

RECKONING

GAME MECHANICS AND RULES

2027

Reckoning LARP: Game Mechanics and Rules

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Reckoning LARP as a game was founded in 2022. The Mechanics and Rules have been written and edited by a number of people throughout the years. Including : B. Olivia Willis-Gorman, Rowan Willis-Gorman, Karigan Nash-Schwimmer, Marcus Schwimmer, Thomas Day, Joel Hardcastle, Gabrielle Hodges, Micah Berman, Liam Rubarth-Lay, James Rubarth-Lay, Sasha Lazin, Noah Mason, Gabrielle Johnson, Erik Johnson, Michael Owen, Justin Cason, and the Culture Leads and Game Running Team of 2026-27.

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Special thanks to everyone who has playtested these rules throughout the years, including and never limited to our merchants, warriors, sages, boneknitters, potionsmiths, undead, orcs, countesses, bailiffs, viscounts, arcanists, Suzak-Mar, Vadurkin Clans, Rivlan Baronies, and Hadrian Empire of our March.

Special thanks to everyone in the LARP community and the players of Reckoning especially for their tornado-defying support and constant inspiration.
Each of you is so damn cool, seriously.

This Game includes elements inspired by various creative sources and systems, drawing on historical, cultural, and fantastical influences. It was created by a multicultural team of many sexual orientations and gender identities, wanderers from many parts of this land and the world, and we are of many religious faiths and beliefs. Any reference to historical and cultural influences in this Game is a deferential homage.

Folks of all backgrounds have always been and will always be welcome to live in The March.

Original materials were developed for the Reckoning LARP experience.

For inquiries, contact us at thefolks@wanderingfolksociety.org.

This is a fictional work intended for entertainment purposes. Any similarities to real-world events, persons, or entities are purely coincidental.

Introduction

Reckoning LARP is a collaborative and immersive experience that relies on a set of rules to ensure players can safely and comfortably interact with the world of **The March** during the event's multi-day duration. These rules are designed to promote physical and emotional safety, foster engaging roleplay, and maintain a fair and enjoyable environment for all participants.

To fully enjoy the game, it is essential for players to familiarize themselves with the following:

- **Safety Protocols:** Understand safety signals, hand gestures, and combat rules to ensure both physical and emotional well-being during interactions.
- **Mechanics:** Dive into the details of your chosen class to enhance your roleplay and embody your character's role within The March.
- **Rules:** While focusing on your class is important, gaining a broad understanding of all the rules will help you interact more seamlessly with other inhabitants of The March.

Please note that these rules are subject to change as the game evolves. Any updates or clarifications will be communicated through official Reckoning LARP channels.

If you have questions about these rules, please consult the **Game Runner** of your chosen Culture. During the event, our **Arbiters, Culture Leadership, and Game Runners** will enforce the rules and mechanics with the **Game Running Team** and **Lead Game Runner** making the final calls.

Reckoning LARP is built on respect, creativity, and cooperation. Players are expected to approach all interactions with good faith and a willingness to create an enjoyable experience for everyone.

A printed version of these rules will be available at the game for your referencing convenience.

At all Reckoning Events there is a hierarchy of leadership that must be followed.



Members of the Wandering Folks Society Board are not Reckoning Staff and have no say at Reckoning outside of communication with vendors and event site. All decisions regarding Reckoning will come from The Lead Game Runner and Game Running Team

Spirit of the Game

The Spirit of the Game encompasses both an in-game philosophy and a community standard. At its core, it means respecting the experiences of fellow players, staff, and yourself by engaging with the fiction, mechanics, and community of Reckoning LARP in good faith. Below are examples of how to embody the Spirit of the Game:

- ❖ When finding missing coverage in the rules, you bring it up to a Game Runner to determine how it should work, instead of exploiting it to your benefit.
- ❖ In a complex battle, if you lose track of how much damage you have taken, you choose to be called "unconscious" rather than continuing unfairly.
- ❖ Extending the benefit of the doubt to others when discussing rules or game lore outside of the narrative. Remember, what someone says may just be a character's *belief* and does not have to be considered canon.
 - Be aware that staff members and volunteers are also playing characters and those characters may also give false information based on beliefs of their character
- ❖ Remembering we are LARP enthusiasts here to foster fun for ourselves and each other.
- ❖ Sharing the spotlight with others and avoiding overshadowing others' experiences.

Ultimately, this is a game, inherently low-stakes in the grand scheme of things. Your character may triumph or falter, but the focus should remain on engaging with the game in good faith and fostering fun for everyone involved.

Harassment, bullying, or predatory behavior is NEVER acceptable and falls outside the Spirit of the Game. Any potentially inappropriate behavior should be reported immediately to the nearest Game Runner.

Safety Protocol

Signaling Safety Issues

A. SAFETY HAZARDS

ANY player who sees a potential safety issue or injury must immediately:

1. Shout **"Safety!"** and use the proper hand signal for "out-of-game communication" (OOG Communication)
2. Kneel.
3. All players who become aware of the call for **"Safety!"** must immediately echo the shout, signal, and kneel.
4. The game will resume once a Staff Member determines that it is safe to do so and shouts **"Play On!"**. If none of these are present then the individual that calls **"Safety!"** may Call **"Play On!"** once the safety hazard is addressed.
 - a. The stoppage of play needs to be reported to a Game Runner as soon as possible.

Safety Calls may be made for the following reasons:

- ❖ Hazardous Terrain
- ❖ Out of Game Injury
- ❖ Broken weapons or armor
- ❖ Staff Instruction
- ❖ Any other reasonable situation which a player deems a "Safety!" call would be best. Trust your gut. Game can resume easily and we would rather folks be safe.

Safety Calls should not be used for in-game rules disputes.

B. EMERGENCY

ANY player who witnesses a serious injury or illness must immediately:

1. Call out **"Medic!"** in addition to their **"Safety!"** call
2. All players nearby will immediately echo the shout and kneel
3. The game will resume once a Staff Member determines that it is safe to do so and shouts **"Play On!"**.
 - a. **Only a Staff Member may call "Play On!" after a "Medic!" call has been made.**

Medic Calls may be made for the following reasons:

- ❖ Someone passes out or looks pale.
- ❖ Someone is vomiting.
- ❖ Someone appears to have broken a bone or is bleeding.
- ❖ Someone appears disoriented and the Okay Hand Signal was not returned to indicate that they were roleplaying.
- ❖ Any other reason which makes a person believe they need the help of an EMT. It is always better to care about someone's physical condition mistakenly than prioritize game play mistakenly.

Stoppages of play of any kind include a hiatus on spell casting time and spell effect duration, picking up arrows, and any in-game activity.

Emergency Protocol

QUICK REFERENCE — EMERGENCY ACTIONS

1) If there is an immediate life safety emergency:

- Call 911
- Notify IC and Safety & Medical Lead via radio
- Direct responders to the location using clear landmarks/map references

2) Horn Signals (Air Horn):

Signal	Action
1 long blast (3–5 sec)	STOP & LISTEN — Wait for instructions.
3 short blasts (repeat)	EVACUATE — Go to nearest muster point.
Continuous repeated blasts	IMMEDIATE DANGER — Evacuate now; follow staff direction.

3) Key Roles (Who's in Charge):

Role	Primary Responsibilities
Incident Commander (IC) - Drew Bihary	Overall command; authorizes evacuations and horn alerts; coordinates with responders.
Safety & Medical Lead - Drew Bihary	Medical response/triage; safety assessments; coordinates EMS.
Operations Lead - Jeff Nice	Crowd control, site security, evacuations, missing person searches; keeps access routes open.
Communications Lead - Jeff Nice	Radio/PA messaging; horn signaling coordination; consistent instructions.

4) Muster Points & Accountability:

- Move to the nearest marked muster point when directed as marked on Map
- Stay with your group; report missing persons to Operations Lead.
- Await instructions before leaving the muster point.

PLAYER SAFETY & EMERGENCY INFORMATION

IN AN EMERGENCY

- Stay calm and follow event staff instructions immediately.
- Help others if you are able.
- For life-threatening emergencies, staff will call 911.

EMERGENCY ALERTS – AIR HORN SIGNALS

Air horns may be used to quickly alert players across the site.

- 1 LONG BLAST (3–5 seconds): STOP & LISTEN

Stop what you are doing and wait for instructions.

- 3 SHORT BLASTS (repeated): EVACUATE

Move calmly to the nearest marked muster point.

- CONTINUOUS BLASTS: IMMEDIATE DANGER

Evacuate immediately and follow staff direction without delay.

Horns are only used for real emergencies or official drills.

MUSTER POINTS

- Muster points are designated gathering areas marked on the event map and by signage.
- Go to the nearest muster point when directed.
- Stay with your group and wait for further instructions.

MEDICAL HELP

- First aid and trained responders are available on site.
- Notify event staff immediately if someone is injured, sick, overheated, or unresponsive.
- Serious emergencies will be handled by local EMS.

WEATHER & ENVIRONMENTAL SAFETY

- Follow staff instructions during severe weather.
- Stay away from trees, temporary structures, and open fields during lightning.

FIRE SAFETY

- Fires are only allowed in approved areas.
- Report any uncontrolled fire immediately.
- Evacuation may be ordered if needed.

LOST OR MISSING PERSON

- Report missing persons immediately to event staff.
- A reunification area will be used to reconnect people safely.

HEAT & HEALTH

- Drink water regularly and take breaks.
- Use shade when available.
- Get help immediately for dizziness, confusion, trouble breathing, or collapse.

REMEMBER: Listen for alerts. Follow staff instructions. Go to muster points when told. Help keep everyone safe.

Emotional Safety

Emotional safety is protecting the mental health of players and staff. Each player is responsible for their own emotional safety and is encouraged to engage in roleplay rules to ensure the emotional safety of other players. Due to the emotionally charged nature of gameplay character emotions can unexpectedly affect the player, this is generally referred to as "Player Bleed" or "Character Bleed." Some kinds of Player Bleed are good; being moved by RP emotionally is something many LARPer's actively look for. Bleed becomes a problem when truly intense emotions overwhelm logic and affect participants in undesirable ways.

Some examples of Positive Bleed are:

- ❖ Being moved to tears by another player
- ❖ Developing a strong bond with your comrades in arms
- ❖ Becoming truly immersed in your character

Some examples of Negative Bleed are:

- ❖ Making assumptions about a Player because of the choices of their character
- ❖ Bringing out-of-game interpersonal conflict into character and vice versa
- ❖ Assuming flirting or banter in character is reflective of the player's feelings or desires
- ❖ Roleplay triggering real-life memories of traumatic events

Regardless of the kind of bleed you are experiencing, it is important to remember that what is happening is a simulation, not real life. While experiencing any kind of bleed, communication with other players and honest introspection is key to emotional safety. Use established hand signals to break character for check-ins and set boundaries with other players. It is also completely reasonable and acceptable to leave a scene or take a break from in-character play until Player Bleed subsides.

In the following section, we have included several communication tools to help facilitate communication not only about physical and emotional safety but also to allow players to exit scenes or the in-game space if needed.

Out-of-Character Communications

Players should use hand signals and phrases to discreetly signal to others that they are going to act out of character. These hand signals allow everyone to maintain a positive role-playing experience, even if they need to take a break or change the direction of an encounter. Things said and done Out-Of-Character (OOC) and out of the game do not impact the characters or the events within the game. It is against the “spirit of the game” to use OOC hand signals in an abusive or game breaking way.

- **Invisibility:** Looking down, with one hand shading the eyes, used for moving out of a situation or through a scene without interrupting the other players. The other players will treat the “Invisible” player as unseen and unheard as if they are not there. Characters cannot interact with “Invisible” players. Players holding Malice cannot go “Invisible”.



- **Out-of-game communication:** Putting one’s fist atop the forehead for a quick check-in, roleplay negotiation, or other out-of-game communication. Other players can take part in the conversation by making the same gesture. Characters in-game will ignore the out-of-game interaction. *Used during “safety” and “Medic” calls to ensure all players know that it is Out Of Game .*



- **Okay:** A subtle thumbs-up signals that the player is okay with the direction of roleplay, even though their character may appear distressed by the tension or conflict. The player can use this same gesture to ask if another player is okay with the direction of the roleplay or scene.



- **Not Okay:** A subtle thumbs-down signals that the player is uncomfortable with a scene's action, even though their character might be expected to be okay with it. They can also exclaim, “By the Cursed!” to communicate they need to de-escalate the situation while staying in character.



- **End Interaction:** Both pointer fingers crossed in an “X” in front of the chest means that the player wants to end all interaction with another player while remaining in character. The target should honor this by instantly and without question walking away from the interaction.



Areas of the Game

Off Limits Areas

Green streamers denote an area that is out of bounds for players. **Any players that enter off-limits areas will receive a single warning from Staff.** If they are found in that area again they will be asked to take a break from the event and will be allowed to return to play when staff feels it is appropriate. In some circumstances in which venturing into the off limits area is particularly egregious, players may be asked to leave.

Within the Guild Hall behind the counters will not be marked with Green Streamers. However, they are off limits to players, unless they are a volunteer in that space and have been given expressed permission. These areas will be marked with signs.

Within the Bazaar there are player and Game Runner tents. Anything behind their sales table is considered an Out of Game area. This is where Game Runners and players are allowed to store their out of decorum items and supplies for their booth. If you do not have permission to be behind their sales table, you may not be there.

Combat Areas

Every part of the designated game space that is not an Off Limits Area is an **In-Game Area**. Combat may occur in the In-Game Areas against any players or NPCs considered combatants. A player may remove themselves from combat by placing their weapon or hand on their head and leaving the combat area. More likely than not an area will be a Combat Area.

The following are combat areas:

- ❖ Open Fields
- ❖ Roads and pathways
- ❖ Ritual Site- where all Moderate and Major Rituals must be held
- ❖ Designated Siege Zones
- ❖ Fight Pit
- ❖ Bazaar Area

Non-Combat Areas

If an area is not an Off Limits or Combat Area and is in the designated game area it is considered a Non-Combat Area. Just because it is Non-*Combat* does not mean it is non-*conflict*. These are the areas where roleplay prevails. You may not partake in combat including casting *Blind Rage* or waylaying in Non-Combat Areas.

The following are non-combat areas:

- ❖ Inside Tents or Buildings
- ❖ Bazaar Tents
- ❖ Within 10 feet of someone carrying or eating food
- ❖ Oblivion
- ❖ Within 10 feet of tents, guy wires, ropes, or other tripping hazards
- ❖ Out of Game Areas
- ❖ Guild Hall

When going to the showers or bathroom, be sure to use out of game hand signals to denote that you are

invisible. Players may not cast any spells on someone walking to or from the bathrooms, carrying or eating food.

What Conflict IS Allowed In Non-Combat Areas?

In most Non-combat areas conflict is limited to roleplay. However, there are a few exemptions.

Inside of the Guild Hall:

- ❖ You may loot visible loot bags/items, whether that's on the ground, hidden in areas around the Guild Hall*, or hanging on a player's belt (if you can get away with it that is).
- ❖ You may cast spells with the exception of Blind Rage.
- ❖ You may apply poison

In the Bazaar:

- ❖ You may cast spells on people inside Bazaar tents, but may not cast any spell that would have them leave their tent involuntarily.
 - You may not cast Blind Rage
- ❖ You may loot visible loot bags/items that are marked as lootable that are on Bazaar seller counters and around or inside their tents*. (If you can get away with it that is).
- ❖ You may apply poison.

***This does not include anything behind counters which are considered out of game areas.**

Special Areas

Oblivion

During times of great conflict, when the forces of the Curse act most directly upon the realm, the pathways to Oblivion open as a safeguard for souls that may have otherwise perished.

There, the soul undergoes a trial overseen by the enigmatic Keepers so that it may be revived. The process itself is taxing, leaving the body weakened and stripping away any memory of the interaction and discourse that occurred while in Oblivion.

Though the mind does not remember, the soul understands that it has been changed in an inexplicable way.

When a player reaches their maximum number of Mortal Wounds they go to Oblivion, which is a designated area at Reckoning LARP that will be clearly marked.

Players then undergo a Trial to return to the game, where success or failure does not determine whether they return, but rather the severity of the consequences they will incur. Players do not canonically remember what occurs during their journey through Oblivion, but the consequences and changes they experience may be roleplayed in any manner the player sees fit.

If the consequence received would make the game unfun or uncomfortable for the player, they may request a different consequence. However, there is no way to avoid the consequences entirely. Everyone who ventures into Oblivion will incur a consequence for their visit.

Lastly, some consequences are temporary, fading after a subsequent return to Oblivion or when the event concludes. Others are long-term, potentially permanent, unless a means of cleansing them is discovered.

Guild Hall

The Guild Hall stands as a crossroads for adventurers seeking purpose, profit, and opportunity within the March.

Here, hard-won resources change hands, information is exchanged, crafts are inspected and verified, and new quests begin. Notices fill the boards, ledgers record the work of countless hands. Deals are struck between those seeking help and those willing to answer the call.

Whether seeking coin, allies, answers, or a chance to prove themselves, the Guild Hall is a gathering place for those searching for what comes next.

The Guild Hall has many purposes and holds other aspects of the game. Looking for something to do? Head to the Guild Hall.

1. Quest Board- the main game quest board is here. Players are encouraged to post items to the quest board.
2. Quest Hub- the Guild Hall is the quest hub, all game [quests](#) run through the Guild Hall.
3. Resource Table- 1 of 2 resource tables is located in the Guild Hall where...
 - a. Artisans can get their ledgers credited or clear their debt
 - b. Empty loot bags get turned in for redistribution (earn component points or silver for turn in)
 - c. Component points can NOT be purchased here
4. Item Turn In- players must turn in empty potion bottles and ripped spellcards to the Guild Hall for tracking
5. The Library- A place to research and learn, or relax with some light lore reading, among other things.
6. Miss Congeniality Sheets- Players can talk to the volunteer at the Guild Hall table about all of the truly amazing interactions they have had with players. They can also report bad interactions to staff. These are all recorded and count towards Swords Over Soil.

Library

Knowledge is eternal and it connects us all.

From histories and chronicles to folktales and legends, the Library preserves the words, discoveries, and tales of those who came before and those who currently call the March home. Within its shelves are the stories of cultures, records of distant places, observations of scholars, and clues to great wonders left behind by people whose paths inevitably lead to the Library.

Some truths are carefully recorded, while others remain hidden between the lines and words, often distorted by time or colored by the hand that wrote them.

Those that seek knowledge within the Library may find the answers they seek, more questions than they started with, or a new path to follow...

The Library contains lore, histories, quest information, player-created works, and other in-world materials available for players to explore during the game.

Players who spend time actively researching qualifying Library materials may earn Component Points.

Conducting Research

To conduct Research, a player must actively engage with qualifying Library material by reading, studying, taking notes, copying information, or otherwise interacting with the text.

Research awards:

- ❖ 1 Component Point for every 10 minutes of completed Research.

Research is a roleplay activity and does not require a knowledge test. Players are not required to memorize the material or prove that they understood what they read in order to receive Component Points.

Partial Research periods do not award Component Points.

Qualifying Materials

Qualifying Research materials may include:

- World and setting lore
- Culture lore
- Histories and chronicles
- In-world journals, letters, reports, and treatises
- Practical or scholarly texts
- Quest-related documents and clues
- Approved player-created works
- Other game-approved Library materials

Adult or explicit recreational material (smut) does not qualify for Research and does not award Component Points.

Explicit material will be clearly and unmistakably marked so players can make an informed choice before reading or interacting with it.

Official and Player-Created Material

Materials within the Library will be marked to indicate whether the information has been officially approved as canon.

Official Culture materials will have a Culture-specific mark, while game-provided or quest-related materials will use a game-wide mark.

Unmarked materials may still exist as valid in-world documents, but the information contained within them should not automatically be treated as official canon.

Players should keep in mind that in-world authors may also be biased, mistaken, or otherwise unreliable.

Tracking Research

10-minute sand timers are available within the Library for players conducting Research.

When beginning Research:

1. Sign your name on the Library chalkboard.
2. Check out a sand timer.
3. Begin the timer when you begin qualifying Research.

Each time you complete a full 10-minute Research period, place one tally mark beside your name on the chalkboard.

If you wish to continue researching, reset the timer and repeat the process.

When finished:

1. Return all Library materials to the location where you found them.
2. Return the sand timer.
3. Check out with the Librarian.
4. Receive 1 Component Point for each completed Research period recorded beside your name.

Library Materials and Quests

The Guild Hall Library may contain information related to quests, mysteries, histories, locations, or other ongoing events within the game.

Research may provide clues or information that lead to additional gameplay outside of the Library.

Bazaar

The Bazaar is rarely, if ever, a quiet place.

Stalls crowd the lane with crafted goods and materials, food and drink, curiosities, and treasures from distant lands.

Merchants haggle, Artisans boast of their skills, and travelers trade stories as readily as coin.

In the Bazaar, nearly everything has a price. Though not everything is paid in silver.

Players of all cultures are welcome to set up in the Bazaar. The Bazaar layout is determined and designed based on the number of players who wish to set up a shop. In order to set up a shop, players must sign up using the Bazaar Stall Form. The Bazaar Stall Form will be released in an announcement close to the main Reckoning Event.

Any items sold at the Bazaar must be in decorum and approved by Culture Leadership or a Game Runner.

Any kit items bought at the Bazaar must be approved by your Culture Leadership before you can wear it at Reckoning.

Vendors may be at the Bazaar selling items for real world currency. Shops who are selling for real world currency will have a \$ sign posted somewhere on their stall. Vendors are subject to approval from the Lead Game Runner and are still required to fill out the Bazaar Stall Form.

The Bank

Coin changes hands quickly within the March, but the Bank exists to ensure that wealth, debts, and agreements are not so easily lost.

Merchants, adventurers, and guilds alike rely upon the Bank to safeguard what they have earned and keep careful record of what is owed.

Those who enter may come to deposit their earnings, settle accounts, exchange currency, or conduct business too important to leave to memory alone.

Where the Bazaar thrives on the moment, the Bank thrives on certainty.

The Bank is a new resource tent with new mechanics and purpose. The Bank allows for cultures to accumulate wealth as well as serving as a resource table.

What is the Bank?

1. Resource Table- 1 of 2 resource tables is The Bank where...
 - a. Artisans can get their ledgers credited or clear their debt
 - b. Empty loot bags get turned in for redistribution (earn component points or silver for turn in)
 - c. Component points can be purchased here for silver
 - d. Silver can be turned in for Component points or Gold
2. A Store where...
 - a. Players can purchase potions and spellcards
 - b. Players can sell potions and spellcards
3. A Safe where...
 - a. Players can deposit silver

Bank Special Rules

1. The Bank itself cannot be robbed.
2. You may not apply poison to anyone behind the bank counter while they are working at The Bank.

More information on this mechanic can be found in [Banking](#).

Story Goals

The heart of Reckoning Larp is collective storytelling. While players and cultures may have competing goals, conflicting loyalties, and genuine reasons to oppose one another, the purpose of those conflicts is not for someone to “win” the game—it is to create the circumstances through which a compelling story can emerge. Approaching Larp as something to be won can pull us out of the shared narrative and turn other players into obstacles rather than collaborators in the story. Competition, conflict, intrigue, and even failure are valuable precisely because they give the community something meaningful to respond to and build upon. Your character may seek victory, but the player’s goal should always be to contribute to a story worth telling together. The competition creates the story; it is not the story.

Win-Loss Conditions

Some aspects of Reckoning LARP can be "won" by Cultures or Players, which may mean others "lose." These conditions might influence the overall plot, create unique story opportunities, or simply add a layer of competition for fun.

It is essential to remember that win-loss outcomes only affect the game world and the roleplay within it. They are not personal and are meant to inspire fun and creativity.

- ❖ Winning is exciting and can bring your character or Culture a sense of pride or achievement.
- ❖ Losing can be just as rewarding! Failure can inspire dramatic character moments, unique alliances, or personal growth in the story. Some of the best tales come from tripping over your own sword or facing unexpected challenges.

Ultimately, Reckoning LARP is about collaboration in shared storytelling. Whether your character triumphs or stumbles, every outcome contributes to the larger narrative we build together. Enjoy the journey, embrace the roleplay, and remember—it is all part of the adventure!

Swords Over Soil

Swords Over Soil, otherwise known as The Map Game, is a game that is played by culture leadership on the behalf of the player base during the off season of Reckoning. Win Conditions that players meet feed directly into gaining actions in Swords Over Soil.

What does Swords Over Soil do?

It is the changing of the map- the map is no longer static. Territories can be won or lost, armies raised, resources traded, etc. It makes the world of Reckoning dynamic.

It allows actions to have world consequences.

How Is It Played?

Actions are won during Reckoning events and are taken throughout the year by culture leadership. It is up to leadership on how to use the actions.

How Do Players Interact?

By completing set goals to gain actions at game.

There are 5 actions that can be won by cultures.

1. MOOP- Matter out of place- Earned by ensuring we leave the site as good or better than we found it
2. Miss Congeniality- Earned by having amazing things said about you or your culture
3. Cultural Objectives
4. Library Research
5. Main Plot Goal

Culture Objectives

Each Culture has five (5) objectives which will be created by the Quest Keeping Team and Culture Leadership before the start of the event. Each objective represents a goal set down by the Culture's Leadership. These objectives are a means to forward a story. To get engaged with these, stick with your Culture Leadership, who will point you towards situations that may lead to quests and adventures related to those Objectives!

In order to gain Swords Over Soil's action #3 a culture must complete 3 out of 5 culture objectives.

Library Research

The Library holds a vast amount of knowledge that is essential to the world of Reckoning. Hidden in the Library is pertinent information that must be discovered in order to gain Sword Over Soil's action #4.

Plot Goals

Plot goals are set and written by the plot team and Lead Game Runner. They are determined before the game but kept hidden from the cultures. Only one culture can win the overall plot goal and will get an extra action in Swords Over Soil played by the Culture Leads.

Quests

Questing is a central gameplay feature in Reckoning LARP, offering players meaningful ways to engage with the world, its evolving storyline, and its diverse cultures. They allow characters to gather resources, uncover lost knowledge, influence world events, and leave a lasting impact on both personal and cultural storylines.

Quests vary in type and scope—from fetch quests, recurring or culture-based missions, or large-scale story arcs. Some quests are posted openly, while others emerge from in-character choices, NPC interactions, or mysterious discoveries. Whether through diplomacy, battle, or investigation, these quests serve as a bridge between player action and the unfolding narrative.

There are Quests that are completely player based, and though they are not supported directly by Reckoning LARP's Game Running Team, they can be used to generate roleplay opportunities with your fellow players.

Quest recognized by Reckoning LARP will be run through the Guild Hall, the Quest Keeping Team or through Culture Leadership Teams, and will be clearly marked to verify their legitimacy.

Where to Find Quests?

Quests can be found naturally in game by talking to other characters, doing research in the library, or finding things on NPCs. However, there are also Quest Boards, and the Quest Chests. If you are ever stuck or in need of a quest, visit the Guild Hall or find a member of the Quest Team and they will guide you.

Types of Quests

- ❖ **Plot Quests**: Quests that are derived from the main plot of the game. These quests give the players something to do that directly impacts main game play and the story of Reckoning. Created by the Plot Team and Lead Game Runner.
 - **The Main Plot Goal**- winnable by only one culture. Serves as the bonus action in Sword Over Soil.
 - **Story Quests**- quests that help players learn about the plot of the game
- ❖ **Culture Quests**: Quests that are unique for each of the cultures to complete. Other cultures can still participate in the quests either to help or stymie the culture the quest was intended for. Culture quests are written by the Quest Keeping Team with the Culture Staff.
 - **Culture v Culture quests**- quests designed for only 1 of 2 cultures to win.
 - **Culture Objectives**- Culture objective quests are specific to the culture.
 - **Culture Chest quest**- Written and delivered by the quest keeping team, designed to give cultures big pay outs
 - **General Culture**- quests that were made for a specific culture, but don't have an impact on the map game if completed.

- ❖ Player Quests: Players can submit quests that they want help from the quest team and game runners to run. They have to do this through a quest submission form. The Quest Team will review each submission and determine if it is something that we can help facilitate or not and what reward we could give.
 - Player quests can be cross cultural, culture specific, repeatable, etc
 - Player quests must be something several people can contribute to or complete, not something that is specifically for them.
- ❖ General Quests: Any quest that does not fall into a specific category.
 - NPC submissions: written by NPCs for NPCs
 - Research Quests
 - NPC quests: written by the quest team or plot team for NPCs
 - Fetch Quests
 - Non Game Backed

The Economy

The economy of Reckoning LARP is designed to enrich the immersive experience by allowing players to engage in trade, barter, and resource management. However, like any economy, its value and dynamics will evolve based on the decisions and interactions of the participants. All in-game currency and resources provided by the game (e.g., coins, materials) have no real-world value and are solely for use within the game.

Game Currency

- ❖ **Official Currency:** The only official, game backed currencies in the March are silver, gold, component points, and Trade Good Tokens.
 - Players should be aware that player created economies and currencies exist, but you may choose to not interact with them. Only official currencies count for game mechanics such as turning in resources and banking.

Rules for Handling In-Game Currency

1. Returning Items to Culture Chests:

- At the end of the event, all coins, materials, or items provided during gameplay that you did not bring to the event or were not explicitly gifted to you should be placed in your Culture's chest during checkout.

2. No Hoarding in Personal Tents:

- Currency or items should not be stored in personal tents **during gameplay**. This rule exists to preserve the spirit of the game and ensure fair play.
- You may store your currency or items in your tent during Siege Off, while going to the restrooms, or when working a shift as an NPC.

3. At Your Own Risk:

- Whether it is game-provided currency or personal trinkets brought for trade, any items used in barter are at the player's risk.

A Living Economy

The economy of Reckoning LARP is as much a game as it is a reflection of the people participating in it. Official systems are only the foundation—the real magic happens when players interact, trade, and shape the value of things together. Whether you are bartering a trinket for a potion or handing over a coin for a favor, remember that the true power lies not in the currency but in the people who create its worth.

Let the economy be a playground, a tool for immersion, and a reflection of the values you choose to embody in The March. It is not about wealth but about connection, storytelling, and the shared experience we are building together.

Looting

Quest Items, orange pouches, anything marked with vibrant orange stickers, ribbon, or marker, and Items listed below are the only lootable items in the game. Taking personal items (non-lootable goods) from other players is not permitted.

Large Items

Large items must be held in an open hand, without weapons or shields, and only one (1) can be carried at a time, unless carried by a Warrior. Large Items include:

- ❖ Malice
- ❖ Gold
- ❖ Trade Good Tokens
- ❖ Trade Agreements

Large items can be deposited in a Culture chest when not in use or not being carried by a player or NPC

Small Items

Small items can be carried in pouches and pockets, and can be carried in any quantity. Small Items include:

- ❖ Silver Coins
- ❖ Component Points
- ❖ Potions
- ❖ Spellcards

Quest Items

Quest Items still fall into the same distinction of Large Items and Small Items, although because of the variety of Quest Items they cannot be listed. If an item is smaller than a closed fist it will generally be considered a Small Item unless otherwise stated and would fall under the Small Item ruleset. Items larger than a closed fist will automatically be considered Large Items unless stated otherwise on the item or quest. Quest items are marked with an orange sticker or ribbon to show they are lootable.

Looting Rules

Any conscious character can roleplay “looting” an Unconscious character for 30 seconds without actually touching the unconscious character. The looter informs the unconscious character that they are being looted; that player must give the looter five (5) Small Items or one (1) Large Item.

Conscious characters, including NPCs, who are carrying lootable items may be waylaid. They can choose to give over any amount of loot, but if the looter is unsatisfied they may resort to violence. Lootable objects should never leave the play area. If a player needs to leave the in-game area or be out-of-character for more than a few minutes they should store any and all lootable items in their Culture’s chest.

When working an NPC shift an NPC may store their player characters' lootables in their tents to come back to. During siege off times storing silver or other lootable items in your tent is acceptable.

Banking

Banking is a new mechanic in the world of Reckoning. It is designed to allow for cultures to store silver safely, participate in trade, interact with wealth accumulation, and buy and sell spellcards, potions, and other game materials.

Bank Abilities

- ❖ The Bank buys Spellcards, Potions, and other game items of value for a deflated price.
- ❖ The Bank Sells Spellcards pre made, and Potions pre made for an inflated price.
- ❖ The Bank Sells some one of a kind items you should keep an eye out for, they're expensive.....but who knows when they might save you.
 - Details of these items will be revealed at game in various ways

Exchange

- ❖ Players can buy component points for silver.
- ❖ Players can sell component points for silver.
- ❖ Players can turn silver into gold.
- ❖ Players can turn empty loot bags in for component points or silver.
- ❖ Artisans can turn in component points to earn credit for their ledgers
- ❖ Artisans can turn in component point to pay off debt for their ledgers

Bank Accounts

There are two types of bank accounts within the March: Culture Accounts and Merchant Guild Accounts. Culture Accounts hold the silver and Trade Goods for the entire culture and Merchant Guild Accounts are a way for player organizations to store their own silver between games.

Silver, gold, or Trade Goods cannot be transferred directly from account to account. You must have the physical item. While there is no time limit between making deposits, once you withdraw from an account you may not immediately make a new deposit. Once you withdraw you must leave the bank area for a minimum of 10 minutes before making a new deposit.

Culture Accounts

Culture Leads will determine how many Culture Accounts they require, who can access them, and a daily withdrawal limit. Example: A culture could have an account for each major city. Cultures will be given the amount of bank cards that they would need to interact with the Culture Accounts set. Culture Accounts may have an impact on the economy aspect of Swords Over Soil.

1. Deposit: All players can make deposits of any amount of silver into any Culture Account
 - a. Be careful if you make a deposit to a Culture Account that is not your own
2. Check the balance: Players with a bank card can check the amount of silver, gold, and trade goods in the Culture Account.
3. Withdraw: Only certain players can withdraw silver and Trade Goods from The Bank
 - a. Players need a bank card to make a withdraw

- b. Accounts will have a daily withdrawal limit of silver
 - i. This is not per player. It is per account.
- c. Accounts can't be overdrawn, meaning they can't go into the negatives

Merchant Guild Accounts

Player Groups (minimum of 5 people) may have the opportunity to join the "Merchant Guild" by completing a quest. Upon completing the quest the player group will be allowed to store silver safely in the bank. This silver is transferable between games however will have no impact on Sword Over Soil. Accounts may only be interacted with during a Reckoning Event and may not be interacted with on the [Off Game](#).

- ❖ All group members must be present for when an account is opened.
- ❖ A Minimum amount of silver will be required to open an account. The amount will be revealed at game.
- ❖ Trade Goods cannot be stored in Merchant Guild Accounts.
- ❖ A player can be in a total of one merchant guild group at a time. Meaning you will only have access to one Merchant Guild Account.
- ❖ Anyone in an account group can withdraw or add money, so be careful who you trust.
- ❖ Accounts can't be overdrawn, meaning they can't go into the negatives
- ❖ If a Merchant Guild Account is reduced to 0, it will be closed and must be reopened with all of the members present after paying a "reopening" fee.

Merchant Guild Accounts are a privilege that can be taken away at the discretion of the Game Running Team.

Bank Fees

The Bank must stay in business. For every account there is a daily fee amount that must be paid. This fee will be automatically deducted from every account daily. The fee amount will be revealed at game.

If a fee were to bring a Merchant Guild Account to 0, the account will close.

If a fee were to bring a Culture Account to 0, the account will become delinquent and The Bank will impose a curse on the Culture that they must find a way to lift.

Bank Curses will be revealed as they happen and there will be a clear avenue to lift it.

Bank Heists

The Bank itself cannot be robbed, however, Bank Transports CAN be. There will be times where The Bank needs to transport resources to the Guild Hall. The Transport will be highly visible and heavily guarded. Players are welcome to attempt to get the resources from the Transport.

Trade

Trade is a mechanic that is present in the game and can present in several forms: Trade Agreements, Trade Good Tokens, or Player Trade.

Trade Agreements

Trade Agreements can be made between Cultures by any player but must be validated by characters with the in game authority to do so such as Trade Ministers, Jarls, Council Members, or whatever a culture structure facilitates. Trade Agreements may not be verbal. Trade Agreements are considered Large Lootable Items and must be marked as such. Trade Agreements that promise silver or Trade Goods will be automatically deducted from accounts during the Off Game.

To have a Valid Trade Agreement, it must be written containing the following:

1. The parties involved in the deal
2. What goods are being traded along with any conditions or protection
3. The locations they are traveling from and to
4. Signatures of the representatives from each culture.
5. Signatures of the [Authoritative Power](#) from each culture.

Once the Agreement has been signed by all parties the Agreement must be notarized at The Bank. Once notarized, it is considered a Valid Trade Agreement.

A Valid Trade Agreement must be kept in a Culture Chest of either culture or held in a person's hands. It is considered a Large Lootable item no matter what size paper it is written on. This is for the mechanic of looting. If the Trade Agreement is not in one of the affected Culture's Chest by the End of the Game, it will have no automatic Off Game effect.

Culture Leadership should provide to players the list of their culture's specific Trade Goods to encourage those who want to engage in commerce in any manner they choose.

If an agreement is stolen a culture is free to recreate the agreement by whatever means they are able.

Military Agreements

Military Agreements can be made between Cultures by characters with the in game authority to do so. Military Agreements may not be verbal. Military Agreements are considered Large Lootable Items and must be marked as such.

To have a Valid Military Agreement, it must be written containing the following:

1. The parties involved in the deal

2. What the military is promising (such as number of troops)
3. The locations they are traveling from and to
4. Signatures of the representatives from each culture.

Once the Agreement has been signed by both parties, it must be validated by the Culture Leadership of each Culture involved. Once stamped for approval by Culture Leadership the Military Agreement is considered Valid.

A Valid Military Agreement must be kept in a Culture Chest of either culture or held in a person's hands. It is considered a Large Lootable item no matter what size paper it is written on. This is for the mechanic of looting. If the Military Agreement is not in one of the affected Culture's Chest by the End of the Game, Culture Leadership does not have to honor it with their Swords Over Soil Actions.

If an agreement is stolen a culture is free to recreate the agreement by whatever means they are able.

Trade Good Tokens

Trade Good Tokens are the physical representation of Trade Goods in the game.

Cultures will start with a set amount of Trade Goods to negotiate with in their Culture Bank Accounts.

Players with a Bank Card can withdraw Trade Goods from Culture accounts to negotiate with others at the game. Trading of Trade Goods in this manner does not require a Trade Agreement.

Trade Good Tokens can also be found at the game or earned by specific quests.

Trade Goods and Trade Agreements may have map game interactions which will be outlined prior to the Main Reckoning Event.

Player Trade

Player trade occurs when any player chooses to barter or trade their own gathered resources or with trinkets that they provide. Player trade is individual and does not have wider cultural influence.

- ❖ **Bringing Your Own Trinkets:** Players are welcome to bring small items, tokens, or trinkets they wish to use for bartering or trading with others. These items are brought at your own risk, and **their value is entirely determined by the characters involved.**
- ❖ **A People's Power:** The value of currency, like the value of community, comes from the people. Let your trades and barterers remind you of this: what matters is not the item itself, but the meaning and worth you give it together.

Culture Chests

There are items out in the world that take up physical space on your person, limiting how many items you can carry, or even access to your equipment. Your Culture Chest is the place to store them. These chests are in the respective Culture colors, and serve as a repository of Large items, allowing players to drop off items for their culture to use, while keeping their hands free. Culture chests can also be looted by other players, and are worth guarding.

Crafting

Crafting is an essential part of the game. It is the way that Artisans create spellcards and potions. Crafting requires gathering component points and roleplaying creating potions, spellcards, etc in however manner they wish whether that be magically or scientifically. Every craft has a component point cost that is determined at game and will be displayed.

Crafting can be done anywhere and at any time.

Component Points

Component points remain the standard economic system.

- All crafted items must have the required component points turned in at the Guild Hall or Bank either through credit or paying off debt.
- Component points may be looted at any time, so transporting them carries risk.

Crafters should plan accordingly and may choose to hire escorts to the Guild Hall or Bank for turn-in.

Artisans and Ledgers

Artisans who follow the professions of Spellscribe, Potionsmith, and Forgewright, AND any artisan who chooses the Apprentice Skills of Potion Mixing, or Spell Scrawl, must carry with them an In-game ledger to record the crafting of spells, potions, and the use of certain skills. Each must be recorded with the name of each item or skill used and the day it was made. If the item or skill was given to another player, the player must sign their name.

Credit

Artisans with ledgers may turn in Components preemptively to gain credit towards future crafting, which must be turned in and verified at the Guild Hall or Bank. This credit will roll over from previous days, until the end of the event.

Debt

Every Artisan who has access to a ledger can create items or use skills and incur an amount of debt in game in regard to Components. At (12 PM each day), this Ledger must have a balance of 0 owed components, verified by a Gamerunner at the Guild Hall.

Audit

At any point, a Gamerunner or Arbiter may ask to see your ledger. This will be at random. This is to hold players accountable to their debts that they may incur in game. All of the previous days Debt must be reduced to 0 at 12 PM the following day.

❖ 1st Offense

If your debt is not paid up you must work off your debt. Work will be assigned by a Game Runner. For every 1 component point you owe, you will need to work 10 minutes.

❖ 2nd Offense

If you are found to not pay your debt a second time your ledger and class abilities will be taken for the rest of that game day. The ledger will be stored at the Guild Hall for you to collect the next day.

- If you are a Contact player, you will have access to 1 (one) One Handed Weapon and Padded Armor, but will not be able to do any of the actions of your class.
- If you are a Non-Contact player, you will have access to your roleplaying skills.

Example: If you are a Potionsmith on your 2nd offense you will NOT be able to make potions, envenom a blade, or use the Ritual Cleansing Tonic.

❖ 3rd Offense

Meeting with Lead Game Runner. Consequences may vary depending on severity.

Armor

All Valid Target Areas may benefit from wearing armor. The type and amount of armor worn are restricted based on the class being played and the culture the character is from. The protective value of the armor being worn is represented by Armor Points (AP).

Different categories of armor may be layered/stacked to gain their cumulative AP, up to the character's class maximum.

Class	Maximum AP
Warrior	Five (5)
Sage	Three (3)
Arcanist	One (1)
Artisan	One (1)

Armor Points are calculated for each Valid Target Area individually. Armor worn increases the Armor Points of a Valid Target Area, as long as it covers at least **75%** of that Valid Target Area.

- ❖ If two (2) armor types combined cover 75% you get the armor points of the one that covers most.

For example: if you have a chain short sleeve and a leather bracer that leaves your elbow exposed you only count the chain's armor points.

- ❖ If two (2) armor types BOTH cover 75% of an area then you receive full armor points from both types.

For example: if you have a full sleeve of chain over a long sleeve gambeson you get the armor points of both the chain and the gambeson.

When in doubt about how much armor you or an opponent has ask a Game Runner

Armor Point Recovery

To restore Armor Points without the use of special abilities or magical effects a character must take a [Long Rest](#) to restore all Armor Points.

Types of Armor

Armor is broken down into different types based on the material it is made from and the level of protection it provides. Different armor types can be layered for added protection and increased AP but **only one piece of armor from each type may provide a bonus to the specific part of the body which the armor covers**, unless otherwise specified below.

Padded Armor

- ❖ 1 AP
 - Simple Leather (at least 6oz)
 - Padded Cloth (Gambeson, quilted bracers, quilted chausses, etc.)
- ❖ The two Padded Armor types above are stackable and will grant 2 AP if stacked and covering 75% of the valid target area

Light Armor

- ❖ 2 AP
 - Riveted Leather
 - Leather Lamellar
 - Leather Brigandines

Medium Armor

- ❖ 3 AP
 - Chainmail
 - Metal Scale Armor
 - Splinted Metal Armor
 - Jackchains

Heavy Armor

- ❖ 4 AP
 - Plate Armor
 - Metal Lamellar/Brigandines with overlapping plates

Head Protection

- ❖ 1 AP (to total AP Pool in All Target Zones)
 - Metal Helmet
 - Chainmail Coif with a padded cap
 - Leather Helmet
- ❖ **Helmets no longer allow a player to go above the AP maximum for their class**

Armor Point Examples

Example One

Left Side

Arm:

2 AP Total
1 for gambeson that is short sleeved
0 for metal bracer
1 for helmet

So why is it 2 and not 4?

Metal does not cover the majority of the arm, but the arm is covered.

The gambeson wraps the full arm in 360 degrees.

Leg:

Either 1 AP total or 4 AP total

Would be 1 AP if there is nothing on the shin because of the helmet

Would be 4 AP if the shin has leg guards because the scale comes below the knee for 3 AP plus 1 for the helmet.

Chest

5 AP Total
1 for gambeson
4 for metal lamellar
1 for helmet
All together is 6 total, however warrior maximum is 5.

Right Side

Arm:

2 AP Total
1 for gambeson that is short sleeved
0 for metal bracer
1 for helmet

So why is it 2 and not 4?

Metal does not cover the majority of the arm, but the arm is covered.

The gambeson wraps the full arm in 360 degrees.

Leg:

Either 1 AP total or 4 AP total

Would be 1 AP if there is nothing on the shin because of the helmet

Would be 4 AP if the shin has leg guards because the scale comes below the knee for 3 AP plus 1 for the helmet.



Example Two

Left Side

Arm:

5 AP Total

1 for the gambeson

3 for the chainmail

2 for the leather

Adds up to 6, however 5 AP is the maximum for warriors

More than 75% of the arm is covered in some form of armor.

A leather paldron overlaps the chainmail sleeve AND the leather bracer fully covers the arm.

There is no skin showing.

Chest

4 AP Total

1 for gambeson

3 for chainmail



Right Side

Arm:

4 AP Total

1 for the gambeson

3 for the chainmail

0 for the leather

More than 75% of the arm is covered in some form of armor because the gambeson and chain fall below the elbow. The leather does not continue below the elbow.

A leather paldron overlaps the chainmail sleeve but he is not wearing any armor below the elbow.

There is skin showing.

Example Three

Left Side

Arm:

5 AP Total

1 for gambeson

3 for chainmail

4 for metal pauldron and metal bracer

Adds up to 8, however the maximum AP is 5 for warriors

Leg:

5 AP Total

1 for gambeson that goes to the knee

4 for full plate the entire leg is covered

Chest

4 AP Total

1 for gambeson and 3 for chainmail

Right Side

Arm:

Not pictured- hidden by shield

Leg:

5 AP Total

1 for gambeson that goes to the knee

4 for full plate the entire leg is covered

Example Three



Example Four

Left Side

Arm:

2 AP Total
1 for gambeson
1 for helmet

The shoulder pauldron does not cover enough of the arm to count towards AP.

The leather bracer does not cover enough of the arm to count towards AP.

Leg:

3 AP Total if there are leg guards on the shins or 1 AP Total if there are no leg guards.

2 for the leather lamellar that falls below the knees
1 for helmet

Chest

4 AP Total
1 for gambeson
2 for leather lamellar
1 for helmet



Right Side

Arm:

2 AP Total
1 for gambeson
1 for helmet

The shoulder pauldron does not cover enough of the arm to count towards AP.

The leather bracer does not cover enough of the arm to count towards AP.

Leg:

3 AP Total if there are leg guards on the shins or 1 AP Total if there are no leg guards.

2 for the leather lamellar that falls below the knees
1 for helmet

Example Five

Left Side

Arm:

5 AP Total

1 for the gambeson

4 for full plate

The entire arm is covered

Leg:

0 AP

The Leg is unarmored

Chest

5 AP Total

1 for the gambeson and 4 for full
plate



Right Side

Arm:

5 AP Total

1 for the gambeson

4 for full plate

The entire arm is covered

Leg:

0 AP

The Leg is unarmored

Example Six

Left Side

Arm

3 AP total

75% of the arm is covered in some form of armor

The leather bracers don't cover the elbow and do not overlap the chainmail.

The chainmail falls past the elbow and fully encases the arm

Leg

3 AP total

The chainmail skirt comes to the knee when standing up straight and the calves have some form of armor

Chest

4 AP Total

3 for chainmail

1 for simple leather cuirass



Right Side

Arm

3 AP total

75% of the arm is covered in some form of armor

The leather bracers don't cover the elbow and do not overlap the chainmail.

The chainmail falls past the elbow and fully encases the arm

Leg

3 AP total

The chainmail skirt comes to the knee when standing up straight and the calves have some form of armor

Example Seven

Left Side

Arm:

4 AP total

1 for gambeson

3 for chainmail

Leg:

4 AP total

1 for gambeson

3 for chainmail

Plate does not cover back of the thigh

Chest

5 AP Total

1 for Gambeson, 4 for plate and 3 for chainmail

All together is 8 total, however warrior maximum is 5.

Right Side

Arm:

4 AP total

1 for gambeson

3 for chainmail

Leg:

4 AP total

1 for gambeson

3 for chainmail

Plate does not cover back of the thigh

Example Seven



Example Eight

Left Side

Arm:

5 AP Total

1 for gambeson

3 for chainmail

4 for full plate from shoulder to
finger tip

1 for helmet

Adds up to 9, however the
maximum AP is 5 for warriors

Leg:

5 AP Total

3 for chain

4 for full plate covering the
majority of the leg

1 for helmet

Adds up to 8, however the
maximum AP is 5 for warriors

Chest

5 AP Total

1 for gambeson

3 for chainmail

4 for full plate

1 for helmet

Adds up to 9, however the maximum
AP is 5 for warriors

Right Side

Arm:

5 AP Total

1 for gambeson

3 for chainmail

4 for full plate from shoulder to
finger tip

1 for helmet

Adds up to 9, however the
maximum AP is 5 for warriors

Leg:

5 AP Total

3 for chain

4 for full plate covering the
majority of the leg

1 for helmet

Adds up to 8, however the
maximum AP is 5 for warriors

Example Eight



Example Nine

Left Side

Arm:

5 AP Total

1 for gambeson

2 for leather brigandine and
bracer as over 75% of the arm is
covered in leather

3 for chainmail

1 for helmet

Adds up to 7, however the
maximum AP is 5 for warriors

Leg:

Not pictured

Minimum 1 AP for the helmet

Chest

5 AP Total

1 for gambeson

2 for leather brigandine

3 for chainmail

1 for helmet

Adds up to 7, however 5 is the
maximum AP for warriors



Right Side

Arm:

5 AP Total

1 for gambeson

2 for leather brigandine and
bracer as over 75% of the arm is
covered in leather

3 for chainmail

1 for helmet

Adds up to 7, however the
maximum AP is 5 for warriors

Leg:

Not pictured

Minimum 1 AP for the helmet

Example Ten

Left Side

Arm:

1 AP Total

1 for the helmet

Leg:

1 AP Total

1 for the helmet

This player is not wearing any
armor on their arms or legs

Chest

1 AP Total

1 for the helmet

This player is not wearing any armor
other than a helmet

Right Side

Arm:

1 AP Total

1 for the helmet

Leg:

1 AP Total

1 for the helmet

This player is not wearing any
armor on their arms or legs

Example Ten



Example Eleven

Left Side

Arm

0 AP

Gambeson has no sleeves

Armor is not covering 75% of the arm

Leg

1 AP Total

1 for Gambeson Skirting

Chest

3 AP Total

1 for Gambeson + 2 Studded

Leather armor



Right Side

Arm

0 AP

Gambeson has no sleeves

Armor is not covering 75% of the arm

Leg

1 AP Total

1 for Gambeson Skirting

Example Twelve

Left Side

Arm:

Chest

1 AP total

1 for the helmet

Right Side

Arm:

Example Twelve

2 AP Total
1 for the helmet
1 for the bolero gambeson

Leg:

2 AP Total
1 for the helmet
1 for the padded chausses that go to the knees

The bolero gambeson does not cover the chest or back, just shoulders and arms



2 AP Total
1 for the helmet
1 for the bolero gambeson

Leg:

2 AP Total
1 for the helmet
1 for the padded chausses that go to the knees

Example Thirteen

Left Side

Arm

0 AP Total
Gambeson has no sleeves
Armor is not covering 75% of the arm

Leg

1 AP Total
1 for Gambeson Skirting

Chest

1 AP Total
1 for the Gambeson



Right Side

Arm

0 AP Total
Gambeson has no sleeves
Armor is not covering 75% of the arm

Leg

1 AP Total
1 for Gambeson Skirting

Shields

Shields can be used to block damage from arrows and melee weapons.

If a shield takes 4 hits from a weapon that is considered "Shield Breaking" it is destroyed and must be dropped by the person holding it. The player holding a shield is highly encouraged to find a safe place outside of the battle to set down a broken shield.

Broken Shields can be repaired by taking a [Long Rest](#) or by a Forgewright.

Shield Breaking:

Shield breaking is inherent to Two-handed Axes, Maces, and Hammers.

Can be applied through the spell Imbue Weapon.

Shield Types:

Small: 25" or less in Height and Width

Large: larger than 25" in Height and Width

Allowed Shields:

Homemade shields are acceptable but will be scrutinized for overall look and safety. If a shield contains a core it must be wood or plastic, it must be entirely encased in foam. Cores should be covered in padding at least $\frac{3}{4}$ of an inch thick, and the foam must be entirely plasti-dipped or covered in canvas.

Shields should be painted, either with appropriate Cultural colors, insignia, or with wood grain. All shields must be approved by CLs and pass an onsite safety inspection in order to be used on the field. Tight fitting cloth covers can be used over approved shields.

Weapons

All weapons must be visually approved by Reckoning LARP staff via email ahead of time and will be inspected for safety at the Game and throughout the event.

Allowed Weapons:

All melee weapons must be made by a professional manufacturer for insurance liability. No homemade, boffer or modified melee weapons are allowed. Cosmetic modifications, such as handle wraps or paint are acceptable. Weapons must be of the closed-cell foam layers or injection-molded foam types. Examples of suitable manufacturers include Epic Armoury, Mytholon, Calimacil, Wyvern, Nemesis, FakeSteel, and Mitryl.

All weapons must pass an onsite safety check in order to be allowed on the field.

Weapon Types:

Weapons are divided into the following categories:

1. **Melee:** one or two handed weapons used in physical combat that are not used as projectiles.
 - ❖ **One Handed:** Weapons total length less than or equal to 36 inches deal 1 damage per strike. Wielded as primary or seconded weapons One-handed Weapons typically represent the tool of violence and warfare.
 - Examples include but are not limited to short swords, arming swords, daggers, maces, hammers, hand axes, and sabers.
 - ❖ **Staff:** Poles with no weapon head or the butt end of polearms without stab tips deal 1 damage per strike to unarmored opponents only.
 - ❖ **Two Handed:** Weapons with a total length greater than 36" deal 1 damage per strike. Examples of two handed weapons include but are not limited to Spears, Glaives, Billhooks, and Greatswords.
 - Longsword: Classic sword shape with long blade, Greater than 36", less than 50"
 - Greatsword: Classic sword shape with long blade, Greater than 50"
 - Spear: Classic spear shape, greater than 36"
 - Glaive: Blade on a staff haft, greater than 36"
 - ❖ **Shield Breakers:** Weapons with a total length greater than 36" deal 1 damage per strike may have the ability to break shields. Examples of shield breakers are limited to the following:
 - Two handed Axes including Halberds
 - Two handed Maces
 - Two handed Hammers
2. **Ranged:** Bows and crossbows that launch projectiles in the form of arrows and bolts. Projectiles launched from ranged weapons deal 2 damage when they strike a target. Only one arrow or bolt may be strung or fired at a time. See [Archery](#).
 - ❖ **Thrown Weapons:** Must be coreless and no larger than 14 inches in length. Thrown weapons must be representative of weapons used by the culture of the character. Thrown weapons deal 1 damage per strike. **May not be used in melee combat.**

Archery

Bows shall be period and culture appropriate; modern or compound bows cannot be used at the event. The maximum allowable draw weight is 35 pounds at a 28" draw. Crossbows may have a maximum allowable powerstroke of 450 inch pounds. **Crossbows cannot have any kind of pistol grips.**

All arrows must be "low speed," flat sponge-tipped arrows made by a professional manufacturer such as IDV, B3studios, or MagicCityArmory. Gorg-tech arrows are permitted but must be assembled per manufacturer instructions. The head, fletching, and nock must be firmly affixed to the shaft.

- ❖ Before firing, arrows must be inspected for damage to the shaft, for a loose head, and loose or missing nock and fletching. Damaged arrows must be removed from the game area and not used. If you are unsure who an arrow belongs to, turn it into your CL or the nearest Game Runner.
- ❖ Only one arrow or bolt may be fired at a time.
- ❖ Arrows and bolts may not be fired at a target closer than ten (10) feet. The bow's draw should be gauged to the distance; at close range, the archer must use a softer, shorter draw.
- ❖ Arrows and bolts may not be fired wildly or recklessly or without being able to see the target
- ❖ Reasonable care must be taken to avoid hitting the Invalid Target Areas (hands, feet, neck, head, and groin) of an opponent .
- ❖ Do not fire at an opponent if only Invalid Target Areas are exposed.
- ❖ Do not fire at shields or obstructions if the arrow could bounce back and hurt someone.
- ❖ Arrows and bolts on the ground can be picked up and fired back once they have been inspected for damage.

Arrows may be blocked with a shield. **They may not be blocked or deflected with a weapon or other carried item other than a shield.**

Spellbooks/Grimoires

Arcanists and Sages will be required to have a Spellbook/Grimoire on their person at all times with their spells, effects and incantations listed. Spellbooks can vary in size and complexity, but must have either the written or typed Spells for the class including the Description, Valid Target, and Spell Incantations.

Spellbooks count as a kit item and should be submitted to Culture Leadership Teams for approval.

Ledgers

Spellscribes, Potionsmiths, Forgewrights, and Apprentices are **required** to carry a Ledger. Ledgers must be at least 4" x 6" with a minimum of 5 pages.

Ledgers count as a kit item and should be submitted to Culture Leadership for approval.

Classes

Classes are the primary determiners of a character's options and capabilities when it comes to weapons, armor, and available mechanical interactions. It is important to think of a character concept that interests you and choose a class that best fits that character flavor and that has mechanics that you as a player are comfortable engaging with at the game.

There are Two (2) class types that you should consider before choosing your class:

1. Combatant- a player who actively participates in combat, can be engaged in combat, have combat oriented spells cast on them and be hit with weapons.
 - a. Combatants may choose to play ANY class
2. Non- Contact- a player who cannot be hit with weapons, engage in combat, or have combat oriented spells cast on them.
 - a. Non-Contact players may only play the Artisan Class, but can choose any of the subclasses

If you choose to be a Non-Contact player you must abide by all Non-Contact rules. If you are NOT a Non-Contact player you are automatically a Combatant regardless of if you actively participate in combat or not. Please see [Non-Contact Player Rules](#) for more details.

There are Four (4) character classes in Reckoning LARP and Five (5) Artisan subclasses:

1. Warrior
2. Sage
3. Arcanist
4. Artisan
 - a. Boneknitter
 - b. Forgewright
 - c. Potionsmith
 - d. Spellscribe
 - e. Apprentice

Warrior

When nations go to battle, the Warrior leads the charge. In The March, Warriors embody resilience and martial prowess, serving as the backbone of their cultures' fighting forces. Equipped with unmatched access to Two-handed weapons, siege engines, and metal armor, Warriors combine hard-hitting strength with layered defenses, making them a versatile and enduring presence on the battlefield—whether as seasoned veterans or steadfast novices.

Warriors are a diverse mix of hard-hitting damage and survivability. Unlike many of the other classes in Reckoning, Warriors are baseline humans doing their best. The Warrior class is friendly for new players and contains many aspects suitable for the seasoned LARPer.

Warriors have Three (3) Hit Points before taking a Mortal Wound and can bear Four (4) Mortal Wounds before traveling to Oblivion.

SPECIAL RULES

Tools of the Trade:

- ❖ Warriors can use Any Melee, Ranged Or Thrown Weapon except Staffs
- ❖ Warriors can use Large and Small Shields
- ❖ Warriors can use any type of armor for a maximum of Five (5) AP per target zone

Grounded

- ❖ Warriors are more resistant to the effects of Malice crystals, and may carry up to Two (2) of them without being affected. **Malice must still be held in a Warriors hands, must remain visible, and cannot be placed into pouches or pockets.**

Stalwart

- ❖ Warriors are stronger than other classes and have the ability to carry Two (2) Large Lootable items. The items must still be carried in a Warriors hand, and cannot be placed into pouches or pockets.

Of Sterner Stuff:

- ❖ Warriors by their non-magical nature are more rooted to this reality than other classes as a result it takes a lot more before their soul travels to Oblivion.
 - They have Three (3) HP **Any additional strikes to unarmored hit locations past Two (2) damage will result in the warrior taking a 3rd point of damage and going unconscious.**
 - They can take Four (4) Mortal Wounds before going to Oblivion.

OVERVIEW: WARRIOR CLASS RULES

Armor: Any

Weapons: Any except Staffs

Shields: Any

Special Abilities: Grounded, Stalwart, Of Sterner Stuff

Hit Points: Three (3)

Mortal Wounds: Four (4)

Maximum Armor Points: Five (5)

Sage

In The March, Sages are formidable war mages, blending devastating magic with precise combat tactics to turn the tide of battle. Though powerful, their reliance on light armor and strict magical discipline demands careful preparation and teamwork. With their ability to unleash potent spells alongside martial prowess, Sages are a complex but invaluable asset to any force that can support their unique needs.

Sages are the middle class between the spell slinging Arcanist and the hardy Warrior. Sages have Two (2) Hit Points before taking a Mortal Wound and can bear Three (3) Mortal Wounds before traveling to Oblivion.

- ❖ Sages are expected to provide the required physical representation (Phys Rep) for any spells they cast.
- ❖ Sages are required to carry a spellbook with all of the spells and incantations in it for ease of use and to know the incantations
- ❖ All spells expire at Siege Off the day they are crafted
- ❖ Sages must purchase Spellcards from Artisans. When purchasing a spellcard they must sign the Artisan's ledger.
 - **On day one only, Sages will receive two free spells of their choice from the Guild Hall.**

SPECIAL RULES

Arcane Conductivity:

- ❖ The magic that flows through a sage limits the kinds of weapons and protective clothing they can wear.
 - Sages can have a maximum of Three (3) Armor Points per Valid Target Area
 - They can only wear Padded and Light Armor.
 - Sages can only use One-Handed Weapons, Longswords, Thrown, and Ranged weapons.
 - Sages may use Small Shields
 - Sages may choose to wear a helmet

Warcaster:

- ❖ Sages may cast any spell from the Sage's Spell List. Please see the [Spell List](#) for the list of spells.

Built Different:

- ❖ All sages have extensive training to allow their body and soul to use magic In-Conflict. For this reason, their soul has a strong connection to the physical even as the sage's magic pulls their soul toward Oblivion. They can bear Three (3) Mortal Wounds before going to Oblivion.

OVERVIEW: SAGE CLASS RULES

Armor: Padded, Light, and Helmets

Weapon: One-Handed, Longswords, Ranged, Thrown

Shields: Small

Special Abilities: WARCASTER: Can cast: Cleanse, Empower Arrow, Silence, Arcane Challenge, Imbue Weapon, and Sage Ward

Hit Points: Two (2)

Mortal Wounds: Three (3)

Maximum Armor Points: Three (3)

Arcanist

In The March, Arcanists stand at the forefront of magical evolution, wielding raw arcane power with a delicate balance of mastery and risk. Their bodies, saturated with magic, grant them extraordinary abilities but leave them vulnerable to catastrophic instability if improperly equipped or pushed too far.

Arcanist is a moderate-difficulty class that requires a strong understanding of Reckoning's Magic system to be effective. Arcanists have Two (2) Hit Points before taking a Mortal Wound and can bear Three (3) Mortal Wounds before traveling to Oblivion.

- ❖ Arcanists are required to carry a spellbook with all of the spells and incantations in it for ease of use and to know the incantations
- ❖ Arcanists are expected to provide the required physical representation for any spells they cast.
- ❖ All spells expire at Siege Off the day they are crafted
- ❖ Arcanists must purchase Spellcards from Artisans. When purchasing a spellcard they must sign the Artisan's ledger.
 - On day one only, Arcanists will receive two free spells of their choice from the Guild Hall.

SPECIAL RULES

Arcane Saturation:

- ❖ The need for a large range of motion to safely cast spells limits the Arcanist's armor and weapon selection in game.
 - Arcanists can have a maximum of One (1) Armor Point per Valid Target Area.
 - Arcanists can wear Padded Armor.
 - Arcanists can only use One-handed Weapons, Thrown Weapons, and Staffs
 - Arcanists can wear helmets
 - Arcanists have a casting range of 20 (Twenty) feet.
- ❖ Because of their connection with magic, Arcanists can use thrown weapons beyond daggers. These can be a representation of their magical prowess, such as fireballs. These, like every weapon, must be approved by culture leadership.

Spellslinger:

- ❖ Arcanists may cast spells from the Arcanist Spell List. Please see the [Spell List](#) for the list of spells.

Of Magical Make:

- ❖ Because of the magic that has soaked into every fiber of their being Arcanists have a more unstable connection to reality than other beings even factoring in the physical training they may have received.
 - Arcanists have Two (2) HP before taking a Mortal Wound
 - Arcanists have Three (3) Mortal Wounds before going to Oblivion

OVERVIEW: ARCANIST CLASS RULES

Armor: Padded, Helmets

Weapon: One-Handed, Thrown, Staffs

Shields: None

Special Abilities: SPELLSLINGER: Can cast: Arcane Cage, Compel Truth, Resist Magic, Arcane

Challenge, Bind Rage, Dispel, Heat Weapon, Imbue Weapon, Bane of the Arcanist, Shatter Armor, Mana Burn

Hit Points: Two (2)

Mortal Wounds: Three (3)

Maximum Armor Points: One (1)

Artisan

Artisans are the support network that ensures the combatants of each culture are able to operate at maximum efficiency. **All artisans have the choice of being a non-contact player.**

1. Boneknitters who heal fallen combatants.
2. Potionsmiths craft and use alchemical sciences to study and protect against magical phenomena.
3. Spellscribes can understand the languages of spells and can help create spells and magical effects in a controlled way.
4. Forgewrights are the backbone of any civilization from sharpening tools to mending armor.
5. Apprentices study more than one artisan craft, but have not mastered a class fully.

****You must choose to either be a non-contact artisan or an artisan that engages in combat as it affects the kit standards and stats you have. Please see the non-contact section for rules.****

All Artisans have the following if they are **NOT** a non-contact player

Tools of Last Resort:

Because of the magic they use and their lack of specialized combat training, those Artisans who wish to engage in Combat are limited in their weapon usage to One-handed Weapons and Thrown Weapons.

- ❖ An Artisan can only wear Padded Armor for 1 AP per Valid Target Area
- ❖ Artisans may choose to wear a helmet
- ❖ Artisans can only use single-handed weapons, Staves, and Thrown Weapons.

Artisan Life Force:

Artisan's are not as durable as those with specialized combat training. Artisans who wish to engage in Combat have the following base stats:

- ❖ 2 Hit Point- this means how much damage you can take before taking a Mortal Wound after AP is broken.
- ❖ 2 Mortal Wounds- this means how many times you can go unconscious before going to Oblivion

Non-Contact Artisans have the following

- ❖ Non-Contact Artisans do not have HP as they cannot be physically struck with a weapon
 - If a Non-Contact Artisan chooses to remain in a combat area, a combatant within 5 ft may command the artisan to fall by yelling "Fall, fall, fall" while holding a weapon. The Artisan would then fall unconscious.
- ❖ If a spell is cast or poison is used that targets a Non-Contact player and causes them to take damage or attack another player, the Non-Contact target would go unconscious instead.
- ❖ Non-Contact Artisans have 2 Mortal Wounds- this means how many times you can go unconscious before going to Oblivion.
- ❖ All Non-Contact Artisans must have a Purple garment displayed prominently on their person from

any given angle. Please see [Non-Contact Rules](#) for more details

Boneknitter

Without Boneknitters in the March, entire armies would grind to a halt beneath the staggering casualties. Their training and skills allow them to get the injured back on their feet, and slow the descent towards death.

BONEKNITTER SKILLS

A True Knit

- ❖ A True Knit is a powerful heal that is unique to the class.
 - A True Knit requires thirty (30) seconds of roleplay to revive a target at One (1) HP and an additional thirty (30) seconds to return the player to max HP.
 - If a hostile creature comes within 5ft of a non-contact Boneknitter in the process of healing and tells them to stop, they must stop and flee to safety.

Last Stitch Effort

- ❖ Boneknitter revives an unconscious target and restores all HP of the target instantaneously. The target does not take a mortal wound when revived in this way.
- ❖ Last Stitch Effort requires a massive amount of energy and the Boneknitter may only use it twice a day.

Pact with Fate

- ❖ Pact of Fate gives Boneknitters 1 additional Mortal Wound for a total of Three (3) Mortal Wounds.
- ❖ A Boneknitter performs a Two (2) minute ritual on a target. The Boneknitter removes a Mortal Wound from the target and incurs one themselves. This ritual does not affect other Boneknitters. This ritual may only be performed on creatures who are not engaged in combat.

OVERVIEW: BONEKNITTER CLASS

Armor: Padded, Helmets Weapon: One-Handed, Thrown, Staffs Shields: NONE

Special Abilities: Last Stitch Effort, Pact with Fate

Hit Points: Two (2)

Mortal Wounds: Three (3)

Maximum Armor Points: One (1)

Forgewright

Forgewrights are the craftsmen of magic's physical protections. They combine the practicals of crafting armor and weapons with the power of magic to bring forth potent effects to battle gear.

FORGEWRIGHT ESSENTIALS

- ❖ Forgewrights must provide their own -phy reps-
- ❖ Forgewrights must provide their own ledger
 - Ledgers must be at least 4" x 6" with a minimum of 5 pages

FORGEWRIGHT SKILLS

Improvised Weapon

- ❖ Forgewright's may wield Two Handed Hammers.

Forge Work:

- ❖ Forge Work is a powerful armor repair that is unique to the class.
 - Forge Work requires 30 seconds of roleplay to fully repair all armor points.
 - Forge Work requires 30 seconds of roleplay to fully repair 1 shield at a time.
 - If a hostile creature comes within 5ft of a non-contact Forgewright in the process of doing a repair and tells them to stop, they must stop and flee to safety.

Grinding Wheel:

- ❖ Grinding Wheel is a skill unique to the class.
 - Grinding Wheel requires 2 min of roleplay to Sharpen a melee weapon.
 - Sharpen adds +1 damage to the melee weapon.
 - This has a Phys Rep of a strip of black fabric tied to the weapon's handle.
 - This effect lasts until the player wielding the weapon is rendered unconscious, or Siege off is called, whichever happens first
- ❖ Whenever a weapon is Sharpened, the Forgewright must record the transaction in their ledger
- ❖ Grinding Wheel requires a massive amount of energy and the Forgewright may only use it twice a day

Forged in Fire:

- ❖ Forged in Fire allows the Forgewright to reinforce the armor of a single willing target.
 - The process requires 1 minute of roleplay and costs Two (2) Component Points per hit location
 - Forged in Fire provides a bonus +1 AP to each hit location (can exceed class AP maximum)
 - Physically Represented by a silver/grey strip of fabric
 - This effect lasts until the location has sustained damage, the player who is wearing the armor is rendered unconscious, or until Siege Off is called, whichever happens first.
 - This effect cannot be used on the same location more than once. Does NOT stack.
 - Can NOT be applied to a hit location that does not have any armor

OVERVIEW: FOREGEWRIGHT CLASS

Armor: Padded, Helmets Weapon: One-Handed, Thrown, Staffs, Two-Handed Hammers

Shields: NONE

Special Abilities: Grinding Wheel, Forged in Fire

Hit Points: Two (2)

Mortal Wounds: Two (2)

Maximum Armor Points: One (1)

Potionsmith

Potionsmiths distill potions with extraordinary properties and transmute magical elements into usable forms. In a world fraught with magical upheaval, their craft is both a lifeline and a mystery.

POTIONSMTITH ESSENTIALS

- ❖ Potionsmiths must provide their own potion vials
 - Vials should be at least 20ml and at most 60ml (two fluid oz) and if at all possible plastic vessels should be used.
- ❖ Potionsmiths must provide the coloration for their potions see the chart below
- ❖ Potionsmiths must provide the [Phys Reps](#) for any potions they sell. Poison clips will be provided at Game.
- ❖ Potionsmiths must provide their own Ledger
 - Ledgers must be at least 4" x 6" with a minimum of 5 pages

POTIONSMTITH SKILLS

Potion Distillation:

- ❖ A Potionsmith may craft a potion assuming they have the proper amount of components to do so.
 - The process requires Two (2) minutes of RP per dose of potion being produced.
 - The potion crafted must be written in the potionsmith's ledger
 - When sold to a player the player must sign the potionsmith's ledger
- ❖ A Potionsmith is able to craft all Three (3) tiers of potions

Create an Envenomed Blade:

- ❖ A Potionsmith may coat a single melee weapon in a deadly venom. When a strike with this weapon causes a target to lose HP it will result in the target going unconscious. This condition is represented by a strip of black fabric tied to the handle of the weapon and requires a player to state that the weapon is "Envenomed" in an appropriate RP way.
 - The process requires one (1) minute of RP
 - This effect requires a lot of energy from the Potionsmith and may only be used three times a day. (maximum Three (3) melee weapons a day)
 - Does not stack: 1 blade may only have 1 instance of envenomed on it at any time
- ❖ The effect is removed when the weapon causes an opponent to go unconscious, the wielder of the weapon goes unconscious, or Siege Off whichever occurs first.

Ritual Cleansing Tonic:

- ❖ Potionsmiths can create a tonic of their own creation that when poured out in an area creates a moderate ritual circle outside of the Main Ritual Circle.
- ❖ This can be used in **any combat area** that is not the Main Ritual Circle
- ❖ Rituals performed in this created circle require a Game Runner or Arbiter to oversee
- ❖ This tonic requires a massive amount of energy to create and a potionsmith may only do so twice a

day

<u>Potions</u>		
Name	Color	Tier
Antidote	Clear	Tier 1
Liquid Steel	Green	Tier 1
Potion of Health	Red	Tier 1
Poison	Black	Tier 2
Potion of Expedious Retreat	Purple	Tier 2
Mysterious Tincture	Yellow	Tier 2
Draft of Magical Nullification	Blue	Tier 3
Potion of Immortality	Pink	Tier 3
Revival Potion	Orange	Tier 3

OVERVIEW: POTIONSMITH CLASS

Armor: Padded, Helmets **Weapon:** One-Handed, Thrown, Staffs **Shields:** NONE

Special Abilities: Create an Envenomed Blade, Ritual Cleansing Tonic

Hit Points: Two (2)

Mortal Wounds: Two (2)

Maximum Armor Points: One (1)

Spellscribe

Spellscribes are the keepers of magic's written word. They possess an innate understanding of the language of spells, allowing them to create spellcards and inscribe wards that harness and direct magical energy. Their meticulous craft provides an essential bridge between raw power and controlled magic.

SPELLSCRIBE ESSENTIALS

- ❖ Spellscribes must provide their own spellcard paper, ink and writing instrument.
 - Spellcards must be at least 3" x 5" or have an area of 15²".
- ❖ Spellscribes must provide their own 3-inch wide and 5-foot long, white strip of fabric with words of power writing on it
- ❖ Spellscribes must provide their own ledger
 - Ledgers must be at least 4" x 6" with a minimum of 5 pages

SPELLCARD CREATION RULES

- ❖ Spellcards must be 3"x 5"
- ❖ Spellscribes must write the date the card is made, their name, and the name of the spell on each spellcard

SPELLSCRIBE SKILLS

Inscribe Spell:

- ❖ A Spellscribe crafts Spellcards by using component points and converting the components to ink to physically write out the spell.
 - Inscribe Spell requires One (1) minute of roleplay per spell being produced.
 - Spellscribes can craft up to tier Three (3) spells

Orate Script:

- ❖ A Spellscribe may cast a single Tier One (1) spell once per day from either the Sage or Arcanist list
 - The spell must be added to their ledger and paid for

Words of Warding:

- ❖ A Spellscribe can write in the language of spells to make a barrier Magical beings can't cross unless invited.
 - To do this they must place a 3-inch wide and 5-foot long, white strip of fabric with words of power writing on it on the ground with two anchor points.
 - Only human warriors can cross the barrier. Others cannot cross the barrier unless invited by the spellscribe who placed the ward.
 - The Spellscribe must remain conscious and within Ten (10) feet of the words of warding or they lose their effect.
 - During sieges and only sieges, this distance increases to Fifteen (15) feet
 - If the spellscribe that cast the words remains within 10 feet, the words of warding last until Siege Off or the words of power are dispelled. Wards can be chained together with wards

from other Spellscribes.

<u>Spell List</u>		
	Sages	Arcanists
Tier One	❖ Cleanse ❖ Empower Arrow ❖ Silence	❖ Arcane Cage ❖ Compel Truth ❖ Resist Magic
Tier Two	❖ Arcane Challenge ❖ Imbue Weapon ❖ Sage Ward	❖ Arcane Challenge ❖ Blind Rage ❖ Dispel ❖ Heat Weapon ❖ Imbue Weapon
Tier Three		❖ Bane of the Arcanist ❖ Shatter Armor ❖ Mana Burn

OVERVIEW: SPELLSCRIBE CLASS

Armor: Padded, Helmets

Weapon: One-Handed, Thrown, Staffs

Shields: NONE

Special Abilities: Orate Script, Words of Warding

Hit Points: Two (2)

Mortal Wounds: Two (2)

Maximum Armor Points: One (1)

Apprentice

The apprentice is a student of the magical crafting world, they are skilled in their own way, but have not truly mastered the magical word or elements, the ability to starve off death itself, or masterfully buff armor and weapons.

APPRENTICE ESSENTIALS

- ❖ An Apprentice must provide their own Spellcards, ink, writing instrument and Ledger if Spell Scrawl is chosen
 - Spellcards should be 3"x5"
 - Ledgers should be at least 4" x 6" with a minimum of 5 pages
- ❖ An Apprentice must provide their own Potion bottles, coloring, and Ledger if Potion Mixing is chosen
 - Potion bottles should be between 20ml and 60ml in size
 - Colors needed- Clear, Red, and Green
 - Ledgers should be at least 4" x 6" with a minimum of 5 pages

APPRENTICE SKILLS

Master of None:

- ❖ An Apprentice may choose **Three (3)** of the following skills:
 1. A Quick Knit: An Apprentice can attempt to heal a fellow player.
 - The knitting process requires 30 seconds of roleplay to heal a single HP. Each additional HP requires an additional 30 seconds per.
 - If a hostile creature comes within 5ft of a non-contact Apprentice in the process of healing and tells them to stop, they must stop and flee to safety.
 2. Potion Mixing: An Apprentice may craft a potion assuming they have the proper amount of components to do so.
 - An Apprentice may only craft tier 1 potions
 - The process requires 3 minutes of RP per dose of potion being produced.
 3. Spell Scrawl: An Apprentice may craft Spellcards by using component points and converting the components to ink to physically write out the spell.
 - An Apprentice may only craft tier 1 spells
 - The process requires 2 minutes of roleplay per spell being produced.
 4. Refit: An Apprentice can attempt to mend a fellow player's armor.
 - Refit requires 30 seconds of roleplay to repair 1 target zone's AP to full. It requires an additional 30 seconds per zone.
 - Refit cannot repair shields
 - If a hostile creature comes within 5ft of a non-contact Apprentice in the process of doing a repair and tells them to stop, they must stop and flee to safety.
 5. Levy: Gain the ability to use Bows, Crossbows, and Spears. **(Non-contact players may NOT choose this option)**

OVERVIEW: APPRENTICE CLASS

Armor: Padded, Helmets

Weapon: One-Handed, Thrown, Staffs

Shields: NONE

Special Abilities: Master of None

Hit Points: Two (2)

Mortal Wounds: Two (2)

Maximum Armor Points: One (1)

Combat

Combat is a pivotal aspect of gameplay within Reckoning LARP, enhancing the narrative while emphasizing safety, entertainment, and realism. Combat is defined as an active state of violence directed at one character by another. This section outlines mechanics and rules which directly impact combat.

There are two types of players regardless of culture or class: Combatants and Non-Contacts. Non-Contact players have their own set of rules surrounding combat and kit standards. **If a player is not Non-Contact they are automatically a Combatant regardless of if they actively participate in combat or not.**

Combat Safety

1. Combatants may only strike opponents with the foam portion of a weapon specifically designed for striking.
2. Ranged weapon attacks may only be made against opponents greater than Ten (10) feet away from the attacker.
3. **Grappling or grasping an opponent or the opponent's weaponry or shield is not permitted.**
4. Snatching or batting arrows out of the air with hands or weapons is not allowed. Arrows may be blocked with shields.
5. Tripping an opponent is not allowed.
6. **Shield bashing (defined as any attempt to hit an opponent with either the flat or edge of a shield), punches, elbow strikes, kicks, and other non-weapon attacks are prohibited.**
7. Hits to the head, groin, hands, or feet are never allowed and will never be counted as a valid strike.
8. Hits to Non-Contact players are prohibited
9. Excessive force is not allowed. All hits should be made with light to medium force only.
10. Combat may only occur in designated [Combat Areas](#)

Non-Contact Player Rules

The Non-Contact special rule is intended as a safety and accessibility tool for people who for health reasons cannot be hit with a melee or ranged weapon. While this special rule intends to allow more people to participate in Reckoning in a safe way, anyone playing a class with access to the Non-Contact Player special rule may choose to use it. Regardless of an individual's need for this special rule as an accessibility tool, all players using this special rule will be held to the same standard.

Non-Contact Player Kit Standards:

They must have between 25% and 50% of their currently worn garb colored purple while in game. These purple elements must be prominently displayed.

1. They must not wear any garb that could be reasonably misconstrued as armor.
2. They must not carry any items in their hands or on their person that could be used as an in-game weapon or shield.
3. If a Non-Contact Player is in a situation with sufficiently low light as to make it difficult to see their garb they must use the out of game hand signals to verbalize to players nearby that they are a Non-Contact Player if they feel a Combatant intends to strike them.
4. It is encouraged to incorporate shades of purple that are different from the shades used in your standard culture colors to provide deep contrast for those who are colorblind.

How Non-Contact status interacts with combat:

The following rules apply to Non-Contact players when interacting with characters in combat areas

1. Duty to Retreat:
 - a. Non-contact players must remain at least Ten (10) feet away from any character participating in active combat (striking opponents, being struck, or firing a bow) so they are not accidentally hit.
2. Cannot be Compelled to Fight:
 - a. If a spell or magical effect forces a Non-Contact player to attack, strike, or hit any other character, **the caster must instead go Unconscious.**
3. Verbal Strike:
 - a. If a character holding a weapon is within five (5) feet of a Non-Contact player the attacking character may raise their weapon as if to strike the Non-Contact player and say the words "**FALL! FALL! FALL!**" and the Non-Contact players must go Unconscious.
 - i. This is to allow opportunities for Non-Contact players to find themselves visiting Oblivion.
4. May only play Artisan Classes
 - a. If choosing to play the Apprentice they cannot choose the Levy skill

NON-CONTACT PLAYERS MAY NOT HOLD LOOTABLE ITEMS FOR OTHER PEOPLE. If a

Non-Contact player falls, they may be looted using the appropriate mechanics.

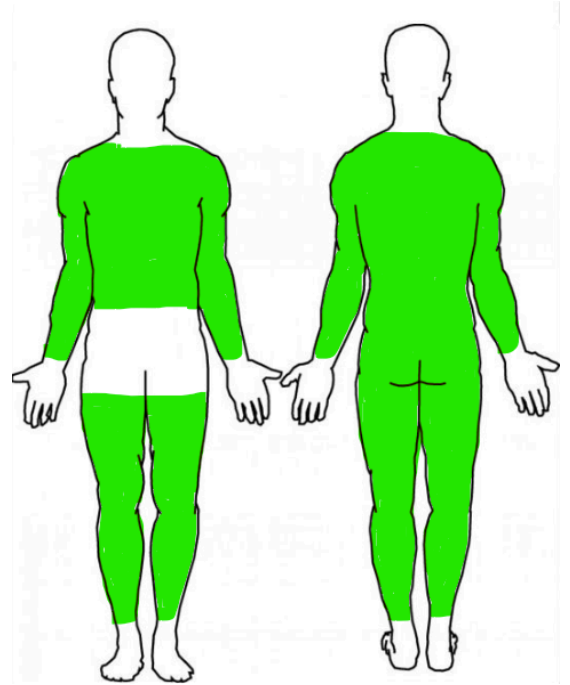
Target Areas

In Reckoning LARP all players' bodies are divided into various regions to track incoming damage in combat. These Areas are divided into Valid Target Areas and Invalid Target Areas.

Valid Target Areas

Valid Target Areas are the only parts an opponent may strike with a weapon. The only Valid Target Areas are:

- ❖ Torso: Everything above the belt line but below the collarbone.
- ❖ Right arm: From the shoulder to the wrist.
- ❖ Left arm: From the shoulder to the wrist.
- ❖ Right Leg: From the ankle to the top of the quads on the front and from the ankle to the beltline on the back and sides.
- ❖ Left Leg: From the ankle to the top of the quads on the front and from the ankle to the beltline on the back and sides.

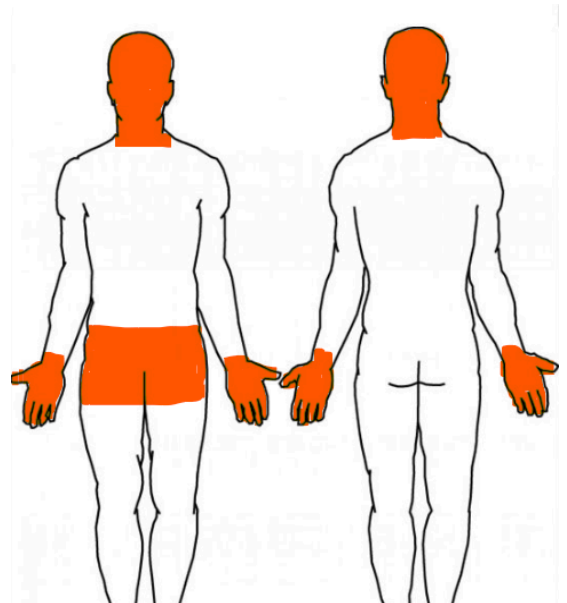


Invalid Target Areas

Invalid Target areas are points on the body where being stuck with a weapon could be dangerous or painful even if done with an approved weapon. **Although accidents happen, intentional targeting of or blocking with an Invalid Target Area is against the rules and can result in temporary or permanent removal from the game.**

Invalid Targets areas are:

- ❖ From the ankles to the soles of the feet
- ❖ From the tips of the finger to the wrist
- ❖ The Groin
- ❖ The Neck and Head



Attacking and Dealing Damage

Terms to know for this section:

- ❖ Attack: Any use of a weapon on another player with the intent to deal damage.
- ❖ Hit: A weapon impacting another player or their equipment.
- ❖ Strike: A hit with a weapon that successfully deals damage.

The goal of any individual instance of combat may vary but the resolution is the same, one character either defeats the enemy by damaging them enough as to render them unconscious, or one side of the combat chooses to surrender or flee.

Not every hit with a weapon deals damage; some may impact a shield or other weapon. Some may only catch the loose edge of clothing or equipment and not make an impact on the body of the target. Hits that successfully deal damage are called strikes. **All hits should be made with medium to light force applied.**

Strikes:

A strike is a hit with a weapon that successfully deals damage. In order for a hit to be considered a strike it must meet all the following requirements:

- ❖ The hit must land on a Valid Target Area with a legal weapon strike surface.
 - Hits from the flat-side of an edged weapon, the hafts or handle section of weapons, or heavy blows (blows using more than medium to light force) do not count.
- ❖ Must be made with the intention to strike (incidental hits do not count).
 - Must be made with the goal of damaging a target.
 - Sparring does not count.
- ❖ Must be made with sufficient force to let the target know they are being struck.
- ❖ An attack with a melee weapon must use the designated striking surface (the portion with a designed blade, mace head, axe head, or glaive head) to count as a hit. For polearms, the wooden staff portion of the pole arm does not do damage to armored opponents, only the metal striking portion of the weapon.
- ❖ **Approved Striking Surfaces will be identified for each weapon at Weapons Check.**

Rechambering

In order to decrease confusion and keep the flow of combat fair, combatants must return their weapons after striking to a “chambered” position, near one’s torso. This will include the entire arm, not just the wrist, in order to keep combatants from just flicking their wrist to get rapid hits on a target

Illegal Hits:

Illegal hits of any kind should be reported to a Game Runner or your Culture Leadership as they are dangerous and the behavior needs to be corrected. If you are hit illegally you do not take damage.

Illegal hits include:

- ❖ The targeting of invalid target areas.
- ❖ Hits made with weapons where the weapon is unsafe and/or damaged.
- ❖ Punching, kicking, or unarmed attacks of any kind.
- ❖ Drumming attacks (repetitive low-impact hits made with minimal movement of the wrist).
- ❖ Hits with non-strike surfaces.
- ❖ Attacks made with unapproved equipment.
- ❖ Hits that intentionally cause an opponent to lose balance or fall to the ground in an uncontrolled manner (tripping).
- ❖ Hits during a stoppage of play.

Reckoning LARP Game Runners have a wide degree of discretion with regard to handling illegal hits. Illegal hits of the above kind run the risk of not only ruining other players' experience but can also be actually dangerous to the person being hit and cause injury to the person doing them.

Intentional or repeated illegal hits can result in temporary or permanent removal from the game.

Damage and Hit Points

When you are struck you receive damage to the target area that was hit. Incoming damage reduces the Armor Points of that Target Area. Subtract the damage from current Armor Points to find the remaining amount of Armor Points in that Target Area. If the damage received is more than the Current Armor Points the excess damage carries over to the Target Area and results in a loss of HP. **Unsure of how much AP you have? Just take the hit to your HP. This is how we play to lift.**

Hit points have a “bubble” effect. Meaning your whole body has a set number of HP; it is **NOT** per Target Area like AP. If any of your Valid Target Areas loses all of its AP and you take a valid strike that causes damage you lose a HP.

Example: You have no armor on your left arm and are struck there by an arrow that deals 2 damage per strike. You would lose 2 HP.

Example 2: You have 3 AP on your right leg and are struck there by a one-handed weapon that deals 1 damage per strike. You lose 1 AP to your right leg, leaving you with 2 AP there.

Role Playing Injuries

Players are encouraged to fully roleplay any damage they receive, especially when interacting with a Boneknitter that is healing them. This roleplay is essential to the immersion element of Reckoning LARP.

Healing and AP Recovery

You can regain hit points by some magical effect but without magical healing, it takes a [Long Rest](#) in your camp in order to restore all hit points, armor points, and repair broken shields.

A Long Rest consists of taking a rest from combat for 45 minutes. It is suggested that during this time in camp you get something to eat, drink, etc.

For other ways to heal please see the [Boneknitter Class](#) or [Potions](#)

For other ways to restore Armor Points and Shields please see the [Forgewright Class](#) or [Potions](#)

Falling Unconscious

All characters have a set number of hit points that they can lose before they fall unconscious; the maximum number of damage a character can take is determined by which Class they choose. When your HP is reduced to zero (0), you fall unconscious. You can only be revived if you regain at least 1 HP.

A Warrior can lose 3 HP before going unconscious. All other classes can lose 2 HP before going unconscious.

Mortal Wounds

When a character is revived from unconsciousness they take a Mortal Wound. When a character receives Mortal Wounds equal to their maximum, they die and are required to go to Oblivion.

A Warrior can take Four (4) Mortal Wounds; Sages, Arcanists, and Boneknitters can take Three (3) Mortal Wounds; Forgewrights, Potionsmiths, Spellscribes, and Apprentices can take Two (2) before traveling to Oblivion.

Sieges

When armies gather and walls become the final line between survival and ruin, the fate of the March hangs in the balance.

Sieges turn battle into a test of endurance, resolve, and coordination, where attackers press forward and defenders fight to hold every inch of ground. Gates fall, lines shift, and the battlefield narrows until only one side remains standing where it matters most.

In a siege, every life matters, every retreat and advance carries consequence, and victory belongs to those who can outlast the other side.

Overview

Based on observations from the Gamerunning Team and to facilitate sieges while maintaining player safety, sieges are undergoing several changes from the previous year.

A siege is when one culture decides to break into another culture's camp in an organized manner in order to loot the culture chest. In order to Siege another culture camp players must create a Scroll of Siege. A Scroll of Siege may be negated by a Seal of Fog. Both are outlined below.

Sieges will be played in Two (2) stages.

Stage 1

Attackers: Attackers have a Staging Area where their healing can take place, along with a receptacle for counting life tokens. Attackers must defeat all Defenders on the outside of the gate. Attackers may revive instantly at their staging area, which will cost them a life token, or they may remain where they fell to be revived by an appropriate Artisan or potion, which will not cost them a life token. If a downed Attackers moves from their position, they must travel directly to the Staging Area and cannot be revived by Artisans. Once all the Life Tokens have been used and all the Attackers have been rendered unconscious, The Attackers have lost

Defenders: Defenders may place fighters on the outside of the wall, and archers on approved platforms on the inside of the wall. While on the outside of the wall, they have 1 "Life" to expend, and when they are defeated and rendered unconscious, they must move out of combat and to the side. Defenders must defeat Attackers until Attackers have expended all of their Life Tokens. **Defenders cannot be revived on the outside of the wall by Artisans.**

This stage lasts until all Attacker Life Tokens are expended, or all Defenders on the outside of the wall are rendered unconscious, whichever occurs first

Stage 2 Preparation

Attackers: After all of the Defenders outside the gate have been defeated, the Defender gate is opened and Attackers move to the Courtyard. Attackers may choose to repair armor and equipment during this stage with an appropriate artisan, and/or receive healing if rendered unconscious.

Defenders: Once all the Defenders on the outside of the wall are defeated, all Defenders who began outside the wall may walk to the Defenders designated Refit camp, where Boneknitters and Forgewrights can begin their work. Healing and Repairing cannot occur until the start of Stage 2. Defenders may be administered Potions of Revival at this stage. Any Defenders currently residing in archery towers are removed from them and may join their compatriots at the ground level. The Defenders Gate is Opened

Stage 2

Attackers: Attackers must remove all Defenders from the Designated Control Point. Any Attackers defeated in combat must retreat to their Staging Area to be healed and repaired, costing them a Life Token, *or* may be revived in the field by Potions of Revival or an appropriate Artisan, so long as they have not moved from the place they were defeated.. Attackers win if they are the only players on the Control Point. If Attackers run out of Life tokens before this is met, they lose.

Defenders: Defenders must have at least 1 person on their designated Control Point. Any Defender who fell during Stage 1 may start being revived at the beginning of stage 2. Any Defender who is defeated during stage 2 must immediately move to their designated Refit camp, or be revived in the field by a Potion of Revival. Normal Healing and Repair Rules apply. Defenders who have been healed may re-enter the battlefield at any point, but they cannot cross past their Courtyard Boundary. Defenders win if they exhaust all of the Attacker's Life Tokens.

Scroll of Siege

Major Magnitude Ritual

Effect: One-Time Mechanical Effect – When activated (placed on a targets gate by a gamerunner) it initiates a siege countdown.

Duration: special*

The Math:

Major Magnitude - 10 mins

Duration long - 5 mins

Unwilling Target .5 mins

Total time to cast without accelerants - 15.5 mins (max)

Special Rules/Requirements: This ritual also requires the consumption of one piece of malice. This cost increases by one per time the ritual successfully creates a Scroll per culture. This means a culture's first ritual will cost 1 Malice, second 2 Malice, etc.

Physical Representation: A Scroll of Siege must be a rolled up piece of paper with writings that cover one side of the paper completely. The Scroll is required to be at least 8.5" x 11".

The Scroll lasts for 24 hours before it loses its magical properties. A culture can only be in possession of one Scroll at a given time.

Seal of Fog

Major Magnitude Ritual

Effect: One-Time Mechanical Effect – When activated, this seal is broken and completely removes an active Seal of Siege. It also creates a 4 hour bubble of protection for the camp.

Duration: special*

The Math:

Major Magnitude - 10 mins

Duration long - 5 mins

Unwilling Target 1 - .5 Mins Total time to cast without accelerants - 15.5 mins (max)

Special Rules/Requirements: This ritual also requires the consumption of a 3 malice. Each culture may only create one seal of fog per event. This seal will last the entire event unless used and consumed.

Physical Representation: A Seal of Fog must be a rolled up piece of paper with writings that cover one side of the paper completely. The Scroll is required to be at least 8.5" x 11". Activation would require stacking the Seal of Fog on top of the Scroll of Siege and ripping both.

Potions

Potions are a way to store magical effects that anyone can use. Potions are physically represented by Vials that are filled with colored water. Potion vials must be between 20ml and 60ml in size and should be plastic if at all possible. Potions are only able to be crafted by Potionsmiths or Apprentices and require component points to create.

A character must have the potion vial for the potion they wish to use before they gain any effects.

Unlike spells, potions do not expire.

When purchasing a potion from an Artisan, you **MUST** write your character name in their ledger.

Using a Potion:

1. Hold the potion vial in your hand
2. Remove the cap of the vial
3. Dump the contents of the bottle on the ground
4. Store the potion bottle on your person
5. Attach any necessary physical representations

Once all physical representations are attached the potion effect is applied and any timers start to count down.

You must bring all empty potion bottles to the Guild Hall before 8pm the day you used it. If a potion is used after this time, the empty potion bottle should be brought to the Guild Hall the next day.

Potion List

LIQUID STEEL

Description:

- ❖ The Target fully recovers the Armor Points of a single Hit Location.

Potion Color: Green

Crafting Cost: Tier 1

POTION OF HEALTH

Description:

- ❖ Heals up to 2 HP instantly.
- ❖ Does not revive.

Potion Color: Red

Crafting Cost: Tier 1

ANTIDOTE

Description:

- ❖ Cures someone who has been Poisoned.

Potion Color: Clear

Crafting Cost: Tier 1

POISON

Description:

- ❖ Poison is applied by pouring out the potion to designate its use. The poisoner must tag a target with a designated poison clip and inform a Game Runner, Arbiter, Steward or Volunteer that they have poisoned the individual. The Game Runner, Arbiter, or Steward will inform the target they have been poisoned.
 - **Poison may NOT be applied to a weapon**
 - **Poison does not count as an attack and CAN be used in non-combat areas**
- ❖ Poison Effect: The Poisoned individual loses One (1) HP every One (1) minute until they go unconscious or an antidote is administered. While poisoned the target must roleplay being disoriented in any way they'd like.
 - Poison Effect countdown begins as soon as the individual is informed that they are poisoned
 - Non-contact players don't have HP and therefore will go unconscious after One (1) minute unless an antidote is administered.
- ❖ The ONLY cure to poison is an antidote or going unconscious.
- ❖ Poison is physically represented by a black clip provided by the game

Potion color: Black

Crafting cost: Tier 2

MYSTERIOUS TINCTURE

Description:

- ❖ There are whisperings of a potion with mysterious effects circulating within The March...
 - To discover the secrets of the potion one must look deep into the archives of the Library

Potion color: Yellow

Crafting Cost: Tier 2

POTION OF EXPEDIOUS RETREAT

Description:

- ❖ The consumer must immediately leave the battlefield in a hurried manner and may not be chased or Stopped by spells for ten (10) seconds. They must shout "Expeditious retreat" as they flee.
- ❖ **Can only be used to escape/leave combat.** May not be used to engage, as a way to forcefully enter another culture's camp, or a way to disengage from conflict.
- ❖ Can still take damage while fleeing, but ignore spell effects cast on them while fleeing.
- ❖ Gates still may be closed to prevent the player from entering or leaving a camp.

Potion color: Purple

Crafting Cost: Tier 2

REVIVAL POTION

Description:

- ❖ Heals up to Three (3) HP instantly.
- ❖ It revives you/brings you back from unconsciousness

Potion Color: Orange

Crafting cost: Tier 3

DRAFT OF MAGICAL NULLIFICATION

Description:

- ❖ The consumer becomes immune to the next **Three (3)** magical effects that target them.
 - This includes spells cast on you by others or yourself, potions being taken, enthrallment, curses AND healing.
 - You may still cast on others
- ❖ The effect ends if the consumer goes unconscious regardless of how many charges they have used.
- ❖ Consumers must call out that the effect is nullified when hit with an effect and state the charge they are using (example... nullify 1)
- ❖ This effect is physically represented by a silver/grey strip of fabric tied to the consumer's wrist

Potion color: Blue

Crafting cost: Tier 3

POTION OF IMMORTALITY

Description:

- ❖ For the duration of 10 seconds the target is immune to all damage.
- ❖ This effect is physically represented by a silver/grey strip of fabric tied around the wrist.
 - Special instructions for use- first put on the physical rep, then pour the potion out. Once the potion is poured, the phys rep is applied, and the bottle away, the 10 seconds starts.
 - Consumer MUST count out loud or the effect ends

Potion color: Pink

Crafting Cost: Tier 3

Spell Rules

Spells are used by some classes in Reckoning as a method of channeling magic in a controlled and predictable way. Spells are represented in the game by Spellcards that list the spell and necessary information. Spellcards are only able to be crafted by Spellscribes or Apprentices and require component points to create. All Spell users must carry a [Spellbook](#)

A character must have the spell card for the spell they wish to cast before they may attempt to cast a spell.

All spellcards expire at Siege Off the day they were purchased from an Artisan. If the spellcard is purchased after Siege Off, it should be dated and recorded for the next game day.

When purchasing a spellcard from an Artisan, you **MUST** write your character name in their ledger. Any players may purchase a spellcard, but only Sages and Arcanists can cast spells.

Spellcards MUST have the following information on the card in order to be cast:

- ❖ **Name of the Spell**
- ❖ **Date the Spell was purchased**
- ❖ **Artisan's signature**

Casting a Spell

There are five steps to casting a spell:

1. You must be within range of the intended target before attempting to cast the spell
 - a. Sages- 10 foot range
 - b. Arcanists- 20 foot range
2. You must reveal the spell card and hold it in your hand.
3. You must identify your target by pointing at the target, then either describing two distinctive features of the target or saying the target's name.
4. Speak your incantation.
5. Rip your spell card, then apply any physical representations that the spell requires. Only when this is done does the spell take effect. (Remember to pick up your ripped spell cards when finished and turn them in to the Guild Hall)

The casting of a spell fails and must be restarted if:

1. The caster is hit with a valid strike
2. The incantation is interrupted or stopped for any reason
3. The target is more than ten (10) feet from the sage or twenty (20) feet from the arcanist at any point in the casting process

Incantation Creation

When a spell is cast, you must say an incantation. This incantation can be of your own creation and roleplayed however you'd like or use the provided Standard Incantation.

1. The incantation must be written in your spellbook
2. **You must have your incantation validated at the Guild Hall before you may use it**
3. Your incantation must meet the minimum syllable count
 - a. a tier one (1) spell incantation must be at least ten (10) syllables long
 - b. a tier two (2) spell incantation must be at least fifteen (15) syllables long
 - c. a tier three (3) spell incantation must be at least twenty-five (25) syllables long
4. All incantations must end with the name of the spell being cast. **The name of the spell does not count towards the incantation syllable count.**
5. All incantations must be thematic to the spell being cast

If you do not wish to create your own incantation each spell has a standard incantation that may be used and does not require validation in the Guild Hall. **Standard incantations still need to be written in your spellbook.**

Spell List

Arcane Cage (Arcanist)

Description:

- ❖ The target is frozen in place for 30 seconds.
- ❖ The target can still turn, fight, and cast spells, but may not move from the spot where they are frozen.

Valid Target: Any player or NPC

Crafting cost Tier 1

Standard Incantation: "Thou shalt not move, thou shalt not stand!" x1

Cleanse (Sage)

Description:

- ❖ Removes the effects of Enthralled from the target

Valid Target: Any player

Crafting Cost: Tier 1

Standard Incantation: "My power releases thee from vile corruption" x1

Compel Truth (Arcanist)

Description:

- ❖ The target must honestly answer the next 3 yes or no questions asked by the caster.
- ❖ They cannot refuse to answer the question.
- ❖ They must answer with yes, no, or I don't know.
- ❖ They cannot be deceitful, if they know the answer they MUST answer yes or no.
- ❖ The target may reveal more information if they choose for roleplay reasons.

Valid Target: Any player or NPC not in combat

Crafting Cost Tier 1

Standard Incantation: "Answers shall spill forth from thee, no falsehoods shall be heard" x1

Empower Arrow (Sage)

Description:

- ❖ Caster empowers an arrow with the effects of Arcane Cage
- ❖ Upon firing the arrow, the first target struck by the arrow is inflicted with Arcane Cage for 30 seconds. The Target may not move their feet, but can rotate, cast spells, and fight
- ❖ The arrow's Empowerment is lost after being shot, regardless if a target is hit.
- ❖ Empower Arrow can be dispelled
- ❖ The effect of Arcane Cage ends when the target is dispelled, the timer ends, or the target is rendered unconscious, whichever happens first
- ❖ This is Physically Represented by a strip of black fabric tied to the arrow or bolt

Valid Target: Arrow or Bolt in caster's possession

Crafting Cost: Tier 1

Standard Incantation: "My power engulfs this arrow with Arcane energy" x1

Resist Magic (Arcanist)

Description:

- ❖ The next spell cast upon target is negated, whether beneficial or offensive.
- ❖ Effect ends when a spell is negated, target is dispelled, or end of game day, whichever happens first.
- ❖ This is physically represented by a silver/grey strip of fabric tied to the target's wrist

Valid Target: Any player or NPC

Crafting Cost: Tier 1

Standard Incantation: "The weaves of magic shall not impede my destiny" x1

Silence (Sage)

Description:

- ❖ The target is unable to make a sound for 20 seconds.
- ❖ The target can still fight, but are unable to use magic which requires incantations
- ❖ The effect ends when the timer runs out, the target is dispelled, or the target is rendered unconscious, whichever happens first.

Valid Target: Any player or NPC

Crafting Cost: Tier 1

Standard Incantation: "By my power, thou shall not speak or make a sound" x1

Arcane Challenge (Sage and Arcanist)

Description:

- ❖ The caster challenges a target to a duel. The target MUST duel the caster and ONLY the caster.
- ❖ The caster and the target must move to a safe space in a combat area immediately and fight until either the caster or target goes unconscious.
- ❖ The caster and target are immune from outside damage sources during this duel.

- ❖ Spell effects end if either the target or caster is rendered unconscious, or the target is dispelled.

Valid target: Any Combatant

Crafting cost Tier 2

Standard Incantation: "My power challenges thee to a contest of might and skill" x2

Blind Rage (Arcanist)

Description:

- ❖ The target must attack the nearest combatant over the course of one minute regardless if they are friend or foe.
- ❖ The nearest combatant changes based on whoever is closest to the target at any given time.
- ❖ The effect ends when a minute passes, the target is dispelled, the target renders another combatant unconscious, or the target is rendered unconscious. Whichever comes first.

Valid Target: Any Combatant in a Combat Area

Crafting Cost Tier 2

Standard Incantation: "Thou shall not know friend from foe, only blood" x2

Dispel (Arcanist)

Description:

- ❖ Removes the effect of any active spells on a target.

Valid Target: Any player and their equipment (this includes arrows, weapons, and armor)

Crafting cost: Tier 2

Standard Incantation: "My power strips all magic from thee" x2

Heat Weapon (Arcanist)

Description:

- ❖ The caster chooses a melee weapon that they can see within twenty feet. The caster causes the weapon to glow red-hot and the player MUST drop their weapon and may not pick it up for ten (10) seconds.
- ❖ The caster MUST designate a hand (left/right)

Valid Target: Any melee weapon held in the designated hand of any player or NPC

Crafting Cost: Tier 2

Standard Incantation: "My power heats the weapon in thy (Left/Right) hand" x2

Imbue Weapon (Sage and Arcanist)

Description:

- ❖ The target melee weapon is Imbued with the power to break shields.
- ❖ The weapon loses Imbued when it breaks a shield, the weapon strikes an opponent and renders them unconscious, the caster stops wielding the Imbued weapon, or the effect is dispelled.
- ❖ This effect is represented by a black strip of fabric hung from the handle of the weapon. The fabric must be visible, not hidden.

Valid Target: A melee weapon held in the caster's hand

Crafting Cost: Tier 2

Standard Incantation: “By my power, this blade shall sunder shields” x2

Sage Ward (Sage)

Description:

- ❖ You invoke an arcane shield around the target that reduces the next valid strike's damage to 0.
- ❖ The shield lasts until the target is struck with a valid strike, the target goes unconscious, until Siege Off or the effect is dispelled.
- ❖ When reducing the damage of a strike in this manner the target must shout, "shielded".
- ❖ This effect is represented by a silver/grey strip of fabric tied to the target's wrist.

Valid target: Any Combatant

Crafting Cost: Tier 2

Standard Incantation: "Arcane energy shall protect thee from all harm" x2

Bane of the Arcanist (Arcanist)

Description:

- ❖ You invoke an arcane area of effect which wards off cursed creatures while in effect in a circle with a 10' radius around the caster.
- ❖ This spell lasts as long as the caster remains rooted in the same location with their arms raised above their head.
- ❖ The effect is disrupted if the caster is hit by any weapon, the spell is dispelled, or either arm is lowered.

Valid Target: Area of Effect

Crafting Cost: Tier 3

Standard Incantation: "By my power, no evil thing shall approach me" x3

Shatter Armor (Arcanist)

Description:

- ❖ Reduces the AP value of a valid strike area of the casters choice to 0.
- ❖ Caster must designate a valid strike area (left/right arm, left/right leg, or chest)

Valid Target: Any valid strike area of any player or NPC wearing armor

Crafting cost: Tier 3

Standard Incantation: "Arcane Energy shatters the armor on your (right/left leg, right/left arm, chest)" x3

Mana Burn (Arcanist)

Description:

- ❖ The caster forces a target to destroy a single valid spell card in their possession
- ❖ The card must be validated

Valid Target: Any player or NPC

Crafting cost: Tier 3

Standard Incantation: "My power shreds the magic within you" x3

Standard Incantations

Arcane Cage: “Thou shalt not move, thou shalt not stand!” x1

Cleanse: “My power releases thee from vile corruption” x1

Compel Truth: “Answers shall spill forth from thee, no falsehoods shall be heard” x1

Empower Arrow: “My power engulfs this arrow with Arcane energy” x1

Resist Magic: “The weaves of magic shall not impede my destiny” x1

Silence: “By my power, thou shall not speak or make a sound” x1

Arcane Challenge: “My power challenges thee to a contest of might and skill” x2

Blind Rage: “Thou shall not know friend from foe, only blood” x2

Dispel: “My power strips all magic from thee” x2

Heat Weapon: “My power heats the weapon in thy (Left/Right) hand” x2

Imbue Weapon: “By my power, this blade shall sunder shields” x2

Sage Ward: “Arcane energy shall protect thee from all harm” x2

Bane of the Arcanist: “By my power, no evil thing shall approach me” x3

Shatter Armor: “Arcane Energy shatters the armor on your (right leg, right arm, left leg, left arm, chest)” x3

Mana Burn: “My power shreds the magic within you” x3

Physical Representations

A person or item can have multiple effects on them. Each effect needs to have a different phys rep even if the phys rep is the same.

Category	Name	What it Does	Location	Represented By
Spells	Empower Arrow	Applies arcane cage on hit	Arrow or bolt	Black ribbon
Spells	Resist Magic	Next spell cast is negated	On wrist	Silver ribbon
Spells	Imbue Weapon	Shield breaking	Handle of the weapon	Black ribbon
Spells	Sage Ward	Negates next valid strike	On wrist	Silver ribbon
Artisan class ability	Grinding Wheel	Applies +1 damage	On handle of the weapon	Black ribbon
Artisan class ability	Forged in Fire	Applies +1 AP	On the location of the applied AP. -right/left wrist for right/left arm -right/left ankle/leg for right/left leg -somewhere on the chest/belt for chest	Silver ribbon
Artisan class ability	Create an Envenomed Blade	Applies venom that causes unconsciousness	Handle of the weapon	Black ribbon
Potion	Poison	Loses 1 HP every minute	Clipped to someone	Black Clip
Potion	Draft of Magical Nullification	Immune to next 3 magical effects	On wrist	Silver ribbon

Potion	Potion of Immortality	Immune to damage for 10 sec	On wrist	Silver ribbon
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Rituals

Rituals allow a group of players to create a powerful or unique magical effect under controlled conditions. These effects can be very powerful and, as a rule, include a large element of risk. The following section goes into depth on how to create a ritual and determine if it succeeds or fails.

Step 1: Determine Ritual Effect and Targets

When first deciding to perform a ritual, players should decide on:

- ❖ The intended Effect of the Ritual
- ❖ The duration
- ❖ The number of Targets being affected.

All targets must stay within range of the ritual—meaning they must remain inside the **20-foot ritual circle**.

Ritual Effect(s):

The Ritual Effect is the intended result you want the ritual to achieve. This can be a **non-beneficial/non-mechanical roleplay effect**, such as a religious ceremony or a wedding, or a **mechanical benefit**, such as reproducing a spell effect or creating a magical weapon.

Ritual Effects are divided into categories called **Magnitudes**, based on the Tier of the effect. Though a ritual can have multiple targets, it can only have **one effect**. **Minor Rituals**, are the lowest Tier of ritual and are strictly roleplay oriented having no mechanical benefit tied to them. As such, they are the **only** Ritual that can be performed without an **Arbiter or Game Runner**,

Moderate and Major Rituals, are the next two Tiers of rituals. Both tiers can be Roleplay orientated but always include some in-game mechanical benefit. All Moderate and Major Rituals must be done at the event's Ritual Site, with the oversight of an **Arbiter or Game Runner**.

The Magnitude of the effect also determines the **base casting time** of the ritual. Other modifiers may increase or decrease this time.

If a player wants to perform a ritual with a specific effect that isn't already outlined here in this section or in the Approved Effects Appendix, that effect must be approved by a **Game Runner** prior to the event. **A form will be released closer to the game for players to submit rituals to.**

Minor Magnitude Effects

Minor Magnitude Effects count as the smallest effects possible within the ritual system. They have little to no impact on the scope of the game and have no mechanical benefits.

Examples of Minor Magnitude Effects:

- ❖ Rituals of Initiation
- ❖ Weddings
- ❖ Funerals

❖ Special Religious Practices

All Minor Magnitude Rituals have a **Base Casting Time of 2 ½ minutes**, and this time cannot be reduced.

Moderate Magnitude Effects

Moderate Magnitude Effects are any effects that have a small or limited impact on the scope of the game. This may include small but meaningful mechanical benefits.

Examples of Moderate Magnitude Ritual Effects:

- ❖ Reproducing the effects of a preexisting 1st or 2nd Tier Spell or Potion.
- ❖ Improving the base damage of a weapon by 1.
 - Must use a phys rep and call out if the ritual is successful to denote the effect
- ❖ Learning the abilities or discoverable Lore of the target.

All Moderate Magnitude Rituals have a **Base Casting Time of 5 minutes**, which cannot be reduced below this base.

Major Magnitude Effects

Major Magnitude Effects are any effects that have a large or significant impact on the scope of the game. This includes powerful mechanical benefits.

Examples of Major Magnitude Ritual Effects:

- ❖ Reproducing the effects of a preexisting 3rd Tier Spell or Potion.
- ❖ Learning hidden but discoverable lore about the game.
- ❖ Attempting to remove a Mortal Wound.

All Major Magnitude Rituals have a **Base Casting Time of 10 minutes**, and this cannot be reduced below the base.

Effect Duration

If the Effect being produced does not have an inherent duration (such as that of a preexisting spell), then a duration must be assigned. This will increase the casting time. Reproducing a spell or potion effect are considered **Short-Term Effects**.

Effect Duration Tiers:

- ❖ **Short-Term:** Effect duration 10 minutes; Casting Time Adjustment: +1 minute
- ❖ **Mid-Term:** Effect duration up to 1 hour; Casting Time Adjustment: +2 ½ minutes
- ❖ **Long-Term:** Effect duration up to 24 hours; Casting Time Adjustment: +5 minutes

If players wish to create an effect with a duration longer than 24 hours, they must negotiate with a **Game Runner**. Such durations will require significant resources and roleplay/lore justification.

There will be an Approved Effects Appendix provided prior to the game based upon the ritual effects requested by players prior to the game.

Ritual Targets

Ritual Targets are the players or items affected by the chosen Ritual Effect. This may be a single or group of willing players, a single or group of items, or a combination—**but no more than 5 targets total**.

If the target is a person who would be **unwilling** to be affected, the ritual is limited to that **one target only**.

The type, number, and willingness of targets will affect the ritual's **casting time**.

Target Type Adjustments:

- ❖ **Item or Willing Players:** +30 seconds per target, up to 5 targets (max +2 ½ minutes)
- ❖ **Unwilling Player:** +2 ½ minutes; limited to 1 target

Step 2: Presenting and Setting the Ritual

Once the Ritual Effect, Targets, and total Casting Time are determined, the player must present the ritual to an **Arbiter or Game Runner**, who will verify and approve it.

Players will then work with staff to assign a **Ritual Leader** from among the participants.

For **Major Magnitude Rituals**, a signal will be sounded to notify the event that a ritual is in progress. It may be wise to arrange **protection** from potential disruptors.

Step 3: Apply Accelerants

After the ritual is approved and the casting time is set, players may use **Accelerants** to reduce the **Adjusted Casting Time**.

Note: The Casting Time **cannot** be reduced below the **Base Casting Time** of the effect's Magnitude.

Accelerants:

- ❖ **Malice:** -2 ½ minutes per Malice (max 2 Malice, -5 minutes total)
- ❖ **Participant:** -30 seconds per participant (max 4, -2 minutes total) (Not including Ritual Leader)
 - Participants may also be Targets (if willing)
- ❖ **Component Points:** -15 seconds per point
- ❖ **Mortal Wounds:** -1 minute per Mortal Wound (max 5 Wounds, -5 minutes total)
 - Those who sacrifice a Mortal Wound fall **unconscious** at the end of the ritual.
- ❖ **Ritual Resonance:** -30 seconds per point of Ritual Resonance the Ritual Leader has.

Step 4: Executing the Ritual

The ritual may begin once all items and participants are inside the ritual circle. The ritual must be **monitored** by an **Arbiter or Game Runner**.

Ritual Locations

Rituals can only be done in a ritual circle. There is one Main Ritual Circle for the game for all cultures to use.

- ❖ Major Rituals must be completed at the Main Ritual Circle unless the Lead Game Runner says otherwise for plot purposes.
- ❖ Moderate Rituals must be performed in either the Main Ritual Circle or a ritual circle created by a Potionsmith using the Ritual Cleansing Tonic ability.
- ❖ Minor Rituals can be performed anywhere as they are only roleplay based. Players should still roleplay creating a ritual circle in some way

Evaluating Success or Failure

Success:

A ritual is considered successful if it runs for the **full length** of its Adjusted Casting Time without interruption.

Failure:

A ritual fails if it is **interrupted** before the full casting time is completed.

A ritual is considered interrupted if:

- ❖ Any **Target** or **Participant** becomes **unconscious** during the ritual
- ❖ Ritual RP **stops for any reason**, outside of official game stoppage
- ❖ Any **Target, Participant, or Ritual Leader** leaves the circle

Ritual Success

If a ritual is successful:

- ❖ All intended effects are applied.
- ❖ If the ritual is performed with notable roleplay or presentation, an Arbiter or Game Runner may grant the Ritual Resonance condition to all participants.
 - If a participant already has Ritual Resonance, they increase its level by 1.

Ritual Failure

- ❖ If the ritual fails **before the halfway mark**, no effects are applied. The Arbiter or Game Runner will apply **three random effects** to all targets and participants.
- ❖ If the ritual fails **after the halfway mark**, two random effects are applied instead.
- ❖ All participants lose any **Ritual Resonance** they previously had.

Ritual Resonance

Every Culture has some form of theory on the nature and source of magic, each as different and varied as the next. Yet, one common theory persists across all Cultures: that the world—the land itself—is inherently magical. Thus, it is further theorized that rituals utilize this ambient magic, and that one's Ritual Resonance is a byproduct of becoming more attuned to this magic.

It is earned by successfully completing rituals of any size. All rituals regardless of magnitude earn participants 1 ritual resonance. ALL participants gain ritual resonance, not just the Ritual Leader.

Ritual Resonance is spent to decrease the duration of a ritual. You can use as much as the Ritual Leader has available, but only the Ritual Leader may use resonance to decrease the duration of a ritual. If a Ritual is unsuccessful ALL participants lose ALL of their Ritual Resonance, not just the Ritual Leader.

Malice

Malice is a mysterious resource steeped in arcane power. It appears only in the March due to the influence of the Queen of Nightmares, her Undead Host, and the Orcish Clans that now inhabit the region. It is dangerous to handle. Malice can be used in rituals or turned over to the Arbiters for safe study.

Uses of Malice

Malice is a required component for creating Scroll of Sieges. It can also be used as an accelerant in rituals. Malice may also have other special uses in game that require roleplay and research to discover.

Carrying Rules

- ❖ Malice may be collected and held by any character.
- ❖ Malice may only be carried in a character's hand away from the body, clearly visible.
 - Malice is considered a Large Lootable Item and players may only carry one (1) at a time, unless they are a Warrior.
- ❖ Due to its magical nature, a player can only be in possession of a single piece of Malice at a time. If a player willingly comes into possession of more than one piece of Malice, they **immediately** fall Unconscious.
 - Warriors may carry two (2) pieces of Malice, but must still follow the carrying rules.
- ❖ Malice may only be stored inside of the Culture chests, carried in a player's hands, or by NPCs.

Effects of Malice

Due to the magically inert nature of Warriors, only Warriors can handle Malice without suffering its harmful magical or physiological effects.

Any other player who handles Malice is overtaken by its magical and physiological effects.

There is a progression of the effects of Malice as outlined below:

1. When a player comes in contact with Malice the player becomes curious about it. This can be roleplayed in any way the player would like.
 - a. There is no negative effect if the player loses possession of the Malice at this point.
2. After two (2) minutes of having Malice in their possession the player becomes Enthralled.
 - a. Enthralled by Malice means that the player becomes paranoid that someone will take the Malice from them. They start to believe that their friends are enemies. This can be roleplayed however the player wants so long as they are roleplaying in a way that shows they don't want to give up the Malice and think that the Malice is special.
 - b. Players can willingly part with Malice, but it is difficult and takes convincing.
 - c. Players can use the Malice in rituals, but may become upset when it is consumed. This can be roleplayed however the player wants.
 - d. If a player loses possession of the Malice, they immediately go unconscious and take a Mortal

Wound, unless revived by [Last Stitch Effort](#).

3. After five (5) minutes of being Enthralled the player becomes Obsessed with the Malice.
 - a. Obsessed with Malice means that the player is unwilling to part with the Malice and cannot willingly put it down or use it in a ritual.
 - b. If someone tries to take the Malice from the player, the player becomes [Blinded by Rage](#) until one (1) minute passes or the player is knocked unconscious.
 - c. If the player loses possession of the Malice, they immediately go unconscious and take a Mortal Wound, unless revived by [Last Stitch Effort](#).
 - d. Obsession can only be removed if the player undergoes a ritual or goes unconscious.

Magical Effects

There are three magical effects in the game that may afflict your character.

1. Poisoned
 - a. When poisoned, the player must roleplay the physical effects of poison to their body. The player is allowed to assume they have been poisoned and roleplay asking for an antidote or trying to find a healer.
2. Enthralled
 - a. When Enthralled, a player must roleplay as if their BODY has been taken over and their MIND has been subdued. This can be roleplayed as a reluctance to the actions they are doing, but not in such a way to prevent that action (i.e. you must still fight your friends, you can be upset about it though while doing it).
3. Obsessed
 - a. When Obsessed with Malice, the player must roleplay as if Malice is the main priority of their character. This obsession will slowly overtake all other roleplay and lore objectives of the player, eventually becoming the sole roleplay focus until the obsession is removed.

Monsters and The Cursed

Born of malice and shaped through cruelty, the origins of the Cursed Creatures can be traced back to the earliest ages of written history. Though their true origins are lost, the Cursed are commonly seen as abominations, twisted creations of dark magic, or a blight upon the land formed from the malice of human hate and suffering.

The Cursed fall broadly into two categories: Orcs and the Undead.

Cursed Creature Special Rules

The health of a Cursed Creature varies by type and encounter. Cursed Creatures can only be damaged by striking them in valid hit locations. Some Cursed Creatures may have additional mechanics that prevent them from taking damage.

The following rules are shared across all Cursed Creatures, regardless of type:

- Cursed Creatures' shields cannot be broken.
- Cursed Creatures cannot be damaged from behind.
- Cursed Creatures do not take damage from attacks until they have fully risen to their feet after being downed.

Cursed Creature Damage

All Cursed Creatures deal 3 Damage from arrows and bolts.

Apart from Bows and Crossbows, a Cursed Creature's base damage output is the same as a player's: 1 damage, regardless of weapon.

A Cursed Creature's damage may be increased by +1, represented by a Black Ribbon tied around the weapon or hilt.

Cursed Idols

Cursed Idols are objects capable of driving away certain Cursed Creatures, depending on the Idol. Cursed Creatures affected by an Idol are *unwilling to approach it and must keep a distance of at least 10 feet*.

There are two known Cursed Idols:

- **The Watcher's Gaze (Little Baby):** a blackened deer skull with runes and etchings carved into it. Capable of warding off Orcs.
- **Orania's End (Macaroni):** a golden human skull adorned with a starburst crown. Capable of warding off *certain* Undead.

Orc Specific Rules

Among the Orcish Hordes, their kind fall into two categories: Feral Orcs and Orc Champions. Feral Orcs are unable to speak, do not wear metal armor, and cannot cast spells. Orc Champions are capable of speech, wear metal armor, and are able to cast spells.

Undead Specific Rules

Among the ranks of the Undead Malevolence, there are several different types: Footsoldiers, Fleshweavers, Wraiths, Death Knights, and Death Lords. Footsoldiers form the rank and file of the Undead Malevolence. Fleshweavers serve the purpose of maintaining the physical bodies of the Undead Malevolence. Wraiths are faceless, phantom-like creatures cloaked in tattered cloth and hooded cowls. Death Knights, identified by their golden skull masks, represent the arcane and martial might of the Undead Malevolence. Lastly, Death Lords are similar to their Death Knight counterparts, but they control magic and power unseen among the rest of the Undead.

Wraiths are unaffected by attacks dealt from mundane weapons.

NPC Spell Casting

NPCs cast differently from players. NPCs cast spells by identifying their target, roleplaying the spell being cast, and calling out the name of the spell.

NPC Spells

NPCs are able to cast some player spells from the Sage or Arcanist list as well as the special spells from below. What spells they can cast depends on what kind of Cursed creature they are and their NPC class.

Arise

Description:

- ❖ The Caster targets a downed player. That player immediately gets back up and rejoins combat at the behest of the Caster, now fighting on the side of the Caster.
- ❖ An Arisen Player is under the control of the Caster and will follow their orders, even going as far as to protect the Caster if they find that the caster is in danger.
- ❖ An Arisen Player temporarily gains 5 Hit Points regardless of Class and will continue fighting until their temporary Hit Points have been depleted.
- ❖ The effects of Arise end if the Arisen Player falls Unconscious or the effect is removed.

Enthrallment

Description:

- ❖ The Caster targets a single player, that player treats the Caster and other NPCs as allies and all other players as enemies.
- ❖ The Enthralled Player will always attack the nearest viable player, seeking out the next nearest viable player if their current target runs or goes Unconscious.
- ❖ The effects of Entrallment end if the Enthralled player falls Unconscious or the effect is removed.

Expunge

Description:

- ❖ Removes the effect of any active spells on a target.
- ❖ Removes the effect of any active potion effects on a target.
- ❖ Removes the effect of any active spell or potion effects on a target that were gotten through Rituals.

Fear

Description:

- ❖ The Caster designates a single player, that player is overcome with fear directed towards the Caster.
- ❖ The affected Player cannot willingly move towards the Caster, maintaining the same or further distance from the Caster from when the spell was initially cast. Even opting to run away from the Caster if necessary.

Magical Miasma

Sometimes magical energy takes the form of dangerous clouds of vapor that are deadly to all but the Cursed.

Magical Miasma is represented by green smoke or fog. If any player enters the area, they immediately fall Unconscious. For more persistent miasma, the affected area may be marked by green flags or posts. These areas should be treated the same as green smoke or fog.

Bandits- The Unbound

The Unbound are the bandit style NPC faction at Reckoning larp. Taking inspiration from highwaymen, robbers, and generic fantasy ne'er-do-wells, The Unbound are the dregs of the societies they come from, uniting under a banner that guarantees a payday at expense of those unable to defend themselves and their valuables. Tending to flaunt their wealth on their person, The Unbound have developed a culture of looting the dead, and swapping out armor and clothing from those they have defeated in combat or robbed. As such bandits gain notoriety in their given areas, the few cunning and strong enough to make a living out on the

edges of cities and towns have found that while they can replace their armor well enough, clothing has been particularly hard to come by. The resulting menagerie of repairs and add ons add a bit of flair to the individual, and also mark them as a thief and murderer who has had a lot of experience in the business.

The Unbound are human and their weapon attacks follow the same rules as players. Their melee weapons deal 1 damage and their arrows deal 2.

Players who wish to volunteer their game time to temporarily play bandits will be compensated with in game currency, and will need to be in appropriate bandit attire. Please see the bandit NPC lead during game time.

Ransoms and Rescues

Ransoms and Rescues is the Player Abduction and Rescue quest mechanic at Reckoning Larp. Facilitated by the Unbound, the Bandit NPC group, these quests allow players to be taken (consensually and with full knowledge) by the Bandits to be held at their camp, and other players to attempt to rescue them by force (Combat), or Ransom them back (Non-Combat)

Guidelines

1. Players who participate as the abductee will be contacted before they are taken, and can decide right then if they are able to be taken, or wish to continue their gameplay. If they decide to pass on this opportunity, their name will move to the end of the list for a later attempt. If they refuse twice, they will be removed from the list. If there is a siege of the culture of the Abductee going on at that time, the Abductee will be released and the scenario will be reset for later.
2. In order to not trigger players who may have traumatic responses, this will be a mostly out of character walk off to the Bandit Camp, which is where these quests will take place
3. Upon player being "Taken", A runner will be sent to their faction camp, and upon delivery of a ransom note, the culture will have Forty-Five (45) Minutes to attempt to retrieve their missing player.
4. If the group of players exceeds the threshold of participants, the Abductee will be executed, incurring them a Mortal Wound, and their release back to their camp

Rescues

Rescues are a combat heavy attempt at retrieving a missing player, and are very straightforward in their operation. The Maximum Participants in this quest will be Six (6) Players, and they will have a Time Limit of 45 minutes from the time the Ransom note is received to rescue the Abductee. This is a live combat with normal combat rules, and it is possible to fail, fall in combat, and incur damage and mortal wounds. Rescues will only take place during the Day

Ransoms

Ransoms are a non-combat, Roleplay heavy attempt at retrieving a missing player, and will have a monetary and component cost to rescue the Abductee. If they do not wish to spend the currency, they may attempt to

negotiate the release of the Abductee. These deals are wide and varied, it is wise to come prepared. Ransoms will only take place during the Evening and Nighttime.

Abductee

This player will experience a scenario of roleplay for both scenarios, where they can interact with the bandits, and are encouraged to exercise their hand signals during this to ensure a fun and consensual interaction between the player and the Bandits. Players who wish to participate can sign up ([Insert Link Here](#)) or sign up in game at the Bazaar. If the Rescue or Ransom is a Failure, the Abductee may choose to either incur One (1) Mortal Wound or be sent to Oblivion

Warning: This will be a general quest for your culture, not anyone specific. It will be up to the players in your culture to decide who rescues the Abductee.

Glossary

AP: Armor Points. The amount of armor you have on a given valid target area.

Authoritative Power: A character with authority in the culture, such as Jarls, Council Members, Military Leaders, Barons, etc.

HP: Hit Points. The amount of health you have on a given valid target area.

Long Rest: 45 minutes minimum of no combat downtime spent in camp. Get something to drink and eat. Long rests restore all hit points, armor points, and repairs shields.

Phys Rep: Physical Representation. An item that designates that there is an effect present on a person or object.

Off Game: The time between physical events that Reckoning hosts

Siege On: Is when the combat aspects of the game start. This is at 10am in the location's timezone daily.

Siege Off: Is when the combat aspects of the game end. This is at 10pm in the location's timezone daily. Any change will be communicated.

Stopped: Forced to freeze or pause retreating through body blocking, combat, spell, potion, or ritual.