



FOUR PILLARS



Rulebook 2.7.2



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CHAPTER ONE:

The World of Four Pillars

1.1 Overview

The Republic of Ásaterra stretches from the scorching deserts of the north to the icy southern seas. This land was previously a rich and bustling empire to rival its political neighbours; however, the glorious reign of the royals was not to last. Just over a century ago, the last king of Ásaterra was murdered by his own council, and the country fell into civil war. For the last fifty years, an uneasy truce has existed, and the land has been governed by four separate political factions: The Legion of the Maor Dlí, The Guild of Croesus, The Circle of the Arcane and The Warriors of the Dark Sun.

Although these factions have differing views and morals, they must do their best to hold the country steady, ever watched by the eyes of their neighbours who are waiting for a chance to descend and conquer.

In the year 1292BA, a chance meeting between representatives of all four factions demonstrated that when their country is threatened, even rivals can work together. The High Council of Ásaterra decided to use this incident as an example to all, and thus the Expeditionary Force was born. Composed of members from every faction, the group is tasked with combating everything from bandits to magical phenomena, in an attempt to prove Ásaterra's unity once and for all.

The question is, with all eyes on them, is the Expeditionary Force up to the task?

For more information on Ásaterra, recent history or other lore, please refer to the Four Pillars

Wikia: https://four-pillars.fandom.com/wiki/Four_Pillars_Wikia

1.2 The Known Lands

The Republic of Ásaterra

Ásaterra is a varied, fascinating country. Whilst divided into four regions politically, it is still considered by most to be a single country. It is a veritable social melting pot, representing a mixture of all the cultures and species that have called it home over the centuries. This diversity is also reflected in Ásaterra's geography.

The North is a region of scorching summers and gentle winters, and the cradle of Ásaterra. The far North is full of red cliffs and deserts, stretching into scrublands and riverlands the further south one travels. It boasts some of the finest farmlands and vineyards of the entire country, as well as sophisticated, ordered cities. The people are dynamic, which is reflected in their vibrant fashion and the hustle and bustle of their marble streets.

The West of Ásaterra is mostly covered in fertile lowlands and farms, but it was not always so. Formerly the territory of the Monarchy of Monmoth, it became an over-farmed, plague-ridden wasteland, fit only for bandit tribes and exiles from the North. During the second Ásaterran Civil War, a group of people known as Ishallians revealed their existence and offered their formerly hidden city as a safe haven. In the aftermath of the civil war, this territory was given to the newly formed Guild of Croesus, much to the Ishallians displeasure. The West is now inhabited by the rich elite, who are in constant battle with the original inhabitants. The Ishallians are passionate, opportunistic, and fiercely independent, but will welcome anyone as an Ishallian if they embrace the true 'spirit of Ishall'.

The East is dominated by vast and mysterious woodlands reaching up into the foothills of the mountains which border the edge of Ásaterra. Formerly part of the territory of Ulaidh, it is the heart of the ancestral Elven lands, and hides many of their ancient and graceful cities as well as mysterious ruins and other secrets. It is a haven for scholarly learning, and hosts many schools and universities of magic, lore, and the arts.

The South is a wild land, of howling moors and rugged mountains. Whilst there is fertile land to the north, the region is predominantly full of dark, coniferous forest, and at its southernmost points, stormy battered coastlines. This region breeds hard but loyal folk, which perhaps explains why it has a history of steadfast mercenary bands. The faith of Lady Death runs strong here, and its people are almost fatalistic, yet pious and proud of their traditions.

The Dominion of Treth

To the north-east of Ásaterra lies the Dominion of Treth, a prosperous land cordoned by mountains and desert. Ruled by the Paragon, who is perceived more as a deity than a monarch, theirs is a class-based society, headed by the Dominata; the ruling families. Treth may be a wealthy land, but many regard them with disdain as their livelihood is based on a practice they call 'Penitence'. This is a period of indentured servitude that their lower class, the Supplicatem must all serve. This does not, however, stop them from trading with the rest of the world, and they have many strong connections with the Legion of the Maor Dí. Many consider Treth one of the greatest threats to Ásaterra, for there is little doubt that the moment a Trethian senses weakness, they pounce.

The Duchy of Skovva

Even more so than the South of Ásaterra, Skovva is a cruel and unforgiving land. Swamps and thick, gnarly forests cling to its northern borders, and its southern reaches are colder than any other known lands. A husband-husband pair of Dukes 'rule' the land, though it is known that they tend to just try and bring the smaller settlements together, instead of controlling them. After many hundreds of years of war with Ásaterra, peace has been brokered between the two countries.

The Monarchy of Valclya

The Monarchy of Valclya is a small and secretive Elven land located barely attached to Vitalum as a whole. Its people are wary of outsiders and the little information known comes from the few immigrants that have made their home in Ásaterra. Its councillors are descended from ten ancient clans, and family bloodlines are of great importance. In the last hundred years, the country was thrown into a Dark Century from their Tyrant Taar (king), but in the last five years, things have been even more quiet than usual.

The Huángjīn Empire

The Huángjīn Empire lies to the north of Ásaterra, far across the seas. Although the country was thought to have been an ally of Ásaterra during its formation, contact over the last thousand years has been limited. While the empire occasionally sends merchants to Ásaterra to trade, their borders are closed to others. Due to the old alliance, however, there are many citizens in Ásaterra of Huángjīn descent.

For more information regarding each of these regions, please refer to the Four Pillars wikia. If you are considering playing a character from a foreign nation, please send an email to fourpillarslarp@gmail.com or contact the Four Pillars Facebook page

1.3 The Factions of Ásaterra

After the expulsion of the monarchy in 1185 BA, the Royal Council installed themselves as the ruling force in Ásaterra and controlled the lands for the next fifteen years. However, they began to fear the proficiency of magic users running wild in the country, as well as the mercenary nature of the traditional Southern clans, whose allegiance was unsure. After the failure of the Sorcery Registration Act and the Military Conscription Decree, uprisings and protests dissolved into civil war. Out of the ashes of this strife, the four factions of modern Ásaterra arose.

Every player must be a member of a faction. Each faction comes with a unique skill due to their training. If you change faction in game, you keep your original faction skill.

The Legion of Maor Dlí

Based in what used to be the royal heartlands of the North, the Legion of Maor Dlí rules over Northern Ásaterra, acting as the glue that sticks the various Northern legions together into a unified whole. The Legion of Maor Dlí was once an integral part of the Royal Council, tasked with enforcing the law when others could not, and acting as a strong arm for the Council's will. Since the fall of the monarchy, the Legion of Maor Dlí has expanded to govern the Northern region wholesale, and has taken on all the aspects of governing that it requires, while still providing their expertise to local Lawkeepers.

On the field, the Legion of Maor Dlí is often the armoured bulwark, defending those who may fall more easily whilst proudly displaying their purple colours. But not every action they take is at the end of a sword, for often a well-placed word or thorough investigation will do the job of a hundred soldiers.

Tough as Nails: The elite members of the Legion of Maor Dlí view their armour as an extension of themselves, with each piece designed specifically for each member. Such formidable craftsmanship makes Legion armour noticeably more protective than armour from the other regions. The armour value for Legion characters is increased by one. For example, their light armour would have 2 armour hits instead of the usual 1.

The Guild of Croesus

The Guild of Croesus is based in the Western Province and their territory is mainly comprised of coasts and farmlands. Although they control several thriving trading ports, the Guild's stronghold is further inland, on the Island of Ishall in the centre of Lake Lak'aros. Only the locals and very skilled boatmen can navigate these treacherous waters, so the Guild's fortress is nigh-on impenetrable. The youngest of the four factions, the Guild of Croesus is responsible for managing the High Council's finances, thanks to their monopoly on trade and their influential connections. They also pride themselves on their crafting prowess and boast some of the most influential artisans, entrepreneurs, and traders. Though professional, and well established within Ásaterra, tensions lie just beneath the surface between the Guild and the residents of the West.

Finders Keepers: The hired swords and representatives of the Guild live surrounded by the hustle and bustle of marketplaces and caravans. As a result, they are well-acquainted with trade goods and the Guild itself boasts many talented pathfinders. They have become hardy and adaptable individuals, learning to make do with what they have. To represent this, once a day, members of the Guild may apply a plus one bonus to any foraging resource draw; for example, if the member draws a dangerous encounter from the resource bag, they may upgrade it to a safe encounter where nothing happens.

The Circle of the Arcane

The Circle of the Arcane is comprised of those who value learning above all else. Alchemists, healers, academics, students of combat and tactics, sorcerers, and more besides have all grouped together in order to protect those who wish to study the many different arts, although their main focus is on acquiring knowledge.

Due to the persecution that magic users and scholars have faced over the last century, they are wary of the other factions. Although they may seem the most peaceful of the four, they have not forgotten the wrongs which were done to them, nor the texts which were burnt or lost. As such, when roused to fight, they do so with a vengeful spirit that is terrible to behold. The Circle of the Arcane will do everything possible to regain any of the lost knowledge, for within such hallowed tomes they may yet find the secrets required to re-learn many of their long-forgotten powers - powers which are now needed more than ever for the prosperity of the land.

BattleField Preparations: Going out into possible combat unprepared is not the Circle way. All Circle members get 2x Novice Healing Salves at every event. These Salves heal 1 hit to any location upon use, so it can be used to heal your own wounds in dire situations, or to save a friend's life.

The Warriors of the Dark Sun

The Warriors of the Dark Sun reside in the South. They are formally tasked with the defence of the land from both invasion and from threats from within, boasting intelligence networks both inside and out of Ásaterra. Originally many honourable bands of mercenaries and warriors oathsworn to the ancient Southern clans, they united against the Royal Council, forming an unconventional but elite fighting force. Named for the most prominent of these bands, the Children of the Dark Sun, this force was named the Warriors of the Dark Sun, a name they carried over to the faction they later founded. Although the faction tries to promote its own code of morality throughout the ranks, and the members are paid for their services, there are the few who go looking for work of a more dubious nature- as long as their employers can keep their mouths shut. Despite their outwardly martial nature, all can find a place with the Dark Sun. Healers, storytellers, and spellcasters are all held in high regard in the South, and once Southern loyalty is gained, it is for life.

Martial Supremacy: The Warriors of the Dark Sun are highly proficient combatants, with their livelihood being dependent on their skill in combat. As such, they must train often and well. Members of the Dark Sun may utilise a single additional call from a single weapon skill they have access to, or a single additional use of Cut-Throat if they have access to it from the Stealth skill, with the five-minute period of active recovery applying. If they do not have access to any of these skills, they may instead utilise one call per day from Tier 2 of the relevant weapon skill. If you are a non-combatant, talk to us and we can arrange something for you.

1.4 Species

Ásaterra was originally a northern country inhabited predominantly by humans. However, as the power of its monarchs grew, it gradually expanded south, encompassing hot earth, vineyards and orange trees as well as pines, marshes and snows. The first kingdom conquered was the coastal kingdom of Monmouth, bringing with it the trolls who typically lived there. Budding relations with Ulaídh soon made elves a common sight in Ásaterra. Ásaterra has remained in this state for hundreds of years and has become a melting pot of different species and cultures. You are now just as likely to find an elf in the mountains as you are to find a troll reclining on a sunny beach.

Each species has its own unique abilities and cultural background. You can choose any class with any species, but you must, however, be able to phys-rep whichever species you chose.

Humans

Round eared and squishy, humans are one of the most common species in Ásaterra. Surprisingly tenacious, as far as some other species are concerned, they breed like rabbits, stick their noses in where they're not wanted, and generally do their best to be as annoying as possible. However, there is no real ill-will towards the humans and they are regarded with fondness by some of the more long-lived species, many of whom admire their ability to live so much in such a short amount of time.

Phys-rep requirements: Adaptable and varied, humans do not require any phys-reps to play.

Species Ability: Humans can replace a single Primary skill, as listed by their class, with another skill. This skill now acts as a Primary skill; the original Primary skill is now considered a Secondary skill.

Elves

With a typical lifespan of up to a thousand years, Elves are quite slow to age and reproduce. Due to the high casualties of the Elven wars with Skovva in the first century, there are few elder Elves remaining. Although many of them mingle with humans, it can be a sad and harrowing process for the elf involved when they must watch their loved one fade. This is made even sadder when such unions bear children; half-elves usually only live for 200-300 years. Elves historically mainly inhabited the kingdom of Ulaídh, which is now Eastern Ásaterra. The remains of old Elven settlements are sometimes found in the forests, their delicate stonemasonry stretching gracefully towards the sky, even in the form of ruins. These days, Elves are overall happily integrated with the other species, although there are some older Elves who remain in closely knit

forest communes.

Phys-rep requirements: Famous for their distinctive ears, Elven characters must possess appropriate pointed ears. They otherwise bear a strong resemblance to humans.

Species Ability: Once per day, an elf has the option to instantly heal themselves one hit point to all locations. This may be done while on death count. This ability is believed to come from an elven coming of age ceremony, which in some cultures involves receiving a ceremonial tattoo.

Dwarves

Short and broad, Dwarves are hardy folk that are said to have skin of iron and bones of steel. While they have life-spans that are three times as long as humans, the slow reproduction of the Dwarven species means that the vast majority of Dwarves prefer to live within the confines of a Karak or hold, rather than in the open settlements of other species. They are not however by any means cowardly, and the bravery of their warriors is exemplary, matching only the acumen of their merchants and craftsmen, which is renowned throughout the known world. The majority of Dwarves in Ásaterra originate from Karak Anor, situated in the north-east mountains of Northern Ásaterra, but there are also Dwarven holds in Skovva and in the West of Ásaterra within the Syrenesse mountain range. Most Dwarves also bear a natural resistance to the magical arts, making a Dwarven mage a rare -but not impossible- sight.

Phys-rep requirements: Bearing a strong resemblance to humans, merely shorter, the only suggested phys-rep for Dwarven characters is facial hair, regardless of gender – whether full-on fake beards or stubble. However, not all Dwarves are able to grow beards, and some Dwarfs living above ground have taken to shaving their beards in a human fashion, enabling players to go clean shaven should they wish.

Species Ability: All Dwarves, be they miners or soldiers, are capable of taking care of their own equipment. They are considered to have **Craft: Smith** at **Novice** level for the sake of repairing items, including weapons and armour. If they possess the **Craft: Smith** skill, they gain a 20 second reduction to their times to repair items.

Trolls

Trolls are formed by a natural influx of magic permeating into rock and developing sentience. They range from lithe and graceful figures to rough and bulky hulks, with at least a generally humanoid physique. The 'skin' tone of a troll takes on the hue of whichever natural rock, stone, or gemstone that they have taken form from. Due to their innate strength, trolls are sometimes

perceived as a threat; however, they can actually be very friendly, hospitable individuals. Depending on their surroundings, Trolls can be either highly communal, or very reclusive. In either case, they typically demonstrate great care for their environment and those who are around them. Whilst some perceive them as unsophisticated, even unintelligent, trolls are capable of great wisdom and great age and are some of the most naturally attuned creatures.

Phys-rep requirements: Trolls can be quite large and bulky, however smaller and more lithe forms are not uncommon. They are notable for possessing inhuman shades of skin, representing where they originated from; this should represent a form of natural rock, stone, or gemstone. When conceptualising your character, please talk to Refs for advice on this.

Species Ability: Due to their physiology, trolls **cannot** be healed by the Surgery Skill, although they may be healed by magical means. However, they naturally regenerate 1 hit point per location every two minutes of rest (ie, not actively fighting or bleeding out). Trolls do not lose consciousness when they are on Deathcount **and so can continue to shout for help - though they are not able to move while on Deathcount**. Trolls can resist two **[KNOCKDOWN]** calls a day. When using this ability, they should call **[RESIST]**.

Ogres

The Ogres of the land have varying appearances, with colour and traits shifting according to their environment. All Ogres live and grow in a state of fierce competition; they form tribes around strong individuals, with a chaotic hierarchy below the Chief. Despite their competitive nature, Ogres avoid open conflict as much as possible. Disputes are settled through single combat between individuals. Ogres are one of the rarest species in Ásaterra, and are not often seen outside their tribes. Ogres amongst the four factions are typically strays or individuals sent specifically by their tribe to join a particular faction. Not all Ogres are fighters; there also exists a hierarchy within tribes of lore-keepers, called Urglaws, who serve their tribes as shamans, bards, and historians.

Phys-rep requirements: Ogres are similar to humans, usually featuring orange skin, but they all have personalised clan tattoos. Some may also have prominent brows, which require prosthetics.

Species Ability: Ogres gain one point of Natural Armour in the form of tough, leathery skin. This stacks with worn armour and counts as body hits against calls of **pierce**. This can be repaired by the **Craft: Smith** or the **Surgery** ability as normal. They receive two calls of **[KNOCKDOWN]** a day.

Orcs

Orcs feel emotions far more intensely than many other species, with nothing being done in half measures. They are passionate and heartfelt, but also struggle to control their rage. They often face a daily battle with themselves, and it is not unheard of for grievously wounded Orcs to give into their fury. Orc tribe members typically mark themselves with scars or tattoos to display their great deeds, becoming living histories of themselves. However, in recent years this practise has been rapidly waning amongst the young. Highly social, Orcs normally have a tribe-based structure with large extended families. This similarity to Southern Clans has led to integration between the two, and orcs most often find their homes in the South.

Phys-rep requirements: Orcs typically possess skin in shades of green or grey. They often sport large teeth, and some have horns protruding from their foreheads. Latex masks would be appropriate for their skin.

Species Ability: Twice per day, they can enter a **[RAGE]** when reduced to 0 hitpoints on their head or chest. This causes them to immediately attack whatever harmed them and ignore all damage and mind-altering effects for 10 seconds. Upon the end of this effect, they immediately take any damage they sustained during their rage.

Goblins

Goblins love nothing more than having fun, living freely, and ignoring inhibitions, and lifestyle, often not realising the effects this has on others. Although this fun is often light- hearted, it can turn malicious. They often inhabit swamps and the wetlands around rivers, especially in the Western Delta, as their skin needs to be kept particularly moist. Their ancestral home was the land of Monmoth, where they lived in great underground cities beneath the land of the trolls. They are now divided into Sky Watchers, who live on the surface, and Ground Dwellers who mainly reside beneath. Goblins may sometimes appear overexcited and childish, but do not be fooled; they have minds as sharp as their wit, and anyone underestimating them may not live to regret it.

Phys-rep requirements: Goblins have pointed ears of any size, which can be achieved with prosthetics. They must have a green tinge to their skin; this can range from green contour and highlight to being painted entirely green.

Species Ability: Two times per day, Goblins can burrow into the ground and move up to 10 metres in any direction. However, they must re-emerge within 20 seconds of using this call. This is shown by putting a fist in the air as you move from location to location, and by saying 'burrow'.

Beastkin

A mixture of human and animal, these creatures, although predominantly nomadic in nature, are mainly located around the centre of Ásaterra. Many of them inhabit the tail end of the old Elven forests, which now lie within the lands of the Circle of the Arcane, where they will work with other forest dwellers. However, they are loathe to leave their home and land, and will rarely do so unless in company of those they feel they can trust. Others inhabit the southern coniferous forests - in the lands owned by the Warriors of the Dark Sun - where they have always co-existed rather well with their nature and animal respecting neighbours. The more southern-based Beastkin are commonly braver than their more northern brethren and are comfortable leaving the forests and even sometimes inhabiting the settlements of the other species. Beastkin tend to prove themselves to be excellent guides and scouts, although they have many other talents as well.

Phys-rep requirements: Beastkin bear a distinct resemblance to a specific animal, and must wear furs, horns, or ears appropriate to the creature in question, along with face paint to represent the animal's hide.

Species Ability: Beastkin are strong trackers and keenly perceptive individuals. As such, they count themselves as having one higher **Detection** than they would otherwise. This means that a Beastkin character always has at least **Detection** skill at Tier 1 for free. A Beastkin with Detection 3 only requires 5 seconds of roleplay as opposed to the usual 10 seconds of roleplay required to make a **[DETECT]** call.

A Beastkin may additionally use LARP-safe claws as a Melee weapon, as long as it suits the animal species of which they are a hybrid. The user must pass a claw competency test.

Vampires

Vampires are creatures of the night which boast several innate and unusual abilities. They are created when an existing vampire drinks the blood of an individual, and then feeds that individual their own blood in turn. If an individual who has been fed upon reaches the point of death with vampire blood in their system, then they themselves transform, metamorphosing into something new. However, vampires are only accepted in society if their powers are bound. The process of binding is a complicated ritual, where the vampire's powers are bound to an item of their choice. This suppresses their abilities and their natural bloodlust, but also leaves them vulnerable should their bound item fall into the wrong hands.

If unbound, a vampire is in danger of their sanity being stolen away by their thirst and their need to hunt. Unbound vampires are also susceptible to silver and fire, and the weaker ones will perish in sunlight. The process of binding protects a vampire from these weaknesses and reduces their need to drink blood to once a week. Players may only play bound vampires.

Phys-rep requirements: Vampires' features vary greatly, being almost identical to their species of origin but often paler or exhibiting dark shadows under the eyes. However, there is one common factor amongst all flavours of Vampires; many have unnaturally coloured eyes, even in their bound forms.

Species Ability: A bound vampire has the same Species ability as their original species.

Half Species

In these mainly indiscriminate times, it is relatively common for people to find love and companionship in those different species. It is also possible, although less likely, for these relationships to bear children, known by many as half species. Because of this, half species can differ greatly from each other, with some only adopting the traits of one parent, and others being an eclectic mix of the two. Because of this, responses to such beings can range from complete idolisation, being perceived as unique treasures and rarities, to complete confusion.

Species Ability: Half-species must choose between either Species Ability of their heritage. For example, a half-elf would choose EITHER the Human Species Ability OR the Elven Species Ability.

A Half-Species may not elect to be part Beastkin, part troll, or part vampire in any way; these species exist only in a full-blooded state.



CHAPTER TWO:

Core Rules & Character Creation

When creating a character, you must consider who you want to play and what their history might be. If you wish to talk about their history or upbringing, you may discuss it with a referee, who can help you in bringing your character to life and help you integrate into the story. You will need to choose a faction and a class, and then choose your character's skills and downtime resources.

2.1 Hits, Healing, & Dying

All characters start with 2 hits per location. This may be increased by the Durability skill. There are 6 hit locations in Four Pillars: Head, Torso, Left Arm, Right Arm, Left Leg, Right Leg.

If a limb (arm or leg) is reduced to zero hits, the limb cannot be used again until healed by either the **Surgery** skill or by magical means. This means that if an arm is reduced to zero hits, the weapon being held in that arm must be dropped and the arm must simply be held limp by the player's side. If a single leg is reduced to zero hits, the player can only use the working leg to move (usually hopping or dragging); if both legs are reduced to zero the player may only crawl using any still available limbs. Any further hits on a limb that is reduced to zero hits have no effect.

When being hit with a standard weapon, you take 1 hp of damage per second. **Great Swords, Axes, Maces, and Hammers do 2 points of damage (Spears and polearms only do 1 point of damage).** **Punching with your IRL fists is not allowed in system, and if done will always do 0 damage. If you wish to use fists against someone for RP reasons, you MUST talk to them beforehand and make sure they are okay, your fists must never actually make contact with them, even if you pull your punch - and please inform a REF ahead of it.** If someone hits you more than once in a second, the second **and following** hits do no damage.

If either the head or Torso is reduced to zero hits, the character is considered to be bleeding out, and must start their two-minute death count. The player may not perform any sort of action nor defend themselves while bleeding out, however if their head is not on zero hits, the player may cry out for aid. A character may be prevented from bleeding out if both head and torso are brought above zero hits by any means, or if their death count is paused by use of the Surgery skill.

If your character's death count reaches zero, the character is terminal. They are beyond saving by surgical or magical means. They may take this opportunity to say a few last words, roleplaying appropriately, before dying. Ten minutes after your death count hits zero, you are seen as permanently dead.

Please speak to a referee about generating a new character – although, if you wish, it may be wise to wait as a corpse for a while so players may interact with you.

Resurrection is possible via the Surgeon or Lumomancy Skill tree. If someone attempts to resurrect your character, they will be offered a bag with different coloured marbles inside. If they pull out a white marble, your character is healed to full health and is alive once more. If they pull out a red marble, your character is alive, but will receive a traumatic wound card with a roleplay effect on it. If they pull out a black marble, your character unfortunately has passed on, and has been carried away in the arms of Lady Death.

If you have any questions, please speak to a referee.

2.2 Classes

All characters start with 4 skill points (XP) to spend. Each class has three Primary skills which represent their core talents, as well as a separate bonus encouraging specialisation. All other skills are considered Secondary, representing other talents which a character may pick up throughout their career, but would take slightly more effort for that character to develop.

The costs of taking a skill varies according to whether it is a Primary or Secondary skill for the character in question, and what tier of skill you are going to take. The costs are as follows:

	Primary	Secondary
Tier 1 (Novice)	1	2
Tier 2 (Adept)	2	3
Tier 3 (Expert)	3	4

You must buy each level of the skill in order; for example, to get a skill at Tier 2, you must first buy the skill at Tier 1.

When in game, for purposes of immersion, Tier 1 is referred to as 'Novice', Tier 2 as 'Adept' and Tier 3 as 'Expert'.

A character will gain 3 skill points for every event that the character both attends and survives a Main Event, and 1 skill point for every Social Event. A form will be available on the website and facebook page between events, which you can use to spend your skill points. Skill points may not be spent during an event, unless it's to generate a new character. If your character dies, and you have skill points saved up, you may spend them on your next character. Skill points can also be used to upgrade Downtime resources.

2.2.1 Playable Classes

ARTISAN

Artisans are talented smiths, alchemists, or crafters of talismans, who can use crafting resources to create items. They always have some kind of project on the go, be it making new treasures or restoring old ones. They are also capable of the more mundane arts of repairing weapons and armour. These skilled workers are essential on the battlefield, for providing support behind the lines.

Primary Skills: Craft:

[Alchemy/Smith/Talisman] | Forage | Weapons Skill [Melee: 1 OR Melee: 2H OR Ranged]

Starting Armour Class: Medium

Bonus: Artisans have a bonus of 10 extra crafting work points.

BARD

Masters of music, bards can help to inspire their companions to bravery; restore their spirits; or call upon the blessings of a God through their fine music. Failing that, they can be pretty handy with a surgery kit.

Primary Skills:

Magic [Discipline] | Forage | Surgery

Starting Armour Class: Light

Bonus Skills: Bards start with a bonus +5 mana **OR** with a 20 second reduction to the Surgery skill (choose one at Character Creation).

Twice a day, by playing their instrument, singing their song, reciting their tale of heroics, the Bard can draw on various effects. These work on anyone who hears the piece, be it friend or foe:

- Inspiring courage in those around them, for the next 10 minutes they can call **[RESIST]** once against a *Fear* call.
- Those that are within 10m of the Bard regain 1 Hitpoint to all locations once their performance is done. This does not stop Deathcount, but can bring people out of it.
- Through a God's blessings, everyone can call **[BLESSED]** on their next hit within 10 minutes.
- Through strength given by the Bard, everyone can call **[KNOCKDOWN]** once in the next 10 minutes.

MAGE

Mages are those individuals who are born with the spark of magic in their veins and those who have indulged that talent with training. Although recent research has discovered that many have the ability to wield magic, Mages are those who have been trained in the art and know how to tap into their magical potential. There are several schools of magic and out of all of the classes, it is mages alone who can master more than one discipline.

Primary Skills:

Magic: [First Discipline] | Magical Research | Craft: Talisman

Starting Armour Class: Light

Bonus: Mages receive a bonus of 5 extra mana. Only mages may take more than one **Magical Discipline**.

PHYSICIAN

Physicians are students of the medical arts, having received extensive training and education. Be it by scalpel or salve, they are experts of tending to wounds and rooting out sickness, wherever it may lie. They are capable of identifying illnesses and poison, gifted with keen eyes and steady hands. No sensible party would leave without a physician in tow.

Primary Skills:

Surgery | Craft: Alchemy | Detection

Starting Armour Class: Medium

Bonus: Physicians are well trained in the medical arts. As a result, they have a 40 second reduction to their heal time when using the **Surgeon** skill. Once per day, if a Physician has Tier 3 Surgery, they have a chance to resurrect a dead character of their choice with 5 minutes of roleplay surgery. This must be started within 10 minutes of the target's death. The health of a successfully resurrected character depends on the marble drawn during the resurrection process. Armour and Global hits count as normal.

PALADIN

A holy warrior, imbued with the gifts of their god, a Paladin in a sight to behold on the field. Trained in both weapons and magic, it is, however, their devotion to their god(s) that makes them truly unique; after all, what is stronger than faith?

Primary Skills:

Magic: [Discipline] | Weapons Skill [Melee: 1H OR Melee: 2H OR Ranged] | Devotion

Starting Armour Class: Heavy

Bonus: Through their devotion to a God, the Paladin gains a unique ability depending on whom. In the case of Multi-Devotion, you choose one on character creation as the ability that you have learnt. This does **NOT** count towards your Devotion Ability Count.

- **Magnus:** Twice per day, you may have a message sent over a great distance via Magnus to someone you know and are in personal contact with. They can respond with their own short reply.
- **Cosmia:** Once per day, you may call **[RESIST]** to any call used on you that is not the product of a T3 spell or comes from a Mythical entity.
- **Skiaselveyn:** You get +5 Mana per your Tier of Magic.
- **Annatarra:** Twice per day, you may cast **Lesser Shield** as per the spell without using mana - however it gives 3 Global Hits instead of 2.
- **Brutus:** Twice per day, you can call either **[Knockdown / Broken / Disarm / Smash / Stun]** with a 1H/2H weapon.
- **Lyre:** Twice per day, can cast **Befriend** as per the spell without using mana. Twice per day, you can cast **Voice of Reason** as per the spell without using mana.
- **Sigismund:** Twice a day, you can cast **Sunflare** as per the spell without mana. Once per day, you may cast **Blessing** as per the spell for free.
- **Mordon:** Twice per day, you may fully repair armour you are touching after 10 seconds.
- **Florintina:** Once per day, you may repick a marble you have picked. You must put the previous marble back in the bag when doing this.
- **Omar:** Twice per day, you can heal 1 hitpoints to all locations by touching the target and praying for 10 seconds. Deathcount is not paused during this.
- **Fifaldia:** Once a day, can cast **Rooted** as per the spell without using mana. Once per day, you may call **[RESIST]** against a **[BOUND]** call cast on you.
- **Lady Death:** Once per day, you can **[STABILISE]** on all people within 3m of yourself, be them friend or foe. You must chant throughout, but do not require contact.
- **Nitphil:** Twice per day, you may cast **Shadow Walking** as per the spell without using mana. While using this skill, you may move in the Stealth T2 (but not when using the spell normally through mana).

PRIEST

Priests are the holy folk of Ásaterra, devoted to their gods. They are exceptional mediums between the world of mortals and that of the divine. Typically possessing a good education and a kind heart, they may also have a good appreciation of how to tend to wounds. Priests are often also capable of calling upon their devotion to protect them from magical onslaught, often channelled through an icon of worship or holy symbol appropriate to their deity. A priest makes a fine companion: healing mind, body, and spirit.

Primary Skills:

Devotion | *Magical Resistance* **OR** *Magic: [Discipline]* | *Surgery*

Starting Armour Class: Medium

Bonus: Priests get a 20 second reduction time when using surgery. Priests also come into play with one extra active blessing from the god of their choice (talk to a ref at character creation).

ROGUE

Rogues have developed a specific set of skills, tailored for stealth and precision. What they use these skills for is down to them, and you will find just as many rogues in the ranks of the factions as you will robbing people in city markets.

Primary Skills:

Stealth | *Detection* | *Weapons Skill [Melee: 1H OR Melee: 2H OR Ranged]*

Starting Armour class: Medium

Bonus: When using the **Stealth** skill, rogues can move unseen in sufficient cover from Tier 1, and from Tier 2, they can bring another into cover with them at standard Tier 1. **At Tier 3, you get an extra use of a [CUT-THROAT].**

WARRIOR

Warriors are the centre of any fighting force. They focus on raw fighting abilities and are trained to stand their ground against all of the odds. Ranging from elite knights dressed in suits of steel to the leather-clad warriors of the southern lands, warriors tend to be rather good at splitting the head of their enemies in two.

Primary Skills:

Weapon Skill [Melee: 1 OR Melee: 2H OR Ranged] | *Durability* | *Magical Resistance*

Starting Armour class: Extra Heavy

Bonus: Warriors are trained to fight in the heaviest armour, typically in formation. As a result, they may enter play with Extra Heavy armour.

2.3 Skills

Armour Training

Tier 1 Allows the use of armour of one rank above that permitted by your class

Tier 2 Allows the use of armour of two ranks above that permitted by your class.

*For example, a Mage with Tier 2 Armour Training can wear Heavy armour.
This skill can never be used to allow a class other than Warrior access to Extra Heavy armour.*

Battle Training

Tier 1 Grants the character two calls of **[RESIST]** per 5 minute period of rest against a chosen Call. Choose one from the list below when the skill is purchased.

Knockdown / Broken / Disarm / Pierce / Smash / Stun / Pain

Tier 2 Choose an extra call which you can now call **[RESIST]** to. You do not get an extra call of **[RESIST]**, just a wider range of calls you can **[RESIST]**.

Tier 3 Choose an extra call which you can now call **[RESIST]** to. You do not get an extra call of **[RESIST]**, just a wider range of calls you can **[RESIST]**.
Once per day, when you are on your Deathcount, you can stand back up for 10 seconds to continue fighting, (or running to safety as your training has taught you to do so) ignoring damage but taking calls as per normal. After this, you drop back down and continue your Deathcount where you left off.

Craft: Alchemy

Tier 1 Gives the ability to craft and identify novice potions and poisons, using a total of 5 CWP per event and 10 CWP per downtime.

Tier 2 Gives the ability to craft and identify adept potions and poisons, using a total of 10 CWP per event and 20 CWP per downtime

Tier 3 Gives the ability to craft and identify expert potions and poisons, using a total of 15 CWP per event and 30 CWP per downtime

Craft: Smith

- Tier 1** Allows a character to be able to repair armour. It takes 75 seconds to call **[REPAIR]**, restoring all armour points. Gives the ability to craft novice items, using a total of 5 CWP per event and 10 CWP per downtime.
- Tier 2** Allows a character to be able to repair armour. It takes 60 seconds to call **[REPAIR]**, restoring all armour points. Gives the ability to craft adept items, using a total of 10 CWP per event and 20 CWP per downtime.
- Tier 3** Allows a character to be able to repair armour. It takes 45 seconds to call **[REPAIR]**, restoring all armour points. Gives the ability to craft expert items, using a total of 15 CWP per event and 30 CWP per downtime.

Craft: Talismans

- Tier 1** Gives the ability to craft and identify novice level talismans, using 5 CWP per event and 10 CWP per downtime.
- Tier 2** Gives the ability to craft and identify adept talismans, using 10 CWP per event and 20 CWP per downtime.
- Tier 3** Gives the ability to craft and identify expert talismans, using a total of 15 CWP per event and 30 CWP per downtime.

Detection

- Tier 1** Can use the call **[DETECT: TIER 1]** after 15 seconds of roleplay and can detect common poisons, characters in T1 **Stealth**, and potentially information in the area **once per minute**.
- Tier 2** Can use the call **[DETECT: TIER 2]** after 10 seconds of roleplay and can detect uncommon poisons, characters in T2 **Stealth**, and potentially information in the area **once per minute**.
- Tier 3** Can use the call **[DETECT: TIER 3]** after 5 seconds of roleplay and detect rare poisons, characters in T3 **Stealth**, and potentially information in the area **once per minute**.

Characters with this skill will not be passively alerted of details which they might notice; the skill must usually be actively used in order to learn information. This skill can be used to locate people in the area who are hiding but don't have the stealth skill. If this skill is used on you while you are hiding without the stealth skill, you should call out '**Stealth 0**'.

Devotion

- Tier 1** Allows the character to use a ritual circle, including raising and lowering the wards, cleansing the circle and leading rituals. At Tier 1, a ritualist can maintain **four** ritual effects on themselves or another person.
- Tier 2** Improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate once per day. At Tier 2, a ritualist can maintain **eight** ritual effects on themselves or another person.
- Tier 3** Can create a ritual circle with appropriate roleplay once per day. At the end of each day, the character can choose to keep the ritual circle in the same place for the next day, but a moved ritual circle must be ritualised anew. Further improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate twice per day. At Tier 3, a ritualist can maintain **twelve** ritual effects on themselves or another person.

Please consult a ref before creating or using a ritual circle.

Durability

- Tier 1** Grants the character **one** extra body hit per location.
- Tier 2** Grants the character **two** extra body hits in total per location.
- Tier 3** Grants the character **three** extra body hits in total per location.
- Tier 4** Grants the character **four** extra body hits in total per location.
This skill cost +1 Skill point to a normal Tier 3 skill of your class (ie: if you don't have Durability as a primary skill, you would have to pay 5xp for Tier 4)

Forage

This skill allows a character to forage in the wilderness for materials. This involves picking marbles out from a bag which, in turn, determines the results. Anyone can forage at Tier 0 without needing the skill, but they must use the Amateur bag. For those with Tier 1 or above, there is the choice of a higher risk bag with greater rewards or a safer bag with reliable rewards.

- Tier 0** Allows the character to search for two random commodities from the "Luck of the Path" bag per day; available to all player characters without skill investment.
- Tier 1** Allows the character to search for three random commodities per day.
- Tier 2** Allows the character to search for four random commodities per day.
- Tier 3** Allows the character to search for five random commodities per day.

Magic: Naturamancy (Elemental Magic)

- Tier 1** A choice of any three **Novice** Elemental spells. Grants the use of **[MEDITATION]** once per day.
- Tier 2** A choice of any two **Adept**, and one extra **Novice** Elemental spell.
- Tier 3** A choice of any one **Expert** spell, as well as one extra **Adept** spell and two extra **Novice** spells from within the Elemental section.

At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.

Only a Mage may learn more than one magical skill.

Magic: Lumomancy
(Light Magic)

- Tier 1** A choice of any three **Novice** Level Lumomancy spells. Grants the use of **[MEDITATION]** once per day.
- Tier 2** A choice of any two **Adept**, and one extra **Novice** Lumomancy spell.
- Tier 3** A choice of any one **Expert** spell, as well as one extra **Adept** spell and two extra **Novice** spells from within the Lumomancy section.
- At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.*

Only a Mage may learn more than one magical skill.

Magic: Umbramancy
(Shadow Magic)

- Tier 1** A choice of any three **Novice** Level Umbramancy spells. Grants the use of **[MEDITATION]** once per day.
- Tier 2** A choice of any two **Adept**, and one extra **Novice** Umbramantic spell.
- Tier 3** A choice of any one **Expert** spell, as well as one extra **Adept** spell and two extra **Novice** spells from within the Umbramancy section.
- At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.*

Only a Mage may learn more than one magical skill.

Magical Research

This skill gives you the ability to create new spells and magical abilities, or to improve upon existing ones using thaumaturgy work points (TWP). Thaumaturgy requires the individual to be proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy. More information can be found in the Magic & Crafting Booklet.

Tier 1 You receive 5 TWP per event, and 10 TWP per downtime.

Tier 2 You receive 10 TWP per event and 20 TWP per downtime.

Tier 3 You receive 15 TWP per event, 30 TWP per downtime.

Magical Resistance

Tier 1 Allows the user to resist **three** Novice spells per five-minute period of active recovery with the **[RESIST]** call.

Tier 2 Allows the user to resist **four** Novice spells and/or Adept spells per five-minute period of active recovery with the **[RESIST]** call.

Tier 3 Allows the user to resist **five** Novice, Adept or Expert spells per five-minute period of active recovery with the **[RESIST]** call. You may only resist one Expert spell per recovery period.

One a day, you may use one of your Negate calls to negate an area spell. You should indicate this by calling 'Area: Negate'.

*Please note that no character may possess both Resistance and another form of magical skill, as the skill stems from developing anti-magic capabilities that are incompatible with other spells. **Please use appropriate roleplay.** This can include phys-reps, such as jewellery, tattoos, or a lucky item, or an invocation on a focus of power which might be a belief held by your character, be it in a deity, a principle, or some other higher calling. For example, a follower of Lady Death might invoke her name; or a priest may invoke a holy symbol; a warrior may have tattoos or a similar lucky charm.*

Melee: One-Handed Weapons

- Tier 1** Allows the use of one-handed weapons such as swords, axes and maces. Allows the use of shields.
- Tier 2** Allows the use of the **[PIERCE]** call **twice** with a five-minute period of active recovery.
- Tier 3** Allows the use of the **[DISARM]** and/or **[PIERCE]** call **three** times, with a five-minute period of active recovery.

Daggers cannot be used to make any calls gained with the Melee skill. These calls can only be called with 1h weapons, and no other kind of combat / weapons (ie, use of fists to call the attack).

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Melee: Two-Handed Weapons

- Tier 1** Allows the use of two-handed weapons, such as greatswords, battleaxes and staffs. Two handed swords, axes, hammers and maces do 2 points of damage instead of one. Staffs, polearms and halberds are excluded from this.
- Tier 2** Allows the use of the **[KNOCKDOWN]** call **twice** with a five-minute period of active recovery.
- Tier 3** Allows the use of the **[SMASH]** and/or **[KNOCKDOWN]** call **three** times, with a five-minute period of active recovery.

These calls can only be called with 2h weapons, and no other kind of combat / weapons (ie, use of fists to call the attack).

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Ranged Weapons

- Tier 1** Allows use of ranged weapons such as bows, crossbows and throwing weapons. All arrows cause **[PIERCE]** damage automatically with successful hits.
- Tier 2** Ability to call **[KNOCKDOWN]** **twice** on successful shots, with a five-minute period of active recovery.
- Tier 3** Ability to call **[SMASH]** and/or **[KNOCKDOWN]** **three** times on successful shots, with a five-minute period of active recovery.

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening or maintaining your weapon.

Throwing Daggers do not require this skill to use, but can never utilise a call, regardless of Magic or other skills granting calls, even after the skill has been purchased.

Stealth

- Tier 1** Allows the character to hide in sufficient cover as long as they remain stationary. They should put one finger in the air to indicate **Stealth: Tier 1**. They cannot leave cover without breaking Stealth.
- Tier 2** Allows the character to move unseen in sufficient cover. They should put two fingers in the air to indicate **Stealth: Tier 2**. They cannot leave cover without breaking Stealth.
- Tier 3** Allows the character to hide and move unseen in sufficient cover. They should put three fingers in the air to indicate **Stealth: Tier 3**. They may bring another character into Stealth with them at Tier 1. Gives the ability to use the **[CUT-THROAT]** call **once** with a five-minute period of active recovery. As with previous tiers of this ability, they cannot leave cover without breaking Stealth.

Sufficient cover is understood as enough cover to obscure 50% of a character who is using Stealth. Cover constitutes a distinct barrier such as foliage, a wall, or a log. If you require a demonstration of the proper usage of this ability, please consult a referee. *There is no build up to you getting into cover, but if someone else sees you jump into a bush, they haven't lost track of you existing, they just can't be sure if you're still in the exact spot.*

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Surgery

- Tier 1** Allows a character to restore one body hit to all locations after 100 seconds of roleplay. You can call **[STABILISE]** on any target on deathcount. This persists through the healing timer, but is broken if hit by physical or magical means.
- Tier 2** Allows a character to restore one body hit to all locations after 80 seconds of roleplay. You can call **[STABILISE]** on any target on deathcount. This persists through the healing timer, but is broken if hit by physical or magical means.
- Tier 3** Allows a character to restore one body hit to all locations after 60 seconds of roleplay. You can call **[STABILISE]** on any target on deathcount. This persists through the healing timer, but is broken if hit by physical or magical means.

Please note that the Physician class reduces the amount of time needed to heal another at each level by 40 seconds. This skill may be used on yourself as long as you have the use of both arms, are not on deathcount, and are conscious.

2.4 IC Calls

All calls that are heard in game relay to a particular effect that is taking place. This could be granted by a skill at arms, sheer physical might, or even by magical means. Please react with appropriate roleplay to any call that you are affected by- it makes the event far more enjoyable for everyone!

Area	This call will precede another call made immediately after, which will then apply to an area rather than a single target. Everyone within a 10-foot radius from the source of the call will be affected by it, unless otherwise indicated at the time of the call.
Blast	The target takes 1 hit to every location, ignoring Global hits, and additionally takes a Knockdown .
Blessed	May cause additional damage against certain targets, such as the supernatural or daemonic.
Bound	The target's legs are completely bound, and the target cannot move until told that the binding is removed. If the target has a weapon in hand when this call is made, or if a friend comes to assist them, then they can cut their way out with fifteen seconds of appropriate roleplay, removing that which has bound them.
Broken	The item indicated or struck is damaged and cannot be used again until it has been repaired. If the indicated item is the armour a character is wearing, then that location's Armour hits are reduced to 0. This does nothing to uncovered limbs.
Counter-spell	This call cancels the effect of a magical power cast against you. This call can only be used to defend yourself against spells and will have no influence on stopping an Area spell from affecting others. As such, you cannot attempt to counter a spell cast against another person.
Cut-throat	This call can only be made from behind its intended target. The target receives three Body hits to the Head location, ignoring Global and Armour hits.
Detect	When this call is made, it will be followed by either ' Tier 1 ', ' Tier 2 ', or ' Tier 3 ' to indicate the tier of the Detection skill that is being used. If this call is made within earshot of you and its tier is equal to or greater than your tier of Stealth, you must clearly state your Stealth tier, so the caller can hear you. If you are hidden, but not under the effects of Stealth, you must state "zero".

Disarm	If a limb holding an item is struck by this call, then they must drop the item in question if reasonable to do so.
Execute	<i>After 5 seconds of appropriate roleplay</i> , this reduces the target's Death Count by 60 seconds. This call does not stack. This call can only be used on a target already on their death count or asleep. If the target of this call is asleep, the target is instantly put on their death count.
Fear	The target must flee away from the caller for five seconds, or until the caster is out of sight. If unable to do so, the victim must role-play appropriately, for example by cowering and curling into a foetal position and may not attempt to defend themselves for the duration. <i>They can still fight someone in their way.</i>
Flaming	The target is in pain the entire time they are aflame and are unable to continue fighting <i>except for defending</i> ; they should roleplay accordingly. For every 10 seconds they remain aflame, they lose 1 HP from each location. To extinguish the fire, the victim or someone assisting them must role-play trying to put it out for 5 seconds. You cannot heal a victim of this call until the flames have been extinguished.
Grapple	A character may make this call while placing their hands on the target in order to restrain and/or move them. For safety reasons, this must be roleplayed by lightly placing hands on the person, rather than physically moving or restraining them, and this call should not be used for aggressive fighting. In the case of moving a target using this call, please allow them to walk in the direction they are being guided. If the target is uncomfortable with being touched, please simply pretend to be holding them. A target held with [GRAPPLE] may only be moved at walking pace. You can only use this call on one target at a time; you cannot restrain or carry two bodies at once. A character can [GRAPPLE] another character using two hands; this restrains them. Two characters can [GRAPPLE] another character using a single hand each.
Heal	The target's body hits on the chosen location(s) are restored by the amount indicated by the caller. This cannot exceed the target's starting number of Body hits.
Knockdown	The target is knocked to the ground. If unable to safely fall to the ground, they must drop to one knee for 3 seconds. If caused by a physical attack, this call can be parried with a melee weapon or shield - <i>however the target will still take the call, they would just mitigate the damage done.</i>

[Location] to Zero	The location specified or struck upon the target is reduced to 0 body hits instantly (Eg: Chest to Zero). This ignores both Global and Armour hits.
No Effect	This call may be employed by certain NPCs in response to a call, and may also be employed by players under specific circumstances. The blow or call has no effect on the target.
Pain	The target takes no damage, but their body is racked by intense pain. They must fall to the ground and continue to suffer the effects for 5 (down from 10) seconds. This means the target is unable to attack or defend themselves, but they are not considered to be 'unresisting'.
Paralyse	The target is left unable to move, speak, or take any action for 30 seconds. The target must remain in the exact pose they were in when paralysed, or as close as possible, unless their legs are reduced to zero in which case they fall to the ground for the remainder of the effect. Death Count continues as normal throughout the call effect. After the effect wears off, they must roleplay any damage they have taken as normal. The target is considered to be 'unresisting'.
Pierce	The target takes a single point of damage to the location specified or hit, ignoring Armour hits.
Possession	The target is under the direct control of the caller for two minutes. Any damage they take during this time ends the effect. This call cannot be used to make a character cause direct harm to themselves.
Repair	All of the target's Armour hits are restored by the caller. This call can also be used to repair a damaged weapon or item.
Repel	This call causes the target to be pushed back 3 metres from where they are standing.
Resist	This call can only be made when being targeted by a magical power or a specific effect. If using a specific item, the call should be made as follows; "By [insert appropriate focus of power], I resist. [RESIST] .", causing the spell to have no effect on the caller. If being used as per the Magical Resistance skill, the individual can just say [RESIST] pointing to themselves. This does not prevent an area effect spell from taking effect, it merely mitigates the spell's effect on the individual who is the focus of the [RESIST] call. If it is a continuous power that you are attempting to resist (such as walking through a field of magical fire), you must continue to call [RESIST] for every 5 seconds you would be affected.

Sleep	Target falls asleep for thirty seconds. The victim cannot be awoken during the first five (down from ten) seconds, after which any strike upon them, or an appropriate role-play attempt to wake them will be successful, unless otherwise stated by a referee. Any damage will wake the sleeping target after the first ten seconds. Note, the target is considered to be 'unresisting'.
Smash	The Armour hits on the location struck are reduced to 0, and the target takes 1 hit of damage to the location in question. If the Armour hits on the location are already 0, or the target has no armour on the location, then the Body hits on the location are reduced to 0. This ignores Global hits.
Stabilise	This call stops a Deathcount. If the user of this call is interrupted (by attacks or by moving), the Deathcount continues from the point that they were at before the call.
Stun	The target is unable to move or actively attack or give any intelligible communication for 5 (down from 10) seconds. The target is still able to defend themselves by parrying with a melee weapon but is incapable of striking back.
Subdue	This call deals 1 damage to the location struck as per a normal attack, however once a location is reduced to zero, it automatically recovers all damage caused by this call after 120 seconds, without needing to be healed. If the Head location is reduced to 0 Body hits by this call, then the target falls unconscious for 120 seconds.
Terror	This call has the same effect as the fear call, with the exception that it cannot be resisted by any means.

2.5 Downtime

2.5.1 Downtime Resources

At character creation, each player receives a free Downtime Resource at Level 1. These resources can be levelled up using XP earned from events, just like buying new skills. The number of resources you receive from your Downtime perks may fluctuate depending on plot and world events. You should let your faction ref know which territory your resource is based in for this reason.

Players can also spend their money at the Downtime Market, if they hand in an amount of money at the end of an event to use in the downtime between events. On rare occasions, roleplay decisions may be rewarded with a downtime resource. Resources obtained via plot rather than purchase with XP will always be upgraded as if they were a Tertiary resource.

Primary Downtime Resource		Secondary Downtime Resource		Tertiary (and Subsequent) Downtime Resources	
Level 1	Free	Level 1	2 XP	Level 1	3 XP
Level 2	2 XP	Level 2	3 XP	Level 2	4 XP
Level 3	3 XP	Level 3	4 XP	Level 3	5 XP

Downtime Resources

Archives

During downtime, you can go through your own personal archives of crafting projects, material research, or spell components, helping you with your Crafting or Thaumaturgy.

- Level 1** Gain an extra 5 Work Points between events.
- Level 2** Gain an extra 10 Work Points between events.
- Level 3** Gain an extra 15 Work Points between events.

These research points can be used to research projects during downtime. To begin a downtime project, fill out the downtime form between events. Projects will cost more points the harder it is for your character to find information. A ref will let you know how much your prospective project will cost in research points. Project updates will be received at the start of events in your player pack.

If you don't wish to spend research points on a project, you can instead use them for crafting or thaumaturgy projects. In this case, the research points will count as if they were CWP or TWP respectively.

Herb Garden

You are a hunter and grower of herbs, analysing them, using them in potions, or selling them on. Your space is full of lovely aromas from all over, so what are you growing?

- Level 1** Receive a moderate assortment of common herbs at the start of each event. This is typically 3 common herbs.
- Level 2** **[Prerequisite: Land T1]**
Receive a moderate assortment of common and uncommon herbs at the start of each event. This is typically 3 common and 2 uncommon herbs.
- Level 3** Receive a moderate assortment of common, uncommon and rare herbs at the start of each event. This is typically 3 common, 2 uncommon, and 1 rare herbs.

Land

You own a few acres or hectares of land to do with as you want with. Talk with a Ref about which territory your land is based in and what it is being used for so we can coordinate resources or plot effects.

- Level 1** You own a site of land. This is required for certain other skills, or for certain RP.

Mine

You might own your own little mine, or work out in the world- either way, you find yourself with various blacksmithing materials quite often.

- Level 1** At the start of each event, receive a moderate assortment of common crafting materials. This is typically 3 common materials.
- Level 2** **[Prerequisite: Land T1]**
At the start of each event, receive a moderate assortment of common and uncommon crafting materials. This is typically 3 common and 2 uncommon materials.
- Level 3** At the start of each event, receive a moderate assortment of common, uncommon and rare crafting materials. This is typically 3 common, 2 uncommon, and 1 rare materials.

Scouts

You can send your scouts to different areas to discover information during downtime.

- Level 1** At the beginning of an event, you get common rumours.
- Level 2** At the beginning of an event, you get common and uncommon rumours.
- Level 3** At the beginning of an event, you get common, uncommon and rare rumours.

You can use this perk to search for specific information, or to listen out for general rumours in your chosen area. Remember, some of the rumours you receive may not be entirely accurate and you may have to sift through to find the truth.

Soldiers

People work under you, following your very instructions: your will is their command. You can aid people, start a fight, protect a land, or hold them back until someone is willing to pay enough for your help. Your soldiers can be deployed to a territory between each event and aid Ásaterra's armies.

Level 1 You command a small unit of fighters (up to 200 people). They have a defence/attack rating of 1.

Level 2 You command a larger unit of fighters, capable of higher levels of protection/damage (up to 600 people). They have a defence/attack rating of 3.

Level 3 **[Prerequisite: Land T1]**
You command a group of fighters on par with small scale Armies (up to 1000 people). They have a defence/attack rating of 5.

Your soldiers can be of any class/type and are not limited to just fighters. If you wish to have a specialised unit of predominantly one class (e.g, a mage detachment, light cavalry troop, or a naval detachment), please note this when you purchase the perk.

Depending on where you send your soldiers, you may yield rewards. This could be speeding up a conquest of an area, owed a favour from the local lord who needed help removing bandits, or even some resources. However, there is no guarantee that you will get a reward, and a loss in the area can impact your troops.

Wealth

In your downtime, you work, you gamble, you trade, you embezzle, you tax, you collect - you get extra money in your pocket. A hard day's work (doing Gods know what) is its own reward.

Level 1 Receive an extra 2 silver per event, regardless of EF payment.

Level 2 Receive an extra 4 silver per event, regardless of EF payment.

Level 3 Receive an extra 6 silver per event, regardless of EF payment.

2.5.3 Territories

For full descriptions of the territories and maps of their locations, see the wikia or the crafting, magic and thaumaturgy booklet.

Northern Territories	Western Territories	Eastern Territories	Southern Territories
Albion	Arrichente	Efanlas	Crannach
Atheopolis	Avidita	Garotir	Dubhdri
Hynfoltre	Connoscienzo	Hunsow	Glas
Karak Anor	Ishall	Koloven Mountains	Lobhdain
Shamal	Polacqua	Myghtsow	Seagha
Syracolis	Terreno	Spryonsow	Surdach
Thebepolis	Vecina	Vilgwith	Tàileach

2.5.2 Downtime Market

[Four Pillars - Market Prices](#)

2.6 Equipment

Weapons

A dagger is any weapon with a length of 18 inches or less. It requires no skills to use.

A one-handed weapon is any weapon of length over 18 inches up to a maximum of 42 inches.

A two-handed weapon is any weapon over the length of 42 inches, up to a maximum of 84 inches, and must be used in two hands. Both of these weapon types can only be used by those with the appropriate Melee skill.

Weapons must be presented to a weapons checker at the start of each event to be verified. Stab-safe weapons, up to a length of 84 inches, are permitted for use at Four Pillars, but competency in their use must be confirmed before use by a Four Pillars weapons checker. If a weapon passes the check, they will be marked with a blue ribbon. If a weapon fails check, it must be left in a tent or vehicle outside the IC area.

A Beastkin may additionally use LARP-safe claws as a Melee weapon, as long as it suits the animal species of which they are a hybrid. The user must pass a claw competency test.

Armour

All classes can take some form of armour to bolster their survivability. Armour hits are taken before body hits unless a call is used which states otherwise, such as **pierce**. However, the level of mundane armour that a character can wear is determined by their class and skills, as not all are able to make full use of often heavy and restrictive clothing on the battlefield.

Despite this, all classes may make use of crafted armour as that armour has been made specifically for the wearer and so will suit their needs. All armour must be a suitable phys-rep and cover at least 50% of the intended location in order to count as armour. The guidelines for suitable materials/items for phys-reps of armour are as follows:

Light Armour	Every location covered gains 1 HP	Leather jackets, thick coats, furs, and items made of thick cloth.
Medium Armour	Every location covered gains 2 HP	Leather armour and gambesons.
Heavy Armour	Every location covered gains 3 HP	Plastic and foam plates which are metallic in appearance; metal studded leather armour.
Extra Heavy Armour	Every location covered gains 4 HP	Metal armour such as plate mail or chainmail. This tier of armour is only available to the Warrior class

Shields

Shields must also be safety-checked by a Four Pillars weapons checker. To use a Shield, you must have at least 1 Tier in **Melee: One-Handed Weapons**. Four Pillars is a **NO SHIELD BASH** system, regardless of how compressible a shield might be. Four Pillars is also a **NO SHIELD HOOK** system with weapons such as Axes.

There are no restrictions on wearing the phys-rep for an armour class higher than your own. However, it will only count as the highest armour class you are allowed to wear. For example, a Mage who only has the Light Armour skill could wear leather bracers; however, although leather bracers are medium armour, they would only count as light, and the priest would only gain 1HP per location covered rather than 2HP.

When wearing armour, it is only the highest level that will be counted for the purposes of armour hits. Thus, wearing multiple layers of armour gives no in game advantage. For instance, wearing a gambeson under chainmail may look good and be more comfortable, but only the chainmail would count towards the armour hits. You do not gain the 2 extra HP for wearing medium armour under the heavy armour.

Please consult a referee if you are unsure of what level of protection your armour phys-reps are appropriate for.

CHAPTER THREE:

Magic

Magic is commonplace in the land of Ásaterra, and the basics of its use are well known to those who study it. However, where the power of magic itself is drawn from is not very well understood. There are some studies that suggest there are other planes, but this is very much a breaking area of research. What is known is that there are energies drawn from somewhere, and that these energies are linked closely to the four elements and to the concepts of darkness and light. These energies are attuned to and adept at manipulating or summoning what they are linked to.

Casters are trained in the art of invoking the name of the element and this is widely considered an excellent method to channel these energies. They are trained to sense that energy around them – it exists everywhere, stronger in some places, weaker in others, but in general it serves much the same purpose. By invoking the name of the spell, they focus their mind on that specific energy and can pluck it from the aether. They then shape this energy into a spell, having been previously trained in how to manipulate the magics for a specific effect, be it throwing a fireball or knitting together grievous wounds. This is usually achieved by invoking the name of the spell.

More complex spells take much study, figuring out how to weave the magics for the effect you wish to be desired, and often take a great deal of time and research for this to be achieved.

3.1 Magic Points

Spells have an associated cost of Magic Points: 1MP for a Tier 1 (Novice) Spell; 3MP for a Tier 2 (Adept) Spell; and 5MP for a Tier 3 (Expert) Spell.

Your maximum number of Magic Points is based on your investment in Magic skills, with each tier of magic adding the Magic Points together. For every extra magic discipline you choose, you gain slightly more Magic Points. Please note that only Mages may have more than one magic discipline:

First Magical Discipline		Second Magical Discipline		Third Magical Discipline	
Tier 1	10 Magic Points	Tier 1	-	Tier 1	-
Tier 2	15 Magic Points	Tier 2	5 Magic Points	Tier 2	-
Tier 3	20 Magic Points	Tier 3	10 Magic Points	Tier 3	5 Magic Points

You begin every day with your maximum number of Magic Points.

Once per day, a player may attempt to regain spent Magic Points (up to their starting number) through **meditating** outside of a combat encounter. This meditation may take the form of drawing, singing, napping; anything your character might do to relax their mind. After ten minutes of this meditation, a magic user may regain all of their mana. Please note that if you choose to interrupt your meditation or you are attacked, you will have to start again.

3.1.1 Spells

When you select a Magical Discipline, you get one free Tier 1 spell. You then select your other spells from the Learnt Spells list.

Spells are organised into two overall categories: **Touch** and **Ranged**. Touch spells require you to be able to either touch the person to cast or hit the target with a LARP safe implement held in the caster's hand. If touching with a hand, please ask permission first, and this can be roleplayed without actually OC touching. If engaged in combat, use a weapon or implement; do not try to physically touch your opponent. Ranged spells have a 10-metre range and require direct line of sight.

Due to the power of the Tier 3 spells, **you cannot move while casting them**. Once cast each respective power has a two-minute cooldown before any tier three spells can be cast again.

3.2 Casting Magic

To successfully cast a spell, the caster must mention the Tier of the spell, the discipline being used, the name of the spell and the effect. Casters may use the Out of Character term for the tier (eg: Tier 1, Tier 2 or Tier 3) when casting, or they may use the In-Character terms for such magic (Novice, Adept or Expert respectively).

A recommended structure for this is:

“By the power of [Tier] [Discipline], I cast [Spell Name], [State Effect].”

An example of this in use is:

“By the power of Adept Lumomancy, I cast Sunflare! Magic Bolt!”

Please note that, for example, a character with Tier 3 Lumomancy would refer to Healing Light (a novice spell) as being cast with Tier 1 (novice), not Tier 3 (expert).

You may refer to the discipline by its formal name (Naturamancy, Lumomancy or Umbramancy), or by invoking the powers behind each discipline (the elements, light, shadows).

To successfully cast a spell, all of the vocal components **must** be loud throughout the entire cast, not just the ending section, so that your targets are aware of them, and act out the casting as you feel appropriate. For instance; pointing at the target, acting as if throwing the spell at them, slamming the ground or similar.

For example:

The caster chants: “By the **Adept** power of the **Elements**, I call **Elemental Blast!**”

The caster then points at two targets and calls: “**Magic Blast.**”

Embellishment on these vocals is permitted as long as the key components of the spell – highlighted in bold above – are conveyed whilst casting. You may also change the order of the components if you so wish, as long as you ensure that each component is included and clearly stated.

To cast any spell you must have line of sight or contact with your target. When casting a spell, you can only move at a walking pace, not running or jogging. When casting a T3 spell, you cannot move until the spell is complete or it is interrupted.

Spells take time to cast, with a minimum casting time presented here:

Tier 1 - minimum 3 seconds.

Tier 2 - minimum 5 seconds.

Tier 3 - minimum 10 seconds.

When you cast a spell, you cannot be doing other things at the same time. Spells require concentration, and so being hit by a weapon/arrow/or any interaction that would break concentration (such as being pushed over) will **interrupt** the casting. This means you cannot be using a skill such as **Stealth** or a call such as the **[STABILISE]** call and then start casting a spell.

3.3 Countering Spells

When a mage reaches Tier 2 of a magical discipline, they may choose to select 'Counterspell' as one of their options. This costs 3 mana, and can be used on any spells of any discipline which are Tier 2 or below. However, if a mage uses 'counterspell', they do not need to say spell vocals; they merely call 'Counterspell!', and do not take any effects from the spell. This ability can be used to protect yourself from area effects. This ability can only be used to counter effects on yourself; you cannot use it to protect other people.

If you cast a spell and it is counterspelled, then you still lose the mana you intended to spend on that spell.

3.4 Known Spells

There are certain well-established spells for every sphere of magic, which magic users will learn as they work their way through the discipline. The list is by no means exhaustive, however; thaumaturgy exists for magic users to craft their own creations, and there may yet be more secret spells tucked away in the long-lost tomes of the Great Library...

Each discipline of magic offers the user one free starting spell. The user may then go on to learn more from their respective discipline and tier, the number determined by the level of magic they possess (see Chapter Two, section 2.3 for more information.)

3.4.1 Naturamancy: Elemental Magic

Tier 1 (Novice) 1 Magic Point

FREE:

Elemental Bolt

- Description:** The caster strikes their target with the power of the elements causing magic damage to the chest.
- Duration:** Instantaneous
- Range:** 10 metres.
- Effects:** The caster calls **[ONE DAMAGE: CHEST]** on a target.

LEARNT:

Cloak of Leaves

- Description:** The caster and one target are concealed by the trees, blending into the shadows of the leaves.
- Duration:** 10 Minutes
- Range:** Touch
- Effects:** Allows the caster to enter into **[STEALTH: TIER 1]**, taking up to one other person with them. This extra person is also **[STEALTH: TIER 1]**, regardless of their tier. **You cannot move at Tier 1. This doesn't add to your existing Stealth skill.**

Rock Armour

Description:	The earth lends you its protection and its strength.
Duration:	10 minutes
Range:	Touch
Effects:	Gives the target two global hits . Cannot be stacked with other uses of this spell or other armour spells.

Aerial Hand

Description:	The winds of Ásaterra can be manipulated by a skilled mage to carry out delicate tasks.
Duration:	1 minute
Range:	10 metres.
Effects:	Can be used to levitate an untethered object or unresisting person within range up to 10 ft in a specified direction at a slow walking pace.

Repel

Description:	A stronger gust of wind repels the unlucky victim away from the caster.
Duration:	1 minute
Range:	10 metres
Effects:	The caster calls [REPEL] on the indicated target.

Torch

Description:	A burst of light shines from the caster, revealing things which might go hidden otherwise
Duration:	2 minutes
Range:	Personal
Effects:	The caster can call [DETECTION: TIER 1] , as per the Detection skill. This cannot be used to detect poisons or lies.

Flames

- Description:** A flare of supernatural fire bursts forth from the caster's hands or weapon.
- Duration:** Instantaneous.
- Range:** Touch/**Strike**
- Effects:** A single **[FLAMING]** on touch or on strike with weapons, including ranged or thrown weapons (except daggers).

Healing Waters

- Description:** The caster channels the power of the elements to heal a target.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** Restores one health point, as per the **[HEAL]** call, to one location of the caster's choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

Blessed Rain

- Description:** The caster uses blessed waters to cleanse the targets wounds.
- Duration:** 20 seconds.
- Range:** Touch
- Effects:** The target is cleansed of common poisons, reversing their effects after 20 seconds of chanting. This spell can also be used to cure some common diseases.

Tier 2 (Adept): 3 Magic Points

Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a T2 or below spell aimed at them.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** Spell vocals are not needed for this ability: simply call **[COUNTERSPELL]** and don't take any effects of one spell aimed at you.

Elemental Blast

- Description:** The caster uses the power of the elements to blast their enemies.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** The caster calls **[BLAST 1]** onto one indicated target.

Knockdown

- Description:** The caster uses the power of the elements to knock two indicated targets off their feet.
- Duration:** Instantaneous.
- Range:** 10 metres
- Effects:** The caster calls **[KNOCKDOWN]** on **two** indicated targets.

Rooted

- Description:** Roots spring from the earth, trapping the caster's target.
- Duration:** 5 minutes, or until freed.
- Range:** 10 metres
- Effects:** The caster calls **[BOUND]** on a single target.

Disarm

- Description:** A strong gust of wind from your hand rips the target's indicated weapon from their hands.
- Duration:** Instantaneous.
- Range:** Touch/**Strike**
- Effects:** The caster calls **[DISARM]** on touch or **successful strike**.

Flaming Weapon

- Description:** The caster imbues either themselves or a target's weapons with the element of fire.
- Duration:** 20 seconds.
- Range:** Touch
- Effects:** The wielder of the weapons can make 5 calls of **[FLAMING]** across the next five hits, within 20 seconds of casting.

Waters of Life

- Description:** The caster channels the soothing power of water to heal their own or an ally's wounds.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** Your target is healed by two hit points to the location(s) of your choice, as per the **[HEAL]** call. This can be two hit points to one location or one hit point each to two locations. This spell does not pause the target's death count.

Tier 3 (Expert): 5 Magic Points

Gorgon Armour

Description: This spell will clad the caster or a chosen target in stone, protecting them against attack.

Duration: 30 minutes

Range: Touch

Effects: They gain **10 global points** when this spell is cast upon them. These points remain until depleted or until half an hour has passed. This spell cannot be stacked with any armour spell.

Breathless

Description: The caster sucks the air from their target's lungs, causing magic damage to their head.

Duration: Instantaneous.

Range: 10 metres.

Effects: The caster calls **[5 DAMAGE: CHEST]** on one target.

Incinerate

Description: The caster engulfs their enemies in a raging inferno.

Duration: Instantaneous.

Range: 10 metres

Effects: The caster calls **[3 DAMAGE: CHEST FLAMING]** to two targets.

Fountain of Life

Description: The caster uses the power of the sphere of water to completely heal two targets.

Duration: Instantaneous.

Range: Touch.

Effects: Regardless of their state, **two** living targets touched by the caster regain all of their body hits instantly. They must be touched within fifteen seconds of the spell vocals finishing.

3.4.2 Lumomancy: Light Magic

Tier 1 (Novice): 1 Magic Point

FREE:

Healing Glow

- Description:** Healing light reaches out and knits the target's wounds together.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** Restores one health point, as per the **[HEAL]** call, to one location of the casters choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

LEARNT:

Lesser Shield

- Description:** Protective light enfolds the target, shielding them from harm.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The target of the spell has **two extra global hits** for five minutes. Does not stack with any armour spells.

Stay With Me

- Description:** Using the power of the sphere of light, the caster keeps a target stable for an indefinite amount of time.
- Duration:** As long as contact and chanting are maintained.
- Range:** Touch
- Effects:** The caster can call **[STABILISE]** on one target as long as chanting and contact is retained.

Resist Darkness

- Description:** Your target is imbued with healing light, protecting them from infection.
- Duration:** 30 minutes
- Range:** Touch
- Effects:** This spell leaves you, or a single target, resistant to any form of infection, such as a vampires. This spell will also allow the target to resist poison and disease to a degree.

Luminescence

- Description:** This spell enables the caster to throw a ball of glowing light, revealing the area for a short time.
- Duration:** 5 minutes
- Range:** Personal
- Effects:** The caster gains **[DETECTION: TIER 1]**, as per the **Detection** skill. **This cannot be used to detect poisons or lies.**

Inspire

- Description:** The caster strengthens the target's mind, fortifying their will.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The target gains three calls of **[RESIST]** against **Fear** for the next five minutes. This can be used on the caster.

Turn Undead

- Description:** The undead are turned from the purity of your light.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** Causes **[FEAR]** on **three** undead targets.

Voice of Reason

- Description:** Your voice reaches out to those lost, providing a guiding light.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** Insanity caused by magic is cured; that induced by other causes is cured for 5 minutes, after which insanity is restored. This spell can also be used to calm those who are angry or emotionally distressed. Please roleplay appropriately.

Sunflare

- Description:** The caster strikes the target with burning light. This spell causes a single hit to the Torso of the target.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** The caster calls **[1 DAMAGE: CHEST]** on a target.

Tier 2 (Adept): 3 Magic Points

Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a spell aimed at them.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** Spell vocals are not needed for this ability: simply call **[COUNTERSPELL]** and don't take any effects of one spell aimed at you.

Shield of Light

- Description:** The caster is enfolded in protective light, shielding them from harm as long as they keep chanting.
- Duration:** 30 seconds
- Range:** Personal
- Effects:** The caster is immune to all damage as long as they remain chanting for up to thirty seconds. They cannot use any offensive abilities, such as weaponry, during this time. They can still be affected by calls such as **[BOUND]** or **[KNOCKDOWN]**, but do not take any damage from the strikes.

Freedom

- Description:** This spell instantly releases any restraints placed on the target, whether by magical or non-magical means.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** This spell directly negates any **[BOUND]** effects for the next 20 seconds, and may have further effects at a referee's discretion.

Inspiring Aura

Description: This enchantment causes anyone in sight of you to feel uplifted by your presence.

Duration: 2 minutes

Range: 10 metres

Effects: As long as the caster is stable, all allies within Area call **[NO EFFECT]** to **Fear** for two minutes.

Blessing

Description: Blesses a person, granting their weapons the ability to pierce any darkness.

Duration: 10 minutes

Range: Touch

Effects: The person must call **[BLESSED]** on the next 5 attacks with any melee or ranged weapons, ~~including thrown~~. Expires if unused by end of duration.

Bolster Ability

Description: Sometimes inspiration comes with a flash of light.

Duration: 30 minutes

Range: Touch

Effects: Grant a single target an increase in one skill for a 30 minutes equivalent to an additional skill pick in that skill. For example, if cast on someone with Melee 2 and they choose to increase Melee, for half an hour they would temporarily have Melee 3. This **cannot** be used for crafting work points as they represent effort over time but can be used on crafting skills for the purpose of repair: e.g. Increasing crafting for faster armour repair. This spell can only affect two people at a time, requiring a separate cast for each, and only being applicable once per person. This spell may not provide a bonus to any Magical skill or the Devotion skill. If a higher tier of a skill gives you access to a Once Per Day effect, that effect stays as Once Per Day despite how many times the spell is recast.

Healing Light

- Description:** The power of light knits your targets wounds.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** Your target is healed by two hit points to the location(s) of your choice, as per the **[HEAL]** call. This can be two hit points to one location or one hit point each to two locations. This spell does not pause the target's death count.

Tier 3 (Expert): 5 Magic Points**Sanctuary**

Description: Create an impenetrable barrier surrounding you and your companions.

Duration: 2 minutes

Range: 3 metres

Effects: This spell can be maintained for up to two minutes. Everyone, friend or foe, within the Area is immune to damage, taking **[NO EFFECT]** from any attacks or call. No-one can enter or leave without the caster's bidding. The caster cannot move or cast any other spell during this time.

Exorcism

Description: The caster purges the target of any malign forces, using lumomancy to return the target to its natural state.

Duration: Situational

Range: Touch

Effects: This spell enables you to attempt to force a possessing entity – daemonic or otherwise - from its host, an item or from an area, be it caused by an item or person. Due to the highly variable context of this spell, a referee should supervise casting.
This spell can also be used as a direct counter to the **Umbramancy: Tier 3 spell Possession**. However, this spell cannot be used to resist Possession directly cast in response against the caster.

Resurrection

Description: The caster brings life back to one who has recently departed, calling back the soul before it leaves this world.

Duration: Situational

Range: Touch

Effects: This spell has a chance to resurrect a dead target of the caster's choice, restoring their inner light. This must be cast within 10 minutes after the target's death count has hit zero. The health of a successfully resurrected character depends on the marble drawn during the resurrection process. Armour and Global hits count as normal.

Healer's Blessing

Description: Lumomantic magic flows from the caster into the target, knitting together all their wounds as if they had never come to harm.

Duration: 10 seconds

Range: Touch

Effects: After 10 seconds of chanting, up to **four** targets, friend or foe, touching the caster have all of their Body Hits restored.

3.4.3 Umbramancy: Shadow Magic

Tier 1 (Novice): 1 Magic Point

FREE:

Shadow Walking

- Description:** This spell allows the caster to pass somewhat undetected through the shadows.
- Duration:** 2 minutes
- Range:** Personal
- Effects:** Caster gains **[STEALTH: TIER 2]** for **two** minutes. You cannot bring others into stealth with yourself.

LEARNT:

Blood Transfusion

- Description:** The Caster transfers the life force of another into the target to renew their vigour.
- Duration:** 5 seconds
- Range:** Touch
- Effects:** The caster can **[HEAL]** one health point per casting from one willing or unresisting target (including themselves) to another. It takes five seconds to transfer the health point. Death count is not paused during casting.

Befriend

- Description:** Shadow magic clouds the target's mind, making them believe the target is one of their best friends.
- Duration:** 2 minutes
- Range:** 10 metres
- Effects:** For **two** minutes, the target feels as though the caster is a close personal friend. They still have free will and are not under the casters control. This spell is broken if the caster attacks the target.

Reanimate Corpse

Description: The caster resurrects one nearby corpse, bending it to their will.

Duration: 2 minutes

Range: Touch

Effects: The indicated corpse receives **two Body hits** per location for two minutes, and follows any instructions given from the caster. **Note:** *this is a corpse, please roleplay appropriately. The caster can only control one corpse at a time.*

Haunted

Description: The target is overcome with a sense of dread.

Duration: Instantaneous

Range: 10 metres

Effects: The caster calls **[FEAR]** on a target.

Shadow Strike

Description: Calling forth shadows to strike the target in a vicious strike.

Duration: Instantaneous

Range: 10 metres

Effects: The caster calls **[ONE DAMAGE: CHEST]** on a target.

Deanimate Corpse

Description: The caster dispells the magic animating a single corpse.

Duration: Instantaneous

Range: Touch/**Strike**

Effects: This does not work with bodies controlled by Revenant. This can work on a corpse controlled by another.

Whispers in the Dark

- Description:** The caster may attempt to call upon the entities in the area to provide an answer to one question.
- Duration:** 2 minutes
- Range:** Personal
- Effects:** This spell *may* grant information, at a referee's discretion, but the entities may not show patience to those who repeatedly call out for aid.

Illusion

- Description:** You create an illusion in a specified direction, distracting a target.
- Duration:** 2 minutes
- Range:** 10 metres
- Effects:** Your indicated target is distracted by a sudden sound in a specified direction. This will occupy them for two minutes, unless something else draws their attention.

Tier 2 (Adept): 3 Magic Points

Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a spell aimed at them.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** Spell vocals are not needed for this ability: simply call **[COUNTERSPELL]** and don't take any effects of one spell aimed at you.

Death Stare

- Description:** Calling upon nameless terrors, the caster can cause anyone in sight of them to turn around and run away screaming.
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** The caster calls **[FEAR]** on three indicated targets.

Inflict Pain

- Description:** Shadow magic courses through the target's veins, igniting their nerves with jolts of pain
- Duration:** Instantaneous
- Range:** 10 metres
- Effects:** The caster calls **[PAIN]** on two indicated targets.

Blood Frenzy

- Description:** Shadow magic fills the targets mind, clouding their judgement, numbing their senses until they feel nothing but the call of blood and death.
- Duration:** 10 seconds
- Range:** 10 metres
- Effects:** The target is driven into a **blood rage**, attacking all in their line of sight. Target ignores damage received for ten seconds but sustains all damage once the spell wears off. This does not allow the target to ignore any Call affects, only the damage caused by them.

Bend Will

- Description:** The caster speaks but a word, which the target must obey. *Eg. 'With the power of Adept Umbramancy I bend your will to make you **dance**.'*
- Duration:** 20 seconds
- Range:** Touch
- Effects:** The caster can give the target one word command which they must obey for twenty seconds, *or until satisfied (such as Jump; once the target has jumped, they are no longer bound by the spell).*

Chains of the Underworld

- Description:** This spell calls up dark tendrils from the shadows and trap your target, holding them helpless.
- Duration:** Instantaneous (under the **Bound** affect)
- Range:** 10 metres
- Effects:** The caster calls **[BOUND]** on one target.

Enthral

- Description:** The target falls into a trance, lured in by the casters voice.
- Duration:** 5 minutes
- Range:** 10 metres
- Effects:** For up to five minutes, the target follows the caster in a trance, as long as the caster continues vocalising.

Tier 3 (Expert): 5 Magic Points

Kiss of Death

- Description:** On the casters next successful strike on their opponent, the life drains from their body. Only the fastest hands can hope to save this doomed victim, for Lady Death has come for them.
- Duration:** Instantaneous
- Range:** Touch/**Strike**
- Effects:** The caster must either strike the opponent with a melee weapon or touch them with a hand to complete the effect. The caster must succeed within 30 seconds of casting the spell or there is no effect. On a successful strike, the caster calls **[8 DAMAGE: CHEST]**. This does NOT bypass armour or global hits. This may be parried, in which case it does nothing.

*This can be resisted with a Tier 3 Magical Resistance **[RESIST]** call, but is done so on the strike to the person, not on the cast of the spell.*

Revenant

- Description:** The caster calls into the world beyond, calling back the soul of the recently departed... for a time.
- Duration:** 30 minutes
- Range:** Touch
- Effects:** This spell will call back a person from the dead for half an hour, during which they will entirely be under the caster's control. The person is fully restored but can only be healed by magical means. Once this spell wears off, or the victim is reduced to death count, the body turns to ash.

Possession

- Description:** The caster gains full control over the victim for up to 5 minutes. Their will becomes your will, their mind your mind. A referee must be present during the casting of this spell – please get a referee before casting the spell.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The victim cannot perform any action that will directly harm themselves. If the victim is put on their death count or knocked unconscious, this spell ends.

Shadow Form

- Description:** You dissolve into the shadows themselves, and nothing but the power of light can harm you.
- Duration:** 10 minutes
- Range:** Personal
- Effects:** You cannot be harmed by any physical and magical attacks, unless they are from the Lumomancy discipline. You can utilise **[STEALTH: TIER 3]** at will without the need for cover. You cannot attack anyone whilst in this state.

3.5 Thaumaturgy & Magical Research

Thaumaturgy is gained through the **Magical Research** skill. It gives you the ability to create new spells and magical abilities, or to improve upon existing ones using **Thaumaturgy Work Points (TWP)**. Thaumaturgy requires the individual to be proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy. You receive TWP as follows:

	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

Thaumaturgy does not have a standard crafting list, nor can researchers collaborate due to the personal nature of magical research. Characters may assist each other with their research roleplay - but may not contribute points to a single, shared project.

You can learn/make any spell of any tier you have in a magical discipline with any level of Magical Research. EG: if you have Tier 3 magic, but only Tier 1 Magical Research, you can still make a new tier 3 spell, though would be doing so at 15TWP at a time, which would take a long time.

To use Thaumaturgy, you need to think of a spell from your magic discipline that you want to adapt; or have an idea for a completely new spell drawing on a discipline you have studied. You will be told by a referee how much this proposed project will cost, and you may decide whether or not you wish to go forwards with it and invest the points. It is not possible to work on more than one project at a time. If you have a project, you can contribute a number of points to it each downtime and uptime until it is complete. Once it is complete, you will receive a card or 'lammie' in your player pack at the start of the next event with the details of the spell on. Be warned though; magic is not a precise science, and your spells may have some unforeseen effects, which your supervising ref will let you know in advance.

Thaumaturgy can now be submitted between events, using a **Downtime Form**. These come out before every event.

When learning spells, you can learn existing spells - either from the rule book, or from other players. Learning from other players does not reduce the TWP to learn it. You cannot learn existing Tier 3 spells from the rule book, but you can learn new Tier 3 spells.

CHAPTER FOUR:

Crafting

The crafting disciplines are Alchemy, Talisman and Smithing. Crafting gives you the ability to create or improve items to aid yourself or others. In order to represent the amount of work your character can do at an event, you gain an amount of crafting work points (CWP), depending on the tier of the relevant skill. If you do not spend the CWP by the end of the event, your leftover CWP is carried on to the Downtime (you must attend an event in the first place for this to apply to your CWP).. These points are used to both research new items (**PROJECTS**) and craft existing items you know how to make (**CRAFTING**).

The Craft skill gives players CWP at the below rate:

	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

To craft an item of Novice Tier, you need Tier 1 of that Craft skill - to craft an item of Adept Tier, you need Tier 2 of that Craft skill - to craft an item of Expert Tier, you need Tier 3 of that Craft skill. If you have more than one crafting skills, these points do not stack. Your CWP for Talisman can only be used on Talisman, and the same is with Alchemy CWP for Alchemy, and Smithing CWP for Smithing. Some projects might require a cross over from multiple Crafts, at which point the points would be deducted from both.

This document contains the items which anyone with the relevant skill can make, as long as they have the right components. Anything not on this list must be researched using your CWP. More complex the item, the more CWP will be required. Once this is completed, you will gain a card (**lammie**) indicating what item you know how to craft, the components and CWP needed to create it, and its effect.

If you wish to teach someone else a project you have finished, you must provide them with believable IC means to learn from you (maybe your character has some lovely notes, or they even teach them in person), and the student can then learn the project at 75% of the original CWP of the project. NOTE: *If the student goes on to teach someone the project, they don't get a further 75% reduction on the already 75% reduced Work Points.*

4.1 Crafting Components

4.1.1 Crafting Materials

Common

Charcoal	Used for common smithing. Has applications in Alchemy and Talisman creation.
Cloth	Used for armour crafting.
Leather Cord	Used for common smithing and armour crafting.
Steel	Use for smithing
Steel Wire	Used in most aspects of Crafting.
Stone	Used for talismans and common smithing.
Wood	Used for common smithing.
Thick Leather	Used for armour crafting.

Uncommon

Bless'd Stone	Used for Advanced smithing and Talisman creation. Has uses in Devotion.
Charged Steel	Steel used in Advanced (Magical) smithing and Talisman creation. Can hold, discharge and focus magical energies. Steel - Used for common smithing.
Coke	Used in Advanced smithing. Can be used to accelerate Alchemy and Smithing.
Common Gems	Used to store magical energies. Must discharge through Charged Steel.
Flint	Used for Talisman creation.
Glass	Used for Talisman creation. Can also be used for Alchemy and Advanced Smithing.
Silver	Used for Advanced smithing and Talisman creation. Can also be used in Alchemy.
Charged Cloth	Cloth used in Advanced (Magical) smithing and Talisman creation. Can hold, discharge and focus magical energies. Used for common smithing.

Rare

Bless'd Steel	Exceedingly rare steel, drawn from steel worn or wielded by great Paladins of the gods, or even Avatars of the gods. Used in Advanced smithing.
Diamond	Can hold only Necromantic and Lumomantic magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
Meteorite	Suspected uses in all crafting applications.
Obsidian	Suspected uses in all crafting applications.
Ruby	Can hold only Earth and Fire magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
Sapphire	Can hold only Air and Water magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
Bless'd Cloth	Exceedingly rare Cloth, drawn from Cloth worn or wielded by great Mages and Priests of the gods, or even Avatars of the gods. Used in Advanced smithing.

4.1.2 Herbs and Insect Materials

Please note that an (I) denotes an illegal substance. Illegal items can still be bought on the market by those with a licence (which are given to those with Craft: Alchemy and Craft: Talismans)

Common

Brazenthorn Leaf	Despite being weaker than the Brazenthorn berry, their use is far more common in potions to cure slight ailments. It can even be chewed on to lessen mild pains, often given to the mothers of teething children
Kandini Nectar	The nectar of the Kandini flower has been used for centuries in all aspects of life, whether to treat slight pains, comfort those in emotional distress, or simply in a nice herbal tea after a long day.
Moon Caps	Seems to have a calming effect on those who consume them, creating an overall dulling sensation.
Shadow Sap	Used by alchemists to alter the viscosity of potions as it binds with most ingredients.
Thawhawk Feather	The quills of the Thawhawk feather are so fine that they are often used to comb impurities from mixtures.
Widowsilk Reed	These reeds can differ greatly in comparison depending on where they were found as they naturally adapt to the area in which they grow. Are often used to try and remove poisons due to their highly absorbent nature.
Zitteck Bug	Easily seen at night, these bugs absorb and live off of natural magic in the environment. The stored magic makes its abdomen glow colourfully.

Uncommon

Drazillion Beetle	Simply a beetle which, for reasons yet to be discovered, seems to have a slight grasp over magic, predominantly used to avoid predators.
Dustflower (I)	This used to be a commonly used plant due to its strengthening properties, but was deemed highly illegal soon after consumers began to abuse the herb, especially after severe side effects were observed (Lawkeepers made sure to destroy all records of these side effects).

Grindelhopper Eye Grindelhopper lizards, known for their elusiveness, have very keen senses, as it was recently discovered that this is due to strange chemicals located in the eye which, when prepared correctly, can enhance and heightens one's senses.

Brazenthorn Berries Despite being an extremely curative berry, many tend to avoid its use if possible as, if prepared incorrectly, can significantly worsen the situation.

Screw Cap (!) Not much is known about the Screw Cap, as much of the information was destroyed by Lawkeepers when they deemed it to be illegal. What is known is that those that consume the mushroom seem to be much weaker than others. What ISN'T known is why it is highly illegal to feed them to Goblins.

Rare

Nitphil's Blessing Incredibly versatile healing herb - Acts as an antidote to Lily of the Valley/Lady's tears, which bears an unfortunately similar appearance. Detection 1 required to tell these herbs apart.

Arkanryn Beetle (!) Unknown effect. Strictly controlled substance by the Circle of the Arcane, illegal to buy even with a licence. Highly rare.

Lily of the Valley (Lady's Tears) Incredibly deadly poison - bears a similar appearance to Nitphil's blessing. Detection 1 required to tell these herbs apart.

Paras Mushroom (!) Those who consume this seem to quicken in every sense of the word, often leading to consumers becoming agitated, reactive and volatile. Many also fall into unconsciousness, with few others falling straight into Lady Death's arms.

Rotweed Not much is known about this plant as those researching it very quickly get stuck on the discussion of trying to decipher the plant's aroma. Hours later into these arguments researchers tend to give up entirely. One thing is for certain, Rotweed smells wonderful!
(This plant will always smell like your favourite aroma).

4.2 Alchemical Recipes

Novice Recipes			
Item	Cost to Make	Components	Description
Novice Healing Salves	1 CWP	Brazenthorn Leaf x1 Kandini Nectar x1.	Heals 1 hit point to a location.
Common Novice Poison	4 CWP	Moon Cap x1 Screw Cap x1 Shadow Sap x1.	Call [TWO DAMAGE STUN 10 minutes] on hit.
Potion of Luck	3 CWP	Zitteck Bug x2 Drazillion Beetle x1	Allows an extra redraw when foraging.
Tonic of Wisdom	4 CWP	Grindelhopper Eye x1 Drazillion Beetle x1 Zitteck Bug x2	Allows 10m of meditation to gain insight into a situation. Get a ref.
Cure Common Novice Poison	4 CWP	Widowsilk Reed x1 Zitteck Bug x1.	Removes effect of Common Novice Poison.
Novice Healing Tonic	3 CWP	Shadow Sap x1 Brazenthorn Leaf x2	Restores 1 hit point to each location
Vihart Novice Mana Potion	3 CWP	Moon Caps x1 Shadow Sap x1 Thawhawk Feather x1 Zitteck Bug x1	Restores 5 mana - <i>This item was made by a Player: Vivian Vihart Illumae</i>
Adept Projects			
Item	Cost to Make	Components	Description
Strong Sleep Poison (illegal item)	7 CWP	Lily of the Valley x1 Grindelhopper Eye x1 Paras Mushroom x1 Screw Cap x1	Call [THREE DAMAGE SLEEP] on hit.
Strong Stun Poison (illegal item)	7 CWP	Lily of the Valley x1 Grindelhopper Eye x1 Paras Mushroom x1 Screw Cap x1	Call [THREE DAMAGE STUN] on hit.

Advanced Healing Salve	3 CWP	Brazenthorn Leaf x2 Kandini Nectar x2	Restores 2 hits to a location.
Camouflage	6 CWP	Widowsilk Reed x2 Thawhawk Feather x1 Kandini Nectar x1	Grants Stealth: Tier 1 to subject for 10 minutes.
Charm	7 CWP	Moon Caps x1 Rotweed x1 Kandini Nectar x2	Causes the Hallucinate effect for 3 minutes, during which the subject will believe anything told to them that does not exceed the realms of possibility. E.g. Subject will believe that someone else just poked them with a needle, but will not believe that it was Straggoth, the magical moon centaur.
Advanced Healing Tonic	5 CWP	Shadow Sap x1 Brazenthorn Berries x1 Kandini Nectar x1	Restores 2 hits to all locations.
Common Antidote	5 CWP	Zitteck Bug x1, Widowsilk Reed x1 Nitphil's Blessing x2	Can cure any non-Unique poison.
Strength Potion	6 CWP	Dustflower x1 Grindhopper Eye x2	Can call Knockdown and Smash once each for the next 10 minutes. Has side effects.
Vihart Novice Mana Potion	5 CWP	Moon Caps x2 Shadow Sap x2 Thawhawk Feather x1 Zitteck Bug x2	Restores 10 mana - <i>This item was made by a Player: Vivian Vihart Illumae</i>

Expert Recipes

Item	Cost to Make	Components	Description
Expert Healing Salve	5 CWP	Brazenthorn Leaf x2 Kandini Nectar x3	Restores 3 hits to one location.
Expert Health Tonic	7 CWP	Shadow Sap x2 Brazenthorn Berries x1 Kandini Nectar x2 Brazenthorn Leaf x1	Restores 3 hits to all locations.
Potion of Cure Mortal Wounds	12 CWP	Shadow Sap x2 Brazenthorn Berries x2	Restores all hit points when consumed.

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		Brazenthorn Leaf x2, Nitphil's Blessing x1 Dustflower x1.	
Vihart Novice Mana Potion	8 CWP	Moon Caps x2 Shadow Sap x2 Thawhawk Feather x2 Zitteck Bug x2 Drazillion Beetle x1	Restores 20 mana - <i>This item was made by a Player: Vivian Vihart Illumae</i>

4.3 Smithing Projects

Novice Projects			
Item	Cost to Make	Components	Description
Piercing Dagger	15 CWP	Steel x2 Leather Cord x1 Charcoal x1	Weapon deals 3 calls of Pierce before it becomes Broken. It can be repaired by a character with Craft: Smith 1 and 180 seconds of roleplay.
Prosthetic Limb	10 CWP	Steel x2 Wood x2 Steel wire x2.	Replaces destroyed limb. Functions as before, but will require someone with Craft: Smith 1 to repair with 60s of Roleplay per hitpoint destroyed. Is affected by Broken call.
Scorpion Dagger	15 CWP	Steel x3 Glass x1 Leather Cord x1 Steel Wire x1	Can store 1x Poison of any level inside and be administered to the blade secretly.
Gloves of Gripping	10 CWP	Cloth x2 Leather Cord x2 Shadow sap x2	You cannot be disarmed while wearing these gloves and holding a weapon.
Good Set of Physician Tools	12 CWP	Cloth x Steel x1 Steel Wire x2 Kandini Nectar x1	The user of these tools has their healing time reduced by 5 seconds.
Good Set of Smithing Tools	12 CWP	Cloth x1 Steel x2 Steel Wire x2 Thick Leather x1	The user of these tools has their Blacksmithing Fixing time reduced by 5 seconds
Fitted Armour: Light	15 CWP	Cotton x3 Thick leather x1 Leather cord x2	Functions as Light armour but gives 2 points instead of 1.
Fitted Armour: Medium	15 CWP	Thick leather x3 Leather cord x3 Steel x1	Functions as Medium armour but gives 3 points instead of 2.

Fitted Armour: Heavy	15 CWP	Thick leather x2 Leather cord x3 Steel x5 Coke x1	Functions as Heavy armour but gives 4 points instead of 3.
Adept Projects			
Item	Cost to Make	Components	Description
Smashing Weapon	20 CWP	Steel x4 Wood x1 Charcoal x3 Leather Cord x1 Charged Steel x1	Weapon deals 5 calls of Smash before it becomes Broken. It can be repaired by a character with Craft: Smith 2 and 120 seconds of roleplay.
Flaming Weapon	17 CWP	Steel x3 Leather Cord x1 Flint x1 Coke x1	The user can ignite the Coke stored in their metal weapon to call Flaming 5 times before it requires replication of 1 Coke Resource.
Smasher's Gamble	12 CWP	Steel x4 Leather Cord x1 Flint x1 Coke x3	Once per day, your 2h weapon can call Smash, Knockdown and Stun. The weapon is broken and needs to be repaired by a character with Craft: Smith 2 and 120 seconds of roleplay. Your arms are both reduced to -1 hits, and are broken.
Boots of Untracking	10 CWP	Thick Leather x2 Leather Cord x2 Charged Steel x2 Steel Wire x2	The wearer, while wearing the boots, can only be detected by people with Detection Tier 3.
Padded Light Armour	20 CWP	Cloth x5 Thick leather x2 Leather cord x3 Steel x2 Charged Cloth x1	Functions as Light armour but gives 2 points instead of 1. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.
Padded Medium Armour	20 CWP	Cloth x3, Thick leather x3, Leather cord x3, Steel x2, Charged Steel x2	Functions as Medium armour but gives 3 points instead of 2. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.
Padded Heavy Armour	20 CWP	Cloth x3, Thick leather x2, Leather cord x3, Steel x3, Coke x2, Charged Steel x2	Functions as Heavy armour but gives 4 points instead of 3. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.

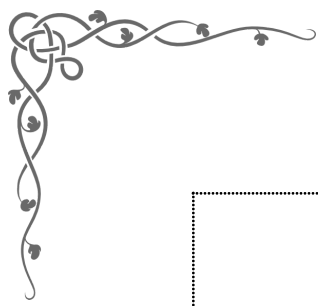
Expert Projects			
Item	Cost to Make	Components	Description
Reinforced Light Armour	25 CWP	Cloth x5 Thick leather x2 Leather cord x3 Steel x2 Charged Clothx1 Bless'd Cloth x1	Functions as Light armour but gives 2 points instead of 1. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.
Reinforced Medium Armour	25 CWP	Cloth x3 Thick leather x3 Leather cord x3 Steel x2 Charged Steel x2 Bless'd Steel x1	Functions as Medium armour but gives 3 points instead of 2. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.
Reinforced Heavy Armour	25 CWP	Cloth x3 Thick leather x2 Leather cord x3 Steel x1 Coke x2 Charged Steel x2 Bless'd Steel x1	Functions as Heavy armour but gives 4 points instead of 3. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.
Baronette's Bracer	15 CWP	Bless'd Steel x1 Steel Wire x2 Thick Leather x2 Leather Cord x1	This bracer can be used to call [DISARM] once the bracer itself is struck. This call can be used three times before needing 1x Steel Wire to be fixed by a Craft: Smith T3 after 10 seconds of roleplay. You still take the damage to the arm. <i>This item was made by a Player: Baronette Selene Lunalis.</i>
Baronette's Bulwark	15 CWP	Bless'd Steel x1 Charged Cloth x1 + Base Materials of Location's Armour (to see these, check the Downtime Market)	The user is able to call [RESIST] in response to a " Broken " or " Smash " call against the armour. After the call has been used, it can be worked on by someone with Smith: T3 and 120 Seconds to be able to use the call again. This cannot be used in conjunction with the "Smash's Gamble" weapon. <i>This item was made by a Player: Baronette Selene Lunalis.</i>

4.4 Talismans

Known Runes	
<i>Talisman crafters have so far discovered six different basic runes that can be used as building blocks to create other unique runes to create various desired effects. Although many have theorised that there may be more of these foundation runes out there in the world, as of yet there is only public knowledge of the base six.</i>	
Talisman Runes	Required Ingredients
Devotion Rune	Thawhawk Feather
Wisdom Rune	Grindelhopper Eye
Courage Rune	Moon Caps
Health Rune	Brazenthorn Leaf
Strength Rune	Dustflower
Protection Rune	Kandini Nectar

Required Items			
<i>These are required for making any Talismans. The Talisman ingredient is mixed in with special Imbuing Ink that is then written with a quill onto the material. Once added, the item is imbued with magic and will be detected as magical.</i>			
Item	Cost to Make	Components	Description
Imbuing Ink	3 CWP	1x Shadow Sap 1x Zitteck Bug	This creates 6 vials used for imbuing Talisman Runes with energy.
All Talismans are ACTIVATED items; they cannot be passive items. Talismans require Words of Power to active, and follows the same timing as spells of an equivalent tier: Tier 1 Talisman - 3 Seconds Tier 2 Talismans - 5 Seconds Tier 3 Talismans - 10 Seconds			

Novice Projects			
Item	Cost to Make	Components	Description
Hat of the Wizard	8 CWP	Charged Cloth x1 + Wisdom Rune (Grindhopper Eye) x1	Once per day, the wearer of this hat may replenish 10 mana.
Ring of Missile	6 CWP	Charged Steel x1 + Wisdom Rune (Grindhopper Eye) x1	The target can use 2x Elemental Bolt per day.
Braces of Accuracy	7 CWP	Thick Leather x1 + Strength Rune (Dustflower) x1	5x a day, any missed arrow shot from someone wearing these braces, counts as hitting their target.
Adept Projects			
Item	Cost to Make	Components	Description
Cloak of Vines	15 CWP	Charged Cloth x1 + Protection Rune (Kandini Nectar) x2 + Strength Rune (Dustflower) x1	The wearer of this cloak can cast Rooted on 3 people at the same time, once a day.
Dwarves' Ring	16 CWP	Charged Steel x2 + Protection Rune (Kandini Nectar) x2 + Devotion Rune (Thawhawk Feather) x1	The wearer can fix armour as per Blacksmithing Tier 1. They do not need to fix the armour like normal, as the ring will straighten any bumps, reattach leather etc. It cannot be used to fix a shattered item. This does not stack with the skill.
Expert Projects			
Item	Cost to Make	Components	Description
Candle of Invocation	50 CWP	Bless'd Cloth x1 Rotweed x1 + Devotion Rune (Thawhawk Feather) x3	The User can determine if their offering in a Ritual is sufficient once an event.
Banner of Sanctuary	30 CWP	Bless'd Cloth x1	The user can cast the Sanctuary spell once an event. The user must hold the banner with



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		+ Devotion Rune (Thawhawk Feather) + Wisdom Rune (Grindlehopper Eye) + Courage Rune (Moon Caps) + Health Rune (Brazen Thorn Leaf) + Strength Rune (Dustflower) + Protection Rune (Kandini Nectar)	both hands, and cannot do any other action, other than focus on the banner.
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CHAPTER FIVE:

Devotion

5.1 Devotion

The Gods play an active and involved role with the peoples of the world. There are some who are able to directly make appeals to the Gods, through the use of a Devotion circle and an offering. Sometimes there is a Listener present, an individual chosen for a life of service to the Deities, who serves as the direct channel between the Divine and Mortal world.

In order to perform a Devotional ritual, a Devotion circle must be present. This is an area of holy ground consecrated to the worship of the Deities. Only a character with **Devotion** may lower the holy wards surrounding this circle. Any others attempting to interact with the circle will suffer a **[BLAST 2]**. A character must have **Devotion** at Tier 3 in order to create a circle and must alert a referee before doing so. When a ritual to a Deity is made, a gift must be offered. If your devotional ritual is full of pomp and ceremony, with heavy roleplay and a satisfactory offering, the Deity may see fit to grant you a boon in alignment with your motives for offering to the God at this time. However, one should be wary when performing such rituals; what may please one Deity may insult another. While many practitioners of Devotion tend to dedicate themselves to a single Deity, it is more than possible to devote yourself to multiple Deities, and one does not need to be devoted to a particular Deity to attempt to make contact with them through the use of a Devotion circle. In order to perform a ritual, a Ritual Sheet should be filled out and handed to the Head Referee or Ritual Referee. This should be done at least an hour before the ritual.

It is also possible for someone with Devotion to facilitate an offering to the Deities on behalf of another. It should be noted that there is a risk/reward element to performing rituals. If a certain offering is distinctly against the personality or alignment of a Deity, a boon is asked for that is outside the purview of the Deity, or even if the ritual is quite simply not good enough, it is common for the ritual to take a turn, sometimes for the worst. This can have such effects as a limb being damaged, life being drained from your body, or far, far worse.

If you have any questions, please consult a referee.

5.2 The Deities of Ásaterra

Magnus	The first of the Pantheon, he is seen as the deity of planning and communication. He is associated with power and strategy.
Cosmia	The Deity of forethought and metamorphosis. She controls the sun and the moon and is associated with the cycle of life. She is often connected with celebrations of change, such as the ending of one year and the start of another.
Skiaselveyn	The Deity of knowledge, patron of mages and alchemists. He is forever studying and learning.
Annatarra	The Deity of law and order, who dictated the laws of Ásaterra. She is associated with government and bureaucracy.
Brutus	The Deity of war, he is associated with fury, ferocity, and competition. The patron of soldiers, he is in love with Lady Death, and kills in battle just to see her take the souls of the dead.
Lyre	The Deity of love and lust. Lyre represents all forms of love; familial, platonic and sexual. They are associated with family and fertility, as well as passion, lust and desire.
Sigismund	The Deity of virtue and purity. Sigismund abhors corruption in all its forms and is strongly associated with Lumomancy and magical resistance. He is followed by the Templar order.
Mordon	Mordon is the Deity of creation and the patron of smiths. She crafts beautiful jewellery, graceful buildings and deadly weapons of war. They are the patron Deity of Dwarfs, who perceive them as non-binary and often as the only true Deity.

Florintina	Florintina is the Deity of trade and finances, and the wife of Mordon. She is often worshipped alongside her wife, and is said to guide merchants and traders.
Omar	The Deity of the sea, Omar dwells deep within the oceans, where he shows great love and care to all sea-creatures, big and small. He is often honoured before voyages and is seen as a patron of sailors and fisherfolk.
Fifaldia	The Deity of the harvest and charity, Fifalda's temples are a safe haven for the sick and needy. Many healers see her as a patron Deity. She is also associated with nature and wild animals.
Lady Death	The oldest entity, Lady Death's true name is unknown, lost to the darkness of millennia. She is the void, the emptiness stretching out for all eternity. She is, however, seen as a kindly, motherly figure, reaching out and guiding the dying into whatever lies beyond, leading the souls between realms.
Nitphil	Nitphil is the thirteenth Deity and is considered as an entity existing outside of the pantheon. Their worship is seen as controversial, and their followers are often secretive. They are the deity of chaos and cunning, a trickster who appears to mortals more than any other deity; and whose motives are often unknown.

5.3 Folklore and Myths

There are many creatures and entities that are passed on through Folklore and Myths. These are just fairy tales, and definitely don't exist...

(If you would like your character to come into play with knowledge of these entities, then please contact a ref at character creation to discuss these)

5:3:1 Fae

Fae are monstrous creatures that will lure you away into the forests and return to your family wearing your skin. They are evil and the bad guys of many folklore. If such entities did exist, then surely they would eat mortals, or keep you as their pets!

5:3:2 Daemons

Similar to Fae, these evil creatures are the subject of many myths and folklore - you can sell your soul to them to gain untold power, but then they'll devour you when your back is turned. Cults tend to sprout here and there, devoted to these entities, though they are normally a bunch of fanatics who wish they had greater power than they currently hold. If these things did exist, then surely all of Ásaterra, nay; Vitalum, would be engulfed in fire... *(To pull behind the curtains, these entities do exist. If you want a list of them, please contact a Ref and we can discuss how your character knows of them etc.)*

5:3:3 Spirits

Unlike classic fantasy, Spirits don't wander around the realm; there are no restless ghosts in the graveyard, and no haunted houses where a family was murdered. Once a person is dead, it is believed that Lady Death takes the soul, so you mustn't try to bring them back after the first 10 minutes have passed after someone's death... *If a spirit is present, that should be cause for the highest concern because the boundaries of life and death surely have been tampered with.*

CHAPTER SIX:

The Game

6.1 General Game Terms

Calls	There are two different types of calls: OC calls and IC calls. OC calls are calls used by referees to indicate things that apply to the whole game at a given time and do not have an IC (in-character) effect. IC calls can be called by referees and players, and represent IC effects upon characters.
Character	Created by a player in conjunction with the referees, a character is a persona adopted by a player during time in. They have a class, skills, hit points and background
Downtime	Interactions between events which are sanctioned and monitored by the referees, where players may communicate with each other, spend resources, move troops, or other similar actions which will affect the game.
HP	'Health Points'. Also known as hits. These points represent the number of times a character or monster can be hit before they go down.
IC	'In character.' This refers to anything that occurs in the context of the game.
Monster	Anyone who is not playing their own character and is instead playing a minor role at the behest of the referees for the benefit of the players' game. For more information, please refer to the end of this chapter.
MP	Magic points. These represent the amount of magic a magic user is able to use at any one time. For more information on magic points, please refer to the section of this rulebook on magic.
NPC	"Non-player character." An NPC is usually played by a referee. An NPC will interact with players in ways appropriate to their given skills, personality and goals. The difference between a monster and an NPC is that NPCs are often recurring characters with names and goals, whereas monsters are not recurring characters.
OOO	"Out of character." Also referred to as 'OC'. This refers to anything that relates to the real world. If you see someone with their fist in the air, they are considered OOC. Players must generally have a good reason for going OOC. Do not put

your fist in the air to stop your character from dying or being injured: this is cheating. If you are IC and see someone with their fist raised, you must ignore them.

Please note: this is not to be confused with somebody holding 1, 2 or 3 fingers in the air: they are using the Stealth skill and therefore are IC but hidden.

Phys-rep	"Physical representation." This refers to the real world representation of an object in the game world. This is any prop you would need including weapons, armour and any equipment. If there is any doubt, ask a referee.
Player	Any person who is currently playing their own character.
Ref/ Referee	Identified by their high-visibility vests. They help run the game and make sure everything from combat and roleplay to crafting and out-of-character issues are all resolved smoothly. They are the first point of contact for players who have questions regarding rules or who need help and direction. If you have any issues about the game, consult with a referee. If a referee makes a decision, please abide by it.
Time In	The time of day during which the game is played. It is used to indicate the start of each game day. During time in, everything in an IC area should be done IC, and OC interactions should only be for necessary clarifications of in-game events or safety concerns. During this time, everything that takes place has happened in the game world, and players are free to move around and interact with each other in character.
Time Out	During this time no IC interactions may take place unless specified by the refs. It is used to indicate the end of each game day and the end of the event. During this time all IC areas are treated as OC.

OC Calls

If you hear a referee or a player call these words, please act accordingly. Generally, these will be called by a referee with the exception of "Safety", which can be called at any time by anybody.

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| Time In | Called by a referee, this represents the beginning of play. Please act as your character would and immerse yourself in the game world. |
| Time Out | This represents the end of roleplay for the day. All game participants should stop roleplaying, in general, unless directed to do so otherwise by a referee – even in special circumstances where roleplaying might continue, combat will certainly not occur. |
| Safety | If you hear this, stop what you're doing immediately and kneel where you are, remaining silent. If you are the person who has made the call, you must remain standing (if able). This is to allow referees and safety personnel to quickly respond to OOC injuries during play. |
| Time freeze | This call means that you have to close your eyes and hum loudly until a referee calls "Time In". This usually represents something happening instantaneously in-game, such as teleportation. Your character is unaware of its occurrence until "Time In" is called again. |

6.2 Game Safety

Whilst LARP often simulates violence, using foam and latex weaponry, it is still a potentially dangerous activity. To mitigate the risk, please consider the following points:

- Do not hit anybody with anything that is not LARP-safe.
- Do not stab with a melee weapon, unless it is stab-safe. A stab-safe weapon has a compressible striking area. Please refer to the Equipment section for more information.
- Do not attempt to strike around corners or objects in circumstances you cannot clearly see who you are attacking: somebody may be closer than you think.
- Pull your blows with melee weapons. To pull your blow, as your weapon hits the target pull it back so that it does not make full-force contact. Combatants are aiming to tap their opponent, not hurt them.
- Wrestling and physical grappling are not allowed. There are in-game mechanics that allow for the restraint and movement of resisting and unresisting characters: please follow these instead of acting them out with full force.
- Do not aim any attacks at the groin area, eyes, or throat. Accidents happen, but please be as diligent in avoiding them as possible.
- Shield hooking is not permitted.
- Players are not permitted to use any form of pyrotechnics during an event, or while on a site being used by Four Pillars LARP
- If you or somebody else is injured, please call a referee and they will bring a First Aider to the injured person. If anything occurs during time-out, please seek a referee for assistance. Our First Aiders will make themselves known to you before the start of any event.
- Any illegal activities or actions taking place at a Four Pillars LARP event will result in the incident being immediately reported to the police, and the player being banned from the system with immediate effect.
- A safety briefing and demonstration on how to fight safely will be given at the start of each event, and any referee will be happy to assist you further at this time. If you have any concerns during time-in or witness unsafe combat, please speak with a referee at an appropriate juncture, and they will address the problem.
- If you have any concerns that a fighting area is unsafe, please alert a referee, and they will deal with the situation accordingly.
- Please respect the referees and their decisions.

Above all, the important thing is to be safe and sensible. If you have any questions or doubts, please consult the referees. They will be happy to assist.

Non-combatants

If you are unable to take part in combat for a medical, or any other, reason, you are still able to take part in the game as a non-combatant character. These characters can play vital roles in Four Pillars, and can take on roles such as, but not limited to, diplomats, crafters, alchemists, pacifist healers, quartermasters, story writers – even mages! Please alert the referees if you wish to act as a non-combatant.

As a non-combatant you are unable to take part in any combat that take place, and should you find yourself in a combat situation (e.g., during a camp attack) you must get to a place that is away from the combat. It is up to you to avoid being hit. If you are unable to move away safely, or are threatened by an attacker with any weapon or attack, or struck, you must immediately lay down on the ground and begin your 120-second death count. This is not because your character is necessarily weaker than others, but so that you are out of harm's way and will not be attacked further.

Please note that a medically non-combatant character is still affected normally by all other game effects and damage. The only difference is when they are the target of direct physical combat. For example, a non-combatant who is the subject of the Grapple or Cripple call should react as per the normal rules.

Non-combatants will wear an armband supplied by the referees to indicate this, and the monster team will be made aware.

Please remember that you may choose to play a pacifist or non-physical character even if you are physically able to take part in battles. Combat may be fun, but it is not for everybody.

6.3 Accepted Behaviour

Every LARP game is based on mutual trust and goodwill. Everyone playing the game is responsible for their own behaviour, including safe and sensible play. Referees will be monitoring the game to make sure that people are having fun and playing by the rules. Players should always aim to be considerate of other players' comfort zones and must respect each other's property.

Playing by the rules is important as they are designed to make the game more enjoyable and interesting for everyone. If something bad happens to your character, be honest.

Character Death

Although Four Pillars is not a high fatality system, character death still occurs occasionally. Losing a character can be sad for the player, as a lot of effort and time has been put into kit and costume, developing a personality and in-game contacts, and gathering renown and achievements over time. However, we ask that you also see character death as an opportunity to start afresh, create something new, and try out an aspect of the game you may not yet have experienced. Although your character is dead, their friends and colleagues will mourn them and remember them.

In-game theft

It is possible for a character to steal items and resources from other characters. Any phys-reps that are stolen IC must be given to a referee at the nearest opportunity and before the end of an event. The referee may then inform the player in question that their item has been stolen, without informing them of the identity of the thief. For the sake of clarity and good-will, it is advisable to make a Referee aware of when you intend to make an IC theft to avoid any confusion.

Stealing in an out-of-character capacity - taking a player's phys-rep and not returning it to a Referee or the player in an out-of-character manner - is considered real-world theft and will be dealt with accordingly, involving the police where necessary and resulting in a ban from all Four Pillars events.

Monsterring

Four Pillars wouldn't be able to run without the help of "monsters", people who play our bad guys or NPC's and help the ref team create plot and immersion for the players. At our events, people often volunteer for the role as monsters and gain skill points for each day that they do that they can put towards their already existing characters or put towards their next character creation. Some players even join the monster team after their characters die during an event, either to give them time and ideas for their next character, or to give them a breather in between characters. Although all monsters act as per the instructions of the ref, there can often be room for monsters to put their own spin on the monster role they are given, especially in the

case of NPC's, and the ref team will strive to create a suitable monster for you that you would have fun playing as. The refs want the monster team to have as much fun as the players do, and monsterring is a great opportunity to explore other styles of play and to be part of the other side of the LARP system. Please respect our crew and remember that they are giving up their time to be there, and deserve respect and consideration.

Referees

Referees can usually be identified by their high-visibility vests. The referees will guide players through missions as appropriate and oversee battles, as well as handling OC disputes or rules ambiguities. There are also designated crafting referees that oversee research and crafting.

Please bear in mind that referees are not actually there IC; if you see a referee in a high-vis, please ignore them IC, unless specified otherwise. There may be instances where a referee informs you of something your character has discovered or can see/hear, and in these cases please do not react to the referee but instead roleplay a suitable reaction to the information. Referees accompany and manage monster excursions, and during these please be attentive to all briefs given to you by the referee, and any further instructions they give you during an encounter.

There is a referee assigned to every faction, and some factions have referees who act as their player character. They will be made known to you before the start of any event, and a list is on our Facebook page or available from any referee at request.

6.4 Event Structure

Four Pillars have two types of Events:

6:4:1 Main Events

These will typically be in person across a Friday / Saturday / Sunday at a site. These events give 3XP if you have attended, as either Player or Crew.

Friday	7pm	Time In
	10pm	Combat Encounters End
	11pm	Time-Ish (people can stay in character, but no more critical bits of information will be passed around / no major IC decisions are to be made at this time)
	12am	Time Out
Saturday	10am	Time In
	1-2pm	Time-Ish Lunch Break
	6-7pm	Time-Ish Dinner Break
	10pm	Combat Encounters End
	11pm	Time-Ish
	12am	Time Out
Sunday	10am	Time In
	1-2pm	Time-Ish Lunch Break
	3/4pm	Time Out (depending on the timing of the final encounter)

6:4:2 Social Events

Social Events take place online and typically on a Saturday Evening. These events give 1XP if you have attended, as either Player or Crew.

Saturday 6:30pm Gathering online

7pm Time In

10pm Time-Ish

12am Time Out