

# THE NEOTHERA SAGA

## CORE RULES

VERSION 4.0



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This book is for use in official Neothera Saga UK LARP games only.  
This edition of the Core Rules is ©2014 - 2023 by Neothera Saga UK LARP and Thomas Hackett-Brown.  
This version of the Core Rules is written by Thomas Hackett-Brown.

All photography by Hannah and Thomas Hackett-Brown and Neothera Saga UK LARP staff.

*The Neothera Saga team would like to thank our friends, family and everyone who has helped or attended the system over the years. We are eternally grateful for your dedication and support!*

# THE NEOTHERA SAGA

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# NEOTHERA SAGA LIVE ACTION ROLE-PLAY

The Neothera Saga is a live action role-playing (LARP) system created by Tommy and Hannah Hackett-Brown, Jake Moxey and Nick Brown in 2014.

Based in the fictional world of Neothera, the game has its roots set in medieval, high fantasy and steampunk genres. The system focuses on story-driven, campaign-based, immersive events, set in a living, breathing world that evolves according to your actions. We offer you the chance to step into an immersive, vast and lore-rich universe of mythical creatures and epic battles, where magic and technology compete for dominance. You will encounter fantastical creatures, and strange technology, assist or conspire against the realms of the world, fight epic battles and make choices that result in how the game world evolves.

We have designed these rules with simplicity in mind, allowing for more focus on plot, immersion and roleplaying. That said, there is still room for more seasoned participants to take their game to a more advanced level. Whilst we have attempted to describe as many rules and standards as possible in this book, situations will arise that are not directly covered. If this occurs, remember that ROLE-PLAY prevails, and the staff will be on hand to assist and guide you during events!

Be sure to check our website ([www.neotherasaga.com](http://www.neotherasaga.com)) for further updates and information about the system, as well as event dates, photos and videos. We highly recommend downloading the Lore Compendium to find out more about the fictional world of Neothera. If you have any questions about the Neothera Saga, then please do not hesitate to contact us at [neotherastaff@gmail.com](mailto:neotherastaff@gmail.com).

# JOINING THE ADVENTURE

## THE CREW

Crewing is a great way to get a feel for the Neothera Saga system, especially if you are new to LARP. You will play various roles such as monsters that fight the players, and acting parts that help deliver the story to those who are playing. You can also work behind the scenes to assist with props, costumes and set dressing. Crewing is entirely free of charge, and refreshments are provided at our weekend events. Costumes and props will be supplied for you, and you will be rewarded with Hero Points (*see page 6*) to thank you for your hard work.

## THE PLAYERS

You create a character/persona of your choice that you will play at events. The plot will unfold around you and be directed according to your actions. You maintain your persona for the duration of the event and providing your character is not slain you will be rewarded with Experience Points (*see page 6*) that allow you to buy abilities that represent skills your character has learned.

There are several things to consider before creating a character, the first being what you would feel most comfortable doing during an event. There are roles to cater for all styles of play, from close combat fighters, bow and firearm users, mages, surgeons, scholars and crafters. All player characters are completely customisable; however, the basis of a character will always follow a simple formula for it to fit into the world of Neothera through lineage, and how it performs in battles or interacts with other inhabitants of the fictional world.



# RACES & REALMS

When creating a character, you will need to decide which race and realm you would like it to belong to. Races offer special abilities according to the traits the species is naturally gifted with, and may also affect the way you are treated by other inhabitants of the world. There are also some basic costume requirements for some races which must be adhered to. In recent years, realms restricted which races could belong to them, largely due to culture, wars, geological locations and political standings, however, due to ever-changing opinions, all realms have opened their gates for people of any race to join. As a player, you must refer to the Lore Compendium (available on our website) for detailed information and costume requirements to play a specific race or realm.

*A full list of racial abilities can be found from page 35 onwards.*

## CLASSES

After choosing your race and realm you should decide which class (or classes) you want to take. Of the SIX available classes, you may take a maximum of THREE. Classes give you access to class abilities which will enable your character to perform a variety of useful actions.

You should bear in mind that once you have purchased your first ability in a class you cannot change it, nor unlearn any abilities you have purchased for that class. SECONDARY and TERTIARY classes can be taken at any time and do not need to be specified at initial character creation. All SIX class options are available to any race or member of any realm.

If you are not happy with your class choice after your first event as a player, you are entitled to re-pick your class and any other abilities. If you become unhappy with a class you have chosen after further games, you should speak to a member of staff so that we can discuss the options available to you.

## CHARACTER LIMITS

Each player may have a total of THREE active characters at any one time. Each character has its own unique character sheet and resources. Players cannot engage in trade between their own characters; the intention is to allow players to have a variety of characters and play-styles, not to bend the game rules by creating some sort of money laundering scheme!

### CLASS: CRAFTER

Capable of creating a wide variety of useful items, crafters are skilled in building ammunition, devices, enchantments, explosives, modifications, potions, scrolls and well-made equipment.

### CLASS: COMBAT (DEFENSIVE)

Tough warriors that excel in defensive tactics on the battlefield by shielding themselves or their allies. Bulking up with strong armour, or preventing their foes from disarming them, they are also capable of recovering quickly and efficiently from damage.

### CLASS: COMBAT (OFFENSIVE)

Skilled at causing heavy damage with ranged or close combat weapons. Fighters excel at disabling or bringing down their opponents quickly during battles.

### CLASS: MAGE

Users of magic who are capable of casting spells to smite their foes, warding and healing their allies.

### CLASS: MEDIC

Knowledgeable doctors and physicians who use their abilities to mend the wounds of their comrades.

### CLASS: SCOUT

Masters of stealth, disarming and setting traps, picking locks, tracking and survival both on and off the battlefield. Scouts move in important social circles and can glean information that will aid their quests.



# STARTING RESOURCES

Now you have established your race, realm and class(es) let's take a look at fleshing out your character. You will begin your adventure with a few starting resources to help you along the way. It is assumed that your character would have acquired these resources before beginning their adventuring career. These resources are as follows:

- **Clothes, storage packs, armour and weapons (you can wear any armour you own and wield any weapons providing you have purchased the relevant armour and weapon training abilities)**
- **Any other props you feel are relevant to your characters such as a drinking vessel, keep-sakes (if relevant to your backstory) or other accessories**
- **You should bring a suitable, in-character notebook to keep track of your abilities, spells, crafting projects and any other useful information you discover at a game (Please note that the staff cannot supply you with physical copies of your character sheet. Neither will they fill you in on in-game information if you cannot remember it and failed to record it)**
- **30 Experience Points (EXP) to purchase abilities that represent skills your character has learned**
- **2 Global Hit Points (GHP)**
- **10 Life-Force (LF)**
- **1 Potion of Healing (restores 3 lost GHP)**
- **1 Potion of Life-Force (restores 3 lost LF)**
- **30 Llandies (in-game currency supplied by game staff)**
- **If you purchase the RANGED WEAPON TRAINING ability you start with 15 bullets, and/or as many arrows, bolts or thrown weapons as you can physically carry**
- **A language translator sheet (supplied by game staff) should your character acquire a language ability**
- **Access to a personal Tutela Syndicate Bank vault for in-game item storage (only accessible during events)**

# EXPERIENCE POINTS (EXP)

Experience Points (EXP) represent the knowledge and talents your character has gained throughout their adventuring career and are used to purchase skills that enhance your character's performance. All characters start with 30 EXP and will gain more by participating in events. You may spend them immediately or accumulate them for later use. Players will earn 5 EXP per day of adventuring, and when an event has finished, the staff will add the EXP you accumulated to your character sheet.

Players may earn up to a maximum of 200 EXP, upon reaching this total your character has reached it's basic potential. The only way to increase your EXP cap is by acquiring Hero Points (HRP), where 1 HRP increases your EXP cap by 5. EXP is not transferable to your other characters and any EXP gained by a character that dies or that you retire is lost permanently.

# HERO POINTS (HRP)

Hero Points (HRP) are a special form of EXP and may be used to do the following:

- **Increase your character's EXP cap beyond 200 where 1 HRP increases your cap by 5 EXP**
- **Convert to EXP where 1 HRP = 1 EXP**
- **Convert to LLANDIES where 1 HRP = 5 LLANDIES**
- **Purchase unique abilities, spells and crafting projects (10 HRP each)**

HRP are awarded for the following:

- **Staying in-character at events**
- **Great role-play at events**
- **Playing in the 'spirit of the game' (not using loopholes or exploits)**
- **Excellent costume and prop standards**
- **Booking your player event ticket early (5 HRP)**
- **Recruiting new participants (see our website for details)**
- **Crewing events (5 HRP earned per day)**
- **Assisting the game staff with setting up or packing down weekend events**
- **Promoting the Neothera Saga in some form**
- **Helping the staff with behind-the-scenes work**
- **Donating costumes, weapons or equipment to the system**

Unlike EXP, there is no cap for HRP, and they are transferable between any of the player characters you have created. They will also be refunded to you if your character dies or is permanently retired.

## LLANDIES (CURRENCY)

Llandies (pronounced “Lan-Dee”) are the universal currency of Neothera and are represented in paper form as bank notes. Llandies can be used to pay for training new skills or buying items that enhance your character’s performance. They can be used to purchase Personal Resource Sites that provide you with raw materials. New characters start with 30 Llandies and more can be acquired by completing quests during an event, looting dead monsters, selling goods such as weapons, armour or potions etc., or converting Hero Points. There is no limit to the number of Llandies a player can own. Each player can start an event with a maximum of 2000 Llandies on-hand. Llandie Phys-reps will always be supplied by staff in the form of paper notes.

## GLOBAL HIT POINTS (GHP)

Global Hit Points (GHP) represent the four main locations of the body (head, torso, arms and legs) combined as one total. All characters start with TWO GHP, and this total can be increased by purchasing abilities or owning special items. If you are not wearing armour (or your armour becomes broken (reduced to 0 AP)) damage dealt to you in combat is deducted from your GHP. Regardless of where you are struck, the damage is always deducted from this total. However, it is good practice to role-play having an injured back if you are struck there. When you are struck in combat (and if you are not wearing armour), you will lose an amount of GHP according to the degree of damage that your attacker calls. If your attacker does not call any numerical damage, you need only deduct ONE point from your total GHP.

*COMBAT EXAMPLE: You are NOT wearing ARMOUR and have THREE GHP. If you are hit with a call of DOUBLE you lose TWO GHP and have ONE GHP remaining.*

## LIFE FORCE (LF)

Life Force (LF) represents a character’s willpower, the strength of mind, and determination. It acts as a resource to use abilities and cast spells. All player characters start with TEN LF, and this total can be increased by purchasing abilities or owning special items. When you want to spend LF to use an ability or cast a spell, you must deduct ONE LF from your total. You must keep deducting from your total LF every time you wish to perform an action that requires its use. If you reach ZERO LF you become weak, feel very sick, are unable to fight or defend yourself, and can barely muster the strength to move or talk. It is at this point that you become exhausted and will need to find a way to replenish your LF, commonly done via the MEDITATION ability, or consuming potions that restore LF.

## PHYSICAL REPRESENTATIONS (PHYS-REPS)

Phys-reps are items that must be physically represented in the game. They included, but are not limited to costumes, armour, weapons, ammunition, devices, explosives, potions and scrolls. Players must ensure they provide Phys-reps for anything their character or other inhabitants of the world can use or interact with.

Ammunition, devices, explosives, potions, scrolls and well-made equipment must all be supplied by players, although these will be supplied for the crew should the occasion call for it. A Phys-rep must be supplied for every item you are carrying.

Llandies, Resource Tokens and World Items will always be supplied by the game staff for player or crew use. These items are often unique in nature, meaning they cannot be crafted by players. They might take the form of ancient relics, documents, or rare, one-off versions that fall into any of the item types listed in the alchemy or artificer trades.



# ARMOUR

Your character can wear armour to increase their chances of survival in battle. There are two different types of armour (LIGHT and HEAVY) that offer protection depending on the material the armour is constructed from. You must purchase the LIGHT / HEAVY ARMOUR TRAINING abilities with EXP or Llandies to allow your character to wear and benefit from the protection armour provides.

## ARMOUR POINTS (AP)

Armour Points (AP) represent the varying degrees of protection armour offers in combat. The stronger the armour, the more AP you gain. The following rules apply:

- **If you wear armour and take damage in combat (anywhere on your body) the damage will always be deducted from your pool of AP before your GHP**
- **Each time you take damage (regardless of the NUMERICAL level of damage called) you lose 1 AP. For example, if you are hit with a call of TRIPLE you will lose 1 AP**
- **If someone strikes you on any armoured body locations with a call of SHATTER, you will lose ALL AP you currently have**
- **If someone strikes you on an armoured body location with a call of CRUSH, you will lose ALL AP you currently have in addition to the other effects of the call, such as CRUSH breaking a limb or putting you in a CRITICAL STATE if you are hit on the head or torso**

*COMBAT EXAMPLE ONE: You have FOUR AP and are hit with a call of DOUBLE. You lose ONE AP and have THREE AP remaining.*

*COMBAT EXAMPLE TWO: You have FOUR AP and THREE GHP and are hit with a call of DOUBLE PIERCE. You do NOT lose any AP, but instead, lose TWO GHP.*



## WEARING ARMOUR

There are four locations of the body that provide bonuses to AP when armour is worn. You must be wearing armour on any of these locations listed below to gain an AP bonus.

- **HEAD: HEAD or SHOULDERS (wearing a helm, gorget or pauldrons)**
- **TORSO: CHEST or BACK (covering the front or back of your torso)**
- **ARMS: RIGHT and LEFT (upper or lower arms)**
- **LEGS: RIGHT and LEFT (upper or lower legs)**

## LIGHT ARMOUR

Acceptable armour is thick woven cloth or furs, toughened leather, wood, steampunk gauze and treated bone. LIGHT armour provides 1 AP per location worn, to a total of 4 AP if worn on all four locations.

## HEAVY ARMOUR

Acceptable armour is chainmail, plate, scale and stone. HEAVY armour provides 2 AP per location worn, to a total of 8 AP if worn on all four locations.

## ARMOUR COMBINATIONS

You can wear a combination of LIGHT and HEAVY armour on any FOUR locations. Wearing LIGHT and HEAVY armour in the same location will not provide any additional AP bonus. If you stack armour on a single location, the armour that provides the most AP takes priority. For example, wearing LIGHT armour beneath HEAVY armour only offers the HEAVY armour bonus. It is acceptable to combine armour on different locations as follows:

*EXAMPLE: You could wear LIGHT armour on your HEAD and TORSO, and HEAVY armour on your arms and legs. This would provide a total of 6 AP.*

## ARMOUR PHYS-REPS

Armour must look realistic and fit with the theme of the system. We do not allow participants to wear sports personal protective equipment or unpainted/unmodified EVA foam armour unless it is heavily modified to fit with the theme of the world of Neothera. If you are unsure that the armour you want to wear will adhere to our standards, please get in touch.



# ABILITIES

When you earn Experience Points (EXP) and Llandies you can spend them on abilities to improve your character's potential both on and off the battlefield. Some abilities require LF to activate, whereas others are passive and offer their benefit all of the time. You can purchase any abilities your chosen race/classes have access to, although if it has a prerequisite (RANK 1, 2, 3 etc.) then you must always buy abilities in ascending rank order.

## BASIC ABILITIES

BASIC abilities represent skills that can be learned by anyone, regardless of race or class. They do not require the expenditure of LF to use. BASIC abilities cost 3 EXP or 30 Llandies each to learn. *See page 32 onward for the full list of BASIC abilities.*

## RACIAL ABILITIES

Each race has a particular set of traits that set them apart from each other. You may learn up to TWO RACIAL abilities which can be bought for 3 EXP or 30 LLANDIES each. *See page 35 onward for the full list of RACIAL abilities.*

## CLASS ABILITIES

You can pick up to THREE classes when creating a character, and CLASS abilities make up the bulk of a character's development. You are NOT limited to the number of class abilities you can learn, however, EXP or Llandie costs increase if the ability belongs to your SECONDARY or TERTIARY class, meaning you must pick your classes carefully! The chart below illustrates this. BASIC and RACIAL abilities can be accessed by any class and therefore do not have additional SECONDARY or TERTIARY costs.

	EXPERIENCE POINTS (EXP) COST	LLANDIES COST
PRIMARY CLASS ABILITIES	5	50
SECONDARY CLASS ABILITIES	10	75
TERTIARY CLASS ABILITIES	15	100

# LANGUAGE ABILITIES

The language known as 'Common' is almost universally spoken in the world of Neothera. All characters know this language and it does not require an investment of EXP or Llandies to learn it. There are also many different languages written and spoken in the world of Neothera. These languages can be race or realm specific, and it is possible for anyone to learn them. Members of certain races or realms automatically start their adventure knowing the language that is commonly spoken amongst their people, and if this is the case, you will learn the relevant language ability for free. If you wish to learn further languages, you must spend 3 EXP or 30 Llandies per ability to do so. *For a full list of LANGUAGES see page 34.*

## UNIQUE ABILITIES

You may submit a proposal for an ability that is UNIQUE to your character and is not listed as an official ability in this rule book. Once you have submitted a proposal the game staff will review it to ensure that it fits with the lore according to your character and the game world, and also ensure that it will not upset any game mechanics, by being too powerful, for example. UNIQUE abilities cost 10 HRP to learn once approved by the game staff. A single character you play may learn a total of 10 uniques. You can learn any combination of abilities, spells and crafting projects. For example, 6 unique abilities, 1 unique spell and 3 unique crafting projects. Some uniques (usually taught by NPCs) do not count towards your unique cap, if this is the case, a member of the game staff will tell you. All unique proposals must be submitted to us via email at [neotherastaff@gmail.com](mailto:neotherastaff@gmail.com).

# SYSTEM CALLS

SYSTEM CALLS are used in Neothera Saga games to instruct participants how to react to an ability being used, a spell being cast or other situations that cannot be physically represented in any other way. Abilities or spells that allow you to CALL an instruction are classed as EFFECTS. The call should be announced loudly and clearly for the participant/s to react accordingly. It is not essential to commit all of the following calls to memory because staff and other participants are happy to instruct you at an event, however, we recommend having a basic understanding of them to enhance your experience with us.

## AGONY

### **DURATION: 30 SECONDS**

The target's entire body is crippled with excruciating pain from head to toe, they become immobilised, unable to attack or defend themselves, and may do nothing except endure the torture and cry out in pain.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE AGONY!" in which case the target takes THREE points of damage to their AP or GHP as well as the AGONY effect.*

## CRUSH

If the torso or head of the target is struck with a blow calling CRUSH the target loses all GHP and falls into a CRITICAL STATE. Any armoured location struck with CRUSH sees the target lose all AP. Any weapons or items hit with CRUSH are subject to an IRRESISTIBLE SHATTER effect. Limbs or extremities hit with CRUSH become broken and useless until mended with an appropriate spell, item or ability. If a limb is struck with a call of CRUSH, the effect of a broken bone should be role-played accordingly.

*Calls of CRUSH can NEVER be combined with calls of MASS. If more than one limb or extremity is subject to the CRUSH effect, each location will need to be healed separately via the appropriate means.*

## DAMAGE CALLS (NUMERICAL)

NUMERICAL DAMAGE CALLS represent the force an attack is made with. The lower the DAMAGE CALL, the less it will hurt when it hits a target. The degree of damage called is deducted from a target's GHP, unless they are wearing armour, in which case the armour absorbs the entire hit (unless accompanied by a CALL of PIERCE).

**SINGLE: ONE point of damage is dealt**  
**DOUBLE: TWO points of damage are dealt**  
**TRIPLE: THREE points of damage are dealt**  
**QUAD: FOUR points of damage are dealt**  
**QUIN: FIVE points of damage are dealt**

## DESTROY

The item or target crumbles to dust and is DESTROYED beyond repair or resurrection. If this call hits a target's torso or head they are killed instantly.

*Calls of DESTROY can be resisted unless accompanied by a call of IRRESISTIBLE. If an arm, leg or other extremity is struck with this EFFECT, it may be lost permanently!*

## DISARM

This causes the target to DROP anything they are currently holding in the hand specified by the CALLER. A target should be informed which item (if they are holding one in each hand) they must DROP. When combined with a call of MASS this EFFECT causes all targets to DROP everything they are holding in both hands. Once DROPPED, the item/s may not be picked up for THREE SECONDS.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE DISARM!" in which case the target takes THREE points of damage to their AP or GHP as well as the DISARM effect.*

## [ELEMENT TYPE]

### **ARCANE / DIVINE / FEL / FIRE / NATURE / WATER**

Deals ELEMENTAL damage to an opponent derived from one of the elements. Certain targets may be strong or weak to damage from elements. You can also combine an [ELEMENT TYPE] CALL with any other damage associated with the attack, for example, "ARCANE TRIPLE!" Be aware that other [ELEMENT TYPE] CALLS may be discovered at events, in which case, a referee will advise you of any interesting details!

## EUPHORIA

### **DURATION: 3 MINUTES**

The target is overwhelmed with a feeling of intense excitement and happiness. This mood should be role-played accordingly. Rules-wise, succumbing to EUPHORIA does not hamper your use of abilities or spells.

## FEAR

### **DURATION: 30 SECONDS**

While afflicted the target becomes too scared to do anything except run away, cower or hide. A target cannot use abilities, cast spells, attack or defend itself when under the effects of FEAR. This should be role-played accordingly.

## GLAMOUR

### **DURATION: 3 MINUTES**

While afflicted the target must follow your next direct order unless that order would directly result in them inflicting harm upon themselves, or succumbing to harm through other obvious means (such as ordering to partake in combat). GLAMOUR fades once the target has fulfilled the direct order, or after THREE MINUTES if they are unable to complete the task.

## HEAL (X)

When a target is subject to this effect, they HEAL (X) GHP where X is equal to the amount stated on the ability, spell or item description. A target can never be healed above its maximum GHP amount.

## IRRESISTIBLE

Any call that follows IRRESISTIBLE cannot be negated by any means. Abilities, spells and effects that are IRRESISTIBLE cannot be dispelled or removed by any means once triggered.

## MASS

A call of MASS has three potential meanings. If you have a spell, ability or item that allows you to call MASS, you may direct it as follows to determine who is targeted:

**Calls that follow MASS mean that the spell, ability or effect will target EVERYONE (friend or foe) in earshot**

**Calls that follow PLAYERS MASS mean that the spell, ability or effect will affect all PLAYERS / ALLIES in earshot**

**Calls that follow CREW/MONSTERS MASS mean that the spell, ability or effect will affect all HOSTILES in earshot**

## NULL

When a target is hit by this effect, it loses all WARDS currently placed upon it.

## PIERCE (PIERCING)

A call that includes PIERCE (sometimes called PIERCING) completely ignores a target's AP and deals damage directly to their GHP. Unless resisted, PIERCE does not cause the armour of a target to break, nor does it cause the target to lose AP when struck. However, there is an exception to this rule explained in the following combat example: *If you have 3 AP and activate an ABILITY or EFFECT that allows you to RESIST calls of PIERCE, you still take the additional damage associated with the attack. For example, if you are hit with a call of "TRIPLE PIERCE!" and can RESIST the PIERCE call, the damage does NOT ignore your armour causing you to lose 3 GHP. Instead, you lose 1 AP.*

## POISON

### **DURATION: UNTIL CURED / DEATH**

While afflicted, the target loses 1 GHP every 10 SECONDS and must role-play the negative effects of the POISON that is slowly destroying their body. A target can fall into a CRITICAL STATE in this way, and when it does the POISON will nullify any healing until it is fully cured.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE POISON!" in which case the target takes THREE points of damage to their AP or GHP as well as the POISON effect.*

## REPEL

The target is forced backwards and must move at least 10 PACES away from the source of the call. REPEL does NOT affect a target afflicted with the ROOT effect.

## RESIST

A call of RESIST is used when a target is IMMUNE to the spell, effect or damage directed against them.

## ROOT

### **DURATION: 30 SECONDS**

The target's leg muscles seize up rendering them unable to move from the spot. Whilst ROOTED, a target still has control of their body from the waist upwards and can therefore defend themselves if attacked. ROOTED targets should call RESIST if targeted with the REPEL or STRIKE DOWN effects (unless IRRESISTIBLE).

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE ROOT!"*

## SAFETY

*See page 19.*

## SHATTER

Calls of SHATTER are effective against weapons, armour, devices, firearms and other such items, and means that broken items cannot be used until they are mended with an appropriate spell or ability. A target struck on one of the four body locations with a call of SHATTER will lose all AP they currently have. This call will NOT break limbs. Any unarmoured part of the body struck with this call sees you take a single point of damage unless accompanied by a damage modifier such as "DOUBLE SHATTER!" for example.

## SILENCE

### **DURATION: 30 SECONDS**

An attack that knocks the wind out of you, or magic that binds your tongue prevents you from communicating verbally or casting spells for 30 SECONDS.

*This call may also be accompanied by additional damage modifiers, such as "TRIPLE SILENCE!"*

## SLEEP

### **DURATION: 3 MINUTES / UNTIL WOKEN**

The target falls into a deep, unnatural slumber and is incapacitated until it wakes up. SLEEP can be broken by vigorously shaking the target for TEN SECONDS, or if the target suffers any damage to its GHP. Falling into a CRITICAL STATE will also rouse a target.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE SLEEP!" If this occurs, the damage inflicted to the GHP or AP is always taken BEFORE the SLEEP effect.*

## SORROW

### **DURATION: 3 MINUTES**

The target is overwhelmed with a feeling of deep distress, sadness and depression. This mood should be role-played accordingly. Rules-wise, succumbing to SORROW does not hamper your use of abilities or spells.

## STASIS

### **DURATION: 3 MINUTES**

The target becomes frozen in time. As far as the target is concerned, nothing has happened when they emerge from STASIS. While frozen, a target cannot sustain damage of any type or be the subject of any spells, abilities or effects unless IRRESISTIBLE (in which case the STASIS effect is immediately broken). STASIS can, however, be dispelled from the target if the caster chooses to end the effect, or via the NULL effect. All counts the target was making (CRITICAL STATE, MORIBUND, POISON etc.) before becoming placed into STASIS, are paused until this effect ends.

## STRIKE DOWN

The target is forcibly knocked to the ground and should role-play being flung to the floor.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE STRIKE DOWN!"*

## STUN

### **DURATION: 30 SECONDS**

A shock or trauma to the head causes the target to become STUNNED. Targets may only hold their head and stagger about until the effects wear off or are removed. They must DROP any items they are carrying and cannot fight or defend themselves in any way.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE STUN!"*

## TAUNT

### **DURATION: 30 SECONDS**

You make a particularly distasteful comment to your foe. Do they recognise you as someone involved in the murder of a family member, or maybe a spell has raised their temper? The target becomes unreasonably hostile and must immediately attack the individual that TAUNTED them. When confronted by multiple foes, a target that is under the effects of TAUNT may attempt to block or parry their blows, however, the full force of the attack should be focused on the person that TAUNTED them.

*This call can also be accompanied by additional damage modifiers, such as "TRIPLE TAUNT!"*

## TIME FAFF

Play is temporarily paused due to out-of-character reasons, perhaps to allow members of the public to pass by. Be aware of your surroundings and stop what you are doing. Remain quiet and aware of your surroundings until it is safe to continue playing, as advised by a referee.

## TIME FREEZE

Stop what you are doing immediately. Remain still. Close your eyes and hum a tune to block out the noise around you. This call is often used to allow game staff to pause play and move to another location nearby, or set up props or scenery that appear as if by magic!

## TIME IN

The game has begun! You should start acting as your character.

## TIME OUT

The game has ended! You should stop acting as your character.

## TRUE SIGHT

This call allows an individual to see hidden targets in the Realm of Shadows (RoS), even if they are not in the RoS themselves. If you are not in the RoS but have an ability, spell or item that allows you to see hidden targets, you should make it clear that you can see them by pointing and calling "TRUE SIGHT!" at them. If you are in the RoS and are targeted with this call, you become aware that the person can see you, but it does not break your cover. Remember, if your comrade used TRUE SIGHT to call out a hidden target, that does not mean you can see it unless you also have an ability that allows you to call TRUE SIGHT.

## TRUTHSEEKER

This call should be used with the appropriate ability, item or spell to discern if someone is lying to you. TRUTHSEEKER only works on someone who knows that they are lying; it will not work on someone who genuinely believes that they are telling the truth. You should call "TRUTHSEEKER!" when you or an ally asks a target a question.

## WARD

### **DURATION: ENCOUNTER / REMOVED BY NULL**

A WARD is a spell that benefits a target in some way. A player may only have ONE WARD active on them at any time. WARDS last for the duration of an encounter or if removed by the NULL effect. When casting a WARD on a target, you should call the WARD name as stated in this book, and describe the effect the WARD bestows.

# TERMINOLOGY

The following is a list of common phrases that do not directly affect a player character or NPC as a system call would. You will often hear them used when an event is not in progress, or as a means to explain a game rule or occurrence in an out-of-character (OOC) manner to a participant.

## CHARGE (CHARGED)

You may cast a spell as per the normal rules for spell casting but save it for later use. This is particularly useful for instantly releasing spells and not having to count the cast time in a dangerous situation. *See page 20 for more details.*

## CRAFTING PROJECT

The term used for instructions that allow a crafter to create items using raw materials.

## CRITICAL STATE (CRITICAL)

*See page 18 for more details.*

## DOWNTIME (DT)

The time spent between events where your character is travelling or has settled at a specific location, perhaps to collect supplies, learn local news or acquire quests. *See page 29 for more details.*

## EARSHOT

Used as a measure of distance. Spells, abilities and effects within a range of earshot (including MASS) affect targets that hear the call clearly. It is acceptable to raise or lower the volume of your voice to indicate the range of the effect accordingly. Perhaps you only want a MASS spell to target a small group of allies directly by your side? You should, therefore, call the effect quietly enough so that only your allies can hear you.

## EFFECT

Effects are often the result of the use of an ability, item or spell. An effect will usually last for at least 30 SECONDS, THREE MINUTES, or until it is cancelled by the caster or another spell or ability.

## ENCOUNTER

An encounter is approximately 30 to 60 MINUTES in real time, usually beginning when you are confronted with enemies, but sometimes allies, a creature or a puzzle. An encounter usually ends when a puzzle has been solved, and hostiles have been slain, fled and/or captured, but can sometimes require extra effort or a particular occurrence such as a plot-specific item being found or used. If you are unsure, always speak to a referee.

## HAND GESTURE: BOTH ARMS RAISED

The participant is flying. *See FLIGHT on page 29 for more details.*

## HAND GESTURE: CLENCHED FIST

A participant raising a clenched fist in the air means that they are not currently taking part in any in-game activities. You should ignore them and not interact with them as if they were present in the game world. This gesture is often used by crew members or game referees who are monitoring in-game situations. However, it can also represent a participant that is phased-out of the game world for some reason. The gesture CANNOT be used by players to escape in-game occurrences unless they have an appropriate ability to allow them to do so.

## HAND GESTURE: L-SHAPE

A participant with their thumb and index finger raised in the air (making an L-shape) is currently speaking in a language other than the common tongue. It is perfectly acceptable to combine this hand gesture with another gesture on your other hand. You are also entitled to ask a participant which language they are speaking in.

## HAND GESTURE: TWO FINGERS

A participant with two fingers raised in the air is hidden in the Realm of Shadows. It is perfectly acceptable to combine this hand gesture with another gesture on your other hand. *For more details on the Realm of Shadows, see page 29.*

## HOSTILE

A spell or attack is to be considered HOSTILE if it would result in damage to a target's AP, LF or GHP, their equipment becoming broken, or a status effect is applied to them against their will or without their permission.

## IMMOBILE

*See page 19 for more details.*

## IN-CHARACTER (IC)

Events that have, are currently, or could happen in the game world according to a denizen of Neothera.

## INDEFINITE

The spell, ability or effect lasts until ended by the caster or another spell, ability or effect is capable of ending it.

## INSTANT

The spell or effect manifests immediately, though its effects may last some time.

## MORIBUND

*See page 18 for more details.*

## NPC (NON-PLAYER CHARACTER)

NPCs serve several purposes in LARP, including plot devices that can be used to advance the storyline, and monsters or villains that the players encounter or fight. NPCs are usually played by staff members, referees and crew at events.

## OUT-OF-CHARACTER (OOC)

Things that are happening outside of the game world.

## PASSIVE

The spell, ability or effect remains permanently active, sometimes without having to spend in-game resources (such as LF) to trigger it.

## PHYS-REP/S

Short for Physical Representation/s. This usually includes costumes, armour, weapons, props or other items used to represent items in the game world. *See page 7 for more details.*

## REALM OF SHADOWS (ROS)

*See page 29 for more details.*

## SELF

The spell, ability or effect only works on the caster/user.

## TOUCH

The spell, ability or effect becomes activated upon physically touching a target, or within arm's reach.

## WORLD ITEMS

These items are often unique in nature, meaning they cannot be crafted by players. They might take the form of ancient relics, documents, or rare, one-off versions including ammunition, devices or potions etc. World Item Phys-Reps will always be supplied by the game staff.



# COMBAT

Combat at Neothera Saga events should be physically acted out by all participants. Specialist, foam weapons are used to simulate melee, and spells and other unique actions are performed by SYSTEM CALLS (see *page 10 onward*). We prefer dramatic fighting styles and big reactions to being hit - Remember, being slashed with a sword or blasted with magic hurts and you should role-play this accordingly!

## DEALING DAMAGE

DAMAGE CALLS are used to represent the physical damage inflicted by a weapon, spell, ability or effect. The more physical strength a person has, the more powerful their weapon blows will be. Similarly, a more competent Mage will inflict more damage with their spells. When you strike a foe, you need to call the degree of damage you are inflicting to let the target know how many AP or GHP they lose from the force of the blow. For ease of play, calls of SINGLE are not needed when striking with melee weapons as each hit will cause only one point of damage. It is important to remember that blows with close combat weapons may only be landed once per second - No drum rolling, please!

## CLOSE COMBAT WEAPONS

Close combat weapons such as swords or axes, for example, can be used by any character and do not require any specific in-game abilities or training to use. An appropriate LARP-safe Phys-rep will need to be used, and when taking part in combat, you should ensure you follow our safety rules (see *page 19*). Players may dual-wield DAGGERS and ONE-HANDED WEAPONS as they see fit. This requires no additional IC training abilities. Close combat weapons fall into several categories (as listed below), and you should ensure your weapon/s meets these standards.

- **DAGGERS:** Weapon length should be at least 8" and no longer than 24"
- **GREAT WEAPONS:** Weapon length should be at least 24" and no longer than 60"
- **ONE-HANDED WEAPONS:** Weapon length should be at least 24" and no longer than 42"
- **POLEARMS:** Weapon length should be at least 60"
- **STAVES:** Weapon length should be at least 42" and no longer than 84"

## RANGED WEAPONS

If you purchase the RANGED WEAPON TRAINING ability, you may use bows, crossbows, firearms and thrown weapons to attack your foes. Players can dual-wield all ranged weapons except BOWS providing they can be safely used with one hand. Using a FIREARM in one hand, and a ONE-HANDED WEAPON in the other is perfectly acceptable and requires no additional IC training abilities. Basic ammunition, bolts, darts, arrows and thrown weapons cause ONE point of physical damage to your target. Some abilities offer a damage modifier or effect bonus. Ranged weapons should NEVER be discharged at point-blank. Instead, you should role-play aiming the weapon at a target that is close to you and call the damage the shot would cause. The following rules apply for ranged weapons:

### BOWS

You can carry as many arrows as you are physically able to and can shoot them as frequently as you like. Arrows are not destroyed after being fired, and you should collect them to be reused. The weight for bows must be less than 30 lbs at a 28" draw. Arrows must be specifically designed for use in LARP. For safety, we DO NOT allow the use of teardrop/golf ball head arrows at our games.

### CROSSBOWS

You can carry as many bolts as you are physically able to and can shoot them as frequently as you like. Bolts are not destroyed after being fired, and you should collect them to be reused. Draw weight for crossbows is limited to 30 lbs. Bolts must be specifically designed for use in LARP. For safety, we DO NOT allow the use of teardrop/golf ball head bolts at our games.

### FIREARMS

We allow the use of cap-firing and foam-dart guns in the system. If you are using a foam-dart gun, it must be painted for realism, ideally in a steampunk style. You are also responsible for collecting any foam darts you fire. For safety, we do NOT allow the use of blank-firing guns.

You start your adventuring career with 15 bullets and can shoot them as frequently as you like. Once a round is fired, regardless of if it hits your target, it is DESTROYED and cannot be reused or salvaged. Additional ammunition can be purchased from vendors in the game, or built by crafters.

## THROWN WEAPONS

You can carry as many thrown weapons as you are physically able to and can throw them as frequently as you like. Thrown weapons are not destroyed after being thrown, and you should collect them to be reused. Thrown weapons need to be LARP-safe and specifically designed for being thrown. They should be at least 6" and no longer than 12".

## BLOCKING, PARRYING & SHIELDS

Participants are encouraged to role-play the physical nature of combat, swinging weapons to attack or defend themselves, raising shields and deflecting blows. These methods provide players with a way of protecting themselves. The following rules apply:

- **Those who use shields will find themselves more protected than just GHP and AP**
- **Shields will negate damage from a close combat weapon, arrow, bolt or foam dart-firing gun providing the weapon or projectile strikes the shield**
- **When equipped with a shield, you may call RESIST against shots fired at you from a cap-firing gun provided you are clearly capable of making direct eye contact with the person that fired the shot**
- **Shields do not protect against spells that would reduce your AP or GHP unless you have an ability or item that allows you to negate the damage**
- **A blow that strikes your shield, weapon or other external parts of your equipment (your polearm haft, axe head etc.) does not count as a "hit" unless accompanied by an effect call. You will not take the damage, but you will take any effect called, for example, if you are attacked by an axe-wielding foe, who strikes out with a call of "TRIPLE AGONY", and the blow strikes your own weapon or shield, then you do not take the 3 points of damage but will succumb to the AGONY effect**

## CRITICAL STATE

If you sustain damage that takes you to ZERO GHP, you become badly injured, must drop to the ground and are no longer able to fight, consume potions, use items, defend yourself, cast spells or use abilities (unless an ability or item instructs you otherwise). You can yell, groan in pain or call for aid, however, a coherent conversation is now beyond you. You are in a CRITICAL STATE (CRITICAL) and must begin a THREE-MINUTE countdown which continues until you are healed to at least 1 GHP.

## MORIBUND

If you complete your THREE-MINUTE countdown while in a CRITICAL STATE, you become MORIBUND, are close to death and must begin a new THREE-MINUTE countdown. If you finish your THREE-MINUTE MORIBUND count your character is dead. While MORIBUND, you should remain laying on the ground, you fall unconscious and may not interact with anyone. MORIBUND cannot be removed with simple GHP restoration. To recover from becoming MORIBUND you will need a comrade to perform advanced healing on you, such as the LIFE-SAVING SURGERY ability, the RESURRECTION spell, or be administered a RESURRECTION potion. This will cause you to regain consciousness but you must spend 60 SECONDS resting before you can perform any strenuous activities, such as casting spells or using abilities.

## RECOVERING LOST GHP, LF & AP

Those who take the MEDIC or MAGE classes can restore GHP through physical healing and the use of magic. LF should always be used sparingly because running out of LF could mean the difference between life and death. Several abilities allow you to recover LF, with the most common being the MEDITATION ability. It is also possible to regain GHP and LF by consuming potions and through the use of other items and abilities. After a good rest (at least 6 hours sleep (OOC)) you recover all of your lost GHP and LF. AP can be restored via the use of the scrolls made by CRAFTERS, or more commonly by those with the MENDER ability, available to all player characters. Unlike GHP and LF, AP is NOT recovered after a good night's rest.

## IMMOBILE

A target that is subject to any of the following effects is unable to move from the ground they lay upon, or the spot they stand in: CRITICAL STATE, MORIBUND, SLEEP, STASIS and CRUSH (if both legs are subject to this effect), AGONY, ROOT and any additional unlisted effects that result in a loss of movement as directed by a game referee.

In order to move someone that is IMMOBILE, at least TWO other people must role-play lifting and carrying the person. That said, the BATTLE RAGE ability may be used to allow a single person to pick up and walk an IMMOBILE participant to a different location. The only exception to this rule is if the position you occupy would put yourself or others in real danger, for example, you are about to be trampled by other participants moving in your direction that are involved in combat. If you feel it is not safe to remain where you are whilst immobile, you are allowed to move yourself to a safer spot nearby. However, once there, you should continue to role-play the effect/s your character is suffering from.

## TERMINATION

Anyone may attempt to finish off and kill a wounded or incapacitated target as follows:

- **The target must be in a CRITICAL STATE or under the effects of SLEEP, AGONY or STUN**
- **You must be able to deliver at least one point of damage to the target**
- **After delivering damage to the target, its GHP is immediately reduced to ZERO, and it becomes MORIBUND**
- **It is not possible to outright kill a target in this way (unless via CRUSH delivered directly to the head, or DESTROY delivered to the torso or head), regardless of the damage dealt, a target will always fall to MORIBUND**
- **You should advise the target that you are TERMINATING them, and that they fall MORIBUND**

## SAFETY

While we encourage our participants to put their all into battles, we ask that you do so in a safe manner. We will always brief participants on safety before an event starts. Here are a few pointers to remember:

- **A call of SAFETY should be announced loudly and clearly when a participant has sustained a genuine injury, or you see a situation arise that could result in someone getting injured. If you hear this call STOP what you are doing and remain still until the game staff have resolved the issue. You will be informed when it is safe to continue playing**
- **All weapons will be checked for safety before an event begins**
- **Pull your blows! Not only will you hurt the person you are attacking, but you could also damage the weapon itself**
- **Never strike another player in the head, neck or groin**
- **Never bash or barge people with shields; this can cause significant injuries**
- **Do not throw weapons or objects that are not designed to be used as a thrown weapon**
- **Never grab your opponent's weapon**
- **If you succumb to an effect or take damage IC that means you must drop to the floor, only do so if it is safe. It is acceptable to stagger away from a fight or unstable ground if dropping to the floor at your current location would see you sustain a real injury**
- **Never assume someone is comfortable with grappling. If you wish to grapple, then ask your opponent first - Participants grapple at their own risk!**
- **Never fight near sources of open flame such as fire pits or cooking areas**
- **Always be aware of your surroundings**
- **Real weapons, re-enactment weapons and any sort of non-replica firearms are strictly forbidden at our games**
- **Fireworks or pyrotechnics of any kind may only be brought to an event with the prior permission of the game staff**
- **While we allow the consumption of alcohol at our events, we do not allow participants that have been drinking to take part in combat under any circumstance**
- **Speak to a game referee if you are concerned about any aspect of health and safety at our games**

# CASTING SPELLS

Magic is an ancient and powerful force that binds together the very fabric of Neothera. Only those who choose Mage as one of their three classes are capable of casting spells, and the MAGIC (RANK 1) ability will need to be purchased with EXP or Llandies for you to begin learning spells.

## LEARNING SPELLS

Whenever you gain a magic ability, you also learn one spell for free. Additional spells can be purchased for EXP or Llandies between events via your character sheet. It is assumed that you have travelled to a location where a competent teacher has passed on their wisdom for a fee. The cost of learning new spells in downtime is shown on the chart below.

## UNIQUE SPELLS

You may submit a proposal for a spell that is UNIQUE to your character i.e. not listed as an official spell in this rule book. Once you have submitted a proposal to us via email (neotherastaff@gmail.com) the game staff will review it to ensure that it fits with the lore regarding your character and the game world, and also ensure that it will not upset any game mechanics by being too powerful, for example. UNIQUE spells cost 10 HRP to learn once approved by the game staff. A single character you play may learn a total of 10 uniques. You can learn any combination of abilities, spells and crafting projects. For example, 6 unique abilities, 1 unique spell and 3 unique crafting projects.

## HOW TO CAST A SPELL

When you have an ability that lets you cast spells, it takes a certain amount of LF and time to cast based on the spell rank. This is shown on the chart below.

When you are casting a spell, you must loudly and clearly call its name or ideally the resulting effect. You should also point at your target and state their name (if you know it) so they know how to react.

For spells that are not cast instantly, you must loudly recite some sort of passage to show that you are charging the energy needed to release the spell. For example, "I call upon the flows of magic to grant me power! I cast VEHEMENCE WARD upon you!"

All spells require the caster to stand still while making the relevant count to complete a cast. Walking more than 1 metre, attacking, being attacked, using other abilities, drinking potions, or performing any other actions that are not dedicated to casting the spell will immediately cancel it from being cast, waste the LF used to cast it, and reset your cast timer. If you are interrupted, struck with a weapon, projectile or spell (even if you can resist the attack) or you interrupt the spell casting as mentioned previously, the LF required to cast the spell is still spent. Specific note should be paid to the casting of spells, ensuring your count is correct and steady.

## CHARGED SPELLS

Some spells have CHARGED listed in the duration. These spells must be cast as per the normal rules for spell casting, and require the same amount of LF. These spells can be cast and held until one of the following conditions is met:

- **The caster uses the effect of the spell**
- **The caster becomes CRITICAL or MORIBUND, discharging the spell**
- **The caster succumbs to the AGONY, FEAR, STUN or STASIS effects, discharging the spell**
- **The caster casts another spell (even the same one), discharging the spell**
- **The caster chooses to discharge the spell before it is used**
- **The caster enters the Realm of Shadows. Similarly, spells cannot be charged in the Realm of Shadows**

Most TOUCH spells and spells with a duration of ENCOUNTER are considered charged (*see spell descriptions starting on page 49 for more details*). For example, the spell MIND TERROR is cast, allowing the caster to call FEAR against the next target they touch. So long as the caster doesn't touch a different target, or succumb to any of the effects noted above, then this spell will remain charged for the duration, ready to use.

SPELL RANK	EXPERIENCE POINTS (EXP) COST	LLANDIES COST	LIFE-FORCE COST / CASTING TIME
RANK ONE	5	5	1 LF / 10 SECONDS
RANK TWO	10	10	1 LF / 20 SECONDS
RANK THREE	15	15	1 LF / 30 SECONDS

## RITUALS

After purchasing the RITUALISM ability, you may start performing rituals. Any character can learn the RITUALISM ability, and it is not just limited to the MAGE class.

Rituals often require the use of certain items to power them and are sometimes performed within a circle of flour or salt. It is possible to discover rituals that are used by the inhabitants of the world during events, alternatively, you can devise your own. Rituals can fulfil many purposes such as asking divine, demonic or ethereal beings for assistance in a matter of your choosing, perhaps attempting to raise the dead from their final resting place or summoning spirits to converse with.

Conduct your ritual with purpose and professionalism, for a badly performed ritual, can result in dire consequences for all involved! You may lead ONE ritual per day, and you may participate in as many rituals as you like that are led by others. All rituals are complex, often requiring the consumption and destruction of raw materials (Resource Tokens) and other artefacts to perform. All Resource Tokens used in a ritual (unless informed otherwise by a referee) are sapped of power and considered to be DESTROYED when a ritual is completed. Always perform a ritual in the presence of a game referee.



# CRAFTING

Creativity spills from the overflowing cup that is the mind of a crafter, combining physical and magical materials to create ingenious weapons, armour, potions, devices and other fantastical items. A crafter who is passionate about their trade will strive to raise their skill so that they may produce items that can turn the tide of a battle, or perhaps propel a realm to new technological heights. A crafter is never short of work, Llandies or allies!

There are two main types of crafting in the world, falling into the following Trades: ALCHEMY and ARTIFICER . Only those who choose CRAFTER as one of their three classes can work a trade, and the ALCHEMY or ARTIFICER (RANK 1) ability will need to be purchased with EXP or Llandies to start learning crafting projects.

## CRAFTING AN ITEM

To follow the path of the crafter you must first purchase the ALCHEMY (RANK 1) or ARTIFICER (RANK 1) ability, or both should you wish. To craft advanced items, you will need to purchase the RANK 2 and RANK 3 abilities. For each rank of ALCHEMY or ARTIFICER you acquire, you can pick TWO free PROJECTS for the corresponding rank. Additional PROJECTS can be bought using EXP or Llandies. PROJECTS hold the information required for a crafter to build an item. They show the name of the item being constructed, the rank, the materials required to build it and a description of what qualities the finished item has. Items built from PROJECTS fall into the following categories:

- **AMMUNITION**
- **DEVICES**
- **ENCHANTMENTS**
- **EXPLOSIVES**
- **MODIFICATIONS**
- **POTIONS**
- **SCROLLS**
- **WELL-MADE (ARMOUR / SHIELDS / TRINKETS / WEAPONS)**

You can craft items at any time providing you follow a PROJECT you have learned and have the relevant raw materials. You must use suitable PHYS-REPS to craft an item, such as quills and parchment, hammers and anvils, or a tool kit. You must also ensure you ROLE-PLAY that you are crafting! The raw materials required to build an item are destroyed once you have finished crafting it. When you have completed a PROJECT, you must provide a suitable PHYS-REP to represent the finished item (these will NOT be supplied by the game staff). Please remember, it is not acceptable to state that you have crafted an item OOC during an event, for example, during DOWNTIME or when you are in bed asleep. In the spirit of the game, you should always craft during TIME IN.

Crafting an item takes a specific amount of time depending on the complexity of the PROJECT. For example, simple items such as AMMUNITION will be quicker to craft than an advanced device like the JUMP-START DEFIBRILATOR. PROJECTS require the expenditure of 1 LF to begin and take the amount of time listed below to complete. If you take DAMAGE or succumb to an EFFECT that results in a loss of concentration whilst you are crafting an item, the time spent building it is paused until you can resume, but you do not need to spend an additional 1 LF to restart your work. You can only craft ONE PROJECT at any given time.

*For full details on different PROJECTS, see page 52 onwards.*

## LEARNING NEW CRAFTING PROJECTS

Whenever you gain a crafting ability, you also learn TWO PROJECTS of the type and rank stated by the ability. For example, when you take the ALCHEMY (RANK 1) ability, you learn two RANK 1 alchemy projects of your choice.

Crafting projects can be purchased between events via your character sheet. It is assumed that you have travelled to a location where a competent teacher has passed on their wisdom, or has engaged in experimentation and built prototypes or conducted trials. There is no limit to the number of crafting projects a player can learn. The cost of learning new crafting projects is shown below.

PROJECT RANK	EXPERIENCE POINTS (EXP) COST	LLANDIES COST	LIFE-FORCE COST / BUILD TIME
RANK ONE	3	3	1 LF / 5 MINUTES
RANK TWO	6	6	1 LF / 10 MINUTES
RANK THREE	9	9	1 LF / 15 MINUTES

## UNIQUE CRAFTING PROJECTS

You may submit a proposal for a crafting project that is UNIQUE to your character i.e. not listed as an official project in this rule book. Once you have submitted a proposal to us via email ([neotherastaff@gmail.com](mailto:neotherastaff@gmail.com)) the game staff will review it to ensure that it fits with the lore regarding your character and the game world, and also ensure that it will not upset any game mechanics by being too powerful, for example. UNIQUE crafting projects cost 10 HRP to learn once approved by the game staff. A single character you play may learn a total of 10 uniques. You can learn any combination of abilities, spells and crafting projects. For example, 6 unique abilities, 1 unique spell and 3 unique crafting projects.

Once you have learned a unique crafting project you may craft any amount of the item provided you have the required materials. Unique crafting projects often have specific rules regarding the crafting process or use of the item. This will be noted by the game staff when you learn it. It should be noted that readymade unique items cannot simply be purchased with HRP, you will need to purchase and learn the unique crafting project itself rather than the item unless another player already knows a unique crafting project and is willing to craft the item for you.



# CRAFTING TRADE: ALCHEMIST

Where Mages shape invisible magic through speech, thoughts, and physical gestures, an Alchemist can shape it into a somewhat physical form. By combining and treating raw materials of varying origins, an Alchemist can inscribe magical runes onto parchments, brew potions and infuse magic into armour, shields, trinkets and weapons. Alchemists can create the following types of items:

## ENCHANTMENTS

Magic can be imbued into a WELL-MADE item to allow the wielder to access a power that is short-lived but extremely potent. An ENCHANTMENT'S power (unless specified otherwise) can be unleashed THREE TIMES per day before it needs to recharge and become ready for full use at the start of the next day. WELL-MADE items can only have ONE ENCHANTMENT applied to them at any time. When it comes to applying an ENCHANTMENT to a WELL-MADE item, this must be done immediately. ENCHANTMENTS CANNOT be crafted and saved for later use.

## POTIONS

The effects of a POTION are usually instant or short-lived and can be harmful or helpful. There is no limit to how many POTIONS a player may obtain and carry during an event, but remember, all players must provide their own POTION Phys-reps.

Some POTIONS may be applied as a weapon coating, if this is the case, the next target that you strike who takes damage to their GHP (not AP) takes the effect applied by the weapon coating. Striking a target and not causing damage to its GHP does not cause the dose to be wasted. A single POTION coated on a BLADED close combat weapon will provide THREE uses, and if unused, will expire at the end of the day. You can also apply a single POTION (weapon coating) on up to THREE rounds of AMMUNITION for firearms, bows or crossbows, or THREE thrown weapons. Only ONE blade coating may be active on a single weapon at any time.

## SCROLLS

Using a quill and ink, powerful runic texts can be inscribed upon small parchments. SCROLLS are primed, waiting to be activated by being torn in two, at which point the SCROLL is DESTROYED. The effects of a SCROLL are instant, and the SCROLL is destroyed after use. There is no limit to how many SCROLLS a player may obtain and carry during an event, but remember, all players must provide their own SCROLL Phys-reps.

## ENCHANTING AN ITEM

Due to the level of craftsmanship of some items, (those which have been WELL-MADE), it is possible to weave magic directly into them. To create an enchanted item, the following rules apply...

- **The item must be WELL-MADE (armour, weapon, shield or trinket)**
- **Each time a WELL-MADE item is enchanted, it fills up its enchanting slot**
- **Unless otherwise stated, a WELL-MADE item can only have one enchantment of any given name on it, regardless of rank**
- **You cannot simply remove an enchantment; once it has been placed on an item it stays until the item is disenchanting**
- **To replace an enchantment on a WELL-MADE item, you must first remove the existing enchantment by DISENCHANTING it**

*For full details on different enchantment crafting projects, the items they require and the effects they generate, see page 55 onwards.*





## ENCHANTED ITEM ATTUNEMENT

Even containing magic inside a vessel has its limits. Due to the raw power contained within enchantments, it is extremely difficult for a single person to benefit from more than four enchanted items at once. For this reason, the following rules apply:

- **A player can attune to as many enchanted items as they like, however, may only receive the benefits of up to FOUR items they carrying**
- **You can instantly attune to an enchanted item providing no one else is already attuned to it**
- **Once a player is attuned to an enchanted item they gain all the enchantment benefits of that item**
- **A player may break the connection to a magical item at any time. The player must simply state loudly "I forgo my connection to this item!", but otherwise this takes no time**
- **A player must physically be wearing/using the enchanted item to get the benefits**
- **Shattered enchanted items do not lose their enchantments, but unless stated otherwise, the player does NOT get the benefits of the attuned item's enchantments until the item is repaired**

## DISENCHANTING AN ITEM

Upon disenchanting an item, you will gain a fixed amount of Resource Tokens, based on the rank of the enchantment being removed as follows:

- **RANK 1: X1 (RANK 1) RESOURCE TOKEN**
- **RANK 2: X1 (RANK 2) RESOURCE TOKEN**
- **RANK 3: X1 (RANK 3) RESOURCE TOKEN**

You must inform a game referee once you have disenchanting an item to claim your Resource Token/s. Once an item is disenchanting, it loses any magical properties it once had and becomes mundane (returning its WELL-MADE slots to a disenchanting state). It is NOT possible to learn a new crafting project by disenchanting an item, unique or otherwise.



# CRAFTING TRADE: ARTIFICER

The Artificer works with raw materials of varying origins to build armour, shields, trinkets and weapons of superior quality. The path of this crafter also allows them to construct ammunition, firearms, explosives and devices that aid them and their comrades. The Artificer can also modify items to allow them to perform advanced functions. Modifications are long-lasting, staying active until the item is destroyed or lost to the ravages of time. The Artificer can create the following types of items:

## AMMUNITION

The effects of AMMUNITION are instant when they hit the target, and are often accompanied by additional CALLS or EFFECTS. You must supply your own foam darts for Nerf guns, caps for cap-firing guns, arrows for bows and bolts for crossbows. AMMUNITION for firearms is always DESTROYED after being shot, regardless of whether the round hits the target or not.

## DEVICES

DEVICES allow the user to perform feats such as restarting a dying patient's heart or seeing things not visible to the naked eye. They are generally mechanical or clockwork in nature. DEVICES usually aid the user in some form and do not usually cause harm to a target.

## EXPLOSIVES

The most common EXPLOSIVES are small, metallic spheres, using the Tersion Pod design. They can be thrown at a target to explode upon impact. EXPLOSIVES are DESTROYED unless they fail to hit a target.

## MODIFICATIONS

A skilled crafter can MODIFY a WELL-MADE item to enhance its functionality. Unlike ENCHANTMENTS, MODIFICATIONS remain active indefinitely, meaning their functions can be accessed whenever the wielder decides. WELL-MADE items can only have ONE MODIFICATION applied to them at any time.

## WELL-MADE EQUIPMENT

An ARTIFICER carefully creates or improves a piece of ARMOUR, SHIELD, TRINKET, close combat or ranged WEAPON to boost its potential. You may own as many pieces of WELL-MADE equipment as you like, however, you can only equip and make use of FOUR of them at any time. A single MODIFICATION and ENCHANTMENT can be applied to ONE piece of WELL-MADE equipment, and the piece cannot benefit from the same MODIFICATION or ENCHANTMENT more than once.

## RESOURCE TOKENS

Resources Tokens represent raw materials that can be acquired by anyone on their adventures. Raw materials are often used by crafters to create AMMUNITION, DEVICES, ENCHANTMENTS, EXPLOSIVES, MODIFICATIONS, POTIONS, SCROLLS and WELL-MADE items. They might also be required to fulfil other demands asked of the players by NPCs in the game world. Resource Tokens can also be sold to other players or NPCs for in-game cash.

A single Resource Token represents one measure of a raw material such as ore, wood, leather or herbs for example. Game staff will always supply players and crew with Resource Tokens, but what the actual token represents is down to you, the player to decide and Phys-rep. When a Resource Token is used to craft an item, it is DESTROYED, so you must ensure you place the token in an ITEM DUMP or pass it to a referee. You should keep your personal Phys-rep/s used to role-play the crafting process for later use. Each player can start an event with up to 60 Resource Tokens of any type. The rest will be added to your bank vault. There are three types of Resource Tokens as listed below:

## BUYING, SELLING & TRADING

Neothera contains a wide selection of worked goods, everything from potions and swords to huge ships. While at an event, you are free to barter with other players and NPCs to pay for your items or to sell you theirs. Pricing in such situations is down to the participants and role-play on the day. That said, Neothera has a thriving economy, and you should seek an NPC who can advise you on the current buying and selling costs of various items in the game world. All purchases, sales and trades must take place during events. The staff will not oversee transactions outside of events, nor make amendments to your character sheet if a trade etc. has been agreed between players OOC.



	DESCRIPTION	USUAL BUYING PRICE	USUAL SELLING PRICE
RESOURCE TOKEN (RANK ONE)	Represents ONE measure of a COMMON raw material such as ore, wood, leather, herbs or gemstones etc.	5	3
RESOURCE TOKEN (RANK TWO)	Represents ONE measure of an UNCOMMON raw material such as ore, wood, leather, herbs or gemstones etc.	10	7
RESOURCE TOKEN (RANK THREE)	Represents ONE measure of a RARE raw material such as ore, wood, leather, herbs or gemstones etc.	15	11

# PERSONAL RESOURCE SITES (PRS)

Any character can purchase or acquire a Personal Resource Site (PRS) during their adventuring career. A PRS represents a location or premises that provide natural resources and is particularly useful to crafters because they provide the raw materials (Resource Tokens) used for making items. If you own a PRS Resource Tokens will automatically be extracted from it to allow you to trade or sell them with other players or NPCs or craft items with them.

You can own up to THREE PRS, and each one must be different. For example, owning a rank one, rank two and rank three PRS is acceptable, but you cannot own two rank one and one rank three PRS. You do not have to purchase PRS in rank order, and these sites do not require upkeep to maintain, nor do they deplete over time. However, be aware that certain events that occur in the game world may boost or reduce the number of Resource Tokens a site produces!

Resources from all PRS you own are automatically harvested and added to your bank vault, and to your total amount of Resource Tokens on your character sheet on the first day of each month. PRS can be sold or traded with other players or NPCs during events, and if this happens you must ensure you state this on your checkout form before leaving an event site.

The Llandie cost to purchase a PRS, as well as the number of Resource Tokens they produce each month are listed below:

	LLANDIE COST TO BUY SITE	RESOURCE TOKENS PRODUCED EACH MONTH
RANK ONE PRS	75	3
RANK TWO PRS	115	2
RANK THREE PRS	145	1

# OTHER INFORMATION

## DOWNTIME

There is no downtime process in the Neothera Saga, however, players are advised to ensure their online character sheets are kept up to date. You can edit your character sheet at any time, although we recommend NOT making adjustments ONE WEEK before an event is about to take place. This is because the staff will make notes about your character, and produce your player pack that contains your Llandies and Resource Tokens (supplied by the staff) and record any other items in your character's possession.

Before leaving an event, you must complete a check-out form, listing everything in your character's possession when the game ended. You can also note what you wish to add to your bank vault or keep on hand ready for your next adventure. This cannot be done in the time between events. Anything you did not note on your check-out form is considered lost or destroyed. In the days following an event, the staff will ensure anything you noted on your check-out form is added to your online character sheet.

## FLIGHT

When a character uses an ability to fly, they do the following:

- **You may fly at a maximum height of 30 feet in the air for up to THREE MINUTES and must raise both arms in the air to show that you are flying**
- **When flying, you should remain physically out of the way of other people by moving along the side of paths or around clustered groups**
- **You cannot attack, defend yourself, cast spells, drink potions or use abilities or items while flying**
- **You cannot carry another person, or object heavier than a person while flying**
- **WARDS protect you as normal, but if the attack also contains a DAMAGE CALL, you take the damage**

The following will cause you to fall to the ground, where you lose 1 GHP, as well as taking the STRIKE DOWN effect:

- **Losing GHP, AP or LF as a result of taking damage due to a spell, effect, cap-firing gun, or being hit with a thrown weapon or projectile from a dart-firing gun**

- **Succumbing to AGONY, FEAR, POISON, REPEL, ROOT, SLEEP, STASIS, STRIKE DOWN or STUN effects**

If you are successfully hit by one of these, you take the fall damage followed by the STRIKE DOWN effect, then the additional effect you were the target of that caused your FLIGHT to end.

## REALM OF SHADOWS (RoS)

Various planes of existence are found in Neothera, and the Realm of Shadows (RoS) is one of many strange places. This realm is but a shade of the physical plane, where those gifted with the ability to shift into it become invisible to the naked eye. *See the Lore Compendium for lore regarding the RoS.*

- **You should raise two fingers in the air to show you are in the RoS and have become hidden**
- **If you are touching or holding a moveable object that is not in the RoS before you activate this ability your cover will remain in place**
- **While under the effects of this ability, you may see/also be seen by others in the RoS**

The following will break your cover, immediately dropping you out of the RoS:

- **Performing abilities, hostile attacks or casting spells upon those NOT in the RoS**
- **Charging a spell. Pre-charged spells (unless stored in an item or weapon) LOSE their charge when entering the RoS. WARDS are not affected by this rule**
- **Talking loudly, shouting or being extremely noisy (rustling in bushes or moving heavy-footed through dry, fallen leaves etc.) will instantly break your cover. Whispering will not break your cover unless you are heard by someone who is not in the RoS**
- **Coming into physical contact with a person not in the RoS**
- **Picking up or moving objects (with or without intent) that are not in the RoS**

## MEASURES OF TIME & SEASONS

The days, months, years and seasons of the real world are reflected in Neothera and the names of days, months, seasons and measures of time remain the same. For rules purposes, all spells, abilities and effects (unless stated otherwise) reset at 6 am, at this time players also regain all their lost GHP and LF (so long as they have had at least 6 hours of sleep OOC).

## PROTECTING YOUR ASSETS: TUTELA SYNDICATE BANK

Most towns and cities have a bank that was built and maintained by the Tutela Syndicate. The Tutela Syndicate are an independent and neutral organisation that exists to safeguard the possessions and earnings of the denizens of Neothera, as well as enforce the laws of the lands. You can read more lore about this organisation in the Lore Compendium.

You may deposit items/Llandies in a Tutela Syndicate bank vault upon finding an official member of the organisation during an event, or noting this on your check-out form before leaving an event. Items stored in a bank vault cannot be stolen from you at events; however, it also means that you are unable to use them unless a member of the Tutela Syndicate appears for you to make a withdrawal or deposit. Both player and guild bank vaults have a limited amount of storage as follows:

- **LLANDIES: Unlimited**
- **RESOURCE TOKENS: Unlimited**
- **BASIC ITEMS: Unlimited (ammunition, devices, explosives, potions, scrolls and unmodified/unenchanted well-made items listed in this rule book)**
- **UNIQUE CRAFTED ITEMS: 25 different types, unlimited stacks**
- **WORLD ITEMS: 25 different types, unlimited stacks**
- **ENCHANTED / MODIFIED WELL-MADE ITEMS: 30 different types, unlimited stacks**
- **SEALS / RUNES (GUILDS ONLY): Unlimited**
- **UNIQUE GUILD EQUIPMENT / RELICS: 20 different types, unlimited stacks**

## STEALING ITEMS IN-CHARACTER

Theft in the game world is certainly not uncommon, and whilst we do not dissuade this behaviour due to the types of characters people wish to play, we would like to make players aware that if they are caught stealing in-character the consequences can often be very serious!

We encourage players whose characters have been the victim of a theft to resolve their grievances in-character, perhaps by seeking the aid of local law enforcement (thievery is against the law in most realms) or more trustworthy members of their adventuring group who may be willing to assist. Not only does this enhance role-play, but it also adds to the immersion of the world.

If you manage to steal an item at an event, you should always inform a game referee AS SOON AS POSSIBLE, stating exactly what item(s) were taken and who/where they were stolen from. As you can appreciate, having personal items go missing during an event can be distressing, therefore we will need to advise the player that had an item stolen that it is safe and has not been lost. This rule applies for ALL ITEMS (except Llandies and Resource Tokens), but especially other players' personal in-character property, regardless of how mundane you think the item is.

## LOOTING MONSTERS / PLAYERS

Loot is not usually distributed OOC by the staff unless it is a reward for completing a quest, in which case the money/items will be deposited directly into your Tutela Syndicate bank vault after an event. However, a dead or incapacitated player or NPC may be searched for loot which can then be added to your horde of treasures! When looting a dead or incapacitated player/monster the following rules apply:

- **You should ask (OOO) the participant if they are carrying loot. They MUST answer you (OOO) truthfully and hand over their wares - This rule applies to both crew AND players!**
- **Never rummage through another participant's belongings or clothing without their consent**
- **Hiding loot in a sensitive place on your body, for example in underwear, is NOT acceptable under any circumstances. It is also very unhygienic!**
- **Storing loot in OOC areas at events is also unacceptable**



## TEACHING CRAFTING PROJECTS & SPELLS

If you have taken Crafter or Mage as one of your three classes, you can teach others any crafting PROJECTS or SPELLS you have already learned. The following rules apply for teaching:

- **The teacher and the student must both have the appropriate ability and rank**
- **A teacher may teach a single student ONE SPELL or ONE PROJECT in a single day at an event**
- **A teacher may teach as many different students as they like in a single day**
- **At least 30 MINUTES of appropriate role-play must be spent teaching a student a new SPELL or PROJECT. This does not have to be done in one, uninterrupted sitting**
- **The student learns the SPELL or PROJECT at the end of the 30 MINUTES of training**
- **Teaching a SPELL or PROJECT does not require materials, but it is common for teachers to charge their students in some fashion (items, Llandies, owed favours etc.)**
- **It is not acceptable to state that you have taught a student a SPELL or PROJECT OOC during an event, when you are actually in bed asleep, for example. Nor can you teach a student outside of an event. In the spirit of the game, you should teach them during TIME IN**
- **Both you and the student must note (on your checkout forms) that a new SPELL or PROJECT was taught/learned in order for the staff to add it to your character sheet**

## TEACHING UNIQUE CRAFTING PROJECTS & SPELLS

You may teach a pupil a UNIQUE SPELL or PROJECT that you have already learned. Learning from other players follows the same rules for non-uniques. However, once taught, the pupil must spend 10 HRP to learn it fully.

## TRAPS

You may find traps that need disarming while playing the game, but you can also make and set your own. To set a trap, you must have the TRAPPER ability (available to the SCOUT class). Traps require 30 SECONDS of appropriate role-play to set and require the use of RED or WHITE string or wool, laid on the ground in a circle (max-width of 2 feet), or wrapped around an object (such as a chest or pouch).

You may only have one trap active at any time, and a trap remains activated until it is set off or you disarm it with 30 SECONDS of appropriate role-play. The person who set the trap is responsible for monitoring and signaling when it has been set off. Traps have two effects depending on the colour of the string or wool used to represent them.

- **RED TRAP: The target caught in the trap suffers the AGONY effect**
- **WHITE TRAP: The target suffers the ROOT effect**

Only those with the LIGHT-FINGERED ability (available to the SCOUT class) may attempt to disarm traps that do not belong to them. You must ALWAYS advise a game referee when and where you have placed a trap. We accept the submission of UNIQUE trap ideas. If you would like to submit a unique trap please email us at [neotherastaff@gmail.com](mailto:neotherastaff@gmail.com).

# BASIC ABILITIES

## BASIC ABILITIES COST 3 EXP OR 30 LLANDIES TO LEARN

### CHAKRA (RANK 1)

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained so that you can maintain a greater level of mental effort than others. Increase your base LF by 2.

**SPECIAL:** See *LIFE-FORCE* on page 7 for more details.

### CHAKRA (RANK 2)

**PREREQUISITE:** CHAKRA (RANK 1)

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to maintain a greater level of mental effort than others. Increase your base LF by 2.

**SPECIAL:** See *LIFE-FORCE* on page 7 for more details.

### CHAKRA (RANK 3)

**PREREQUISITE:** CHAKRA (RANK 2)

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to maintain a greater level of mental effort than others. Increase your base LF by 2.

**SPECIAL:** See *LIFE-FORCE* on page 7 for more details.

### CLOSE COMBAT WEAPON TRAINING

**PREREQUISITE:** NONE

**DURATION:** PASSIVE

**DESCRIPTION:** You can use close combat weapons to attack or defend yourself.

**SPECIAL:** *This ability is learned for FREE by all players. See CLOSE COMBAT WEAPONS on page 17 for more details.*

### LIGHT ARMOUR TRAINING

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to fight while wearing light armour which gives you Armour Points (AP) based on the amount you wear.

**SPECIAL:** See *ARMOUR* on page 8 for more details.

### MEDITATION

**DURATION:** 10 MINUTES

**DESCRIPTION:** ONCE PER DAY you may meditate for 10 MINUTES to restore 10 depleted LF. This ability may also be used when you are on ZERO LF. Performing any abilities, casting spells, engaging in combat, taking damage to your GHP, AP or LF, succumbing to a hostile effect, or conversing with others will break your 10 MINUTE count, meaning you must start over from the beginning.

**SPECIAL:** *Meditation should be roleplayed accordingly. It should be VERY OBVIOUS to others that you are meditating. Sitting and chatting will not allow you to use this ability!*

### MENDER

**COST:** 1 LF

**DURATION:** 30 SECONDS / 3 MINUTES

**DESCRIPTION:** Repair LIGHT or HEAVY ARMOUR at a rate of 1 AP per 30 SECONDS. You must spend 1 LF per AP fixed. Spend 1 LF to repair a SHATTERED item with 3 MINUTES of RP.

**SPECIAL:** See *ARMOUR* on page 8 for more details.

### RANGED WEAPON TRAINING

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to use ranged weapons. These include FIREARMS, BOWS, CROSSBOWS and THROWN WEAPONS.

**SPECIAL:** See *RANGED WEAPONS* on page 17 for more details.



**RITUALISM**

**COST:** 1 LF

**DURATION:** SPECIAL

**DESCRIPTION:** You have knowledge of conducting rituals and may lead ONE per day.

**SPECIAL:** See *RITUALS* on page 21 for more details.

**STAMINA (RANK 1)**

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to become tougher; allowing you to take more damage in combat. Increase your base GHP by 1.

**SPECIAL:** See *GLOBAL HIT POINTS* on page 7 for more details.

**STAMINA (RANK 2)**

**PREREQUISITE:** STAMINA (RANK 1)

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to become tougher; allowing you to take more damage in combat. Increase your base GHP by 1.

**SPECIAL:** See *GLOBAL HIT POINTS* on page 7 for more details.

**STAMINA (RANK 3)**

**PREREQUISITE:** STAMINA (RANK 2)

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to become tougher; allowing you to take more damage in combat. Increase your base GHP by 1.

**SPECIAL:** See *GLOBAL HIT POINTS* on page 7 for more details.

# LANGUAGE ABILITIES

ALL LANGUAGE ABILITIES COST 3 EXP OR 30 LLANDIES TO LEARN

## ARAK'CHAR

**DESCRIPTION:** You may fluently speak, read and write in the language of the Arak'Char. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick ARAK'CHAR as their realm.*

## COMMON

**DESCRIPTION:** You may fluently speak, read and write in the common language.

**SPECIAL:** *This ability is learned for FREE by all players.*

## ELVISH

**DESCRIPTION:** You may fluently speak, read and write in the language of the Elves. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick ELF as their race.*

## FAERIE (FEY)

**DESCRIPTION:** You may fluently speak, read and write in the language of the Fey. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick Fey as their race.*

## GOBLIN

**DESCRIPTION:** You may fluently speak, read and write in the language of the Goblins. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick GOBLIN as their race.*

## HARUMI

**DESCRIPTION:** You may fluently speak, read and write in the language of the Southern Realms (Harumi). You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick HARUMI as their realm.*

## HEMADRI

**DESCRIPTION:** You may fluently speak, read and write in the language of the Hemadri. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick HEMADRI as their realm.*

## PISKIE

**DESCRIPTION:** You may fluently speak, read and write in the language of the Piskies. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick PISKIE as their race.*

## VULPERAN

**DESCRIPTION:** You may fluently speak, read and write in the language of the Vulperans. You will be supplied with a language translation sheet when you acquire this ability.

**SPECIAL:** *This ability is learned for FREE by those that pick VULPERAN as their race.*

# RACIAL ABILITIES

ALL RACIAL ABILITIES COST 3 EXP OR 30 LLANDIES TO LEARN

## BEASTKIN

### AGILITY

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** You are agile and difficult to pin down. You can call RESIST when targeted with the ROOT effect.

### FLIGHT (BEASTKIN)

**PREREQUISITE:** Costume must include wings that are part of your body.

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30 SECONDS

**DESCRIPTION:** Beating your wings allows you to become airborne to avoid danger or survey your surroundings.

**SPECIAL:** See *FLIGHT* on page 29 for more details.

### SCENT

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Your sense of smell is heightened. You can track, follow and find out information about a target or trail by scent alone.

**SPECIAL:** Always perform in presence of referee.

### VENOM (BEASTKIN)

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** You slash, bite or sting your foe with venom that you can excrete from glands within your body. You may call POISON upon touching a target with your body.

## DRAGONKIN

### ELEMENTAL IMPUNITY (DRAGONKIN)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** All dragonkin are born with an affinity to the elements. Sometimes this manifests at birth, other times as the dragonkin ages. You can call RESIST against a single attack made against you derived from the FIRE, NATURE or WATER elements, along with any damage associated with it.

### IMPERISHABLE SCALES

**PREREQUISITE:** Costume must include scales that are part of your body.

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Dragonkin scales are extremely tough. You may spend 1 LF to call RESIST against a call of PIERCE.

## ELVES

### **ELEMENTAL IMPUNITY (ELF)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** All elves are born with an affinity to the elements. Sometimes this manifests at birth, other times as the elf ages. You can call RESIST against a single attack made against you derived from the FIRE, NATURE or WATER elements, along with any damage associated with it.

### **WORLDLY KNOWLEDGE (ELF)**

**COST:** 1 LF

**RANGE:** EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Being the eldest race to inhabit Neothera, elves have a natural wisdom that surpasses many others. You can call TRUTHSEEKER to discern if a target is lying.

## FAERIE (FEY)

### **BLINDING LIGHT**

**COST:** 1 LF

**RANGE:** TOUCH / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Fey can harness their inner light to disorientate their foes. You can call STUN on a single target.

### **SHIELD**

**COST:** 1 LF

**RANGE:** SELF / TOUCH / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Using their inner light, Fey can shield their allies from harm, or incapacitate their foes for a short time. You can call STASIS on yourself or a single target.

## GNOME

### **EMOTIONAL TOUCH**

**COST:** 1 LF

**RANGE:** SELF / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Gnomes are inherently magical beings, and their touch can alter the mental state of their target. You can call EUPHORIA or SORROW upon yourself or a single target.

### **VANISH (GNOME)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 10 SECONDS

**DESCRIPTION:** Gnomes utilise magic to their advantage and can escape dangerous situations by phasing out of the physical plane completely. You may raise your hand into the air and make a CLENCHED FIST, this makes you OOC. This gesture can be held for up to 10 SECONDS. You cannot interact with the game in any way whilst this gesture is active (such as drinking potions / moving IC items / talking to characters / taking part in combat etc.) however you may move as normal.

**SPECIAL:** See *HAND GESTURE: CLENCHED FIST* on page 15 for more details.

## GOBLIN

### **FEL EMPOWERMENT**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Fel energy courses through your veins and you may channel it to empower your attacks. You can call FEL (plus any other damage or effects) upon successfully hitting a target with close combat or ranged weapons.

### **FEL IMPUNITY**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** All goblins are born with an affinity to the Fel element. Sometimes this manifests at birth, other times as the goblin ages. You can call RESIST against a single attack made against you derived from the FEL element, along with any damage associated with it.

## HUMAN

### **GOOD REST**

**COST:** NONE

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Humans have learned to relax and recover after a hard day's graft. Restore your GHP to full upon completing the MEDITATION ability.

### **SPIRIT (HUMAN)**

**COST:** NONE

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Humans are hardy and adaptable beings, capable of survival in most life-threatening situations. Your CRITICAL STATE count is increased by 30 SECONDS.

## MURKLING

### **CLEANSING (MURKLING)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The blood of Murklings flows clean and pure, removing toxins from the body more quickly than other species. You can call RESIST when targeted with the POISON effect.

### **SLIPPERY**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Your skin is slippery and you are difficult to pin down. You can call RESIST when targeted with the ROOT effect.

## PISKIE

### **DANGEROUS TRICKS**

**COST:** 1 LF

**RANGE:** TOUCH / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Piskies are renowned for their ability to trick and warp the minds of those around them. You can call STUN on a single target.

### **FLIGHT (PISKIE)**

**PREREQUISITE:** Costume must include wings that are part of your body.

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30 SECONDS

**DESCRIPTION:** Beating your wings allows you to become airborne to avoid danger or survey your surroundings.

**SPECIAL:** See *FLIGHT* on page 29 for more details.

## URKA

### **ELEMENTAL IMPUNITY (URKA)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** All urka are born with an affinity to the elements. Sometimes this manifests at birth, other times as the urka ages. You can call RESIST against a single attack made against you derived from the FIRE, NATURE or WATER elements, along with any damage associated with it.

### **IMPENETRABLE HIDE (URKA)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The urka are extremely tough and can shrug off the most brutal blows. You can call RESIST when targeted with the CRUSH effect.

## VULPERAN

### **DAUNTLESS**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The demonic blood that runs within vulperans allows them to ignore horrors that would cause others to run in terror. You can call RESIST when targeted with the FEAR effect.

### **DEMON SKIN**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Due to their demonic blood, vulperans have an extremely high pain threshold. You can call RESIST when targeted with the AGONY effect.

## WIGHT: DARK ELF

### **STONE-FACED**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Drawing upon the worldly knowledge that an elf had whilst alive, a dark elf can carefully manipulate this to allow themselves to mask their true intentions to others. You can call RESIST when targeted with calls of TRUTHSEEKER.

### **WORLDLY KNOWLEDGE (DARK ELF)**

**COST:** 1 LF

**RANGE:** EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Being the eldest race to inhabit Neothera, elves have a natural wisdom that surpasses many others. In undeath, it seems that somehow dark elves retain this inherent knowledge. You can call TRUTHSEEKER to discern if a target is lying.

## WIGHT: LAHAMIA

### **SILVER TONGUE (LAHAMIA)**

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Demonic blood in undeath allows you to influence others. You can call GLAMOUR on a single target at a range of TOUCH.

### **TORMENT**

**COST:** 1 LF

**RANGE:** TOUCH / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** You project horrific hallucinations into a target's mind causing them to become filled with terror. You can call FEAR on a single target at a range of EARSHOT.

## WIGHT: LICH

### **RESTLESS DEAD**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The undead once human-mind retains its drive to stay alert. You can call RESIST when targeted with the SLEEP effect.

### **SPIRIT (LICH)**

**COST:** NONE

**RANGE:** SELF

**DURATION:** PASSIVE

**DESCRIPTION:** Your spirit is bound to your body and clings to your once-human corpse. Add THIRTY SECONDS to your CRITICAL STATE count.

## WIGHT: REVENANT

### **CLEANSING (REVENANT)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The ever-mutating body of a revenant allows for toxins to be easily removed from the bloodstream. You can call RESIST when targeted with the POISON effect.

### **FLIGHT (REVENANT)**

**PREREQUISITE:** Costume must include wings that are part of your body.

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30 SECONDS

**DESCRIPTION:** Beating your wings allows you to become airborne to avoid danger or survey your surroundings.

**SPECIAL:** See *FLIGHT* on page 29 for more details.

### **IMPENETRABLE HIDE (REVENANT)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** The ever-mutating body of a revenant sometimes causes their skin to harden like stone. You can call RESIST when targeted with the CRUSH effect.

### **VENOM (REVENANT)**

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** You slash, bite or sting your foe with venom that you can excrete from glands within your body. You may call POISON upon touching a target with your body.

## WIGHT: SHADOW FEY

### **CRUELTY**

**COST:** 1 LF

**RANGE:** EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** In life, a piskie can trick and warp the minds of those around them. In undeath, these tricks become much more sinister. You can call AGONY on a single target at a range of EARSHOT.

### **FLIGHT (SHADOW FEY)**

**PREREQUISITE:** Costume must include wings that are part of your body.

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30 SECONDS

**DESCRIPTION:** Beating your wings allows you to become airborne to avoid danger or survey your surroundings.

**SPECIAL:** See *FLIGHT* on page 29 for more details.



## WIGHT: VAMPYRE

### **SILVER TONGUE (VAMPYRE)**

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** You intoxicate your target's mind with your alluring words. You can call GLAMOUR on a single target at a range of TOUCH.

### **VANISH (VAMPYRE)**

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 10 SECONDS

**DESCRIPTION:** Vampyres can flicker between conscious and unconscious planes, moving at what can be perceived as inhuman speeds. You may raise your hand into the air and make a CLENCHED FIST, this makes you OOC. This gesture can be held for up to 10 SECONDS. You cannot interact with the game in any way whilst this gesture is active (such as drinking potions / moving IC items / talking to characters / taking part in combat etc.) however you may move as normal.

**SPECIAL:** See *HAND GESTURE: CLENCHED FIST* on page 15 for more details.

# COMBAT: DEFENSIVE CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## ARMOUR MASTERY

**PREREQUISITE:** NONE

**COST:** NONE

**RANGE:** SELF

**DURATION:** PASSIVE

**DESCRIPTION:** When fixing your own armour via the MENDER ability, it costs 0 LF per AP repaired. In addition, when using the MENDER ability to repair your own SHATTERED equipment, it costs 0 LF.

**SPECIAL:** *This not only applies when YOU use the MENDER ability, but it also applies to others that are mending your personal equipment.*

## FORCEFUL GRIP

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** You are a capable fighter and skilled at deflecting blows that would otherwise cause you to drop your weapon/s or shield/s. You may call RESIST when targeted by the DISARM effect.

## HARD-HEADED

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** You can shrug off blows that would otherwise cause others to become disorientated. You may call RESIST when targeted by the STUN effect.

## HEAVY ARMOUR TRAINING

**PREREQUISITE:** LIGHT ARMOUR TRAINING

**COST:** NONE

**RANGE:** SELF

**DURATION:** PASSIVE

**DESCRIPTION:** You have trained to fight while wearing heavy armour which gives you Armour Points (AP) based on the amount you wear.

**SPECIAL:** *See ARMOUR on page 8 for more details.*

## SECOND WIND

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Advanced training in combat has toughened you up to the extent you can shrug off an otherwise deadly injury. ONCE PER DAY, when you are CRITICAL, you may rise to your feet and recover 1 GHP. You should role-play staggering to your feet with renewed vigour.

## SHIELD TRAINING

**PREREQUISITE:** NONE

**COST:** NONE

**RANGE:** SELF

**DURATION:** PASSIVE

**DESCRIPTION:** You are capable of using a shield of any shape or size to defend yourself in combat.

**SPECIAL:** *See BLOCKING, PARRYING & SHIELDS on page 18 for more details.*

# COMBAT: OFFENSIVE CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## **BATTLE RAGE**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** ENCOUNTER

**DESCRIPTION:** You line up your shots perfectly and hit your targets in particularly vulnerable spots on their body, or wield your weapon with such might that you inflict deadly blows. This ability increases your base damage call with close combat or ranged weapons by +1 (for example, from SINGLE to DOUBLE) for the duration of an encounter.

## **BRUTE-FORCE**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** You forcibly knock the target to the floor with your raw might, or your shot hits the target with such force it knocks them off their feet. You may call STRIKE DOWN (plus any other damage associated with the attack) on your next successful hit with a close combat or ranged weapon.

## **DISARMING BLOW**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** When you successfully land a blow on a target with your close combat or ranged weapon, you can call DISARM, forcing the target to drop whatever they are holding in hand you specify.

## **INTIMIDATION**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Your imposing visage, stance, voice or body language sometimes strikes terror in the hearts of your foes. You may call FEAR at a single target within EARSHOT.

## **SHATTERING BLOW**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** You hit your opponent with such force that you break their weapon or shield. You may call SHATTER (plus any other damage associated with the attack) upon hitting a target with close combat or ranged weapons. You should specify which item you wish to SHATTER by informing your opponent when striking them.

## **TAUNT**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** You call an insulting phrase or make some kind of rude gesture that deeply insults your target. This ability forces a single HOSTILE target within EARSHOT to focus their attacks solely on you for 30 SECONDS. Call TAUNT at your desired target.

# CRAFTER CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## **ALCHEMY (RANK 1)**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 5 MINUTE CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 1 ALCHEMY projects. Rank 1 projects take 5 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 1 ALCHEMY projects when you obtain this ability. See CRAFTING on page 22 for more details.*

## **ALCHEMY (RANK 2)**

**PREREQUISITE:** ALCHEMY (RANK 1)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 10 MINUTES CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 2 ALCHEMY projects. Rank 2 projects take 10 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 2 ALCHEMY projects when you obtain this ability. See CRAFTING on page 22 for more details.*

## **ALCHEMY (RANK 3)**

**PREREQUISITE:** ALCHEMY (RANK 2)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 15 MINUTES CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 3 ALCHEMY projects. Rank 3 projects take 15 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 3 ALCHEMY projects when you obtain this ability. See CRAFTING on page 22 for more details.*

## **ARTIFICER (RANK 1)**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 5 MINUTES CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 1 ARTIFICER projects. Rank 1 projects take 5 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 1 ARTIFICER projects when you obtain this ability. See CRAFTING on page 22 for more details.*

## **ARTIFICER (RANK 2)**

**PREREQUISITE:** ARTIFICER (RANK 1)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 10 MINUTES CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 2 ARTIFICER projects. Rank 2 projects take 10 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 2 ARTIFICER projects when you obtain this ability. See CRAFTING on page 22 for more details.*

## **ARTIFICER (RANK 3)**

**PREREQUISITE:** ARTIFICER (RANK 2)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 15 MINUTES CRAFT TIME

**DESCRIPTION:** You can learn and build any RANK 3 ARTIFICER projects. Rank 3 projects take 15 MINUTES to craft.

**SPECIAL:** *You learn TWO RANK 3 ARTIFICER projects when you obtain this ability. See CRAFTING on page 22 for more details.*

# MAGE CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## ARCANE FOCUS

**PREREQUISITE:** MAGIC (RANK 1)

**COST:** NONE

**RANGE:** PASSIVE

**DURATION:** PASSIVE

**DESCRIPTION:** Your level of concentration when channelling the flows of magic cannot be broken. When casting a spell, your casting time is not reset, nor do you waste 1 LF when you take DAMAGE to your GHP or AP, or an EFFECT that would reset your cast time. This ability also allows you to move at walking speed while counting your spell casting timers.

## ARCANE KNOWLEDGE

**PREREQUISITE:** MAGIC (RANK 1)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30 SECONDS

**DESCRIPTION:** You can sense and discern the qualities of magic and enchantments in items, creatures, areas of land, bodies of water or other such things. After 30 SECONDS of appropriate role-play, you can discover information about any spells, abilities or effects that are provided by a source of magic.

**SPECIAL:** *Perform in presence of referee.*

## ARCANE PROJECTION

**PREREQUISITE:** MAGIC (RANK 1)

**COST:** NONE

**RANGE:** PASSIVE

**DURATION:** PASSIVE

**DESCRIPTION:** You are skilled at channelling the flows of magic at greater distances. Spells with a range of TOUCH can now be cast within EARSHOT.

**SPECIAL:** *Does NOT apply to the HEAL WOUND and RESURRECTION spells.*

## MAGIC (RANK 1)

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 10-SECOND CAST TIME

**DESCRIPTION:** You can learn and cast any RANK 1 spells. Rank 1 spells take 10 SECONDS to cast and cost 1 LF.

**SPECIAL:** *You learn ONE RANK 1 spell when you obtain this ability. See CASTING SPELLS on page 20 for more details.*

## MAGIC (RANK 2)

**PREREQUISITE:** MAGIC (RANK 1)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 20-SECOND CAST TIME

**DESCRIPTION:** You can learn and cast any RANK 2 spells. Rank 2 spells take 20 SECONDS to cast and cost 1 LF.

**SPECIAL:** *You learn ONE RANK 2 spell when you obtain this ability. See CASTING SPELLS on page 20 for more details.*

## MAGIC (RANK 3)

**PREREQUISITE:** MAGIC (RANK 2)

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** 30-SECOND CAST TIME

**DESCRIPTION:** You can learn and cast any RANK 3 spells. Rank 3 spells take 30 SECONDS to cast and cost 1 LF.

**SPECIAL:** *You learn ONE RANK 3 spell when you obtain this ability. See CASTING SPELLS on page 20 for more details.*

# MEDIC CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## **CURE POISON**

**PREREQUISITE:** PHYSICAL HEALING (RANK 1)

**COST:** 1 LF

**RANGE:** SELF /TOUCH

**DURATION:** SPECIAL

**DESCRIPTION:** You are capable of nullifying toxins within a patient's body. Remove the POISON effect from a target within TOUCH distance.

**SPECIAL:** *The target's POISON count is paused when you trigger this ability. If you have learned PHYSICAL HEALING RANK 1, this ability takes 3 MINUTES to complete. With RANK 2 it takes 2 MINUTES to complete. With RANK 3 it takes 1 MINUTE.*

## **LIFE-SAVING SURGERY**

**PREREQUISITE:** PHYSICAL HEALING (RANK 1)

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** SPECIAL

**DESCRIPTION:** Your knowledge of surgical procedures allows you to perform operations on those who are close to death. Remove the MORIBUND effect from a target within TOUCH distance. Once completed, the target's GHP is set to 1.

**SPECIAL:** *The target's MORIBUND count is paused when you trigger this ability. If you have learned PHYSICAL HEALING RANK 1, this ability takes 3 MINUTES to complete. With RANK 2 it takes 2 MINUTES to complete. With RANK 3 it takes 1 MINUTE.*

## **MEND LIMB**

**PREREQUISITE:** PHYSICAL HEALING (RANK 1)

**COST:** 1 LF

**RANGE:** SELF /TOUCH

**DURATION:** SPECIAL

**DESCRIPTION:** You have a broad knowledge of how to treat damaged limbs and mend broken bones. Remove ONE CRUSH effect from a target within TOUCH distance.

**SPECIAL:** *If you have learned PHYSICAL HEALING RANK 1, this ability takes 3 MINUTES to complete. With RANK 2 it takes 2 MINUTES to complete. With RANK 3 it takes 1 MINUTE.*

## **PHYSICAL HEALING (RANK 1)**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF /TOUCH

**DURATION:** 30 SECONDS

**DESCRIPTION:** Using your basic knowledge of medical procedures, HEAL 2 GHP on a target within TOUCH distance.

## **PHYSICAL HEALING (RANK 2)**

**PREREQUISITE:** PHYSICAL HEALING (RANK 1)

**COST:** 1 LF

**RANGE:** SELF /TOUCH

**DURATION:** 20 SECONDS

**DESCRIPTION:** Using your good knowledge of medical procedures, HEAL 2 GHP on a target within TOUCH distance.

## **PHYSICAL HEALING (RANK 3)**

**PREREQUISITE:** PHYSICAL HEALING (RANK 2)

**COST:** 1 LF

**RANGE:** SELF /TOUCH

**DURATION:** 10 SECONDS

**DESCRIPTION:** Using your excellent knowledge of medical procedures, HEAL 2 GHP on a target within TOUCH distance.

# SCOUT CLASS

CLASS ABILITY COSTS VARY. SEE PAGE 9 FOR DETAILS.

## **INTELLIGENCER**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** You move in important social circles, have a good knowledge of the lay of the land, or keep your ears open for useful information. You can spend 1 LF to glean knowledge about certain situations, perhaps a heads up on an imminent attack, or useful information about an NPC, area or item.

**SPECIAL:** *Perform in presence of referee.*

## **LIGHT-FINGERED**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** 3 MINUTES

**DESCRIPTION:** You are capable of picking locks and taking apart devious traps with ease. You may spend THREE MINUTES attempting to disarm a trap or pick a lock. You may also discern if an object is booby-trapped (with a NON-MAGICAL trap) after inspecting it.

**SPECIAL:** *Perform in presence of referee.*

## **SHADOW MASTER**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** UNTIL ABORTED

**DESCRIPTION:** You have mastered the art of entering an unseen realm. Upon activating this ability, you may step into the Realm of Shadows and become unseen to the naked eye. You may move freely when this ability is activated, up to a brisk walking pace.

**SPECIAL:** *See REALM OF SHADOWS (RoS) on page 29 for more details.*

## **SHADOW PASSAGE**

**PREREQUISITE:** SHADOW MASTER

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** UNTIL ABORTED

**DESCRIPTION:** Your bonds with the Realm of Shadows are stronger than most, and as such, you may phase a willing target into this realm with you. Upon activating this ability, you and a willing target you touch may step into the Realm of Shadows and become unseen to the naked eye. The target you touch remains in the Realm of Shadows, providing they stay within TWO FEET of you and adhere to the rules regarding the Realm of Shadows. You may move freely while this ability is activated up to a brisk walking pace. If you or your target ally leaves the Realm of Shadows for any reason (as per the rules for the Realm of Shadows) you must both leave the Realm of Shadows immediately.

**SPECIAL:** *You must also pay the LF cost for the SHADOW MASTER ability when using SHADOW PASSAGE. See REALM OF SHADOWS (RoS) on page 29 for more details.*

**TRACKER**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** SELF

**DURATION:** INSTANT

**DESCRIPTION:** Your time spent on the road has allowed you to recognise recent disturbances to your natural surroundings. You can track and follow a target or trail by inspecting footprints or other signs of disturbance on the ground or surrounding areas.

**SPECIAL:** *Perform in presence of referee.*

**TRAPPER**

**PREREQUISITE:** NONE

**COST:** 1 LF

**RANGE:** TOUCH

**DURATION:** SPECIAL / UNTIL ACTIVATED

**DESCRIPTION:** You are capable of setting traps to hinder or harm your opponents. RED STRING TRAP: The target caught in the trap suffers an AGONY. WHITE STRING TRAP: The target caught in the trap takes the ROOT effect.

**SPECIAL:** *You can only have ONE active trap at any time. You are responsible for calling the EFFECT of the trap on the target. You must safely lay a circle (no bigger than two feet wide) of RED or WHITE wool or string to represent the trap. Always advise a referee where you are placing a trap. See TRAPS on page 31 for more details.*



# SPELLS (RANK ONE)

**ALL RANK 1 SPELLS COST 5 EXP OR 5 LLANDIES TO LEARN**

**ALL RANK 1 SPELLS TAKE 10 SECONDS AND 1 LF TO CAST**

## **FUMBLE**

**RANGE:** CHARGED / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Call DISARM on a single target, forcing them to drop anything they are holding in the hand you specify.

## **IMMOBILISE**

**RANGE:** CHARGED / SELF / TOUCH

**DURATION:** 30 SECONDS

**DESCRIPTION:** Call ROOT on yourself or a single target causing leg muscles to freeze for 30 SECONDS.

## **PSYCHIC SHOVE**

**RANGE:** CHARGED / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Call REPEL on a single target, forcing them to immediately take 10 steps backwards.

## **WARD: STEADFAST**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against REPEL and STRIKE DOWN effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

## **WARD: VEHEMENCE**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against SORROW and EUPHORIA effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

## SPELLS (RANK TWO)

ALL RANK 2 SPELLS COST 10 EXP OR 10 LLANDIES TO LEARN

ALL RANK 2 SPELLS TAKE 20 SECONDS AND 1 LF TO CAST

### **ARCANE BLAST**

**RANGE:** CHARGED / TOUCH / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Call ARCANE TRIPLE on a single target, causing invisible, raw magic to harm their body.

### **HEAL WOUND**

**RANGE:** CHARGED / SELF / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Call HEAL (2 GHP) on yourself or a single target, causing raw magic to mend wounds.

### **MIND TERROR**

**RANGE:** CHARGED / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Call FEAR on a single target, causing raw magic to fill their mind with terror.

### **WARD: COGNIZANT**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against GLAMOUR and SLEEP effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

### **WARD: MOBILITY**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against ROOT and STASIS effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

# SPELLS (RANK THREE)

ALL RANK 3 SPELLS COST 15 EXP OR 15 LLANDIES TO LEARN

ALL RANK 3 SPELLS TAKE 30 SECONDS AND 1 LF TO CAST

## **ARCANE RUPTURE**

**RANGE:** CHARGED / EARSHOT

**DURATION:** INSTANT

**DESCRIPTION:** Call MASS ARCANE DOUBLE (as per the rules for MASS), causing invisible, raw magic to harm your opponents' bodies.

## **INDUCE SLUMBER**

**RANGE:** CHARGED / SELF / TOUCH

**DURATION:** 3 MINUTES

**DESCRIPTION:** Call SLEEP on yourself or a single target, causing raw magic to force you/them to snooze for 3 MINUTES.

## **RESURRECTION**

**RANGE:** CHARGED / TOUCH

**DURATION:** INSTANT

**DESCRIPTION:** Call HEAL (1 GHP) on a target to remove the MORIBUND effect, causing raw magic to mend serious wounds.

## **WARD: BRAVERY**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against AGONY and FEAR effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

## **WARD: EQUANIMITY**

**RANGE:** SELF / TOUCH

**DURATION:** ENCOUNTER

**DESCRIPTION:** You or a single target can call RESIST against STUN and TAUNT effects for the duration of the encounter. You can only have ONE WARD active on you at any time.

# CRAFTING PROJECTS

## ALCHEMY (RANK ONE)

**ALL RANK 1 PROJECTS COST 3 EXP OR 3 LLANDIES TO LEARN**

**ALL RANK 1 PROJECTS TAKE 5 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)**

### **CURE POISON**

**PROJECT TYPE:** POTION

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R3

**DESCRIPTION:** When consumed, this POTION quickly breaks down toxic compounds in the body, instantly removing the POISON effect.

### **EMOTION**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X1 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST or CALL (via TOUCH or upon a successful hit with a CLOSE COMBAT or RANGED WEAPON) the SORROW or EUPHORIA effects. This enchanted effect CANNOT be called in conjunction with any EFFECTS other than DAMAGE if this is a HOSTILE attack. Can be used 3 TIMES per day.

### **HEALING**

**PROJECT TYPE:** POTION

**RESOURCE TOKENS REQUIRED:** X3 R1

**DESCRIPTION:** When consumed, this POTION quickly spreads through the body, causing wounds to heal, and restoring 2 GHP.

### **LIFE-FORCE**

**PROJECT TYPE:** POTION

**RESOURCE TOKENS REQUIRED:** X3 R1

**DESCRIPTION:** When consumed, this POTION quickly energises the mind and body, restoring 2 LF.

### **MENDING**

**PROJECT TYPE:** SCROLL

**RESOURCE TOKENS REQUIRED:** X1 R1

**DESCRIPTION:** The magic contained within this scroll quickly mends damaged armour, restoring 2 AP on yourself or a target within TOUCH range.

### **PIERCING**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X2 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST or CALL (upon a successful hit with a CLOSE COMBAT or RANGED WEAPON) the PIERCE effect. This enchanted effect CANNOT be called in conjunction with any EFFECTS other than DAMAGE if this is a HOSTILE attack. Can be used 3 TIMES per day.

# CRAFTING PROJECTS

## ALCHEMY (RANK TWO)

ALL RANK 2 PROJECTS COST 6 EXP OR 6 LLANDIES TO LEARN

ALL RANK 2 PROJECTS TAKE 10 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)

### ANGUISH

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST or CALL (via TOUCH or upon a successful hit with a CLOSE COMBAT or RANGED WEAPON) the AGONY effect. This enchanted effect CANNOT be called in conjunction with any EFFECTS other than DAMAGE if this is a HOSTILE attack. Can be used 3 TIMES per day.

### BARRIER

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X2 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST a single source of DAMAGE (of any numerical value) to your AP or GHP. Can be used 3 TIMES per day.

### POISON

**PROJECT TYPE:** POTION

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R3

**DESCRIPTION:** When consumed, this POTION applies the POISON effect. This POTION can be applied to a BLADED CLOSE COMBAT weapon, allowing you to call POISON on your next TWO attacks with it. It may also be applied to TWO rounds of BASIC AMMUNITION, ARROWS, BOLTS or THROWN WEAPONS, allowing you to do the same. POISON applied in this way dries up and expires after ONE HOUR.

### REFORM

**PROJECT TYPE:** SCROLL

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2

**DESCRIPTION:** The magic contained within this scroll quickly knits broken bones back together. This scroll instantly removes ONE CRUSH effect from yourself or a target within TOUCH range.

### RESTORATION

**PROJECT TYPE:** SCROLL

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2

**DESCRIPTION:** The magic contained within this scroll quickly fuses pieces of a broken item together. This scroll instantly repairs ONE SHATTERED item within TOUCH range.

# CRAFTING PROJECTS

## ALCHEMY (RANK THREE)

ALL RANK 3 PROJECTS COST 9 EXP OR 9 LLANDIES TO LEARN

ALL RANK 3 PROJECTS TAKE 15 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)

### **CRAFT HASTE**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** This ENCHANTMENT allows you to decrease the build time of any CRAFTING PROJECT by HALF.

Can be used 3 TIMES per day.

### **INDESTRUCTIBLE**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST the CRUSH effect. Can be used 3 TIMES per day.

### **RESURRECTION**

**PROJECT TYPE:** POTION

**RESOURCE TOKENS REQUIRED:** X2 R1 / X2 R2 / X2 R3

**DESCRIPTION:** When administered to the dying, this potion quickly travels through the body, restoring functionality to otherwise defunct, vital organs. Revives a MORIBUND target to 1 GHP.

### **SPELL HASTE**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** This ENCHANTMENT allows you to decrease the casting time of any SPELL by HALF.

Can be used 3 TIMES per day.

### **STASIS**

**PROJECT TYPE:** ENCHANTMENT

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X1 R3

**DESCRIPTION:** This ENCHANTMENT allows you to RESIST or CALL (via TOUCH or upon a successful hit with a CLOSE COMBAT or RANGED WEAPON) the STASIS effect. This enchanted effect CANNOT be called in conjunction with any EFFECTS other than DAMAGE if this is a HOSTILE attack. Can be used 3 TIMES per day.

# CRAFTING PROJECTS

## ARTIFICER (RANK ONE)

**ALL RANK 1 PROJECTS COST 3 EXP OR 3 LLANDIES TO LEARN**

**ALL RANK 1 PROJECTS TAKE 5 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)**

### **BASIC AMMUNITION**

**PROJECT TYPE:** AMMUNITION

**RESOURCE TOKENS REQUIRED:** X1 R1

**DESCRIPTION:** Produces FIVE rounds of ammunition for a firearm that each calls SINGLE when they hit a target.

A single round of ammunition is used per shot and is subject to the DESTROY effect after hitting a target or missing it.

### **TERSION POD**

**PROJECT TYPE:** EXPLOSIVE

**RESOURCE TOKENS REQUIRED:** X1 R1

**DESCRIPTION:** Tersion Pods are small, metallic balls that are thrown at a target, causing them to explode upon impact.

They use the following rules:

- When you hit a target with a Tersion Pod you may call TRIPLE STUN
- After successfully hitting a target, the Tersion Pod is DESTROYED
- Failing to hit with a Tersion Pod does not activate it

### **WELL-MADE ARMOUR**

**PROJECT TYPE:** WELL-MADE EQUIPMENT

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You craft ARMOUR that is exceptionally well-built. ONE ENCHANTMENT and ONE IMPROVEMENT can now be applied to the piece.

### **WELL-MADE SHIELD**

**PROJECT TYPE:** WELL-MADE EQUIPMENT

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You craft a SHIELD that is exceptionally well-built. ONE ENCHANTMENT and ONE IMPROVEMENT can now be applied to the piece.

### **WELL-MADE TRINKET**

**PROJECT TYPE:** WELL-MADE EQUIPMENT

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You craft a TRINKET that is exceptionally well-built. ONE ENCHANTMENT and ONE IMPROVEMENT can now be applied to the piece.

### **WELL-MADE WEAPON**

**PROJECT TYPE:** WELL-MADE EQUIPMENT

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You craft a CLOSE COMBAT or RANGED weapon that is exceptionally well-built. ONE ENCHANTMENT and ONE IMPROVEMENT can now be applied to the piece.

# CRAFTING PROJECTS

## ARTIFICER (RANK TWO)

ALL RANK 2 PROJECTS COST 6 EXP OR 6 LLANDIES TO LEARN

ALL RANK 2 PROJECTS TAKE 10 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)

### IRON GRIP

**PROJECT TYPE:** MODIFICATION: SHIELD

**RESOURCE TOKENS REQUIRED:** X2 R2 / X1 R3

**DESCRIPTION:** You modify a WELL-MADE SHIELD, allowing you to call RESIST when it is subject to the DISARM effect.

### STAND FAST

**PROJECT TYPE:** MODIFICATION: ARMOUR

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You modify WELL-MADE ARMOUR, allowing you to call RESIST when targeted with the REPEL effect.

### STONE GRIP

**PROJECT TYPE:** MODIFICATION: WEAPON

**RESOURCE TOKENS REQUIRED:** X2 R2 / X1 R3

**DESCRIPTION:** You modify a WELL-MADE WEAPON, allowing you to call RESIST when it is subject to the DISARM effect.

### TRU-SIGHT GOGGLES

**PROJECT TYPE:** DEVICE

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** When worn over the eyes, these goggles allow the wearer to see into the Realm of Shadows and call TRUESIGHT when they have identified something of interest.

### UNWAVERING

**PROJECT TYPE:** MODIFICATION: ARMOUR

**RESOURCE TOKENS REQUIRED:** X1 R1 / X1 R2 / X1 R3

**DESCRIPTION:** You modify WELL-MADE ARMOUR, allowing you to call RESIST when targeted with the STRIKE DOWN effect.



# CRAFTING PROJECTS

## ARTIFICER (RANK THREE)

ALL RANK 3 PROJECTS COST 9 EXP OR 9 LLANDIES TO LEARN

ALL RANK 3 PROJECTS TAKE 15 MINUTES AND 1 LF TO BUILD (PLUS THE REQUIRED AMOUNT OF RESOURCE TOKENS)

### EVERLASTING

**PROJECT TYPE:** MODIFICATION: WEAPON

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X1 R3

**DESCRIPTION:** You modify a WELL-MADE WEAPON, allowing you to call RESIST when it is subject to the SHATTER effect.

### INVIGORATION

**PROJECT TYPE:** MODIFICATION: TRINKET

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** You modify a WELL-MADE TRINKET, allowing it to add +2 to your BASE LF.

### JUMP-START DEFIBRILLATOR

**PROJECT TYPE:** DEVICE

**RESOURCE TOKENS REQUIRED:** X4 R1 / X4 R2 / X4 R3

**DESCRIPTION:** This hand-held device uses electricity to shock a target back to life. It uses the following rules:

- This device is used to remove the MORIBUND effect from a target and restores them to 1 GHP
- Each time the device is used it will become discharged
- Recharging the device takes 3 HOURS

### UNBREAKABLE

**PROJECT TYPE:** MODIFICATION: SHIELD

**RESOURCE TOKENS REQUIRED:** X3 R1 / X2 R2 / X1 R3

**DESCRIPTION:** You modify a WELL-MADE SHIELD, allowing you to call RESIST when it is subject to the SHATTER effect.

### VITALITY

**PROJECT TYPE:** MODIFICATION: TRINKET

**RESOURCE TOKENS REQUIRED:** X3 R1 / X3 R2 / X3 R3

**DESCRIPTION:** You modify a WELL-MADE TRINKET, allowing it to add +1 to your BASE GHP.

# **NEOTHERA SAGA UK LARP CORE RULES**

**VERSION 4.0**

This book is for use in official Neothera Saga UK LARP games only.

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This version of the Core Rules is written by Thomas Hackett-Brown.

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