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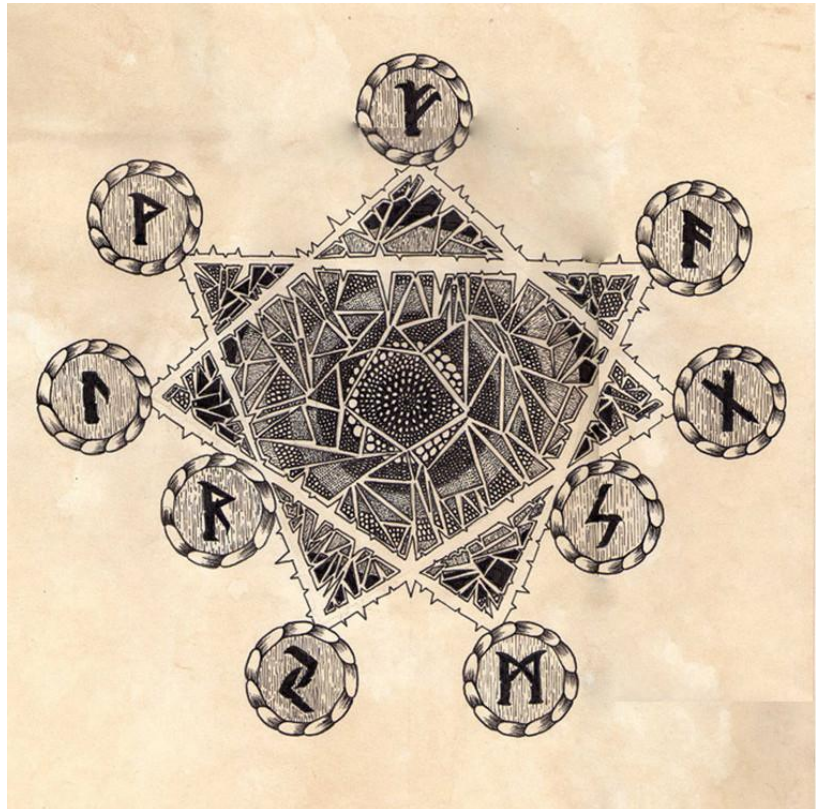
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The societies and factions of Izgon: Ascendancy are a complex subject. Each character will have one Origin, and be a member of one Guild and one Circle, which will be roughly equal in numbers. Sometimes the goals of character's Origin/Guild/Circle will clash - it's up to players to resolve this in any way you see fit. This guide will only provide rough guidelines - it will be up to you to integrate them in your character, or not. Your interpretation is the one that matters.

Timeline-wise, apart from Order mages, all other Origins, Guilds and Circles are very recent - they formed after the Arrival of Magic, which happened two years before the larp started.

# Origins

Origins will define the source of your character's power - how did they get in touch with magic? This choice plays an important part in your character's social status, powers they will have, and certain knowledge.

## 1. Order mage

Ancient orders made certain pacts millennia ago, which ensured they - as well as their descendants - have access to magic, which mundanes never could access. To do so, they used specially crafted foci to enhance their magic - implements less crucial nowadays than they used to be, but still helpful.

Throughout their history, they maintained their secret societies, being allies or rivals with each other. Some orders were destroyed throughout the history, and you'll be able to play a member of these Orders:

- A. **Order of Artemis** - known as Protectors or Hunters, they're bound by an ancient Oath to protect Earth and humanity - although the interpretation of what that means can vary widely among members. Typically trained in combat, recon, infiltration, espionage and similar skills which allow them to quickly and easily defeat any threats. Their focus is a runed glove. *This is a good choice if you want to play a tough and dangerous character.*
- B. **Order of Apollo and Athena** - known as Oracles or Prophets, they've been given a power of visions and prophecy, and the promise of stewardship of Earth in exchange for a mysterious task - which they still haven't figured out. They will typically know a lot, and they'll be able to learn a lot. Their focus is a runed amulet. *This is a good choice if you want to play a character with great investigative abilities.*

Order mages view themselves with pride, considering themselves the top of social hierarchy. Others often view them with disdain, considering them aloof and arrogant - or jealousy and hate.

## 2. Awakened

With the recent increase in magic, some people just awoke one day and found out they could use magic. The few lucky ones were brought up to the magical societies - unlucky ones burned themselves out by accident, or found themselves shot by the authorities or lynched by the locals. But even surviving Awakened now outnumber the Order mages, and very soon the entire

humanity will Awaken to magic - Awakened are new mages, the future of humanity, first of their kind, and a sign of things to come.

As such, Awakened are often curious - trying out new things, and they're open to the new possibilities instead of being bound to any goals or a promise.

Most of them don't use foci, but some of them use a wand or a quartz crystal as a focus.

*This is a good choice if you wish to play a flexible character with the most freedom to choose.*

Other mages often view them as chaotic, reckless or untrained - whether this is true or not. Order mages have especially been worried about several individuals displaying powers rivaling their own.

### 3. Former host

They were once possessed by another being - often called aliens or spirits by some, yet former hosts prefer the term "energy being". Having their minds, bodies and souls fused to these beings for a while, and then separated from them had a profound effect on them - and left them with the ability to wield magic after the Arrival.

Worldwide, they're the least numerous group, but their population is concentrated in regions visited by these creatures at some point - where they rival other origins in number.

They don't use a physical focus, but they don't need one - they learned how to perform well without it, by meditating and concentrating in a specific way.

*While this Origin is open to all players, it is best if you previously played Izgon larps as a host/energy creature in order to better internalize what they were going through.*

They tend to view other mages as too self-focused and unaware of the grander scheme of things, in which Earth is a very minor player.

Other mages tend to view them with suspicion - who knows what sort of influence the otherworldly creatures had on them - or what influence they still have?

## Guilds

Guilds are the backbone of magical politics - the mainline societies shaping the magical community of Earth. This choice defines the main political structure your character lives in,

certain knowledge and powers, and will provide some common goals for all Guild players. Each Guild will share a common major mana spot which they'll draw power from.

All players start as a member of one Guild. Switching to another one is possible during play, but it would usually be seen as treason.

## 1. Mages Guild

The Mages Guild is a guild dedicated to gathering and training all mages of the world, considering itself a worldwide authority on magic. It was the first one to form after the Arrival, as several (but not all) leading figures of the old Orders made an alliance in order to best handle the changes which are coming to the world.

Mages Guild is organized as a hierarchy - regions are controlled by an Archmage, underneath an Archmage is a local cadre of Mages, who train the Apprentices. Mages Guild tries to recruit both the Order stragglers, as well as many Awakened and Former Hosts as possible, and covering every evidence from general public using any means available - magical, social, technological, economical etc. Worldwide, the Council of Archmages decides on the Guild politics.

Its' primary concern is the chaos once magic goes public - ensuring peaceful transition for the world and avoiding the war with mundanes and massive slaughter of mages if possible. If not, then the war will be won - by politics, combat, economy and any other means available.

Yet, Mages Guild is not without schisms of its own - two main currents of internal politics are whether they should care about humanity as a whole, or should they put their own concerns as mages first? Several Awakened and Former host members also feel disenfranchised, as it's obvious that Order mages are running the show here - others are content under the leadership of more experienced members, as it allowed them to learn a lot.

Mages Guild tends to view other guilds as trouble and liability, but also as potential recruiting grounds - if the world is to be saved.

*This is a good choice if you want to be a part of the stable, structured society with clearly defined roles, obligations and rights - playing with themes of unity and dominance.*

## 2. The Commune

The Commune split off from Mages Guild quite early, its goal being equality of all members, no matter their Origin. They share most of the goals with the Mages Guild, but they differ in the ways of achieving them.

Political views in the Commune differ - it drew a fair number of anarchists and communists, but also a lot of people with other preferences. They tend to view themselves as the only free and non-oppressive guild, likening the Mages Guild to feudalism or dictatorship.

Some members of the Commune advocate peaceful resolution of their differences - others believe that a violent revolution might be the only way to achieve equality.

Every local Commune is run by independent Council, which includes every local Commune member, discussing and voting on particular subjects - although discussions often get heated, and arguments when someone feels not included enough are common. The Council sometimes elects a Speaker to represent the local Commune society to other factions.

*This is a good choice if you want to be a part of a dynamic, ever-changing Guild - perhaps even bringing the revolution to the entire magical society.*

### 3. Transcendence

Transcendence is a semi-secret Guild, its' leadership known to only a few, and its' goals and methods rarely discussed, their secrets never shared.

What is known is that they don't care much about either recruiting new mages (though some do find their way there) - they mainly collect arcane knowledge, chasing goals of power and redefining their own existence.

Transcendence rarely gets involved with the politics of Mages Guild and The Commune, although they observe often enough.

*This is a good choice if you prefer a task-oriented playstyle.*

## Circles

Circles are magical groups existing parallel to the world of guilds - and some of them predate guilds in their origins. Membership in Circles is typically open to all mages regardless of their Guild - but how each Guild reacts to these is different.

Mages Guild is publicly opposed to the existence of Circles, as they believe they undermine the unity of the mages in the world - however, privately they do little to shut them down, as they tend

to be some of the main recruiting grounds for other Guilds. Still, discussing Circles is considered a faux pas in the polite society.

The Commune promotes Circles, considering them the means of expressing one's individuality and freedom.

Transcendence doesn't care about Circles, as long as they don't detract their members from more important things. The only important things.

This choice defines the your character's social life, hobbies or even dark secrets - as well as certain knowledge and powers, and might provide some common goals for all Circle players. Each Circle will share a common minor mana spot which they'll draw power from.

You'll start as a member of one Circle, but you can join multiple ones during the larp, if you arrange it with other characters. You only get your power from your first Circle though. You can also form your own additional Circles with other people - during preparation or larp itself - although they won't come with their own powers or minor mana spots.

## 1. Circle of Protection

Earth is in danger, from enemies both internal and external. Corruption is everywhere, and the sanctity of human spirit must be preserved - by all means necessary, including scheming or even outright assassination. Former hosts cannot be trusted - they have been corrupted and damned by the alien influence - although those on the path of redemption might get a chance to prove themselves useful. Our place of gathering gives us the power to do so.

*Choose this Circle for play involving more scheming / manipulation / assassination.*

## 2. Circle of Understanding

Earth had been blessed by visits from the Outsiders. The problems of this world are trivial compared to what's out there. We should welcome contact with the sentient from the universe and beyond - imagine all the things they could teach us. They could show us the way to Light. To the great cosmic alliance of peace and understanding. Their former hosts are the Chosen, and they will lead us there. Our place of gathering is a perfect tool to reach universal understanding.

*Choose this Circle for play involving peace, diplomacy and worship.*

### 3. Circle of Power

It **is** a competition. There's nothing better than flaunting your power and achievements to those beneath us. And those above us? They're an ideal worth emulating or beating them in their own game. There's always something to learn in order to rise to the top. Our gathering place is where we learn and display our ability.

*Choose this Circle if you wish to be a part of a power-hungry dynamic.*

### 4. Circle of Ecstasy

Why be a mage if you can't enjoy it? Sex, alcohol, drugs, music - they're not just means to make you happy, they're also a tool for fulfilling your potential as a mage. And they're all way more fun with a bit of magic.

*Choose this Circle if you want more physically intimate play.*

## Other factions

Apart from what is listed above, some other factions will be in play - including:

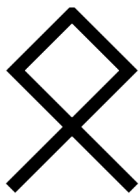
- The Brokers - the mysterious Order mages who run an online marketplace, trading in information and magic. Rumors say they've been in business for a long time. *You can't sign up to play a Broker - they're played by co-organizers and take part in this larp's logistics.*
- Energy beings, including Amani, Kalesti and the mysterious Melki, possessing the human mages. *You can sign up for them, but the spots will be very limited - Melki are only available for players who previously played Melki, for story reasons.*
- Section 21 - rumors say that some of the mages got their powers by being a part of the secret government program, which had been hunting mages for a long time. What are their goals? *Limited spots.*
- Spies from other factions... maybe. If you arrange it with other players.

They will still be members of all the factions above. Most importantly, all these choices provide only a rough structure of the world - you will be the one who'll add depth to it and decide how they will apply (or not) to your character, their friends and your situation.

# Magic

Magic in Izgon: Ascendancy is based on a resource called mana. Most characters have a base value of 3, however Order of Artemis, Amani and Kalesti have 4, while Melki have 5. Having a focus in your hand, or having meditated recently (for former hosts and energy beings only) can temporarily raise the base value by +1.

## Foci



A focus is a specific item listed in your Origins section, which you can bring to the larp as a prop for your own use. If you wish to use it, you must hold it in your hand. If a rune is mentioned in the description, use the Othala rune. You can also use the foci of other players (regardless of their Origin), if they allow you to.

Former hosts and energy beings can also use foci, or alternatively they can choose to meditate. Meditating uninterrupted for five minutes grants you three hours of the focus bonus.

## Truthspeaking

The basic spells are called "Truthspeaking" or "Veritas magic" for their keyword, veritas. You weave your magic with your words to make them true. To cast one, hold your fingers next to your temples and concentrate for 10 seconds. Then speak the keyword veritas followed by the instructions - the duration of the spell should last for 10 seconds, unless differently noted in the incantation. The target follows the instructions, such as:

**"Veritas!** Your legs shall not move."

Each character will receive 3 incantations, based on their choice of Origin, Guild and Circle.

Possessed characters can instead form their own custom incantations, worded as they want to, with maximum duration for as long as they focus (which can be made into a part of the incantation).

Your first use of Truthspeaking in a day (counted from midnight) is free, each following use will reduce your current mana by 1.

## Rituals

Each character will have access to several rituals, depending on their faction choices. They will cost several mana. However, their cost can be spread among several characters.

If you do a ritual costing 3 mana, you can grab an assistant - the ritual will then cost you two mana, and one mana to your assistant. If you have two assistants, the cost will be one mana each. If the cost can't be spread evenly among participants, it costs the ritual leader more. Assistants don't need to be able to cast that particular ritual.

Attunement is a ritual costing 3 mana and lasting for five minutes, known to all characters (see below for description).

Some extra rituals might appear during the larp, provided by Shadow Brokers. Some of these might even restore mana.

## Combat

To use magical combat, reveal the number of fingers equalling your current mana. If your number is greater than your opponent's, you won, you reduce your current mana by 1, and the opponent is at your mercy. If your number is lower, you reduce your current mana by 2, you lost and are at your opponent's mercy. If your numbers are equal, both of you reduce your current mana by 2, and nobody won the combat. You can only fight one person at a time.

Once per day (counted from midnight) you can draw on extra reserves of mana and increase your number in combat by 1. However, whether you win or lose, you reduce your current mana by 1 more than what was listed above.

The victor chooses what to do with the defeated opponent. If you capture them, to make it fun for all players please don't make it last longer than 30 minutes. Killing other characters is only possible on the last day of larp - on Sunday, after midnight.

Possessed characters can also be Exiled once they lose in combat - the creature possessing them forcibly removed out of the body and killed, and the host restored back to control of the body, keeping memories of their time together. Characters can be Exiled only from Saturday noon onwards. After that time, if you play a possessed character and your mana reaches 0 for any reason, you get Exiled.

You can't use magical combat if your mana is 0. You can simulate physical combat if you agree on that with other players, but if anyone uses magical combat it automatically defeats physical combat.

Please don't use props which could represent weapons, since a part of the larp will be in public. It's also best if you limit your combat to private (or at least completely empty) places.

## Refilling mana, mana spots and attunement

You can refill mana in several ways, if you're under your base value:

- You automatically refill one mana every midnight.
- You automatically refill one mana at noon if you're attuned to a major mana spot.
- If you touch and focus on an attuned major mana spot for one minute, you refill all your mana. This can be done once per day (resets on midnight), and you can't draw mana from a major spot without attuning to it - because that would burn you to a crisp.
- If you touch and focus on a minor mana spot for one minute, you refill one mana. This can be done once per day per mana spot.
- Some rituals might restore mana.

Zagreb will have nine places designated as mana spots.

- Three are major, each claimed by a guild.
- Six are minor
  - Four of these belong to Circles.
  - Two might be discovered during the larp.

All of these claimed spots have complex mana-nets woven around them to ensure a steady supply of mana. Each player is considered to be attuned to their Guild's major mana spot, with the exception of possessed characters - the act of possession breaks the attunement, as does the Exile if it happens. Attuning to the new spot also breaks the old attunement.

Attunement is a ritual costing 3 mana and lasting for five minutes, known to all characters.

Guilds are normally very possessive about their spots. If someone attunes to it without their permission and knowledge, it's a desecration that can mean war. Permission to attune is usually a cause for celebration, because in most cases the one attuning is joining the Guild.

Circles can sometimes be more permissive about people using their minor mana spots, and allowing non-members to recharge for a favor to the Circle can be common - but in the end that depends on the Circle itself.