skin of Lightning</b>	<b>Purchase</b>	<b>PvP (All)</b>
You are immune to all lightning thunder and electric Damage.		<i>Electromancer Subrole</i>
<b>Snuff Out</b>	<b>Purchase</b>	<b>PvP (All)</b>
You may now crush spells caught in you snuff gauntlets adding X temporary HP to you where is X is 1/3 of the spells Damage rounded down (to a minimum of 1).		<i>Mage Slayer Subrole</i>
<b>Sword Soul</b>	<b>Purchase</b>	<b>PvP (All)</b>
If you kill another swordsman (opponent with a sword) while wielding a sword, it becomes magical slashing (overcomes armor, not shields) for 30 seconds.		<i>Ronin Subrole</i>



In the South-East of Medius there is a magical place as dangerous as it is beautiful; RazorThorn Forest. Walking into this jungle where everything is made from some sort of metal, it can appear alien, however upon closer inspection you see everything is familiar just made from razor sharp metal. Steel, copper, bronze, gold, Krahn, all of it is here and more. But beware those who seek to plunder its riches or simply travers the land; even the fauna possess the strange qualities found here and an inconvenient swarm of flies becomes a swirling cloud of miniature razors. Many wonderous and equally strange things will you find on the Land of Legends, Medius.

## Spell List By Level



LVL/ Cost	Spell Name	Description	Casting	Role Access	Legality	Range	Type
0	Bard Song	This is a Bard Cantrip. Each person who sings along restores to full HP and MP. Does not resurrect. Only usable at base camp.	Earshot	Bard	PvP	ACE	Both
0	Bioluminescence	Touch a plant's leaves, a mushroom cap, a fungus, or a creature the size of a rabbit or smaller. The object starts glowing a pale blue, green, or violet color for 1 hour. The glow spreads to other similar objects of they are less than a foot from each other.	Touch	Druid	RP	Melee	Arcane
0	Blood is Power	This is a Shaman Cantrip. Sacrifice 1 HP and receive 1MP. If touching another player, the MP can be given to them instead of yourself.	Touch	Warlock, Shaman	PvP	Melee	Both
0	Carriion Absorption ☠️	Bending down and touching a freshly dead corpse (less than 1 hour in-game) you may regain 1 HP as it consumed and mutilates the corpse with a slurping noise. This spell can only be cast every 1 minutes.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane
0	Detect Evil	This is a Paladin Cantrip. You can sense anything evil or undead within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin	RP	ACE	Divine
0	Erratic Flame	This is a Sorcerer or Wizard Cantrip. Spellball dealing 1 Fire damage. This spell does damage to all targets hit including self (As result of ricochet). This spell's Damage doubles each time at the following Sorcerer's TLs; 4, 8, & 16.	Spellball	Gunslinger, Sorcerer, Wizard	PvP	Ranged	Both
0	Force Blast	This is a Wizard Cantrip. Spellball dealing 1 Lethal Bludgeoning uninhibited by DR. This spell's Damage doubles each time at the following Wizard TLs; 4, 8, & 16.	Spellball	Wizard	PvP	Ranged	Both
0	Primeval Touch	This is a Shaman Cantrip. You inflict 1 damage of Lethal [Type] damage. The type is determined by your Primeval force. This spell's Damage doubles each time at the following Shaman's TLs; 4, 8, & 16.	Touch	Shaman	PvP	Melee	Divine
0	Send to Hearth	This is a Bard and Wizard Cantrip. Teleports you and your party to your base camp. Cannot be used with enemies in view. Can only be used once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Paladin, Wizard	RP	ACE	Both
0	Thorn Whip	This is a Druid Cantrip. A 6ft section of SOFT, LIGHT (via discretion of GM, Cotton advised) rope with a small knot at the end is transformed into a whip of thorns that acts as a weapon with the following properties: 1 Handed, Slash/Piercing/Poison Non-Lethal, Melee range, and 2 damage. This spell is cancelled when the whip is hipped. This spell's Damage doubles each time at the following Druid's TLs; 4, 8, & 16.	Gesture	Druid	PvP	ACE	Both
1	Acid Ball	1 Lethal Poison damage uninhibited by DR. Armor or weapon used to block this Damage are Damaged instead. Unless otherwise stated all objects follow their HP totals.	Spellball	Druid, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
1	Æther Siphon	Drains 1 MP per second when touching a target. You receive the siphoned MP.	Touch	Warlock, Wizard	PvP	Melee	Arcane
1	All-Seeing Eye	From your forehead emerges a magical eye linked to your vision. It may travel up to 20 ft. in any direction, including around corners and then is dispelled. This eye can squeeze through cracks as small as 1 inch.	Ritual	Paladin, Shaman, Wizard	RP	Self	Both
1	Ancients' Blast ☠️	You inflict 2 points of Necrotic Damage. Has no effect on undead, or targets not living.	Spellball	Shaman, Warlock, Wizard	PvP	Ranged	Divine
1	Bladed Wings	Target's next ranged attack does +1 damage	Touch	Bard, Wizard	PvP	Melee	Both
1	Blood Ritual	Each creature killed during your ritual gives you 1 temp MP.	Ritual	Shaman, Warlock	PvP	ACE	Both
1	Boil the Blood	Target receives 1 Fire damage for each second of contact.	Touch	Shieldnaut, Warlock, Wizard	PvP	Melee	Both
1	Coat with Ice	Take your hand and run your hand upon the striking surface or tip. The next weapon strike does + 1 Cold damage	Gesture	Shaman, Wizard	PvP	Melee	Both
1	Commune with Nature	Gain 3 MP. This spell can only be cast once per hour (out-of-game).	Ritual	Druid	RP	Self	Divine
1	Concentrate	Count aloud for 30 seconds for successful cast, On successful cast gain 2 MP. This spell can only be outside of combat, during this 30 second you cannot move, cannot cast other spells, or move your arms.	Earshot	Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
1	Create Illusion	Create a sound or illusion the size of you for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Bard, Wizard	RP	ACE	Both





1	Deafened Strike	Take your hand and run your hand upon the striking surface or tip, the target's next attack does -1 damage	Gesture	Bard, Paladin	PvP	Melee	Both
1	Death's Hand 	This is a Warlock or Wizard Cantrip. Touch spell that does 1 Necrotic damage. This spell's Damage doubles each time at the following Warlock's TLs; 4, 8, & 16.	Touch	Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Divine
1	Detect Life	You can sense anything living within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin, Shaman, Warlock	RP	ACE	Both
1	Dimensional Pocket	You create a rift in space and time that appears before you approximately 3 ft wide. You can store 2 bag slots of equipment within this space. It disappears after 10 seconds. You must recast this spell to each time you wish to access the pocket.	Ritual	Bard, Diplomat, Rogue, Shaman, Wizard	RP	ACE	Arcane
1	Ignite Arrow	Adds 2 fire Damage to the next arrow you touch when it hits a target. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Gunslinger, Wizard, Sorcerer, Shaman, Druid, Ranger	PvP	Ranged	Both
1	Imbue with Flame	You or target creature's next weapon attack deals fire Damage instead of its normal Damage.	Touch	Gunslinger, Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Both
1	Imbue with Frost	You or target creature's next weapon attack deals cold Damage instead of its normal Damage	Touch	Druid, Shaman, Shieldnaut, Wizard	PvP	Melee	Both
1	Mage Shield (Holy Shield)	The next received physical attack does no Damage. Cast as a blocking motion.	Gesture	Wizard (Paladin)	PvP	Self	Divine
1	Messenger of the Wild	You may have a creature with a TL 2 or lower deliver a message within its natural means. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
1	Move Object	You may move an object up to your body size for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Druid, Shieldnaut, Warlock, Wizard	RP	ACE	Both
1	Push	Target must open defenses for 1 second and step back 1 pace.	Gesture	Bard, Paladin, Wizard	PvP	Ranged	Both
1	Recover	Repair one piece of broken equipment or armor.	Touch	Shieldnaut, Wizard	PvP	Melee	Both
1	Reveal Tracks	Reveals hidden or obscured tracks within a 25 ft. radius.	Gesture	Druid, Wizard	RP	ACE	Both
1	Siren Song	Target is charmed for 10 minutes. Target can take no damage while charmed. If target is attacked charm is broken.	Earshot	Bard, Diplomat, Wizard	PvP	ACE	Arcane
1	Song of Safe Passage	You may travel uninhibited for 10 minutes. Usable only once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Wizard	RP	ACE	Both
1	Sound Snare	A tripwire sounds off in a loud buzz when tripped for 30 seconds in earshot.	Touch	Bard, Druid	RP	Melee	Both
1	Spark Touch	Your hand becomes imbued with raw electric energy and can be used for a touch attack of 1 lightning damage.	Touch	Gunslinger, Sorcerer, Wizard	PvP	Melee	Both
1	Splintering Ammunition	Take your hand and run your hand upon the striking surface or tip. If you, or an ally kill an enemy with a single ranged attack from more than 50 ft. each enemy within arm's reach of the original target (up to 3 targets total) are killed. Spell must be cast before shot. This spell destroys the ammunition used.	Gesture	Druid, Wizard	PvP	Ranged	Both
1	Stunning Arrow	The next arrow you touch is imbued with this magic. When it hits a target, they must succeed a hard toughness trial or impossible if your reflexes adjustment is over 10. On a failure they are stunned for 5 seconds. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Druid, Ranger, Shaman, Wizard	RP	Melee	Both
1	Super-Heated Steam	If the target enemy is wet, they take 2 fire Damage	Spellball	Gunslinger, Shaman, Sorcerer, Wizard	PvP	Ranged	Arcane

1	Taste of the Air	This is a Druid Cantrip. Taking a smell of the air you can determine the following information; if there is enough breathable air in the path you are headed, the general temperature and moisture level of where you are headed, if there are any living or dead plants, animals or humanoids for 1 mile, tell if the air is infected with any spores, miasma, gas, or poison and smell traces of stench. If you are a druid, you may use this spell as a cantrip.	Gesture	Barbarian, Druid, Ranger, Rogue, Shaman, Sorcerer, Warlock, Wizard	RP	Ranged	Both
1	Thaumaturgy	You take X damage to gain X MP.	Earshot	Shaman, Shieldnaut, Warlock	PvP	ACE	Both
1	Vigor	Target's next melee attack does +1 damage	Touch	Barbarian, Shieldnaut, Wizard	PvP	Melee	Both
1	Waken	Awakens a creature from a simple of light magical sleep.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
1	Wild Heart	You may communicate with body language with an animal of TL 2 or lower. You may increase the TL by 2 for each additional MP spent.	Earshot	Druid, Wizard	RP	ACE	Both
1	Zuna's Zany Zoomies	A target that you touch (or yourself) can move at double speed (move your weapons as if you were uninhibited by the weight). Or you may cast this spell as a reaction to a spell that would slow time or cause you to stagger (fall). If you do, ignore the effect of a stagger or time slow. This spell does not prevent you from being pushed. After the spell you must move at 3/4 (75%) until you can rest.	Touch	Diplomat, Druid, Rogue, Shieldnaut, Sorcerer, Wizard	RP	Melee	Arcane
2	Æther-snipe	Target gets -2 MP.	Spellball	Diplomat, Gunslinger, Shaman, Warlock, Wizard	PvP	Ranged	Arcane
2	Armor of Bone	If standing next to a dead creature, you are immune to piercing, slashing, and bludgeoning Damage for 30 seconds counted aloud. The corpse then rapidly rots away.	Touch	Warlock, Wizard, Shaman	RP	Melee	Both
2	Bark Armor	Your target's body has a DR of 2, as if completely covered with Wood Armor for 30 seconds counted aloud.	Touch	Druid, Shaman, Wizard	PvP	Melee	Both
2	Bush of Snakes	All targets within arm's reach cannot move from location for 5 seconds.	Gesture	Druid, Wizard	PvP	ACE	Both
2	Cloth to Armor	Choose one of the following types: Slashing, Piercing, or Bludgeoning. All fabric on your touched target is now immune to that type of Damage for an hour. You may cast this spell multiple times on the same target increasing the cost by 2 for each time recast.	Touch	Paladin, Wizard	PvP	Melee	Both
2	Cold Wind	This spellball does 2 cold Damage, if the target is wet it does 3 instead. If it is below freezing, this spell cost 1.	Spellball	Druid, Shaman, Sorcerer, Wizard	PvP	Ranged	Both
2	Create Weakness	Target must fall onto their back.	Spellball	Warlock, Wizard	PvP	Ranged	Both
2	Deluge	Target must move back 3 paces, Inflicts 1 point of force [water] Damage.	Gesture	Druid, Sorcerer, Wizard	PvP	Ranged	Both
2	Detect Magic	You can sense magical beings, effects, and artifacts within a 50 circle around you, and reveal their location. Immediately dispels.	Earshot	Bard, Shaman, Wizard	RP	ACE	Both
2	Disarm	A target must drop their weapon(s) and/or shield, all things currently being gripped in either hand.	Spellball	Bard, Paladin, Wizard	PvP	Ranged	Both
2	Dispel	Based on the MP cost you may cast a magic trial to cancel a spell or effect. 1-2: Simple, 3-4: Easy, 5-6: Intermediate, 7-8: Hard, 9-10: Impossible.	Gesture	Wizard	PvP	Ranged	Both
2	Ease the Elements	Your target may take no ill effects of extreme weather for a day. You may expend 2 MP for each additional target.	Ritual	Druid, Wizard	RP	Self	Both
2	Elder Lash 	You may use up to an 8ft pool noodle. Your arm becomes a black tentacle that can hit targets for 2 bludgeoning damage. Can be cast on each arm. This spell lasts for up to an hour.	Touch	Shaman, Warlock	PvP	Melee	Divine
2	Enervation Ricochet	Deflect a spellball with another spell or magic item. The original caster causes the original spells Damage in addition to the secondary effect of what was used to rebound the spell. (Melee weapons can still inflict this ricochet Damage.) Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANS, ignoring spell cost.	Gesture	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	ACE	Both



2	Fear Me	During combat when the target enemy does not have any nearby allies, the target is stunned for 1 second and opens defenses.	Earshot	Barbarian, Bard, Shaman, Shieldnaut	PvP	ACE	Both
2	Fear, Minor	A target with a TL 2 or lower becomes afraid of you and flees. You may increase the TL by 1 for each additional MP spent.	Earshot	Bard, Shaman, Shieldnaut, Warlock, Wizard	PvP	ACE	Divine
2	Holy Ballast	If you are engaged by more than one enemy, your next strike does +2 radiant (holy) Damage. Undead take double Damage from this spell.	Earshot	Paladin	PvP	ACE	Divine
2	Ice Shard	Spellball dealing 2 Piercing Cold damage with Penetrate (ignores armor).	Spellball	Druid, Sorcerer, Wizard	PvP	Ranged	Both
2	Imbue with Shock	You or target creature's next weapon attack deals lighting Damage instead of its normal Damage. (This spell does double if the spell hits metal, including other weapons.)	Touch	Shaman, Shieldnaut, Wizard	PvP	Melee	Both
2	Judgement	The next strike of your weapon does +2 radiant Damage. If this strike kills the opponent gain 1 MP, unless they are undead.	Touch	Paladin	PvP	Melee	Divine
2	Luck	Cast during a trial check; Add a 2 to your adjustment number for this trial. Add 4 instead if cast during a luck trial.	Earshot	Bard, Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
2	Mage Bane	Your next weapon attack removes 1 MP from your target on a successful strike. Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANs, ignoring spell cost.	Touch	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	Melee	Arcane
2	Mage Seal	Target object you touch becomes magically locked and must be lock picked or dispelled as an Easy Trial.	Touch	Diplomat, Wizard	RP	Melee	Arcane
2	Make Molten	1 Metal object up to 5 ft. square is turned into molten metal for 30 seconds. Any creature that meets the molten metal takes 3 Fire damage for each second in contact. The spell cannot be cast on anything that has immediate contact with anything living besides you.	Touch	Gunslinger, Shieldnaut, Sorcerer, Wizard	RP	Melee	Both
2	Overload	Damages a simple mechanism to DMs discretion.	Touch	Diplomat, Sorcerer, Wizard	RP	Melee	Arcane
2	Premature Ignition	Look at an enemy with a firearm, they must fire their current loaded shot at the ground and then reload.	Earshot	Gunslinger, Sorcerer, Wizard	RP	ACE	Both
2	Primeval Passage	An element of your Primeval God becomes solid for 10 minutes and can be climbed and/or traversed. You cannot take damage from this element while in this form.	Ritual	Shaman	RP	Melee	Divine
2	Quinn's Sprouting Fingers	For one minute, you sprout an extra finger (prop preferred) and your spells cannot be negated or canceled. You also gain an Adjustment number of +3 while doing anything with your hands.	Gesture	Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	PvP	Self	Both
2	Rally Song	Allies are granted 2 temporary HP	Earshot	Bard	PvP	ACE	Both
2	Reckless Blast	Throw a Spellball with your non-dominant hand. If you are ambidextrous (can write legibly) you cannot use this spell. The spellball does 3 force Damage. If this hits you or an ally, even in the event of a ricochet, the Damage is doubled.	Spellball	Paladin (Evil Aligned), Warlock	RP	Ranged	Both
2	Rift Bolt	1 Lightning damage uninhibited by armor (double when spell contacts metal). This spell does 3 Damage if your Magic TAN is 20.	Spellball	Druid, Gunslinger, Sorcerer, Wizard	PvP	Ranged	Both
2	Rigor Mortis	The target has to move as though their limbs are stiffing for 30 seconds.	Spellball	Warlock, Shaman, Wizard	PvP	Ranged	Both
2	Rune, Fire 	Draw the rune on a surface. To activate shout, "His (hiss)!" When activated, the area is engulfed in flame causing 2 fire Damage to all creatures within range. You may only draw one rune per hour.	Gesture	Gunslinger, Shaman, Shieldnaut, Wizard	PvP	ACE	Both
2	Rune, Lightning 	Draw the rune on a surface. To activate shout, "Oht (oah)!" When activated, the area is blasted with lightning causing all creatures within range to be stunned for 5 seconds. You may only draw one rune per hour.	Gesture	Druid, Gunslinger, Shaman, Shieldnaut, Wizard	RP	ACE	Both

2	Rune, Shield 	Draw the rune in the air. To activate shout, “She! (shehl!)”. When activated, negate all Damage from the next attack that would harm you, including spells.	Gesture	Wizard, Shaman, Paladin	PvP	Self	Both
2	Scry the Beast	Access the memories of an animal with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
2	Seismic Slam	Slam your weapon to the ground with an overhead swing. All targets within arm’s reach must fall to their knees.	Gesture	Druid, Shieldnaut, Wizard	PvP	AOE	Both
2	Shiver	Deals 1 Cold damage and opens defenses for 1 second	Touch	Sorcerer, Shieldnaut, Wizard	PvP	Melee	Both
2	Silence	Target loses the ability to speak for 30 seconds meaning they may not say trigger words, cast earshot or ritual spells. Mage slayer Warrior may learn this spell by expending 6 XP. They can cast it a number of times per day equal to their Might TAN.	Gesture	Bard, Paladin, Warrior (Mage Slayer), Wizard	RP	Ranged	Both
2	Spring Forth	This spell requires an additional spell component of a budding flower unless you are a Druid. To cast this spell, mash and tear the flower within your hand, throwing the pedals onto the soil underfoot. You jump and spring forward 25 ft. The leap may be either vertical or horizontal. While in this leap you cannot take any Damage or be caught by creatures your own size. This spell’s effects are doubled it is cast within Manser (Spring).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Self	Both
2	Stone Hand	You may catch the weapon or spell of the next attack without taking any damage. Martial Artists may use this spell by spending a luck point.	Earshot	Druid, Martial Artist, Paladin, Wizard	RP	AOE	Both
2	Stoning	Target enemy takes 2 earth Damage and creatures within arm’s length are blinded and deaf for 1 second counted aloud	Spellball	Wizard, Druid	PvP	Ranged	Both
2	Take on Other Form [Object]	You take any form you would like for 5 minutes and take on the properties. Must be the same size.	Earshot	Wizard	RP	AOE	Both
2	They be Blind!	Allies within earshot do +1 Damage to blinded enemies on their next attack.	Earshot	Bard	PvP	AOE	Both
2	Tongues	Gain the ability to read, write, and speak a language for an hour.	Earshot	Bard, Wizard	PvP	Self	Both
2	Vampiric Touch 	For each second you touch a target they take that much necrotic damage, and you gain that much HP (you may gain temporary HP).	Touch	Shaman, Warlock	PvP	Melee	Divine
2	Venus’ Starlight	Your eyes become black and inky and then you see dots of light before your vision returns. For a duration of one hour, you can see people’s soul fire and your normal vision. In addition, you can also see the spirits of the Lost’s dead fire, however it does not reveal their identity or shape, just that of their fire. By casting this spell for an additional 8 MP you can physically and magically interact with the fires. This spell may only be cast once per session. (Each day counting as a new session, during overnight events.)	Gesture	All	RP	AOE	Both
2	Vertigo	Target must spin in place 20 times quickly and cannot take damage while spinning. (Those with a vertigo condition must sit for 1 minute.)	Spellball	Wizard	PvP	Ranged	Both
2	Void Chain	A target with equal TL to your CL is restrained for the duration of the ritual.	Ritual	Shaman, Warlock, Wizard	PvP	Ranged	Divine
2	Whisper to the Wind	You may send a message less than 10 words to a target within 1 mile.	Ritual	Bard, Wizard	RP	Ranged	Both
2	Wind of Mercy	You may heal a target for 2 HP.	Spellball	Paladin	PvP	Ranged	Both
3	Æther-rod	An object you touch absorbs the magical effects of anything it touches. It gains the original attributes of the original spell. This effect lasts 10 minutes or until the spell is effectively spent.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
3	Animate Plant	A plant becomes a living creature with properties designated by the GM. It is akin to you, but not controlled by you.	Touch	Druid, Wizard	RP	Melee	Both
3	Animate the Dead	You may animate a corpse or bones with a TL of 2 or lower. You may increase the TL by 2 for each additional MP spent. (NPCs must be readily available)	Ritual	Shaman, Wizard	RP	Ranged	Both
3	Armor of Mist	You are immune to projectiles for 30 seconds counted aloud.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both



3	Arms of the Shokhan	You sprout two additional arms out of your sides just under your arm pit. Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb. (Requires Prop) These arms last one hour and have no effect if your character is already a Hecatoncheires.	Touch	Barbarian, Druid, Rogue, Warlock, Warrior, Wizard	RP	Self	Both
3	Aura of Tiresome Casting	You create a sphere with a mile radius centered on yourself. A cantrip cast, within the area of effect, after the initial; with the same name must be cast one level higher every time you cast it afterwards. Each sequential cast of a cantrip makes the cost go up by one. However, if you cast a new cantrip you may only use the new cantrip once before the it must then follow the same rules as previously cast cantrips. This spell can "stack" with other instances of this spell, however you may only have one instance of this spell cast on yourself at once.	Ritual	Bard, Diplomat, Wizard	RP	Self	Arcane
3	Cause Mortal Wound	Take your hand and run your hand upon the striking surface or tip. Upon the next weapon attack the target begins to bleed out and takes 1 damage for every 1 minute after. Until healed with a spell of a cost of 3 or higher.	Gesture	Warlock	PvP	Melee	Both
3	Creeping Darkness	All enemies within earshot that are under darkness take 2 cold Damage. (Must be used outside at night, no moon light)	Earshot	Shaman, Shieldnaut, Warlock	RP	ACE	Both
3	Desecrate the Dead ☠️	Cast a curse on a corpse. The next creature to interact with the corpse causes a necrotic explosion dealing 2 necrotic Damage to all creatures within a 15 ft range.	Touch	Wizard, Warlock	RP	Melee	Divine
3	Desecrated Earth	All Opponents within 10 ft takes 2 damage.	Ritual	Druid, Sorcerer, Wizard	PvP	ACE	Divine
3	Divine Intervention	This spell must be cast before it triggers. The next blow that would be fatal, reduces you to 1 HP instead. You must wait an hour to recast this spell.	Ritual	Paladin	RP	Self	Divine
3	Divinity's Shell	Target cannot take any damage or deal any damage for 15 seconds (must count aloud) Must hold holy symbol overhead and yell spell aloud.	Gesture	Paladin	PvP	Self	Divine
3	D-VAR's Dimensional Pocket Rings	Removing two small golden rings from your pocket, they enlarge to a 3ft ring (hula-hoop prop required). Toss one on the ground, it hugs the ground as electricity crackles around it. Forming in the ring is a volatile wormhole. Toss the second ring however far you would like with your arms. The second becomes enveloped with the same energy as the first and links to the opposite side of the first wormhole. You can look through the ring and see the outside of the side of the other effectively making a portal or traversable wormhole. The spell lasts 30 seconds and any lightning spell cast through triples in Damage. (Player must throw through both rings in a hold.)	Ritual	Diplomat, Gunslinger, Wizard	RP	Ranged	Arcane
3	Fall into Haste	Chosen target must go berserk if its TL is lower than yours. Target will attack ANY closest creature including teammates for 30 seconds.	Earshot	Bard, Shaman, Shieldnaut, Wizard	PvP	ACE	Both
3	Force into the Mind	Access the memories of a humanoid with a TL of 2 or less. You may increase the TL by 1 for each additional MP spent.	Touch	Bard, Wizard	RP	Melee	Both
3	Gale	Push all creatures in a line back 5 paces.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
3	Lightning Javelin	This spell cannot be blocked if the target is wearing metal armor (not by weapon). The target takes 3 lightning Damage, and it cannot be reduced by mundane (non-magical) means.	Spellball	Druid, Gunslinger, Paladin, Ranger, Sorcerer, Wizard	PvP	Ranged	Both
3	Lunar Beam	An enemy hit with the Spellball must take 4 radiant Damage. This spell has no effect on lycanthropes and vampires (Must be used outside at night with moon overhead)	Spellball	Wizard, Druid, Shaman, Paladin	RP	Ranged	Both
3	Mend	This is a Paladin Cantrip. Heal Target 2 HP. Casting cost is 0 if your role is Paladin. This spell's healing doubles each time at the following Paladin's TLs; 10, 20, & 30.	Touch	Druid, Paladin, Shieldnaut, Wizard	PvP	Melee	Both
3	Petrification, Lesser	Target is turned to stone and cannot move until it takes damage or dispelled at an Intermediate Level.	Spellball	Wizard	RP	Ranged	Both

3	Putrid Explosion 	You cause your soul to explode ripping you apart inflicting 20 necrotic Damage to all creatures in a 10' radius. You cannot be resurrected by normal means	Earshot	Warlock, Shaman	RP	ACE	Both
3	Radiant Sun	All enemies within earshot that are in sunlight take 1 fire Damage (Must be used outside during the day).	Earshot	Paladin, Wizard	RP	ACE	Both
3	Rattle the Balor 	Your next strike doubles your damage bonus and does penetrating necrotic damage, the target of the spell is stunned for 3 seconds and must take a knee.	Touch	Barbarian, Knight, Martial Artist, Paladin, Warlock, Warrior, Wizard	PvP	Melee	Both
3	Rising Phoenix	Restore One Downed Target to half HP. Must be dead for less than 1 minute.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
3	Rock Armor	Your target's body has immunity to Damage, for 30 seconds, counted aloud.	Touch	Druid, Wizard	PvP	Melee	Both
3	Rune, Fury 	Draw the rune on a creature (may include teammate). To activate shout, "Gruh!". When activated, the target enters a mindless rage for 30 seconds (counted aloud by caster) and does double Damage. After the rage the target cannot attack for 1 minute. You may only draw one rune per hour. Barbarians may gain access to this spell by spending 6 XP points. They can cast it a total number of times a day equal to half their Barbarian TL, ignoring spell cost.	Gesture	Wizard, Shaman, Barbarian	PvP	Ranged	Both
3	Rune, Life 	Draw the rune on a creature. To activate shout, "Mir (mihl)". When activated, the creature gains 5 Temporary HP. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	PvP	Ranged	Both
3	Rust	You may catch a weapon without taking Damage once. The targets weapon is now rusted, halving their Damage until repaired.	Touch	Shaman, Shieldnaut, Wizard	RP	Melee	Both
3	Scry the Dead 	Access the memories of a corpse or undead with intact brain with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent. This only works on fresh, non-damaged, non-decayed brains.	Touch	Shaman, Warlock, Wizard	RP	Melee	Both
3	Smite	Your next attack does base Damage along with that much Holy damage.	Earshot	Paladin	PvP	ACE	Divine
3	Solar Flare	The area around you in a 250 ft. circle is lit with bright daylight for 1 second. Anyone facing you must or standing within 25 ft. of you must be stunned for 5 seconds.	Ritual	Druid, Paladin, Wizard	PvP	ACE	Both
3	Song of the Fallen	Restore two downed targets by an amount of HP equal to half of your TL.	Earshot	Bard, Paladin,	PvP	ACE	Both
3	Soul Siphon	Drains 1 MP per second when touching a target. If the targets MP reaches 0 you gain that much MP.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
3	Speak to the Lost 	Bend down and whisper into the ear of a corpse. It gains sentience but cannot move its body. It is compliant and speaks to you with its genuine truth. (The answers may not be correct by fact but will be true from their perspective) The spell ceases to function if it becomes an ineligible target, 3 questions were answered, or 10 minutes have elapsed. After the spells effect, the corpse rapidly ages and turns to sand, destroying it. For a target to be eligible for the spell it must; have a tongue or way to speak, have ears or a way to hear (this spell uses spoken speech not telepathy), speak a shared language between the caster and target (can use a comprehend language spell prior), and be once living. This spell cannot work on dead laid to rest properly (funeral rights and proper burial), so this spell only works on "lost souls". The corpses brain does not need to be present or intact.	Earshot	Bards, Paladins, Shaman, Wizard	RP	Ranged	Both
3	Sun & Moon Slash	Your next weapon strike deals +1 Radiant and +1 Necrotic Damage. If you are a Demi-Angel or Lunar Elf, double the radiant Damage. If you are a Demi-Fiend, double the necrotic Damage. This spell casts for half if it is cost (rounded down to 1) at dawn, dusk or twilight.	Gesture	Bard, Druid, Martial Artist, Paladin, Shaman, Wizard	PvP	Melee	Both
3	The Lion of the Salts	For 60 seconds, counted aloud, you become electrically charged and your eyes and scars start to glow an electric blue color as if bursting at the seams. For the duration of the spell, your attacks do +2 and deal lightning damage. When any creature or object meets your skin or any metal that you are wearing/wielding they take 2 lightning damage for each second the touch is sustained.	Gesture	Barbarian, Bard, Knight, Paladin, Shieldnaut, Warrior, Wizard	RP	Melee	Both
3	Thorn Pit	Anyone standing within arm's length of you must take 2 piercing damage.	Gesture	Druid, Wizard	PvP	ACE	Both


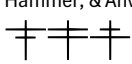


3	Trap Finding	Locates traps within a 50 ft. area of you.	Ritual	Bard, Wizard, Rogue	RP	ACE	Both
3	Wall of Fire/ (Wall of Holy Fire)	This spell requires a prop of a 10 ft section of soft, light rope (GM approval required). This rope simulated a blazing wall of flames 6ft high. The spell lasts 1 minute and can be cast simultaneously to extend the wall by 10 ft and or add 1 minute to the duration expelling MP each time per cast. Any creature that walks through the wall takes 3 fire (radiant) Damage.	Gesture	(Paladin), Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
4	Autumnal Breeze	This spell requires an additional spell component of dead leaves unless you are a Druid. To cast this spell, mash and tear the leaves within your hand then blow them towards an enemy within 50 ft of you. This target takes 2 necrotic Damage and cannot gain any life from resting, alchemy, or food for 1 minute. This spell's effects are doubled it is cast within Elveser (Fall).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
4	Bumper's Bile Burp	Drinking the alcohol that you have (prop); you erupt a fetid pile of puke. This is magically conjured vomit and you do not suffer any ill effects from normal vomiting. All targets within arm's reach must fall prone. Targets that are prone are considered covered in vomit and must roll around for 5 seconds before returning to their feet.	Ritual	Barbarian, Bard, Martial Artist	RP	ACE	Divine
4	Curse 	Touch your target, they are now cursed. All your attacks do 2 additional points of Necrotic damage to cursed target.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
4	Guide with Light	An object you touch glows with the brightness of a torch for 10 minutes.	Touch	Paladin, Shieldnaut, Wizard	PvP	Melee	Both
4	Invisibility, Lesser	A creature your size or smaller, or yourself becomes invisible for 30 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Bard, Ranger, Rogue, Shaman, Warlock, Wizard	RP	ACE	Both
4	Mæwŷn's Embrace	Touch a creature. If they are unwilling, they must make Hard Willpower Trial or fall into a deep magic slumber. Creatures that sleep in this way have dreams of relaxation, care and/or romance under a sky of falling stars (known as the Tears of the Goddess) and if they may regain 1 MP and 1 HP for every 5 minutes slept this way. Unwilling creatures may attempt to wake after every minute of magical slumber but get a -2 to their trials each time they fail after the initial check. Both willing and unwilling creatures wake after a maximum time of 8 hours feeling rejuvenated and emotionally moved by their dreams. The caster cannot see or know what type of dream the target had unless it is shared with them. This spell can be cast as a ritual by the caster if so, the caster may become the target of the magical slumber. This is a charm effect.	Touch	All	RP	Melee	Arcane
4	Oaken Flesh	You gain 5 temporary HP.	Gesture	Druid, Martial Artist, Shaman	PvP	Self	Both
4	Rend Asunder	The piece of armor you touch is functionally worthless until the equipment is repaired	Touch	Shaman, Shieldnaut, Warlock, Wizard	RP	Melee	Both
4	Resist the Æther	Any object touched is resistant to magic for 1 day.	Ritual	Bard, Diplomat, Paladin, Wizard	RP	Melee	Arcane
4	Rune, Time 	Draw the rune in the air. To activate shout, "Ret! (Reht)". When activated, all others must stop moving as if a hold was called. You then count aloud and can move freely for 30 seconds. You cannot cast spells or attack while in this state. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Wizard	RP	ACE	Both
4	Sanctify	Opponents may not enter 10 ft. x 10 ft. area within sight while spellcaster is alive. Duration 1 Day.	Ritual	Paladin	PvP	ACE	Divine
4	Summer Rays	This spell requires an additional spell component of a citrus fruit unless you are a Druid. To cast this spell, mash and tear the fruit within you hand dripping the juice into the soil underfoot. All targets within a 10 ft circle take 2 fire Damage and move at half speed for 30 seconds. This spell's effects are doubled it is cast within Halveser (Summer).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	ACE	Both

4	Tordek's Tunnel	You create a 5 x 5 ft. hole on a flat surface so that you or an object can travel to another hole of the same dimensions within sight on a flat surface. Creates only an entry and exit hole. You may only travel one way.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
4	Wind Rift	Pushes all objects and creatures 5 paces from you inflicting 2 bludgeoning damage.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
4	Winter Hearth	This spell requires an additional spell component of a chunk or piece of ice unless you are a Druid. To cast this spell, drop the ice onto the ground underfoot. You and 3 allies within view are immune to cold Damage for 30 Seconds. This spell's effects are doubled if it is cast within Dwarveser (Winter).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
5	Armor of Frost	Shroud yourself in frost. You gain immunity to cold Damage and reduce fire Damage by half for 30 seconds counted aloud. If it is freezing outside, the spell cost is halved.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both
5	Chained Lightning	A target along with each target within arm's length takes 2 electric damage. This spell ignores armor AND doubles the Damage if they are wearing metal platemail.	Spellball	Sorcerer, Wizard	PvP	Ranged	Both
5	Corrupt the Ætherweave	In a 10-ft circle around you no magic may be present for 10 minutes.	Ritual	Diplomat, Paladin, Warlock	RP	ACE	Arcane
5	Eldritch Blade / Æthereal Blade 	Summon a ghostly weapon to wield in battle (Phys prop required). The shape and type of weapon has no bearing on the damage which is equal to your Magic Adjustment Number divided by 2. This damage penetrates and does necrotic damage. The spell lasts for 5 minutes. If you take this spell and it is arcane in nature it instead does force damage.)	Gesture	Knight, Shaman, Warlock, Wizard	PvP	Melee	Both
5	False Life	Touch a target, for the next hour if the target were to be killed, they are instantly resurrected with half of their total HP. You may only have one instance of this spell in play unless you are a shaman.	Touch	Barbarian, Shaman, Warlock, Wizard	RP	Melee	Both
5	Fireball	Spellball dealing 4 Fire damage. Any creatures within double arm's reach of impact also takes this Damage.	Spellball	Gunslinger, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
5	Heal	Fully restores the HP of an ally or yourself. This may revive an ally even if they are freshly dead, less than 5 minutes.	Touch	Paladin, Wizard	PvP	Melee	Both
5	Hold The Line	All allies within earshot gain resistance to slashing, piercing, and bludgeoning for 10 seconds. (Resistance is half Damage)	Earshot	Bard, Shieldnaut, Wizard	RP	ACE	Both
5	Inspire	The caster gives an inspiring speech. All friendly allies within earshot gain +1 Damage to weapon strikes for 30 seconds. Knights can unlock this spell with 5 XP and can cast it once per session, ignoring spell cost. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Knight, Paladin, Shieldnaut	RP	ACE	Both
5	Invoke Lighting	All creatures within a 10-foot radius at the point of contact take 2 lighting Damage. If they are wearing metal armor, the Damage is doubled. If this spell is cast outside and its storming/raining, the MP cost is 3.	Spellball	Wizard, Druid, Sorcerer	RP	Ranged	Both
5	Make Indomitable	One non-living object, up to 100 feet tall becomes indestructible for 1 day. When this object becomes indestructible it become rigid in its shape, unable to move or flex for the duration of the spell.	Ritual	Paladin, Wizard	RP	Ranged	Both
5	Mana Blast	Enemies within arm's reach take X magical bludgeoning Damage. X is equal to your current amount of MP before paying for the spell. After you cast this spell, you cannot cast any spell for 60 seconds.	Gesture	Shieldnaut, Sorcerer, Wizard	PvP	ACE	Arcane
5	Petrification, Greater	Target is turned to stone and cannot move. This ability is permanent unless dispelled at an Impossible level.	Spellball	Wizard	RP	Ranged	Both
5	Raise Dead, Lesser 	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 5 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Knight, Warlock, Shaman, Wizard	RP	AOE	Both





5	Resurrection Signet	Take 10 minutes and draw a signet of resurrection on the ground around a dead creature. Once the signet is drawn, the creature is resurrected. Hard Will-power trial success required or Expert if willpower adjustment is less than 10 and impossible if less than 5. If the spell fails, the spell collapses causing the body to rapidly decay and destroying the body.	Ritual	Paladin, Shaman	RP	Ranged	Both
5	Ritual of Mana Pooling	This ritual must be cast by a Wizard initially. During the ritual other arcane spell casters may contribute to a pool while chanting, "I offer this up to the great pool!" 1 MP is added from each spell caster per chant. The pool may then be depleted and used for any spell by any of the casters within the ritual. The mana dissipates immediately after the chanting of the others ceases.	Ritual	Wizard	RP	ACE	Arcane
5	Shackles of Pain	Target enemy is bound to you, and you are bound to them. When the enemy takes Damage, you take Damage, and when you take Damage, the enemy takes Damage. This spell lasts a number of minutes equal to your TL.	Touch	Shaman, Shieldnaut, Warlock	RP	Melee	Both
5	Shield Your Eyes	Allies within earshot cannot be blinded for 5 seconds.	Earshot	Bard, Shieldnaut, Paladin	RP	ACE	Both
5	Stand Your Ground	All allies within ear shot cannot be knocked down or stunned for 30 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both
5	Stride into Wind	You may take spirit form without penalty for up to 10 minutes. While in this form you must abide by the rules of spirit form but may communicate with players/creatures. Afterwards, you are alive with your attributes from before the spell was cast.	Earshot	Paladin, Shaman, Warlock, Wizard	RP	ACE	Both
6	Animate Object (Create Automaton)	This ritual takes 30 minutes to complete. A small or tiny object becomes a living creature with properties designated by the GM. It is akin to you but not controlled by you. (Requires Prop). If the caster is a scientist Wizard, it must be clockwork (gear and mechanically driven)	Ritual	Gunslinger, Wizard	RP	Ranged	Both
6	Control Plants	You gain control of a plant the size of a tree for 1 minute, during this minute you can bend and shape the plant, even uprooting it if need be. It can move at a slow pace. A GM may discern its stats.	Touch	Druid, Shaman	RP	Melee	Divine
6	Fear, Major	A target with a TL 10 or lower becomes afraid of you and flees, if they are able to be frightened. You may increase the TL by 1 for each additional MP spent.	Earshot	Shaman, Warlock	PvP	ACE	Both
6	Invisibility, Greater	A creature your size or smaller AND yourself becomes invisible for 60 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Rogue, Warlock, Wizard	RP	ACE	Both
6	Miino's Tinker	You touch one willing creature. Once before the spell ends, the target can add +10 as an to any trial that deals with engines, clock-work, artificing, or technology that deals with engineering or tinkering, including craft checks. The spell then ends.	Touch	All	RP	Melee	Arcane
6	Retreat	All allies within earshot gain immunity to Damage for 30 seconds while running away from enemies. If you face the enemy before the 30 seconds is over, you lose immunity to Damage and are stunned for 5 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both
6	Ritual of Blood Taken	This spell requires a normal sized (16-18 fl. oz.) bowl, glass, container of blood (biodegradable prop blood required). Pour out blood for three seconds counted aloud to reduce a spells cost by 1 MP. When you run out of blood the spell is completed. You can fill your vessel or recast this spell by approaching a recently killed target (that has blood) or by recasting this spell for 4 MP instead.	Ritual	Warlock, Shaman, Wizard	RP	Self	Divine
6	Rune, Reap 	Draw the rune in the air. To activate shout, "Po!! (pull)". When activated, in a 10 ft circle around you, the souls of all fallen are siphoned into you; granting 1 MP for each soul absorbed this way. These souls are consumed, and they cannot return to the body or the æthereal plane. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Warlock, Wizard	RP	ACE	Both
6	Tear from this Plane	Banish a creature if you succeed a Willpower or magic vs. Willpower Trial.	Ritual	Diplomat, Paladin, Wizard	RP	Ranged	Arcane

7	Bane of the Undead	The next undead target you strike takes 10 radiant Damage. If more than half of their HP remains, they are destroyed. This spell has no effect on living creatures.	Gesture	Paladin	PvP	Melee	Divine
7	Slow	All targets within earshot must move at half speed, excluding you but including allies. This spell lasts 30 seconds.	Earshot	Diplomat, Martial Artist, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
8	Bout of the No-Clan Madness	Suffering a bout of complete madness, in a psychotic break, you look around you and see people at play; you hear words and gestures being made as if your reality is nothing but a game. Looking at the Game Moderator you may ask one question OOG pertaining to the game or task at hand and carry the info back into your character when your "return to game". The question has the right to be denied by the GM if it is out of line or too revealing, but the GM will then let you ask another question. They answer sincerely but the information may change depending on in game occurrences. The spell ends when you receive your answer.	Gesture	Barbarian, Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	RP	AOE	Arcane
8	Mass Heal	Each target may heal completely. Your targets are equal to your Magic Stat.	Earshot	Paladin	PvP	ACE	Both
8	Mass Resurrection	This spell requires an additional component, an emerald for each target needing resurrected. Heal all fallen allies as long as they are dead for less than 1 hour. You may only cast this spell once per day. This spell cost goes up by 4 for any role other than Paladin.	Earshot	Diplomat, Druid, Paladin, Wizard	RP	ACE	Divine
8	Rune, Dream 	Draw the rune on a creature with a TL equal to or lower than yours. To activate whisper, "Vec...". When activated, the target enters a vivid magical sleep and experience prophetic dreams. Targets in this trance double their Magic and Wits TANS and can communicate with others, cast spells, and attempt trials while sleeping when prompted, but cannot stand or defend themselves. The creature can be jostled awake. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Bard, Druid	PvP	Ranged	Both
8	Rune, Forge, Hammer, & Anvil 	Draw the runes on a broken or destroyed (must still have a single piece) weapon or piece of metal equipment. To activate shout, "Tng-Chng-Forue! (tingg-chingg--forguh)". When activated, the item is magically recreated to its original form, including any magical properties.	Gesture	Shieldnaut, Wizard	RP	ACE	Both
9	Balor Chain	This spell requires a prop of a 6 ft section of soft, light rope (GM approval required). This rope simulated a chain (must have normal chain purchased in-game) that begins to glow the eerie Hellfire (hellfire cannot be resisted by DR or abilities). The spell lasts 5 minutes or 10 if you are a Demi-Fiend or until hipped. The chain does 5 Hell-fire Damage, igniting any wood equipment when it hits. While the chain is active you are immune to fire and hell-fire Damage. Any creature that is killed with this spell has its soul ripped from its body and sent to Hell or the Abyss.	Touch	Paladin (Evil Aligned), Warlock	RP	Melee	Both
10	Act of Heroism	This is a Paladin Cantrip. Pray to your deity over a fallen ally. Your ally is resurrected (can prevent permanent character death), being fully restored. You must make a Hard Luck Trial. On a success you live, on a failure you die (permanent character death).	Touch	Paladin, Shaman, Shieldnaut, Sorcerer	PvP	Melee	Divine
10	Aura of Death	All creatures within a 20-foot area around you must pass a Hard Toughness Trial or fall to the ground dead.	Gesture	Shaman, Warlock, Wizard	PvP	ACE	Divine
10	Body Clone	As an additional cost to cast this spell you must have the fresh corpse of a recently dead enemy of a TL equal or greater to yours. You create a body that is within your likeness. If you die, your consciousness is diverted to the new body, and you are functionally revived. If you do not die within 24 hours of casting the spell, the body starts to decay, and the spell fails unless the spell is recast.	Ritual	Shaman, Warlock, Wizard	RP	Melee	Both



10	Gam-Gam's Light	For the in-game duration of 1 hour, a piercing white light emanates from a trinket of a loved one. Any fiend caught within sight must make an Impossible Willpower Trial or revert to its original form and take 24 radiant damage, or half with a success. In addition, while the fiend is within sight of the light, regardless of the outcome of their trial; they cannot attack any allies that are within the radius. To monsters, fiends, and other evil-aligned enemies the light is blinding while looking in the direction of the light without any eye shielding. This light is NOT daylight. Allies see the light, but it does not hinder or harm their vision.	Gesture	Bard, Diplomat, Paladin	RP	AOE	Divine
10	Raise Dead, Intermediate ☠️	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 10 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Warlock, Wizard	RP	AOE	Both
10	Rune, Soul 🔮	Draw the rune on a personal item from a recently slain ally, small enough to hang from a string. To activate shout, "Chi!". When activated, the soul of the fallen is siphoned into the item. Your ally's soul is now preserved indefinitely unless the object is destroyed. You may through (other) magical means place this soul into a new body. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Paladin	RP	Ranged	Both
15	Raise Dead, Major ☠️	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 16 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Wizard	RP	AOE	Arcane
15	Seismic Rift Bolt	Each target with earshot is hit by 15 lightning Damage excluding you and allies. This spell does double to those in metal armor.	Earshot	Druid, Gunslinger, Paladin, Shaman, Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
25	Damnation	Each target with earshot is instantly killed as the target's bodies fall into black ash, including you and allies. This Damage cannot be reduced or resisted and ignores all armor and shields. (Please notify a Game Admin before attempting to cast this spell.)	Earshot	Shaman, Warlock, Wizard	RP	ACE	Divine
30	Ritual of Lichdom, The ☠️	This ritual takes 8 hours to complete. During the ritual you must call upon magic to keep yourself alive until you are able to place your heart, brain, digestive tract, and lungs in vessels (phylactery). Upon death, you are reanimated as an undead and your soul ceases to exist within its current form but is instead splintered between these phylacteries. You retain all of your stats with the following adjustments: Magic +40, Might -20, Luck -20, Reflexes -20, Toughness +40, Willpower -20, Wits 0 Each time you are reduced to 0 HP you turn to dust but are reincarnated within 10 feet of one of these phylacteries. You cannot be destroyed completely unless the phylacteries are destroyed. Each phylactery has 20 HP and is weak to radiant and fire Damage, and resistant to magic, but immune to cold and necrotic.	Ritual	Warlock, Wizard	RP	Self	Arcane
2*X	Gravity	All targets within an arm's reach, except you but including allies, must move at half speed for 30 seconds. You can increase an arm's length for each X spent.	Gesture	Diplomat, Martial Artist, Shieldnaut, Shaman, Sorcerer, Wizard	RP	ACE	Both

<b>V*</b>	Flash Preserve	Touch a corpse of a recently slain creature or a healthy plant. The target is flash frozen and stays that way for 12 hours (indefinitely when freezing out) preventing decay. Targets frozen this way cannot be resurrected or gain HP or MP while frozen. This spell costs varies on the size of the target; Tiny (Small cat)- 1, Small (dog or goblin)- 2, Medium (person)- 4, Large (Ogre or horse)- 8, Huge (elephant)- 16, Gargantuan (2-3 story home)- 32, Colossal (castle keep)- 64	Touch	Druid, Shaman, Sorcerer, Wizard	PvP	Melee	Both
<b>X</b>	Defy Gravity	Target becomes immune to gravity and becomes neutrally buoyant for X*30 seconds.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
<b>X</b>	Fly	You can fly up to X times 10 ft.	Gesture	Paladin, Wizard	RP	Self	Both
<b>X</b>	Gobby Helpers, The	You summon a number of æthereal goblins equal to X. They can each carry 50 lbs. or 4 bag slots worth of equipment for you given the equipment is easily carry-able or in bags. These goblins cannot be harmed and insult you while toiling. The spell lasts until you take Damage from any source.	Ritual	Diplomat, Rogue, Shaman, Shieldnaut, Wizard, Bard	RP	ACE	Arcane
<b>X</b>	Magnetize	When a metal object you touch meets another metal object is cannot be removed from the enchanted object for X seconds.	Touch	Diplomat, Shieldnaut, Wizard	RP	Melee	Arcane
<b>X</b>	Make Food	Creates X rations of food. Fruits and vegetables only, no meat in this case.	Ritual	Druid, Paladin	RP	Ranged	Both
<b>X</b>	Make Water	Creates X gallons of water.	Ritual	Druid, Paladin, Wizard	RP	Ranged	Both
<b>X</b>	Replicate	You may create a copy of an object up to X inches squared.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
<b>X</b>	Ritual of Revivify	This ritual takes 4 hours to complete. You must have at least the bones of the corpse you are trying to revivify. The spell cost X, where X is equal to the deceased target's previous TL. As an additional cost to cast this spell you must expend 50 gold per X in gems. If the deceased target's soul is available, the body reforms at perfect health and its previous TL. If the target's soul is lost, enslaved, destroyed or otherwise unable to return to the reformed body; the spell produces an undead fiend of a TL equal to X (Half of X for Paladins given they are of good alignment). If the body of the deceased is killed or destroyed in either living or undead form, this spell may no longer be performed.	Ritual	Paladin, Wizard	RP	Melee	Divine
<b>X</b>	Rune, Calm 	Draw the rune within the air. To activate speak, "Fwo (fhwoa)" softly. When activated, the nearest beast with a TL of X or lower comes to a state of relaxation. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Druid	RP	Ranged	Both
<b>X</b>	Rune, Death 	Draw the rune within the air. To activate shout, "Graven! (grave-en)". When activated, the nearest creature (other than you) with a TL of X or lower dies. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	RP	Ranged	Both
<b>X</b>	Send Object	Teleport an object the size of you up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
<b>X</b>	Send Person	Teleports a willing target up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
<b>X</b>	Zydrotic Emulsification 	Touching an eligible corpse, you may regain X MP where X is the TL of the creature. The corpse then rapidly decays and turns to putrid, slimy ooze, destroying the corpse. For the corpse to eligible it must have been able to cast magic in some regard. Breathe weapons and shapeshifting abilities like that of a mimic are not considered inherently magical. If you mistakenly guess the wrong TL, you only receive what is either available or loose what is remaining in the difference.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane
<b>X*2</b>	Blind	Target cannot see for X minutes.	Earshot	Shaman, Shieldnaut, Wizard	RP	ACE	Both
<b>X*2</b>	Sculpt Flesh	For X hours you may change the appearance of a willing creature.	Touch	Rogue, Wizard	RP	Melee	Both
<b>X*3</b>	Deafen	A target does not make sound and cannot speak for X minutes. This spell can prevent spellcasters from casting spells.	Earshot	Bard, Paladin, Shaman, Shieldnaut, Wizard	RP	ACE	Both



<b>X*V</b>	Raise Horde 🧟	Incantating dark words that seem to echo around you; X creatures with a TL of V or bursts forth from the ground (no corpses needed) becoming your thralls for 24 hours in game. Using simple commands; you can have them fight for you, accomplish mundane work, or keep guard. They cannot cast magic or learn new complex information. The spelling effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue. The type of undead that is called forth is determined by a GM or GA. X and V are both a Mana Cost.	Ritual	Wizard	RP	AOE	Arcane
<b>X+1</b>	Gift of the Sherpa	You can now move vertically along walls and shear surfaces for X*30 seconds.	Touch	Bard, Druid, Ranger, Wizard	RP	Melee	Both
<b>X+2</b>	Create Totem (Imbue Object)	This spells ritual takes 10 minutes per MP cost of spell being cast with imbue. This spell costs 2+X MP, X being equal to the intended TL of the item. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Druid, Shaman	RP	Melee	Both
<b>X+2</b>	Imbue Object (Create Totem)	This spells ritual takes 10 minutes per chosen X MP of spell being cast with imbue. This spell costs 2+X MP, X being equal to the imbuing spells level. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Paladin, Wizard	RP	Melee	Both
<b>X+2</b>	Make Weapon Æthereal	Your weapon gains the magical Damage property to any of its current Damage types for X strikes.	Ritual	Bard, Martial Artist, Shaman, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
<b>X+4</b>	Summon Æthereal Weapon	You create a magical weapon out of æthereal energy that forms in your hand (Prop required) for X strikes. The weapon can be a hammer/staff (3 magic bludgeoning), pike (3 magic piercing) or scimitar (3 magical slashing). You are proficient with this weapon.	Gesture	Martial Artist, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
<b>X+4</b>	Summon Holy (Unholy) Weapon	Your God must have a favored weapon type of weapon symbol to use this spell. You create a magical weapon out of æthereal energy that forms in your hand in the form of your god's (Prop required) for X strikes. The weapon does 2 Holy Damage or your god's affinity, your choice. You gain proficiency with this weapon type until the spell ends.	Gesture	Druid, Martial Artist, Paladin, Warlock	PvP	Self	Divine



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## Spell by Range (*ACE, Melee, or Ranged*)

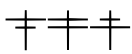
LVL/ Cost	Spell Name	Description	Casting	Role Access	Legality	Range	Type
0	Bard Song	This is a Bard Cantrip. Each person who sings along restores to full HP and MP. Does not resurrect. Only usable at base camp.	Earshot	Bard	PvP	ACE	Both
0	Detect Evil	This is a Paladin Cantrip. You can sense anything evil or undead within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin	RP	ACE	Divine
0	Send to Hearth	This is a Bard and Wizard Cantrip. Teleports you and your party to your base camp. Cannot be used with enemies in view. Can only be used once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Paladin, Wizard	RP	ACE	Both
0	Thorn Whip	This is a Druid Cantrip. A 6ft section of SOFT, LIGHT (via discretion of GM, Cotton advised) rope with a small knot at the end is transformed into a whip of thorns that acts as a weapon with the following properties: 1 Handed, Slash/Piercing/Poison Non-Lethal, Melee range, and 2 damage. This spell is cancelled when the whip is hipped. This spell's Damage doubles each time at the following Druid's TLs; 4, 8, & 16.	Gesture	Druid	PvP	ACE	Both
1	Blood Ritual	Each creature killed during your ritual gives you 1 temp MP.	Ritual	Shaman, Warlock	PvP	ACE	Both
1	Concentrate	Count aloud for 30 seconds for successful cast, On successful cast gain 2 MP. This spell can only be outside of combat, during this 30 second you cannot move, cannot cast other spells, or move your arms.	Earshot	Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
1	Create Illusion	Create a sound or illusion the size of you for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Bard, Wizard	RP	ACE	Both
1	Detect Life	You can sense anything living within a 50 circle around you, but does not reveal location. Immediately dispels.	Earshot	Paladin, Shaman, Warlock	RP	ACE	Both
1	Dimensional Pocket	You create a rift in space and time that appears before you approximately 3 ft wide. You can store 2 bag slots of equipment within this space. It disappears after 10 seconds. You must recast this spell to each time you wish to access the pocket.	Ritual	Bard, Diplomat, Rogue, Shaman, Wizard	RP	ACE	Arcane
1	Move Object	You may move an object up to your body size for 30 seconds. You may expend an additional MP to double the area effected.	Gesture	Druid, Shieldnaut, Warlock, Wizard	RP	ACE	Both
1	Reveal Tracks	Reveals hidden or obscured tracks within a 25 ft. radius.	Gesture	Druid, Wizard	RP	ACE	Both
1	Siren Song	Target is charmed for 10 minutes. Target can take no damage while charmed. If target is attacked charm is broken.	Earshot	Bard, Diplomat, Wizard	PvP	ACE	Arcane
1	Song of Safe Passage	You may travel uninhibited for 10 minutes. Usable only once per session. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Druid, Wizard	RP	ACE	Both
1	Thaumaturgy	You take X damage to gain X MP.	Earshot	Shaman, Shieldnaut, Warlock	PvP	ACE	Both
1	Waken	Awakens a creature from a simple of light magical sleep.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
1	Wild Heart	You may communicate with body language with an animal of TL 2 or lower. You may increase the TL by 2 for each additional MP spent.	Earshot	Druid, Wizard	RP	ACE	Both
2	Bush of Snakes	All targets within arm's reach cannot move from location for 5 seconds.	Gesture	Druid, Wizard	PvP	ACE	Both
2	Detect Magic	You can sense magical beings, effects, and artifacts within a 50 circle around you, and reveal their location. Immediately dispels.	Earshot	Bard, Shaman, Wizard	RP	ACE	Both
2	Enervation Ricochet	Deflect a spellball with another spell or magic item. The original caster causes the original spells Damage in addition to the secondary effect of what was used to rebound the spell. (Melee weapons can still inflict this ricochet Damage.) Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANs, ignoring spell cost.	Gesture	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	ACE	Both
2	Fear Me	During combat when the target enemy does not have any nearby allies, the target is stunned for 1 second and opens defenses.	Earshot	Barbarian, Bard, Shaman, Shieldnaut	PvP	ACE	Both



2	Fear, Minor	A target with a TL 2 or lower becomes afraid of you and flees. You may increase the TL by 1 for each additional MP spent.	Earshot	Bard, Shaman, Shieldnaut, Warlock, Wizard	PvP	ACE	Divine
2	Holy Ballast	If you are engaged by more than one enemy, your next strike does +2 radiant (holy) Damage. Undead take double Damage from this spell.	Earshot	Paladin	PvP	ACE	Divine
2	Luck	Cast during a trial check; Add a 2 to your adjustment number for this trial. Add 4 instead if cast during a luck trial.	Earshot	Bard, Diplomat, Shieldnaut, Wizard	PvP	ACE	Arcane
2	Premature Ignition	Look at an enemy with a firearm, they must fire their current loaded shot at the ground and then reload.	Earshot	Gunslinger, Sorcerer, Wizard	RP	ACE	Both
2	Rally Song	Allies are granted 2 temporary HP	Earshot	Bard	PvP	ACE	Both
2	Rune, Fire 	Draw the rune on a surface. To activate shout, "His (hiss)!" . When activated, the area is engulfed in flame causing 2 fire Damage to all creatures within range. You may only draw one rune per hour.	Gesture	Gunslinger, Shaman, Shieldnaut, Wizard	PvP	ACE	Both
2	Rune, Lightning 	Draw the rune on a surface. To activate shout, "Oht (oah)!" . When activated, the area is blasted with lightning causing all creatures within range to be stunned for 5 seconds. You may only draw one rune per hour.	Gesture	Druid, Gunslinger, Shaman, Shieldnaut, Wizard	RP	ACE	Both
2	Seismic Slam	Slam your weapon to the ground with an overhead swing. All targets within arm's reach must fall to their knees.	Gesture	Druid, Shieldnaut, Wizard	PvP	ACE	Both
2	Stone Hand	You may catch the weapon or spell of the next attack without taking any damage. Martial Artists may use this spell by spending a luck point.	Earshot	Druid, Martial Artist, Paladin, Wizard	RP	ACE	Both
2	Take on Other Form [Object]	You take any form you would like for 5 minutes and take on the properties. Must be the same size.	Earshot	Wizard	RP	ACE	Both
2	They be Blind!	Allies within earshot do +1 Damage to blinded enemies on their next attack.	Earshot	Bard	PvP	ACE	Both
3	Creeping Darkness	All enemies within earshot that are under darkness take 2 cold Damage. (Must be used outside at night, no moon light)	Earshot	Shaman, Shieldnaut, Warlock	RP	ACE	Both
3	Desecrated Earth	All Opponents within 10 ft takes 2 damage.	Ritual	Druid, Sorcerer, Wizard	PvP	ACE	Divine
3	Fall into Haste	Chosen target must go berserk if its TL is lower than yours. Target will attack ANY closest creature including teammates for 30 seconds.	Earshot	Bard, Shaman, Shieldnaut, Wizard	PvP	ACE	Both
3	Gale	Push all creatures in a line back 5 paces.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
3	Putrid Explosion 	You cause your soul to explode ripping you apart inflicting 20 necrotic Damage to all creatures in a 10' radius. You cannot be resurrected by normal means	Earshot	Warlock, Shaman	RP	ACE	Both
3	Radiant Sun	All enemies within earshot that are in sunlight take 1 fire Damage (Must be used outside during the day).	Earshot	Paladin, Wizard	RP	ACE	Both
3	Rising Phoenix	Restore One Downed Target to half HP. Must be dead for less than 1 minute.	Earshot	Bard, Paladin, Wizard	PvP	ACE	Both
3	Smite	Your next attack does base Damage along with that much Holy damage.	Earshot	Paladin	PvP	ACE	Divine
3	Solar Flare	The area around you in a 250 ft. circle is lit with bright daylight for 1 second. Anyone facing you must or standing within 25 ft. of you must be stunned for 5 seconds.	Ritual	Druid, Paladin, Wizard	PvP	ACE	Both
3	Song of the Fallen	Restore two downed targets by an amount of HP equal to half of your TL.	Earshot	Bard, Paladin,	PvP	ACE	Both
3	Thorn Pit	Anyone standing within arm's length of you must take 2 piercing damage.	Gesture	Druid, Wizard	PvP	ACE	Both
3	Trap Finding	Locates traps within a 50 ft. area of you.	Ritual	Bard, Wizard, Rogue	RP	ACE	Both

3	Wall of Fire/ (Wall of Holy Fire)	This spell requires a prop of a 10 ft section of soft, light rope (GM approval required). This rope simulated a blazing wall of flames 6ft high. The spell lasts 1 minute and can be cast simultaneously to extend the wall by 10 ft and or add 1 minute to the duration expelling MP each time per cast. Any creature that walks through the wall takes 3 fire (radiant) Damage.	Gesture	(Paladin), Shieldnaut, Sorcerer, Wizard	RP	ACE	Both
4	Bumper's Bile Burp	Drinking the alcohol that you have (prop); you erupt a fetid pile of puke. This is magically conjured vomit and you do not suffer any ill effects from normal vomiting. All targets within arm's reach must fall prone. Targets that are prone are considered covered in vomit and must roll around for 5 seconds before returning to their feet.	Ritual	Barbarian, Bard, Martial Artist	RP	ACE	Divine
4	Invisibility, Lesser	A creature your size or smaller, or yourself becomes invisible for 30 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Bard, Ranger, Rogue, Shaman, Warlock, Wizard	RP	ACE	Both
4	Rune, Time 	Draw the rune in the air. To activate shout, "Ret! (Reht)". When activated, all others must stop moving as if a hold was called. You then count aloud and can move freely for 30 seconds. You cannot cast spells or attack while in this state. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Wizard	RP	ACE	Both
4	Sanctify	Opponents may not enter 10 ft. x 10 ft. area within sight while spellcaster is alive. Duration 1 Day.	Ritual	Paladin	PvP	ACE	Divine
4	Summer Rays	This spell requires an additional spell component of a citrus fruit unless you are a Druid. To cast this spell, mash and tear the fruit within you hand dripping the juice into the soil underfoot. All targets within a 10 ft circle take 2 fire Damage and move at half speed for 30 seconds. This spell's effects are doubled it is cast within Halveser (Summer).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	ACE	Both
4	Wind Rift	Pushes all objects and creatures 5 paces from you inflicting 2 bludgeoning damage.	Gesture	Druid, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
5	Corrupt the Ætherweave	In a 10-ft circle around you no magic may be present for 10 minutes.	Ritual	Diplomat, Paladin, Warlock	RP	ACE	Arcane
5	Hold The Line	All allies within earshot gain resistance to slashing, piercing, and bludgeoning for 10 seconds. (Resistance is half Damage)	Earshot	Bard, Shieldnaut, Wizard	RP	ACE	Both
5	Inspire	The caster gives an inspiring speech. All friendly allies within earshot gain +1 Damage to weapon strikes for 30 seconds. Knights can unlock this spell with 5 XP and can cast it once per session, ignoring spell cost. (Each day counting as a new session, during overnight events.)	Earshot	Bard, Knight, Paladin, Shieldnaut	RP	ACE	Both
5	Mana Blast	Enemies within arm's reach take X magical bludgeoning Damage. X is equal to your current amount of MP before paying for the spell. After you cast this spell, you cannot cast any spell for 60 seconds.	Gesture	Shieldnaut, Sorcerer, Wizard	PvP	ACE	Arcane
5	Raise Dead, Lesser 	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 5 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Knight, Warlock, Shaman, Wizard	RP	AOE	Both
5	Ritual of Mana Pooling	This ritual must be cast by a Wizard initially. During the ritual other arcane spell casters may contribute to a pool while chanting, "I offer this up to the great pool!" 1 MP is added from each spell caster per chant. The pool may then be depleted and used for any spell by any of the casters within the ritual. The mana dissipates immediately after the chanting of the others ceases.	Ritual	Wizard	RP	ACE	Arcane
5	Shield Your Eyes	Allies within earshot cannot be blinded for 5 seconds.	Earshot	Bard, Shieldnaut, Paladin	RP	ACE	Both
5	Stand Your Ground	All allies within ear shot cannot be knocked down or stunned for 30 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both







5	Stride into Wind	You may take spirit form without penalty for up to 10 minutes. While in this form you must abide by the rules of spirit form but may communicate with players/creatures. Afterwards, you are alive with your attributes from before the spell was cast.	Earshot	Paladin, Shaman, Warlock, Wizard	RP	ACE	Both
6	Fear, Major	A target with a TL 10 or lower becomes afraid of you and flees, if they are able to be frightened. You may increase the TL by 1 for each additional MP spent.	Earshot	Shaman, Warlock	PvP	ACE	Both
6	Invisibility, Greater	A creature your size or smaller AND yourself becomes invisible for 60 seconds. During the duration of the spell, you must hold up the out-of-game symbol while under the effects of this spell. At the end of 30 seconds, you reappear for all to see and must announce that you are now visible. The spell ends if you attempt to speak, cast a spell, or attack.	Earshot	Rogue, Warlock, Wizard	RP	ACE	Both
6	Retreat	All allies within earshot gain immunity to Damage for 30 seconds while running away from enemies. If you face the enemy before the 30 seconds is over, you lose immunity to Damage and are stunned for 5 seconds.	Earshot	Bard, Paladin, Shieldnaut	RP	ACE	Both
6	Rune, Reap 	Draw the rune in the air. To activate shout, "Pol! (pull)". When activated, in a 10 ft circle around you, the souls of all fallen are siphoned into you; granting 1 MP for each soul absorbed this way. These souls are consumed, and they cannot return to the body or the æthereal plane. You may only draw one rune per hour.	Gesture	Shaman, Shieldnaut, Warlock, Wizard	RP	ACE	Both
7	Slow	All targets within earshot must move at half speed, excluding you but including allies. This spell lasts 30 seconds.	Earshot	Diplomat, Martial Artist, Shaman, Shieldnaut, Sorcerer, Wizard	PvP	ACE	Both
8	Bout of the No-Clan Madness	Suffering a bout of complete madness, in a psychotic break, you look around you and see people at play; you hear words and gestures being made as if your reality is nothing but a game. Looking to the Game Moderator you may ask one question OOG pertaining to the game or task at hand and carry the info back into your character when your "return to game". The question has the right to be denied by the GM if it is out of line or too revealing, but the GM will then let you ask another question. They answer sincerely but the information may change depending on in game occurrences. The spell ends when you receive your answer.	Gesture	Barbarian, Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	RP	AOE	Arcane
8	Mass Heal	Each target may heal completely. Your targets are equal to your Magic Stat.	Earshot	Paladin	PvP	ACE	Both
8	Mass Resurrection	This spell requires an additional component, an emerald for each target needing resurrected. Heal all fallen allies as long as they are dead for less than 1 hour. You may only cast this spell once per day. This spell cost goes up by 4 for any role other than Paladin.	Earshot	Diplomat, Druid, Paladin, Wizard	RP	ACE	Divine
8	Rune, Forge, Hammer, & Anvil 	Draw the runes on a broken or destroyed (must still have a single piece) weapon or piece of metal equipment. To activate shout, "Tng-Chng-Forue! (tingg-chingg--forguh)". When activated, the item is magically recreated to its original form, including any magical properties.	Gesture	Shieldnaut, Wizard	RP	ACE	Both
10	Aura of Death	All creatures within a 20-foot area around you must pass a Hard Toughness Trial or fall to the ground dead.	Gesture	Shaman, Warlock, Wizard	PvP	ACE	Divine
10	Gam-Gam's Light	For the in-game duration of 1 hour, a piercing white light emanates from a trinket of a loved one. Any fiend caught within sight must make an Impossible Willpower Trial or revert to its original form and take 24 radiant damage, or half with a success. In addition, while the fiend is within sight of the light, regardless of the outcome of their trial; they cannot attack any allies that are within the radius. To monsters, fiends, and other evil-aligned enemies the light is blinding while looking in the direction of the light without any eye shielding. This light is NOT daylight. Allies see the light, but it does not hinder or harm their vision.	Gesture	Bard, Diplomat, Paladin	RP	AOE	Divine

10	Raise Dead, Intermediate 🦴	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 10 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Warlock, Wizard	RP	AOE	Both
15	Raise Dead, Major 🦴	Incanting dark words that seem to echo around you; point at a corpse within your sight. If it has a TL of 16 or less, it animates becoming your thrall for 24 hours in game. Using simple commands; you can have it fight for you, accomplish mundane work, or keep guard. It cannot cast magic or learn new complex information. The spells effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue.	Earshot	Wizard	RP	AOE	Arcane
15	Seismic Rift Bolt	Each target with earshot is hit by 15 lightning Damage excluding you and allies. This spell does double to those in metal armor.	Earshot	Druid, Gunslinger, Paladin, Shaman, Shieldnaut, Sorcerer, Wizard	RP	AOE	Both
25	Damnation	Each target with earshot is instantly killed as the target's bodies fall into black ash, including you and allies. This Damage cannot be reduced or resisted and ignores all armor and shields. (Please notify a Game Admin before attempting to cast this spell.)	Earshot	Shaman, Warlock, Wizard	RP	AOE	Divine
2*X	Gravity	All targets within an arm's reach, except you but including allies, must move at half speed for 30 seconds. You can increase an arm's length for each X spent.	Gesture	Diplomat, Martial Artist, Shieldnaut, Shaman, Sorcerer, Wizard	RP	AOE	Both
X	Gobby Helpers, The	You summon a number of æthereal goblins equal to X. They can each carry 50 lbs. or 4 bag slots worth of equipment for you given the equipment is easily carry-able or in bags. These goblins cannot be harmed and insult you while toiling. The spell lasts until you take Damage from any source.	Ritual	Diplomat, Rogue, Shaman, Shieldnaut, Wizard, Bard	RP	AOE	Arcane
X*2	Blind	Target cannot see for X minutes.	Earshot	Shaman, Shieldnaut, Wizard	RP	AOE	Both
X*3	Deafen	A target does not make sound and cannot speak for X minutes. This spell can prevent spellcasters from casting spells.	Earshot	Bard, Paladin, Shaman, Shieldnaut, Wizard	RP	AOE	Both
X*V	Raise Horde 🦴	Incanting dark words that seem to echo around you; X creatures with a TL of V or bursts forth from the ground (no corpses needed) becoming your thralls for 24 hours in game. Using simple commands; you can have them fight for you, accomplish mundane work, or keep guard. They cannot cast magic or learn new complex information. The spelling effect wears off after 24 hours, during an eclipse, if entering an aura or targeted by an effect of anti-magic or if the body is destroyed beyond reasonable measure to continue. The type of undead that is called forth is determined by a GM or GA. X and V are both a Mana Cost.	Ritual	Wizard	RP	AOE	Arcane
2	Venus' Starlight	Your eyes become black and inky and then you see dots of light before your vision returns. For a duration of one hour, you can see people's soul fire and your normal vision. In addition, you can also see the spirits of the Lost's dead fire, however it does not reveal their identity or shape, just that of their fire. By casting this spell for an additional 8 MP you can physically and magically interact with the fires. This spell may only be cast once per session. (Each day counting as a new session, during overnight events.)	Gesture	All	RP	AOE	Both
0	Bioluminescence	Touch a plant's leaves, a mushroom cap, a fungus, or a creature the size of a rabbit or smaller. The object starts glowing a pale blue, green, or violet color for 1 hour. The glow spreads to other similar objects of they are less than a foot from each other.	Touch	Druid	RP	Melee	Arcane




0	Blood is Power	This is a Shaman Cantrip. Sacrifice 1 HP and receive 1MP. If touching another player, the MP can be given to them instead of yourself.	Touch	Warlock, Shaman	PvP	Melee	Both
0	Carriion Absorption ☠️	Bending down and touching a freshly dead corpse (less than 1 hour in-game) you may regain 1 HP as it consumed and mutilates the corpse with a slurping noise. This spell can only be cast every 1 minutes.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane
0	Primeval Touch	This is a Shaman Cantrip. You inflict 1 damage of Lethal [Type] damage. The type is determined by your Primeval force. This spell's Damage doubles each time at the following Shaman's TLs; 4, 8, & 16.	Touch	Shaman	PvP	Melee	Divine
1	Æther Siphon	Drains 1 MP per second when touching a target. You receive the siphoned MP.	Touch	Warlock, Wizard	PvP	Melee	Arcane
1	Bladed Wings	Target's next ranged attack does +1 damage	Touch	Bard, Wizard	PvP	Melee	Both
1	Boil the Blood	Target receives 1 Fire damage for each second of contact.	Touch	Shieldnaut, Warlock, Wizard	PvP	Melee	Both
1	Coat with Ice	Take your hand and run your hand upon the striking surface or tip. The next weapon strike does + 1 Cold damage	Gesture	Shaman, Wizard	PvP	Melee	Both
1	Deafened Strike	Take your hand and run your hand upon the striking surface or tip, the target's next attack does -1 damage	Gesture	Bard, Paladin	PvP	Melee	Both
1	Death's Hand ☠️	This is a Warlock or Wizard Cantrip. Touch spell that does 1 Necrotic damage. This spell's Damage doubles each time at the following Warlock's TLs; 4, 8, & 16.	Touch	Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Divine
1	Imbue with Flame	You or target creature's next weapon attack deals fire Damage instead of its normal Damage.	Touch	Gunslinger, Shaman, Shieldnaut, Warlock, Wizard	PvP	Melee	Both
1	Imbue with Frost	You or target creature's next weapon attack deals cold Damage instead of its normal Damage	Touch	Druid, Shaman, Shieldnaut, Wizard	PvP	Melee	Both
1	Messenger of the Wild	You may have a creature with a TL 2 or lower deliver a message within its natural means. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
1	Recover	Repair one piece of broken equipment or armor.	Touch	Shieldnaut, Wizard	PvP	Melee	Both
1	Sound Snare	A tripwire sounds off in a loud buzz when tripped for 30 seconds in earshot.	Touch	Bard, Druid	RP	Melee	Both
1	Spark Touch	Your hand becomes imbued with raw electric energy and can be used for a touch attack of 1 lightning damage.	Touch	Gunslinger, Sorcerer, Wizard	PvP	Melee	Both
1	Stunning Arrow	The next arrow you touch is imbued with this magic. When it hits a target, they must succeed a hard toughness trial or impossible if your reflexes adjustment is over 10. On a failure they are stunned for 5 seconds. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Druid, Ranger, Shaman, Wizard	RP	Melee	Both
1	Vigor	Target's next melee attack does +1 damage	Touch	Barbarian, Shieldnaut, Wizard	PvP	Melee	Both
1	Zuna's Zany Zoomies	A target that you touch (or yourself) can move at double speed (move your weapons as if you were uninhibited by the weight). Or you may cast this spell as a reaction to a spell that would slow time or cause you to stagger (fall). If you do, ignore the effect of a stagger or time slow. This spell does not prevent you from being pushed. After the spell you must move at 3/4 (75%) until you can rest.	Touch	Diplomat, Druid, Rogue, Shieldnaut, Sorcerer, Wizard	RP	Melee	Arcane
2	Armor of Bone	If standing next to a dead creature, you are immune to piercing, slashing, and bludgeoning Damage for 30 seconds counted aloud. The corpse then rapidly rots away.	Touch	Warlock, Wizard, Shaman	RP	Melee	Both
2	Bark Armor	Your target's body has a DR of 2, as if completely covered with Wood Armor for 30 seconds counted aloud.	Touch	Druid, Shaman, Wizard	PvP	Melee	Both
2	Cloth to Armor	Choose one of the following types: Slashing, Piercing, or Bludgeoning. All fabric on your touched target is now immune to that type of Damage for an hour. You may cast this spell multiple times on the same target increasing the cost by 2 for each time recast.	Touch	Paladin, Wizard	PvP	Melee	Both
2	Elder Lash ☠️	You may use up to an 8ft pool noodle. Your arm becomes a black tentacle that can hit targets for 2 bludgeoning damage. Can be cast on each arm. This spell lasts for up to an hour.	Touch	Shaman, Warlock	PvP	Melee	Divine

2	Imbue with Shock	You or target creature's next weapon attack deals lighting Damage instead of its normal Damage. (This spell does double if the spell hits metal, including other weapons.)	Touch	Shaman, Shieldnaut, Wizard	PvP	Melee	Both
2	Judgement	The next strike of your weapon does +2 radiant Damage. If this strike kills the opponent gain 1 MP, unless they are undead.	Touch	Paladin	PvP	Melee	Divine
2	Mage Bane	Your next weapon attack removes 1 MP from your target on a successful strike. Magic Crusher Knights and Mage Slayer Warriors may learn this spell by expending 4 XP. They can cast this spell a number of times per day equal to their Might TANs, ignoring spell cost.	Touch	Knight (Magic Crusher), Rogue, Shaman, Shieldnaut, Warrior (Mage Slayer), Wizard	PvP	Melee	Arcane
2	Mage Seal	Target object you touch becomes magically locked and must be lock picked or dispelled as an Easy Trial.	Touch	Diplomat, Wizard	RP	Melee	Arcane
2	Make Molten	1 Metal object up to 5 ft. square is turned into molten metal for 30 seconds. Any creature that meets the molten metal takes 3 Fire damage for each second in contact. The spell cannot be cast on anything that has immediate contact with anything living besides you.	Touch	Gunslinger, Shieldnaut, Sorcerer, Wizard	RP	Melee	Both
2	Overload	Damages a simple mechanism to DMs discretion.	Touch	Diplomat, Sorcerer, Wizard	RP	Melee	Arcane
2	Primeval Passage	An element of your Primeval God becomes solid for 10 minutes and can be climbed and/or traversed. You cannot take damage from this element while in this form.	Ritual	Shaman	RP	Melee	Divine
2	Scry the Beast	Access the memories of an animal with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent.	Touch	Druid, Wizard	RP	Melee	Both
2	Shiver	Deals 1 Cold damage and opens defenses for 1 second	Touch	Sorcerer, Shieldnaut, Wizard	PvP	Melee	Both
2	Vampiric Touch 	For each second you touch a target they take that much necrotic damage, and you gain that much HP (you may gain temporary HP).	Touch	Shaman, Warlock	PvP	Melee	Divine
3	Æther-rod	An object you touch absorbs the magical effects of anything it touches. It gains the original attributes of the original spell. This effect lasts 10 minutes or until the spell is effectively spent.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
3	Animate Plant	A plant becomes a living creature with properties designated by the GM. It is akin to you, but not controlled by you.	Touch	Druid, Wizard	RP	Melee	Both
3	Armor of Mist	You are immune to projectiles for 30 seconds counted aloud.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both
3	Cause Mortal Wound	Take your hand and run your hand upon the striking surface or tip. Upon the next weapon attack the target begins to bleed out and takes 1 damage for every 1 minute after. Until healed with a spell of a cost of 3 or higher.	Gesture	Warlock	PvP	Melee	Both
3	Desecrate the Dead 	Cast a curse on a corpse. The next creature to interact with the corpse causes a necrotic explosion dealing 2 necrotic Damage to all creatures within a 15 ft range.	Touch	Wizard, Warlock	RP	Melee	Divine
3	Force into the Mind	Access the memories of a humanoid with a TL of 2 or less. You may increase the TL by 1 for each additional MP spent.	Touch	Bard, Wizard	RP	Melee	Both
3	Mend	This is a Paladin Cantrip. Heal Target 2 HP. Casting cost is 0 if your role is Paladin. This spell's healing doubles each time at the following Paladin's TLs; 10, 20, & 30.	Touch	Druid, Paladin, Shieldnaut, Wizard	PvP	Melee	Both
3	Rattle the Balor 	Your next strike doubles your damage bonus and does penetrating necrotic damage, the target of the spell is stunned for 3 seconds and must take a knee.	Touch	Barbarian, Knight, Martial Artist, Paladin, Warlock, Warrior, Wizard	PvP	Melee	Both
3	Rock Armor	Your target's body has immunity to Damage, for 30 seconds, counted aloud.	Touch	Druid, Wizard	PvP	Melee	Both
3	Rust	You may catch a weapon without taking Damage once. The targets weapon is now rusted, halving their Damage until repaired.	Touch	Shaman, Shieldnaut, Wizard	RP	Melee	Both
3	Scry the Dead 	Access the memories of a corpse or undead with intact brain with a TL of 2 or less. You may increase the TL by 2 for each additional MP spent. This only works on fresh, non-damaged, non-decayed brains.	Touch	Shaman, Warlock, Wizard	RP	Melee	Both





3	Soul Siphon	Drains 1 MP per second when touching a target. If the targets MP reaches 0 you gain that much MP.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
3	Sun & Moon Slash	Your next weapon strike deals +1 Radiant and +1 Necrotic Damage. If you are a Demi-Angel or Lunar Elf, double the radiant Damage. If you are a Demi-Fiend, double the necrotic Damage. This spell casts for half if it is cost (rounded down to 1) at dawn, dusk or twilight.	Gesture	Bard, Druid, Martial Artist, Paladin, Shaman, Wizard	PvP	Melee	Both
3	The Lion of the Salts	For 60 seconds, counted aloud, you become electrically charged and your eyes and scars start to glow an electric blue color as if bursting at the seams. For the duration of the spell, your attacks do +2 and deal lightning damage. When any creature or object meets your skin or any metal that you are wearing/wielding they take 2 lightning damage for each second the touch is sustained.	Gesture	Barbarian, Bard, Knight, Paladin, Shieldnaut, Warrior, Wizard	RP	Melee	Both
4	Curse 	Touch your target, they are now cursed. All your attacks do 2 additional points of Necrotic damage to cursed target.	Touch	Shaman, Warlock, Wizard	PvP	Melee	Both
4	Guide with Light	An object you touch glows with the brightness of a torch for 10 minutes.	Touch	Paladin, Shieldnaut, Wizard	PvP	Melee	Both
4	Mæwŷn's Embrace	Touch a creature. If they are unwilling, they must make Hard Willpower Trial or fall into a deep magic slumber. Creatures that sleep in this way have dreams of relaxation, care and/or romance under a sky of falling stars (known as the Tears of the Goddess) and if they may regain 1 MP and 1 HP for every 5 minutes slept this way. Unwilling creatures may attempt to wake after every minute of magical slumber but get a -2 to their trials each time they fail after the initial check. Both willing and unwilling creatures wake after a maximum time of 8 hours feeling rejuvenated and emotionally moved by their dreams. The caster cannot see or know what type of dream the target had unless it is shared with them. This spell can be cast as a ritual by the caster if so, the caster may become the target of the magical slumber. This is a charm effect.	Touch	All	RP	Melee	Arcane
4	Rend Asunder	The piece of armor you touch is functionally worthless until the equipment is repaired	Touch	Shaman, Shieldnaut, Warlock, Wizard	RP	Melee	Both
4	Resist the Æther	Any object touched is resistant to magic for 1 day.	Ritual	Bard, Diplomat, Paladin, Wizard	RP	Melee	Arcane
5	Armor of Frost	Shroud yourself in frost. You gain immunity to cold Damage and reduce fire Damage by half for 30 seconds counted aloud. If it is freezing outside, the spell cost is halved.	Touch	Warlock, Wizard, Sorcerer, Shaman, Druid	PvP	Melee	Both
5	Eldritch Blade / Æthereal Blade 	Summon a ghostly weapon to wield in battle (Phys prop required). The shape and type of weapon has no bearing on the damage which is equal to your Magic Adjustment Number divided by 2. This damage penetrates and does necrotic damage. The spell lasts for 5 minutes. If you take this spell and it is arcane in nature it instead does force damage.)	Gesture	Knight, Shaman, Warlock, Wizard	PvP	Melee	Both
5	False Life	Touch a target, for the next hour if the target were to be killed, they are instantly resurrected with half of their total HP. You may only have one instance of this spell in play unless you are a shaman.	Touch	Barbarian, Shaman, Warlock, Wizard	RP	Melee	Both
5	Heal	Fully restores the HP of an ally or yourself. This may revive an ally even if they are freshly dead, less than 5 minutes.	Touch	Paladin, Wizard	PvP	Melee	Both
5	Shackles of Pain	Target enemy is bound to you, and you are bound to them. When the enemy takes Damage, you take Damage, and when you take Damage, the enemy takes Damage. This spell lasts a number of minutes equal to your TL.	Touch	Shaman, Shieldnaut, Warlock	RP	Melee	Both
6	Control Plants	You gain control of a plant the size of a tree for 1 minute, during this minute you can bend and shape the plant, even uprooting it if need be. It can move at a slow pace. A GM may discern its stats.	Touch	Druid, Shaman	RP	Melee	Divine
6	Miino's Tinker	You touch one willing creature. Once before the spell ends, the target can add +10 to any trial that deals with engines, clock-work, artificing, or technology that deals with engineering or tinkering, including craft checks. The spell then ends.	Touch	All	RP	Melee	Arcane

7	Bane of the Undead	The next undead target you strike takes 10 radiant Damage. If more than half of their HP remains, they are destroyed. This spell has no effect on living creatures.	Gesture	Paladin	PvP	Melee	Divine
9	Balor Chain	This spell requires a prop of a 6 ft section of soft, light rope (GM approval required). This rope simulated a chain (must have normal chain purchased in-game) that begins to glow the eerie Hellfire (hellfire cannot be resisted by DR or abilities). The spell lasts 5 minutes or 10 if you are a Demi-Fiend or until hipped. The chain does 5 Hell-fire Damage, igniting any wood equipment when it hits. While the chain is active you are immune to fire and hell-fire Damage. Any creature that is killed with this spell has its soul ripped from its body and sent to Hell or the Abyss.	Touch	Paladin (Evil Aligned), Warlock	RP	Melee	Both
10	Act of Heroism	This is a Paladin Cantrip. Pray to your deity over a fallen ally. Your ally is resurrected (can prevent permanent character death), being fully restored. You must make a Hard Luck Trial. On a success you live, on a failure you die (permanent character death).	Touch	Paladin, Shaman, Shieldnaut, Sorcerer	PvP	Melee	Divine
10	Body Clone	As an additional cost to cast this spell you must have the fresh corpse of a recently dead enemy of a TL equal or greater to yours. You create a body that is within your likeness. If you die, your consciousness is diverted to the new body, and you are functionally revived. If you do not die within 24 hours of casting the spell, the body starts to decay, and the spell fails unless the spell is recast.	Ritual	Shaman, Warlock, Wizard	RP	Melee	Both
V*	Flash Preserve	Touch a corpse of a recently slain creature or a healthy plant. The target is flash frozen and stays that way for 12 hours (indefinitely when freezing out) preventing decay. Targets frozen this way cannot be resurrected or gain HP or MP while frozen. This spell costs varies on the size of the target; Tiny (Small cat)- 1, Small (dog or goblin)- 2, Medium (person)- 4, Large (Ogre or horse)- 8, Huge (elephant)- 16, Gargantuan (2-3 story home)- 32, Colossal (castle keep)- 64	Touch	Druid, Shaman, Sorcerer, Wizard	PvP	Melee	Both
X	Defy Gravity	Target becomes immune to gravity and becomes neutrally buoyant for X*30 seconds.	Touch	Diplomat, Shaman, Wizard	RP	Melee	Arcane
X	Magnetize	When a metal object you touch meets another metal object is cannot be removed from the enchanted object for X seconds.	Touch	Diplomat, Shieldnaut, Wizard	RP	Melee	Arcane
X	Ritual of Revivify	This ritual takes 4 hours to complete. You must have at least the bones of the corpse you are trying to revivify. The spell cost X, where X is equal to the deceased target's previous TL. As an additional cost to cast this spell you must expend 50 gold per X in gems. If the deceased target's soul is available, the body reforms at perfect health and its previous TL. If the target's soul is lost, enslaved, destroyed or otherwise unable to return to the reformed body; the spell produces an undead fiend of a TL equal to X (Half of X for Paladins given they are of good alignment). If the body of the deceased is killed or destroyed in either living or undead form, this spell may no longer be performed.	Ritual	Paladin, Wizard	RP	Melee	Divine
X	Send Object	Teleport an object the size of you up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
X	Send Person	Teleports a willing target up to X miles. This spell expends a minimum of 1 MP.	Touch	Wizard	RP	Melee	Both
X	Zydrotic Emulsification 	Touching an eligible corpse, you may regain X MP where X is the TL of the creature. The corpse then rapidly decays and turns to putrid, slimy ooze, destroying the corpse. For the corpse to eligible it must have been able to cast magic in some regard. Breathe weapons and shapeshifting abilities like that of a mimic are not considered inherently magical. If you mistakenly guess the wrong TL, you only receive what is either available or loose what is remaining in the difference.	Touch	Shaman, Warlock, Wizard	RP	Melee	Arcane
X*2	Sculpt Flesh	For X hours you may change the appearance of a willing creature.	Touch	Rogue, Wizard	RP	Melee	Both
X+1	Gift of the Sherpa	You can now move vertically along walls and shear surfaces for X*30 seconds.	Touch	Bard, Druid, Ranger, Wizard	RP	Melee	Both

<b>X+2</b>	Create Totem (Imbue Object)	This spells ritual takes 10 minutes per MP cost of spell being cast with imbue. This spell costs 2+X MP, X being equal to the intended TL of the item. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Druid, Shaman	RP	Melee	Both
<b>X+2</b>	Imbue Object (Create Totem)	This spells ritual takes 10 minutes per chosen X MP of spell being cast with imbue. This spell costs 2+X MP, X being equal to the imbuing spells level. You cast a spell on an object, and it takes on certain aspects and properties of the spell. The initial object must be imbued within an RP session with a Game Mod present to assign the properties but then may be used in PvP. The properties fade from the object unless the ritual is cast daily, or you consume (money that is destroyed) a number of gems worth Mana cost x 100 = GP price to make it permanent.	Ritual	Paladin, Wizard	RP	Melee	Both
<b>0</b>	Erratic Flame	This is a Sorcerer or Wizard Cantrip. Spellball dealing 1 Fire damage. This spell does damage to all targets hit including self (As result of ricochet). This spell's Damage doubles each time at the following Sorcerer's TLs; 4, 8, & 16.	Spellball	Gunslinger, Sorcerer, Wizard	PvP	Ranged	Both
<b>0</b>	Force Blast	This is a Wizard Cantrip. Spellball dealing 1 Lethal Bludgeoning uninhibited by DR. This spell's Damage doubles each time at the following Wizard TLs; 4, 8, & 16.	Spellball	Wizard	PvP	Ranged	Both
<b>1</b>	Acid Ball	1 Lethal Poison damage uninhibited by DR. Armor or weapon used to block this Damage are Damaged instead. Unless otherwise stated all objects follow their HP totals.	Spellball	Druid, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
<b>1</b>	Ancients' Blast 	You inflict 2 points of Necrotic Damage. Has no effect on undead, or targets not living.	Spellball	Shaman, Warlock, Wizard	PvP	Ranged	Divine
<b>1</b>	Ignite Arrow	Adds 2 fire Damage to the next arrow you touch when it hits a target. This spell may be taken by a ranger, if so, they can cast it a total number of times equal to their TL (minimum 1).	Touch	Gunslinger, Wizard, Sorcerer, Shaman, Druid, Ranger	PvP	Ranged	Both
<b>1</b>	Push	Target must open defenses for 1 second and step back 1 pace.	Gesture	Bard, Paladin, Wizard	PvP	Ranged	Both
<b>1</b>	Splintering Ammunition	Take your hand and run your hand upon the striking surface or tip. If you, or an ally kill an enemy with a single ranged attack from more than 50 ft. each enemy within arm's reach of the original target (up to 3 targets total) are killed. Spell must be cast before shot. This spell destroys the ammunition used.	Gesture	Druid, Wizard	PvP	Ranged	Both
<b>1</b>	Super-Heated Steam	If the target enemy is wet, they take 2 fire Damage	Spellball	Gunslinger, Shaman, Sorcerer, Wizard	PvP	Ranged	Arcane
<b>1</b>	Taste of the Air	This is a Druid Cantrip. Taking a smell of the air you can determine the following information; if there is enough breathable air in the path you are headed, the general temperature and moisture level of where you are headed, if there are any living or dead plants, animals or humanoids for 1 mile, tell if the air is infected with any spores, miasma, gas, or poison and smell traces of stenches. If you are a druid, you may use this spell as a cantrip.	Gesture	Barbarian, Druid, Ranger, Rogue, Shaman, Sorcerer, Warlock, Wizard	RP	Ranged	Both
<b>2</b>	Æther-snipe	Target gets -2 MP.	Spellball	Diplomat, Gunslinger, Shaman, Warlock, Wizard	PvP	Ranged	Arcane
<b>2</b>	Cold Wind	This spellball does 2 cold Damage, if the target is wet it does 3 instead. If it is below freezing, this spell cost 1.	Spellball	Druid, Shaman, Sorcerer, Wizard	PvP	Ranged	Both
<b>2</b>	Create Weakness	Target must fall onto their back.	Spellball	Warlock, Wizard	PvP	Ranged	Both
<b>2</b>	Deluge	Target must move back 3 paces, Inflicts 1 point of force [water] Damage.	Gesture	Druid, Sorcerer, Wizard	PvP	Ranged	Both
<b>2</b>	Disarm	A target must drop their weapon(s) and/or shield, all things currently being gripped in either hand.	Spellball	Bard, Paladin, Wizard	PvP	Ranged	Both



2	Dispel	Based on the MP cost you may cast a magic trial to cancel a spell or effect. 1-2: Simple, 3-4: Easy, 5-6: Intermediate, 7-8: Hard, 9-10: Impossible.	Gesture	Wizard	PvP	Ranged	Both
2	Ice Shard	Spellball dealing 2 Piercing Cold damage with Penetrate (ignores armor).	Spellball	Druid, Sorcerer, Wizard	PvP	Ranged	Both
2	Reckless Blast	Throw a Spellball with your non-dominant hand. If you are ambidextrous (can write legibly) you cannot use this spell. The spellball does 3 force Damage. If this hits you or an ally, even in the event of a ricochet, the Damage is doubled.	Spellball	Paladin (Evil Aligned), Warlock	RP	Ranged	Both
2	Rift Bolt	1 Lightning damage uninhibited by armor (double when spell contacts metal). This spell does 3 Damage if your Magic TAN is 20.	Spellball	Druid, Gunstinger, Sorcerer, Wizard	PvP	Ranged	Both
2	Rigor Mortis	The target has to move as though their limbs are stiffing for 30 seconds.	Spellball	Warlock, Shaman, Wizard	PvP	Ranged	Both
2	Silence	Target loses the ability to speak for 30 seconds meaning they may not say trigger words, cast earshot or ritual spells. Mage slayer Warrior may learn this spell by expending 6 XP. They can cast it a number of times per day equal to their Might TAN.	Gesture	Bard, Paladin, Warrior (Mage Slayer), Wizard	RP	Ranged	Both
2	Stoning	Target enemy takes 2 earth Damage and creatures within arm's length are blinded and deaf for 1 second counted aloud	Spellball	Wizard, Druid	PvP	Ranged	Both
2	Vertigo	Target must spin in place 20 times quickly and cannot take damage while spinning. (Those with a vertigo condition must sit for 1 minute.)	Spellball	Wizard	PvP	Ranged	Both
2	Void Chain	A target with equal TL to your CL is restrained for the duration of the ritual.	Ritual	Shaman, Warlock, Wizard	PvP	Ranged	Divine
2	Whisper to the Wind	You may send a message less than 10 words to a target within 1 mile.	Ritual	Bard, Wizard	RP	Ranged	Both
2	Wind of Mercy	You may heal a target for 2 HP.	Spellball	Paladin	PvP	Ranged	Both
3	Animate the Dead	You may animate a corpse or bones with a TL of 2 or lower. You may increase the TL by 2 for each additional MP spent. (NPCs must be readily available)	Ritual	Shaman, Wizard	RP	Ranged	Both
3	D-VAR's Dimensional Pocket Rings	Removing two small golden rings from your pocket, they enlarge to a 3ft ring (hula-hoop prop required). Toss one on the ground, it hugs the ground as electricity crackles around it. Forming in the ring is a volatile wormhole. Toss the second ring however far you would like with your arms. The second becomes enveloped with the same energy as the first and links to the opposite side of the first wormhole. You can look through the ring and see the outside of the side of the other effectively making a portal or traversable wormhole. The spell lasts 30 seconds and any lightning spell cast through triples in Damage. (Player must throw through both rings in a hold.)	Ritual	Diplomat, Gunstinger, Wizard	RP	Ranged	Arcane
3	Lightning Javelin	This spell cannot be blocked if the target is wearing metal armor (not by weapon). The target takes 3 lightning Damage, and it cannot be reduced by mundane (non-magical) means.	Spellball	Druid, Gunstinger, Paladin, Ranger, Sorcerer, Wizard	PvP	Ranged	Both
3	Lunar Beam	An enemy hit with the Spellball must take 4 radiant Damage. This spell has no effect on lycanthropes and vampires (Must be used outside at night with moon overhead)	Spellball	Wizard, Druid, Shaman, Paladin	RP	Ranged	Both
3	Petrification, Lesser	Target is turned to stone and cannot move until it takes damage or dispelled at an Intermediate Level.	Spellball	Wizard	RP	Ranged	Both
3	Rune, Fury 	Draw the rune on a creature (may include teammate). To activate shout, "Gruh!". When activated, the target enters a mindless rage for 30 seconds (counted aloud by caster) and does double Damage. After the rage the target cannot attack for 1 minute. You may only draw one rune per hour. Barbarians may gain access to this spell by spending 6 XP points. They can cast it a total number of times a day equal to half their Barbarian TL, ignoring spell cost.	Gesture	Wizard, Shaman, Barbarian	PvP	Ranged	Both
3	Rune, Life 	Draw the rune on a creature. To activate shout, "Mir (mihr)!". When activated, the creature gains 5 Temporary HP. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	PvP	Ranged	Both

3	Speak to the Lost 	Bend down and whisper into the ear of a corpse. It gains sentience but cannot move its body. It is compliant and speaks to you with its genuine truth. (The answers may not be correct by fact but will be true from their perspective) The spell ceases to function if it becomes an ineligible target, 3 questions were answered, or 10 minutes have elapsed. After the spells effect, the corpse rapidly ages and turns to sand, destroying it. For a target to be eligible for the spell it must; have a tongue or way to speak, have ears or a way to hear (this spell uses spoken speech not telepathy), speak a shared language between the caster and target (can use a comprehend language spell prior), and be once living. This spell cannot work on dead laid to rest properly (funeral rights and proper burial), so this spell only works on "lost souls". The corpses brain does not need to be present or intact.	Earshot	Bards, Paladins, Shaman, Wizard	RP	Ranged	Both
4	Autumnal Breeze	This spell requires an additional spell component of dead leaves unless you are a Druid. To cast this spell, mash and tear the leaves within your hand then blow them towards an enemy within 50 ft of you. This target takes 2 necrotic Damage and cannot gain any life from resting, alchemy, or food for 1 minute. This spell's effects are doubled it is cast within Elveser (Fall).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
4	Tordek's Tunnel	You create a 5 x 5 ft. hole on a flat surface so that you or an object can travel to another hole of the same dimensions within sight on a flat surface. Creates only an entry and exit hole. You may only travel one way.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
4	Winter Hearth	This spell requires an additional spell component of a chunk or piece of ice unless you are a Druid. To cast this spell, drop the ice onto the ground underfoot. You and 3 allies within view are immune to cold Damage for 30 Seconds. This spell's effects are doubled it is cast within Dwarveser (Winter).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Ranged	Both
5	Chained Lightning	A target along with each target within arm's length takes 2 electric damage. This spell ignores armor AND doubles the Damage if they are wearing metal platemaille.	Spellball	Sorcerer, Wizard	PvP	Ranged	Both
5	Fireball	Spellball dealing 4 Fire damage. Any creatures within double arm's reach of impact also takes this Damage.	Spellball	Gunslinger, Sorcerer, Warlock, Wizard	PvP	Ranged	Both
5	Invoke Lighting	All creatures within a 10-foot radius at the point of contact take 2 lighting Damage. If they are wearing metal armor, the Damage is doubled. If this spell is cast outside and its storming/raining, the MP cost is 3.	Spellball	Wizard, Druid, Sorcerer	RP	Ranged	Both
5	Make Indomitable	One non-living object, up to 100 feet tall becomes indestructible for 1 day. When this object becomes indestructible it become rigid in its shape, unable to move or flex for the duration of the spell.	Ritual	Paladin, Wizard	RP	Ranged	Both
5	Petrification, Greater	Target is turned to stone and cannot move. This ability is permanent unless dispelled at an Impossible level.	Spellball	Wizard	RP	Ranged	Both
5	Resurrection Signet	Take 10 minutes and draw a signet of resurrection on the ground around a dead creature. Once the signet is drawn, the creature is resurrected. Hard Will-power trial success required or Expert if willpower adjustment is less than 10 and impossible if less than 5. If the spell fails, the spell collapses causing the body to rapidly decay and destroying the body.	Ritual	Paladin, Shaman	RP	Ranged	Both
6	Animate Object (Create Automaton)	This ritual takes 30 minutes to complete. A small or tiny object becomes a living creature with properties designated by the GM. It is akin to you but not controlled by you. (Requires Prop). If the caster is a scientist Wizard, it must be clockwork (gear and mechanically driven)	Ritual	Gunslinger, Wizard	RP	Ranged	Both
6	Tear from this Plane	Banish a creature if you succeed a Willpower or magic vs. Willpower Trial.	Ritual	Diplomat, Paladin, Wizard	RP	Ranged	Arcane
8	Rune, Dream 	Draw the rune on a creature with a TL equal to or lower than yours. To activate whisper, "Vec...". When activated, the target enters a vivid magical sleep and experience prophetic dreams. Targets in this trance double their Magic and Wits TANS and can communicate with others, cast spells, and attempt trials while sleeping when prompted, but cannot stand or defend themselves. The creature can be jostled awake. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Bard, Druid	PvP	Ranged	Both

<b>10</b>	Rune, Soul		Draw the rune on a personal item from a recently slain ally, small enough to hang from a string. To activate shout, "Chi!". When activated, the soul of the fallen is siphoned into the item. Your ally's soul is now preserved indefinitely unless the object is destroyed. You may through (other) magical means place this soul into a new body. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Paladin	RP	Ranged	Both
<b>X</b>	Make Food		Creates X rations of food. Fruits and vegetables only, no meat in this case.	Ritual	Druid, Paladin	RP	Ranged	Both
<b>X</b>	Make Water		Creates X gallons of water.	Ritual	Druid, Paladin, Wizard	RP	Ranged	Both
<b>X</b>	Replicate		You may create a copy of an object up to X inches squared.	Ritual	Diplomat, Wizard	RP	Ranged	Arcane
<b>X</b>	Rune, Calm		Draw the rune within the air. To activate speak, "Fwo (fhwoa)" softly. When activated, the nearest beast with a TL of X or lower comes to a state of relaxation. You may only draw one rune per hour.	Gesture	Wizard, Shaman, Druid	RP	Ranged	Both
<b>X</b>	Rune, Death		Draw the rune within the air. To activate shout, "Graven! (grave-en)". When activated, the nearest creature (other than you) with a TL of X or lower dies. You may only draw one rune per hour.	Gesture	Wizard, Shaman,	RP	Ranged	Both
<b>1</b>	All-Seeing Eye		From your forehead emerges a magical eye linked to your vision. It may travel up to 20 ft. in any direction, including around corners and then is dispelled. This eye can squeeze through cracks as small as 1 inch.	Ritual	Paladin, Shaman, Wizard	RP	Self	Both
<b>1</b>	Commune with Nature		Gain 3 MP. This spell can only be cast once per hour (out-of-game).	Ritual	Druid	RP	Self	Divine
<b>1</b>	Mage Shield (Holy Shield)		The next received physical attack does no Damage. Cast as a blocking motion.	Gesture	Wizard (Paladin)	PvP	Self	Divine
<b>2</b>	Ease the Elements		Your target may take no ill effects of extreme weather for a day. You may expend 2 MP for each additional target.	Ritual	Druid, Wizard	RP	Self	Both
<b>2</b>	Quinn's Sprouting Fingers		For one minute, you sprout an extra finger (prop preferred) and your spells cannot be negated or canceled. You also gain an Adjustment number of +3 while doing anything with your hands.	Gesture	Bard, Diplomat, Rogue, Shaman, Warlock, Wizard	PvP	Self	Both
<b>2</b>	Rune, Shield		Draw the rune in the air. To activate shout, "She! (shehl)". When activated, negate all Damage from the next attack that would harm you, including spells.	Gesture	Wizard, Shaman, Paladin	PvP	Self	Both
<b>2</b>	Spring Forth		This spell requires an additional spell component of a budding flower unless you are a Druid. To cast this spell, mash and tear the flower within your hand, throwing the pedals onto the soil underfoot. You jump and spring forward 25 ft. The leap may be either vertical or horizontal. While in this leap you cannot take any Damage or be caught by creatures your own size. This spell's effects are doubled if it is cast within Manser (Spring).	Ritual	Druid, Shaman, Warlock, Wizard	PvP	Self	Both
<b>2</b>	Tongues		Gain the ability to read, write, and speak a language for an hour.	Earshot	Bard, Wizard	PvP	Self	Both
<b>3</b>	Arms of the Shokhan		You sprout two additional arms out of your sides just under your arm pit. Each one of your additional hands may hold a piece of equipment. You may only have one hand or foot per limb. (Requires Prop) These arms last one hour and have no effect if your character is already a Hecatoncheires.	Touch	Barbarian, Druid, Rogue, Warlock, Warrior, Wizard	RP	Self	Both
<b>3</b>	Aura of Tiresome Casting		You create a sphere with a mile radius centered on yourself. A cantrip cast, within the area of effect, after the initial; with the same name must be cast one level higher every time you cast it afterwards. Each sequential cast of a cantrip makes the cost go up by one. However, if you cast a new cantrip you may only use the new cantrip once before the it must then follow the same rules as previously cast cantrips. This spell can "stack" with other instances of this spell, however you may only have one instance of this spell cast on yourself at once.	Ritual	Bard, Diplomat, Wizard	RP	Self	Arcane
<b>3</b>	Divine Intervention		This spell must be cast before it triggers. The next blow that would be fatal, reduces you to 1 HP instead. You must wait an hour to recast this spell.	Ritual	Paladin	RP	Self	Divine
<b>3</b>	Divinity's Shell		Target cannot take any damage or deal any damage for 15 seconds (must count aloud) Must hold holy symbol overhead and yell spell aloud.	Gesture	Paladin	PvP	Self	Divine
<b>4</b>	Oaken Flesh		You gain 5 temporary HP.	Gesture	Druid, Martial Artist, Shaman	PvP	Self	Both



6	Ritual of Blood Taken	This spell requires a normal sized (16-18 fl. oz.) bowl, glass, container of blood (biodegradable prop blood required). Pour out blood for three seconds counted aloud to reduce a spells cost by 1 MP. When you run out of blood the spell is completed. You can fill your vessel or recast this spell by approaching a recently killed target (that has blood) or by recasting this spell for 4 MP instead.	Ritual	Warlock, Shaman, Wizard	RP	Self	Divine
30	Ritual of Lichdom, The ☠️	This ritual takes 8 hours to complete. During the ritual you must call upon magic to keep yourself alive until you are able to place your heart, brain, digestive tract, and lungs in vessels (phylactery). Upon death, you are reanimated as an undead and your soul ceases to exist within its current form but is instead splintered between these phylacteries. You retain all of your stats with the following adjustments: Magic +40, Might -20, Luck -20, Reflexes -20, Toughness +40, Willpower -20, Wits 0 Each time you are reduced to 0 HP you turn to dust but are reincarnated within 10 feet of one of these phylacteries. You cannot be destroyed completely unless the phylacteries are destroyed. Each phylactery has 20 HP and is weak to radiant and fire Damage, and resistant to magic, but immune to cold and necrotic.	Ritual	Warlock, Wizard	RP	Self	Arcane
X	Fly	You can fly up to X times 10 ft.	Gesture	Paladin, Wizard	RP	Self	Both
X+2	Make Weapon Æthereal	Your weapon gains the magical Damage property to any of its current Damage types for X strikes.	Ritual	Bard, Martial Artist, Shaman, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
X+4	Summon Æthereal Weapon	You create a magical weapon out of æthereal energy that forms in your hand (Prop required) for X strikes. The weapon can be a hammer/staff (3 magic bludgeoning), pike (3 magic piercing) or scimitar (3 magical slashing). You are proficient with this weapon.	Gesture	Martial Artist, Sorcerer, Warlock, Wizard	PvP	Self	Arcane
X+4	Summon Holy (Unholy) Weapon	Your God must have a favored weapon type of weapon symbol to use this spell. You create a magical weapon out of æthereal energy that forms in your hand in the form of your god's (Prop required) for X strikes. The weapon does 2 Holy Damage or your god's affinity, your choice. You gain proficiency with this weapon type until the spell ends.	Gesture	Druid, Martial Artist, Paladin, Warlock	PvP	Self	Divine

# XVIII. GLOSSARY

- **Alchemy**- The process of extracting the latent properties of a plant of magical item and infusing it to be useful as a tool.
- **Anthrofolk**- "...of the shape of man and beast". As their name implies Anthrofolk are anthropomorphs or hybrids of humanoid and certain animals. Some Fæ creatures are Anthropomorphs but not all Fæ creatures are Anthropomorphs. Anthrofolk are usually magically created through a ritual or some sort of powerful magic, however sometimes they appear to be naturally occurring although the specific details of ancestries may be lost to time.
- **Balor Chain**- The astral umbilical cord that holds your soul to your body. It is called a chain because it is quite literally formed from a chain of light. It can extend or retract while traveling the astral and higher planes, but be careful if it were to be severed, it cannot be put together again. Not even by some lesser Gods.
- **Bios**- The planet in which CER LARP takes place. The continent is Medius.
- **Black Magic**- Not to be confused with magic that is black in color; black magic is a category of magic that deals with the domains of death, undeath, poison, lust, entropy, hunger, and darkness. Black magic shares magical correspondences with the night sky (space), poison, black smoke, tar, oil, rot, blood, fungus, the Shadowdark, and Void (moon). The universal symbol for black magic is a dagger or skull.
- **Black Powder**- While black powder can be found around Medius, most muskets and cannons are powered by Sansura's Napali. Black Powder is mostly found in kegs and small hand grenades.
- **Blue Magic**- Not to be confused with magic that is blue in color; blue magic is a category of magic that deals with the domains of knowledge, secrets, logic, water, telekinesis, psionics, and the occult. Blue magic shares magical correspondences with the rain, oceans, lakes, mist, fog, ice, snow, cold, and Selé. The universal symbol for blue magic is a chalice.
- **Boffer**- The Type of weapon used in Combat and Roleplaying at CER. Boffer usually refers to a foam weapon covered in fabric; however this term extends to latex and synthetic coated weapons as well.
- **Botany**- The process of raising fungus or plants for use in food, chemistry, or alchemy.
- **Brothers' Three, The-** *Or the Heræ Three*. Refers to the tragic story of werewolf hunters that lived during the Age of the Emerald Tyrant. Hugin the Knight, Mugin the Mage, and Vane the Fighter. Hugin, their leader was married to a powerful sorceress named Sapphira. They bonded over their shared hatred of werewolves and lycanthropes as both of their parents were killed by them leaving them all orphans. Mugin was the first to die, murdered in cold blood and left under a bridge to be discovered. Mutilated by a werewolf; the group feverishly hunted down any lead before discovering that Vane was in fact a werewolf himself. Not only that but he was what was known as a "True Lycanthrope" and could now change at will after killing his kin. He revealed that he was one of the generals of the Mist Striders and hid it while he killed their parents as a young boy. The killing of his kin gave him a greater grasp on his curse but drove him insane with sanguine hunger. Hugin and Vane mortally wounded each other after Vane attacked Sapphira. As Hugin lied dying Sapphira hoist him up and used the last of her magic to petrify them so they may always be together. This Statue is known as the Weeping Lovers and is now displayed in a courtyard in Vitæ as the City was built up around them.
- **Check**- Time-out and stop. More info in section 8.
- **Chromatic Kings**- The name given collectively to the apex predators of each Chromatic Dragon Color. Currently they are; Alladin the Avatar of Hatred (Undead, Red), Hydroxis the Everflowing (Blue), Tethesis the Emerald Tyrant (Missing, Green), Cryosis the Frozen Gale (White), and Void the Black Moon (Dead, Black). Each dragon holds its title until a challenger supersedes them or defeats them.
- **Chronomancy**- The formal name for magic and study that deals with the passage and manipulation of time. Many though this type of magic impossible until it was wielded almost exclusively by the Emerald Tyrant. Gamma radiates a chronomantic aura. Chronomancy shares correspondences with emerald and its magic is usually green.
- **Clockwork**- Technology that runs on gears, clockwork, and sprockets. It may be aided by magic but does not need to. Except for Sansura, this is the main level of technology found in the rest of Medius. Distinctly different from steam power, which Medius never had a need for with magic and still different from the electric contraptions of Sansura and their Napali.
- **Cryomancy**- The formal name for magic and study that deals with ice and the forces of cold. Cryomancy shares correspondences with diamond and its magic is usually white.
- **Dancing Sisters, The-** Refers to the 2 main moons of Bios, Luna and Selé and the ring around Bios, Mythra. Before the shattering they were a trinary moon system.
- **Dark Forged Steel**- Steel alloy smelted and refined by Duergar with Dead Fire in the Underforge of Dur. Nigh unbreakable.
- **Dead Fire**- The Soul of a creature or thing, usually when it is removed from the body. All Dead Fire was once Soul's Fire but not all Soul's Fire is Dead Fire. They terms may be mistakenly used interchangeably. The Visual Representation of a dead Soul. Usually lunar blue.
- **Deep Gnomes**- Blind and contorted gnomes with potent psychic abilities. Denizens of the ShadowDark.
- **Demibeings**- "...of the union of mortal and divine" Demibeings or Demis as they are colloquially known (pronounced dem-ee), are a mixture of a mortal and a divine being or lineage. Generally, the term applies to "half-breeds" and first-generation mixes of the bloodlines. All races can be Demis, however divine beings tend to gravitate towards human partners. While most demons prefer female counterparts and angels prefer male mates, the possibility of these lineages are vast yet tend to be rare. There are two subcategories of Demis known as Demi-Angels and Demi-Fiends.
- **Divine Metal(s)**- Divine Metals refer to the following metals and alloys; gold, silver, mythrill, copper, bronze, platinum, chrome, and titanium. They are called divine metals since they have magical correspondences with divine rituals and white magic.
- **Drachendrauppr**- Forged from "the Key" it contained the Soul of the Duergar God Dur. Named the Taker of Kings it was used to fell many kings and kingdoms. It was ultimately destroyed by The Army of Northbourne, but not before corrupting and killing King Armon II. (Season 2022-2023 Events). Shards of this object are scattered and remain to be found. Sundering the weapon destroyed it but release the Spirit of all those Fallen including the God Dur.
- **Drake**- A type of lesser dragon. It has four quadrupedal legs like a dog and no wings. It can share type similarities with other dragon types. Drakes are no more intelligent than wolves.
- **Duchess Vesai**- The Vampire Overlord that rules over the Vitæ and the Vital Lands. At one point she was a Duchess, but now uses the title as misnomer as she is closer to a dictator or queen in power over her false aristocracy which is really a vampire coven. She hides behind the castle walls of Vitæ and "passes" her title down to her descendants, which is a lie. Allowing herself to age and rejuvenate gives the illusion of a family heritage.
- **Duergar**- Dour and bitter dwarves that have forsaken the surface world. Denizens of the ShadowDark. They have deep violet skin and white pillowy hair. As their Suny-Side Dwarven counterparts they are excellent miners and crafters. They may even exceed the skill of surface Dwarves. Duergar can change their size and become invisible.
- **Dur**- Consumed by the desire to excavate deeper and deeper, the Dwarf King found ruins of long-lost civilizations; hidden within was a mysterious artefact. Dur started to become obsessed with an object known as the Soul Forge after finding a mysterious object only known as "the Key". He turned to dark rituals unearthed in the buried tombs and before too long began to discover the secrets of Dead Fire. Despite having what he thought he needed to operate the forge, he became maddened that the operation of the soul forge still lied out of his reach being seduced by stories found in the ancient tomes. Against the wishes of his advisors, he attempted to light the fires of the forge with Dead Fire. The first of the fire was harvested by 1000 of his own people, a monumental and bloody sacrifice. With the lighting of the forge, he had managed to churn the Forge, but the fire and ritual corrupted the machine. He cared little for the consequences of his actions in the moment and by watching the forge work he was able to create a new type of alloy known as Dark Forged Steel. Dur created an army of nightmarish Shackled Souls and led a bloody conquest against the rest of Medius. Eventually the Dwarf Clans split down the middle and those that stayed loyal to Dur took on the name Duergar and worshipped him as a God-King. The opposing Dwarves sought out help from the humans and elves and along with the help of Luna herself, beat back Dur and his forces. Dur was struck down by the Luna and as he fell from the now, Graven Forge to the depth of the Shadowdark. His loyal people and shackled souls retreated to find his body. They arrived too late, and he lie in a state of disrepair. So, with his labored dying breaths he passed the forbidden knowledge of the buried civilizations onto those he trusted. He told them to worship him as a God and that he would return if they bound his soul to "The Key". They obliged and they built the sprawling city of Xar'Dur and the Underforge.
- **Fæ Tree**- The sentient living tree that gave life to the Fæ and the races of mankind and Dwarves. The Fæ tree is seen as benevolent by most.
- **Faunomancy**- The formal name for magic and study that deals with beasts and animals. It can also encapsulate toxins and acids. One of the natural magics or "green magic" not to be confused with Time Magic that is usually Green in color.
- **Floramancy**- The formal name for magic and study that deals with plants. It can also encapsulate poisons and venoms. One of the natural magics or "green magic" not to be confused with Time Magic that is usually Green in color. Floramancy shares correspondences with amber and its magic is usually deep green.
- **Fæ Tree**- The once living and sentient tree that gave life to the Fæ and the races of Goblin-kind as well as Dragons. The Fæ Tree or fealty to it is seen as a malevolent omen by most, despite its death.
- **Frozen Throne, The-** See also Luudenduaf. The Frozen Throne is the name given to Luudenduaf when it was seized by dragons and a time warp

enchantment seemed to freeze the events in time. We now know that it was Tethesis that sieged the North but are unsure if the time dilation was intentional or a botched magical effect. Regardless, anyone attempting to enter would be stuck in the effect until it dispelled thousands of years later.

- **Galvomanacy-** The formal name for magic and study that deals with fire and the forces of heat. Galvomanacy shares correspondences with citrine and its magic is usually bright yellows and blues. While not magical in nature, some Sansurians refer to themselves as Galvomancers or Electropunks.
- **Gamma-** The Corrupted Crystalline form of Mythril. Gamma exudes powerful auras that manipulate and mutate those who are exposed to them. This crystal is extremely rare and magically potent.
- **Geomancy-** The formal name for magic and study that deals with rocks, gems, and stone. Geomancy shares correspondences with many rocks and its magic is usually brown.
- **Graven Forge, The-** An ancient machine bisecting and being held aloft by the great wall. It was once known as the soul forge before being corrupted by the Duergar God, Dur. Although it has run several times; not much is known about why or by whom. The Graven Forge harvests a Souls' Fire and combines it with a Krahn's Skeleton tempered by Dead Fire to create a Shackled Soul. These machine-like creatures toil endlessly at any task given to them. They are virtually immortal, resistant to magic, and functionally indestructible. The Graven Forge now is used as a cursed graveyard, as no one passes through without problem.
- **Great Wall, The-** The wall that divides much of East and West Medius. It is so tall that not even weather or dragons can fly over it. It has a permanent and constant effect on the weather and landscape of Medius. It is much easier to go around it. Nestled in the center of Medius, a large area known as the Graven Forge is the only thing to bisect and divide the wall. The wall is constructed of a mysterious black metal like Krahn but differing in color and some properties.
- **Green Magic-** Not to be confused with magic that is green in color; green magic is a category of magic that deals with the domains of growth, might, fortitude, wisdom and Mythril. Green magic shares magical correspondences with sand, glass, metal, beasts, plants, rocks, gemstones, and Mythra. The universal symbol for red magic is a staff or wand.
- **Hellfire-** Fire summoned from the fiery pits of hell. It scorches flesh and the soul.
- **Hydromancy-** The formal name for magic and study that deals with water and the states of moisture. Hydromancy shares correspondences with sapphire and its magic is usually deep blue or water colored.
- **Infernal Iron-** Magical Iron forged in the Fires of Hell from the Infernal City of Dis.
- **IRL- also out-of-game, Stands for In-Real-Life**
- **Krahn-** Krahn is a mysterious magical metal known by its characteristic dark purple iridescence and its "tuning-fork" hum. It is used as currency but is rumored to be the left over skin of creation, itself. It has strange anti-magical properties.
- **Larimer-** Another name for a Larimous crystal. A Larimous crystal is created when Gamma Crystals are purified with Soul's Fire.
- **Larimous Crystal-** Another name for a Larimer or Larimeré crystal. A Larimous crystal is created when Gamma Crystals are purified with Soul's Fire. This crystal is extremely rare and magically potent.
- **Lich-** A powerful wizard that has turned to black magic to gain a form of immortality. Upon the Ritual of Lichdom the wizard separates parts of its body and soul into phylacteries. The lich is technically not dead, but it is not really in a state of living either. For this reason, they are miscategorized as undead. Most liches must complete powerful and heinous magical acts to complete the ritual which makes them fearsome magic wielders at the time of the ritual. While their bodies become weak and frail; their magic reaches powerful new heights as time and mortality no longer binds their quest for power. Not all liches are evil but many cannot become what they are without completing evil deeds. Liches can be resurrected each time they are destroyed by a phylactery, but even killing them is often a harrowing challenge. A benevolent lich known by Thatch is located in Farthurndern in the Town of Glindot and guided the Umbral Walkers when it was needed.
- **Lich Diamond-** A diamond-like substance that is created when a lich's soul is purified from a phylactery.
- **Lunar-** Of the moon Luna, the largest and brightest moon of Bios.
- **Luudenduaf-** The Great Dwarven Capitol City of Medius before it became The Frozen Throne. Constructed by the first Dwarves and led by their Leader Dur; the Dwarf Stronghold was an impressive feat of engineering. King Dur Strengthened the Dwarven Kingdom to be the dominant force on all of Medius. *Also See Dur.*
- **Lycanthropy- or lycanthropes,** A disease that twists creatures into beast-like hybrids. The most common type of lycanthropy by far is werewolves or the fusion of man and wolf; but many other lycanthropes exist across Medius and Bios such as wererats and werespiders. "Were" is a common prefix used to describe these creatures but does not discern the specific infliction. Example: wererats are humanoids that transform into feral rat hybrids where werespiders are common Farthurndern Sky-Fishers (Giant Spiders) that transform into wolf hybrids as well. (Haha wolf spider, no in all actuality they are quite terrifying and used by other werewolves as mounts.). The affliction can be triggered by staged of the moons, and sometimes different moons. The

disease is passed by bite or infection but is confusing to understand and treat. More confusingly, "True Lycanthropes" can change their form at will but there is no info on how or why they differ from normal "Lycans".

Lycanthropes are feral, bloodthirsty creatures with terrifying speed and power. They are historically hateful of vampires, though a small pack of werewolves are required to take down an established vampire. Werewolves have a weakness to concentrated moonlight, sunlight, silver, and mythril. *Also see Mist striders.*

- **Medius-** The continent which CER LARP primarily takes place. The world (planet) is named Bios.
- **Mist Striders-** A notorious band of Werewolves that plague the Needle Mountains of Farthurndern numbering in the thousands. They are led by "True Lycanthropes", those who can change shape at will and retain their humanoid cunning when transformed. All the brawn with the brains. The scariest part of the Mist Striders is the army seemingly can appear out of nowhere at any time and while carnage ravages anywhere they descend until they leave no tracks of where they come from. They seem to simply stride out of the mists.
- **Myceliomancy-** The formal name for magic and study that deals with fungus and mold. It can also encapsulate fungal toxins and spore diseases. One of the natural magics or "green magic" not to be confused with Time Magic that is usually Green in color.
- **Mythril-** The refined ore of Mythra. Mythra was once a moon before being shattered. Now Mythril is found scattered in Meteorites across Medius or in orbit in the Ring around Bios. Mythril is stronger than steel and lighter than modern aluminum. (aluminum is used as a phys. prop) Mythril also contains the same anti-fiend properties as silver.
- **Napali-** A sticky-gel like fuel that combusts under electrical current. Developed by Sansura; it powers their engines, weapons, cannon, or can be used as a weapon itself. Napali is waterproof.
- **Necromancy-** The formal name for magic and study that deals with undeath and the forces of darkness. Necromancy shares correspondences with onyx and obsidian and its magic is usually black or deep violet.
- **NPC-** Non-Player Character. Refers to any character that is not uniquely attached to a player and serves as enemies, story elements, or mechanics driven persons or creatures.
- **OOG-** Out-of-Game. Refers to anything that does not happen in the shared story of CER or the Mechanics that guide it.
- **Order of the 12<sup>th</sup> Covenant-** The Religious order Controlled by the Triases of Trinity. They oversee the will of the Ægis Order and train "Fiend Hunters".
- **Ordov Hydroco-** The Order of the Water Dragon. The religious and military of Hydroxis, the God-King of Runder.
- **Phylactery-** A vessel containing a piece of the soul of a Lich. If not destroyed a Lich can use it to return. *Also see Lich.*
- **Phys Prop-** Short for Physical Prop. The item used OOG to designate and in-game item.
- **Play to Lift-** The concept that you are engaging and playing with another player and when you do; you attempt to raise them up or "lift them up" with your actions. This can be making them appear fearsome and powerful, leaning into their roleplay, or simply viewing them in high regard. If everyone plays to lift then it should return to you and others will lift you in your efforts as well.
- **Pyromancy-** The formal name for magic and study that deals with fire and the forces of heat. Pyromancy shares correspondences with ruby and its magic is usually red, yellow, or orange.
- **Quarter Council-** The fablized pact between Humans, Elves, Dwarves, and Gnomes (halfings too).
- **Raven's Blood-** Refers to anyone resurrected or under the control of the Raven Queen of Raven's Keep.
- **Red Magic-** Not to be confused with magic that is red in color; red magic is a category of magic that deals with the domains of violence, passion, fury, anger, punishment, cataclysm, and action. Red magic shares magical correspondences with Fire, magma, lava, mountains, volcanos, lightning, and heat. The universal symbol for red magic is a staff or wand.
- **Sanguiturgy-** *Also Hemomancy or Sanguinance also see thaumaturgy.* The formal name for magic and study that deals with blood and the lifeforces contained within. Blood magic shares correspondences with blood diamonds and its magic is usually crimson red, that of blood.
- **Shackled Soul-** A Shackled soul is a magical construct created using the souls of the living and the dead. Placed inside a skeleton of Krahn the automaton can toil endlessly at any task given to them. The automatons are made to fit their tasks so they may be humanoid in shape, but can be an amalgamation of parts or even creature-like. The soul trapped inside their hollow ribs hover smoldering a ghostly, smoky blue color as their souls' fire burns. They are virtually immortal, resistant to magic, and functionally indestructible; however, lack the ability to think or feel for themselves. They are essentially everything that makes a living creature excluding the emotions of one. (They also do not eat, breathe, or sleep.) *Please see Graven Forge and Shelled Soul.*
- **Shadowdark-** The dangerous, exotic, and deep subterranean structure of tunnels and chambers under the surface of Medius. Entire ecosystems and cities span the Shadowdark with Xan'Dur being one of the largest capital cities; however it is impossible to know the depths or complexity as there are even areas that natives do not risk to go. In the Shadowdark you may find glowing



mushroom forests, seemingly unending, abyssal pitfalls, or eldritch horrors beyond your sanity. The Shadowdark can be reached fairly easily if you just go deep enough however, there are rumors of surface shadows that connect to the inky depths below via dark magic.

- **Shattering, The-** The destruction of the 3<sup>rd</sup> moon of Bios, Mythra. It was destroyed when it shattered after being crashed into the skull of the Emerald Tyrant.
- **Shelled Soul-** A shelled soul is the common name for an awoken shackled soul, or a shackled soul that gains sentience. Shelled souls that come directly from the forge lack the ability to feel or think for themselves, a shelled soul is “born” when a Shackled Soul gains sentience. This may occur magically or over thousands of years when the enchantments locking their memories away begin to fade. This may also occur if their memory is “jogged” by being exposed to things that the utilized soul may have experience in life. Freshly awoken Shelled Souls, fire begins burning a bright, new smokeless color closest to an element that best fits their soul. We use the term “born”, since they gain cognitive ability and higher thinking at about the same rate as a newborn and exponentially grows as they remain awoken until they have regained almost all of their former memories and emotions. For more info please see *Graven Forge* and *Shackled Soul*.
- **Shitarh-** The Shihtarh or the Shitarhi is a matriarchal cult devoted to the perverse teaching and magic of The Virulent One. They are desert nomads that employ espionage, subterfuge, seduction, and deception to accomplish their heinous goals. Males are usually killed, or on rare occasion kept as prisoners. These male prisoners are known as “breeders” among the Priestesses. The highest form of sacrifice that a Matron can give is that of their own children where they ritualistically dismember and sacrifice their young to Vipk’Tukt. To the Shihtarh things like beauty, cunning, and strength is simply a weapon to be wielded in ultimate servitude to their sleeping God. They read the stars for perverse omens and are gifted fortune tellers yet irredeemable evil. Many of them striving to take on human-scorpion hybrid forms, known as driders.
- **Souls’ Fire-** The Visual Representation of a Living Soul. Usually lunar blue.
- **Styx Wood-** Magical Driftwood collected from the River Styx.
- **Tears of the Goddess-** The name given to the meteor showers that brought large chunks of Mythril and Gamma to the surface of Medius. The Tears of the Goddess would occur roughly every 66 days for a period of 25 years until a young Lunar Elf named Kyu (of the Uusi Clan) stabilized the debris and formed the Mythril Ring. Kyu lost her life to do this but delayed the events of the Age of Darkness coming by thousands of years. Many people pray to Kyu believing she was a reincarnation of the Goddess Mythra.
- **Thaumaturgy-** Another name for blood magic. *Also see Sanguiturgy.*
- **Underforge, The-** A tremendous Shadowdark Forge located in the Duergar City of Xar’Dur. Using Dead Fire the duergar can create Dark Forged Steel, one of the hardest metals known to Medius.
- **Vampirism-** A type of undead that feeds off the blood of humanoids. Like dragons, the older they grow the more powerful and wiser they become. Elder Vampires are extremely powerful and can kill dragons with ease. Vampires run in bloodlines, creating spawn under them and so on and so forth. Vampirism is passed intentionally through a ritual involving the ingestion of blood by both parties. The more generation of Vampires under a lord or master, the more abilities they gain; however, if the head vampire is killed, all the spawn and thralls of that lineage also die. Vampirism fully sets in postmortem meaning short of divine intervention the only way to “cure” vampirism is death. Vampires are functionally immortal but can be killed in a few ways. The most well-known of them is decapitation at the same time of being staked through the heart, afterwards the body being burned. If these steps are not followed correctly the vampire can return. Different vampires act differently from one to another, but one trait they all share is their secrecy as an attempt to not attract unwanted attention. Many of them organize themselves in aristocracy and other positions of power to be close to their food supply. One of the oldest Vampires in Medius is Duchess Vesai but even she needed to be thrallled by another. Vampires have a weakness to mythril and weaker vampires can be destroyed outright in direct sunlight.
- **Vesai-** See Duchess Vesai
- **White Magic-** Not to be confused with magic that is white in color; white magic is a category of magic that deals with the domains of life, healing, devotion, love, and light. White magic shares magical correspondences with the sky, sun, clouds, air, wind and Luna. The universal symbol for white magic is the sun.
- **Witch’s Tusk-** The given name legendary horn shaped artefact that was the obsession of the Emerald Tyrant, which its true name has since been lost to history. No one knows if he was successful in recovering the item but it is told to contain the power to shape history itself and even access entirely different existences.
- **Wyvern-** A type of lesser dragon. It has two perching legs like an owl and wings serve as foreclaws meaning that it does not have actual arms like a falcon. It can share type similarities with other dragon types. Wyverns are smarter than drakes but still only possess animal-level intelligence. They cannot speak and seldomly plan, relying instead on instinct.
- **Xan’Dur-** The King of Xar’Dur when the Key was Reforged into the Drachendrauppr. He felled King Armon II, descendant of Tordek Bloodsteel before being defeated by King Septimus Rex and the Army of Northbourne (2023 Season Events)
- **Xar’Dur-** The capital city of the Duergar created around where their God Dur Died. The City of Xar’Dur contains thousands of Duergar and houses The Underforge, a massive Dark Forged Steel smelter and smithy located almost 10 miles directly under the Graven Forge.



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# CUSTOM ENGINE ROLEPLAYING

## LIVE ACTION ROLE-PLAY SYSTEM

### 2<sup>ND</sup> EDITION

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*For more information on Heathenry and the way of the Northmen please visit;*

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It is not often that a group of people come along to elevate all those around them simply for the sake of others. Your clan is always welcome in the North.

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AND FUN!**

**HERE IS TO MANY MORE!**

*From my family to yours,*

*Come warm yourself by the fire adventurer and tell me a tale of your lands and I will you, mine...*

## A. RS-CER 2024-2025 Sponsors

Michæl Oncken or as we know him, Calum Evenfyre,  
Celestial Tier Sponson

Thank You for Playing!



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