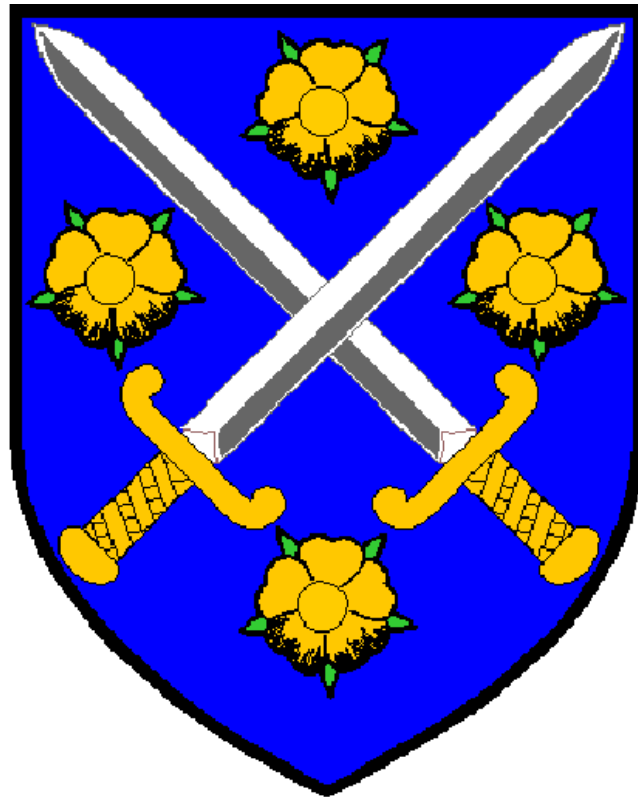


CADUCUS



RULEBOOK

Version 1.11

Introduction	1
About LARPS	1
Background in brief	1
The Laws of Nature in Shades	2
Attributes	2
Things to keep in mind	2
Tags	2
Armor	2
Weapons and Combat	3
Wounds, Death, and Dying.....	3
Retirement and Permanent death	4
Gni Points	4
Magic	4
Shade Points	5
Production Points	5
Basic Economics	6
Calls and Effects	6
Visible Clues	6
Character Creation	6
Races	7
Classes	7
Warrior Skills	8
Combat Skills	9
Physical Skills	10
Caster Skills	12
Circles	13
Candles	14
Spells	15
Enchanter Spell List	15
Incanter Spell List	18
Alchemy Recipes	21
Arts and Crafts/Production.....	22
Producer Skills	22
Craftsman Skills	22
Resource Plots	22
Additional Crafting Rules.....	23
Creating Journeyman/Master Crafted Items	23
Repairing Weapons	23
Repairing Items	23
Miner Recipes	26
Woodcutter Recipes	27
Weapon Recipes	28
Armor Recipes	29
Craftsman Recipes	29
Tanner Recipes	29
Herbalist Recipes	30
Forager Recipes	31
Jeweler Recipes	32
Locksmith Recipes	33
Tinker Recipes	33
Apprentice Recipes	33
Trap Recipes	34
Apprentice Recipes	34
Glossary	36
Appendix A- Combat and Magical Effects	37
Appendix B- Weapon Sizes	38
Appendix C- Extra Rules	39
Rituals	39
Change Log	40



Ariana looked up over the top of the boulder she and her companion had been hiding behind for the last ten minutes. Her gaze quickly settled upon the three overly large humanoids with bestial heads, cloven hooves, and large metal shod horns that had been ritually sharpened to a razor sharp point.

"Tors," she whispered under her breath, and not for the first time today she wished that life had never taken her away from the orchards and her parent's bakery. A nice slice of apple pie would hit the spot she mused as her stomach rumbled.

A head sized rock slammed into the boulder she was hiding behind with a thunderous CRACK!, and enough force to slightly shift the massive rock.

Drawing her sword from its sheath, Ariana glanced at her companion, a small man by the name of Simon Torslayer. Simon was obviously trembling in terror and simply mustering the courage to bolt. "Torslayer indeed. You inherited nothing from your grandfather, did you?" she jibed at the herbalist that had contracted her services as a guide. A tremendous bestial roar sounded over her head and she looked up to see one of the tor standing upon the boulder and bringing its huge axe down toward her head.....

Introduction

Caducus is a live action role playing game. A game in which you, as a player, take on the roll of a character out of your own imagination and set within a world out of ours. As your character you will speak with, interact with, and fight with other characters and costumed monsters as your character sees fit. But be warned, in Caducus you must accept the consequences of your actions. If you try to kill the king, you may find your life isn't so fun anymore.

We are not running Caducus for profit. We are hoping to break even, and as such, the financial records of Caducus are public domain and may be reviewed by anyone at any time. Money collected for our events will be spent on securing event locations for future use, costuming, weaponry and props for use in game, food served in game, and such administrative costs as are a result of running this game (website, and such). We are not drawing a salary at this time and are realistic enough to expect to never collect a single penny for ourselves.

About LARPS

I could never say it as well as it is said on howstuffworks.com, so I won't try. I will instead send you to that place:
<http://entertainment.howstuffworks.com/larp.htm>

Background in brief

The world of Caducus is a fantasy world where most of the population is fearful of magic and anything out of the ordinary, but there are some people that have a natural aptitude for magic or attract a lot of unusual creatures. These people are referred to as "Tainted" or more politely "Shades." The queen has a group known as "Knights" that have the ability to identify Shades; these Knights seek out Shades and take them to the "Outhomes." Outhomes are villages built on the outskirts of civilization. This way the shades can still be a part of the populace of the kingdom, and they can serve to attract other magical creatures away from the more heavily populated regions of normal people.

"Shades" can be any race, and some races are composed entirely of "Shades." The one thing that all shades have in common is that they cannot die. Their bodies may be destroyed, but the spirit lingers on and in some places in the

world, they can fashion new bodies and return to the mortal world. "Shade caves" are locations (most are caves, but can be anything that can be considered a portal, like an arch) that have a loose connection to some other world and it is in these places that a shade can return to the world of the living. "Shade caves" usually become the sites of the "Outhomes," and most kingdom expansion is done by pressing outward to the next "Shade cave."

Magic in Caducus is not new, but has never seen a greater level of development than it is seeing now. Wizards are constantly expanding their spell books and researching new ways to enchant objects of great power. There are no "ancients" or any other advanced civilizations of the past. Seeking out ancient ruins is a pastime for the brave, but the odds of gaining great rewards aren't good. Magic is everywhere in the world and has a caustic effect upon anything that isn't growing. Thus, most things in the world must be infused with Mauri to last for any length of time.

Mauri is the lifeblood of the land; nothing can be made that will last more than a few weeks without using Mauri in its construction. Mauri is a stone, once common but far less so now. The Mauri stone has become the standard unit for exchange replacing gold and silver coins due to its value in manufacturing and spell casting. Mauri stones come in many levels of concentration, but most have so little Mauri in them that they cannot be harnessed to be useful. The white Mauri stone is the first stone that has a concentration sufficient to be useful, followed by the blue, green, black, and red. Red Mauri is the rarest of all Mauri and is highly sought after by mages to help with casting rituals.

Spell casters are rare in Caducus, and most of those are enchanters, casters able to infuse a person or object with magic to allow it to perform better than normally possible. Far rarer are the few incanters, casters able to call forth magical effects with a few simple words.

The world is interlaced with Ley Lines where the Gni flows through the ground and air. Where these lines intersect the Gni Lands seem to be closer to the physical world. During certain times of the month different lines have surges of power as the Gni spreads throughout the land. When two intersecting lines have a surge there is a wave of power the

spreads from these intersections. It is at these intersections that gathering spots are created. Most towns will stay out of the radius of the surge because of the trouble that is sometimes attracted to these waves. The kingdom is given warning by the Wilde as to when these surges will happen and the kingdom sets Holidays based on these days. They are normally once a month lasting 8-48 hours and peak at 6am and 6pm. People who have traveled to the Gni Lands state that this is when the sun rises and sets there. When a Shade is in these waves they find that their body and mind work faster than at normal times. This allows producers to create items far faster than they normally would, casters to cast a multitude of spells and warriors to use every special move they know to great effect.

The Laws of Nature in Shades

Nature rules everywhere, and even in a land with magic some rules are unbending. This rule is the one rule that is absolute in the world of Caducus. Anywhere that there is a possible contradiction, these rule take precedent.

No armor or spell can reduce weapon damage to less than 1 point unless it makes you immune.

Attributes

All characters and creatures in the game have a set of attributes. These are the numerical representation of the abilities the character or creature has. The most important ones are listed here. Any attribute, unless otherwise indicated by some skill or ability, is considered to have a value of zero.

Body Points: The amount of physical damage a character or creature can take before becoming incapacitated. When you are reduced below negative one body point, you are dying and will require medical attention within 5 minutes or your spirit will separate from your body and move toward the nearest "shade cave."

Armor Value: The number subtracted from the physical damage taken before being applied to body points. Armor will never reduce an attack below 1 point of damage.

Things to keep in mind

- 1) You cannot receive any benefit from magic of any kind if you don't have the use magic skill: including using a magic sword, being healed by a spell, or drinking an elixir. Most people in the world fear magic because they think it can't do them any good, only harm.
- 2) Massive damage hurts you even if you block it with your shield or weapon!
- 3) Magic damage is blocked by armor, not by Magic Resistance.
- 4) If you swing for more damage than your weapon can do it breaks immediately after doing damage.
- 5) Only damage can stack, and even then, no 2 similar effects stack (poison 2 + poison 4 is still only poison 4).

- 6) You can only make 1 type of call with a weapon, no "silver poison flame."
- 7) An encounter is defined as an entire module or the full duration of a fight, whichever is longer. A marshal can tell you when your encounter is over.

Tags

At the start of the event you will be given a set of tags. Each tag represents an in-game object, a Gni, or a Body point. These tags are laminated to prevent wear and should never be thrown away. You will get a number of tags representing your character's Body points and Gni in addition to any new objects or materials that your character has acquired from production between events.

If you make an object during an event, you will need to get a tag for that object from a game marshal. Marshals will be identified prior to an event.

The tag must remain with the physical representation (phys-rep for short) at all times. With armor, weapons, and shields, the tag should be attached to it in a non intrusive manner (so you do not to ruin the look of the item). Threshold tags for the armor can be on your tag ring, but must be with the armor if you take it off or you lose it for any reason.

Weapons, armor, and shields must have the tag attached to it in order to be used.

For smaller items, all tags need to be with the item. The tag can be in a small pouch near the item or in the same container of the item. At no time can the two items be in separate locations of each other (one on your person in the tavern and the other in your bunk house across the field).

In order to steal an in-game item you must take the phys-rep of that item, as well as, the tag. The phys-rep is then to be returned, *OUT-OF-GAME*, to a plot team member, logistics, or monster camp at a convenient time or at the end of the event. At that time, a different phys-rep can be use for the tag. If this is the case, then the item has been disguised in some fashion to not look like the original. (This, however, may not get you out of the crime you committed in-game) The exception to this rule is if the person that owns the phys-rep does not require it back. If that is the case, then the tag must remain with the original phys-rep in order to be used, regardless of the item. This is so that it can be identified in-game as that exact item.

Armor

The purpose of armor is to deflect or resist the effects of weapon blows. Unfortunately, no armor is perfect and none can completely prevent all damage. In our LARP, armor effectively reduces the damage done by physical attacks however; **armor will never reduce damage to less than 1point.**

If a person swings for 1 or 2 points of damage at someone wearing leather (1 Armor Point, 3 Threshold) and hits, that person will take one point of damage. If a person swinging for 3 or more damage verses a person wearing leather, that

person will take 1 point less than is called. If a person swings for 4 or more points versus our leather clad person, they will take 1 point less than is called and will suffer a breach.

Breaching:

Any time the threshold of the armor is brought to zero it is rendered useless. It can be repaired. At the end of any combat when all affected parties have disengaged or rendered incapable of continued fighting, the armor is considered breached and it loses one threshold point.

Multiple breaches are possible. If a person is wearing plate mail (5 Armor Points, 6 Threshold) and they are hit for 8 points, that person will take 3 and the armor will be breached. After the combat, the armor will have a threshold value of 5. If they are hit again for 5 points, the character will take 1 and the armor will absorb the rest. If they are then hit again for 7 points, they will take another 2, and the armor will have a second breach taking it down to 2 after that combat. The breaching of armor does not change the Armor Points of the armor, only the Threshold.

Shields:

A shield is breached if it blocks a weapon attack that is larger than its threshold. The blocking ability of a shield is not reduced until its threshold is brought to zero. At that time, the shield is useless. It can be repaired.

Repairing breaches:

A breach represents a substantial amount of damage to your armor and cannot be simply restored in the field. An Blacksmith can repair armor. This takes 1 unit of metal/leather, 1 pp, and 1 Mauri to repair one lost threshold. This must be made of the same material the original suit was made of or better. If the material is better than the original it does not change the damage or threshold of the armor.

Coverage:

In order for someone to be able to benefit from the armor they are wearing, their torso must be covered by the main armor you are going for and the rest (see below) can be covered by a lesser armor (most of the time leather). For full plate or dragonscale we are expecting 50% of your body to be covered by the main type and another 25% can be covered by the same or a lesser type (chain for full plate and leather for dragonscale).

Total coverage must be:

- Full torso coverage from shoulders to mid thigh, front and back
- Front torso coverage from shoulders to waist + full leg protection
- Front torso coverage from shoulders to waist + partial arm (50%) + partial leg (50%)
- Front torso coverage from shoulders to mid thigh + full arm and shoulder protection

Weapons and Combat

Weapon combat is done with "boffers." Boffers are weapons made of Latex or foam with a flexible core made of fiberglass or plastic tubing. Combat takes place by opponents engaging in trying to hit each other with these boffers while trying to

block their opponents from doing the same to them. In other words, you fight with boffers as if they were real weapons. While you are swinging your weapon you will call a number that represents how strong a blow you are swinging. The number you call is based on the weapon you are using, your skill with that weapon, and any "magical" or special effects that may apply. Assume that only the weapon and your skill will apply unless you have reason to believe otherwise.

To keep things under control we limit the speed of combat by only allowing you to swing to hit once each second. Your swing must cover a full 90 degree arc to count. If you fail to call damage or call it incorrectly the blow does not count. Charging - or forcing a person to move in order to avoid physical contact- is not allowed. If you do it accidentally you will need to take damage equal to two of your own strongest swings. The same two hit rule applies for obvious machine-gunning, the act of swinging too fast or too short of an arc.

Sometimes you may be doing or getting hit by an effect different than just normal damage. When this happens, a keyword will follow the damage to let you know what it means. For example, your opponent may swing for "2 silver." Silver doesn't affect humans differently than normal damage, but against some creatures it may behave differently.

It is possible through modifications, from magic or poisons, that damage can be reduced below the base damage, but not into negatives. If damage is increased beyond the maximum for the weapon, the damage call is still applied, but the weapon shatters, (as by the spell or the combat skill.) You can always pull your swing and call a lower amount than your normal damage.

Better weapons can be made with higher base damages, with higher maximum damages, or with both. Additionally, some powerful magic may increase one or both of these limits, as may materials.

Wounds, Death, and Dying

When you are reduced to 0 body points you may freely crawl around, talk, and perform healing skills, but that's it.

If you are at -1 body point you are unconscious, but not dying. You will return to zero body points in 5 minutes if you aren't hit again before that.

If you are below -1 body point, you are dying. In five minutes, your body will dissipate leaving everything in-game on the ground except non-magical, non-armor clothing, which will dissipate with you. You will then begin to walk, as a spirit, to the shade cave. You may run or walk really slow or stop; the option is yours, but you must always go toward the cave your spirit is being drawn to.

In game, there is a place referred to as a "Shade Cave." This is the out of game place where a shade goes when he/she dies. The players will be informed at the time they check in just where the nearest cave is.

A white shade may die up to 5 times before becoming a grey shade. A grey shade may die up to 5 times before becoming a black shade. Black shades will eventually lose all interest in mortal affairs and become NPCs. When you die as a black shade, you must draw a random stone from a bag. The color and number of stones in the bag is determined by how many times you have died and certain in-game events. If you draw a black stone, your character loses interest in mortal affairs and you may no longer play them as a character. If you draw a white stone, you will come back into game as normal. Other color stones will have different effects determined by plot.

It is possible for some arch mages to resurrect you when you are about to make the transition to the shade cave. You can be intercepted and the resurrect spell can be cast. If you are resurrected, you will simply return to the place your body is and resume play based on the effect of the resurrection spell.

Someone who is completely incapacitated, and not by sleep and stun abilities, can be given a *Coup de Grace*. This is done by holding a weapon to the person's chest and saying "Coup de grace." This will put the person instantly to -2 and they will have 1 minute before their body dissipates.

Retirement and Permanent death

After years of playing, one of two things is going to happen. You are going to lose your character due to some evil doer, or you will get to a point that you just have completed all your goals and want a fresh direction with a new start. The problem is, you may not want to go through all those growing pains that come with a new character. We understand this and also want to reward our long standing players for all the support they have given us over the time they have spent playing. We have what is called "the compensation package". You will be given the option of taking some of your build that you earn per event and putting it aside for a later date. You are allowed to put 5 build out of every 15 you earn aside in to a Retire/Perm bank.

This build can only be applied to a new character if:

- A. you permanently die after 250 build
- B. you retire a character (never to be played again) after 250 build

Also if you perm or retire after 250 build, you have the option of starting a character as a white shade with 150 build, plus whatever you put in your Retire/Perm bank.

The Build you put into the bank can only be used for a new character after you retire/perm.

If you retire, you will never get to play that character again, even as an NPC. He/she is gone forever.

Gni Points

There are limits to how much effort someone can apply to combat, magic, and production. To limit the amount of energy a person has to put into these things, we have created a point cost for abilities that require extraordinary effort. Swinging a weapon in combat may be tiring, but your adrenaline would keep you going for a long time. To use magic requires

something more, and we refer to your capacity in this areas as Gni Points (Gni).

Many character abilities have a Gni cost and unless the cost is specifically in permanent points, you will regain the used points at the next reset (usually at 6:00 both AM and PM.)

Your Gni resets in the morning and in the evening, and they represent the amount of effort that you will have to make in the areas of combat and magic. Each time you use a skill that has a Gni cost, you must subtract that cost from your current Gni total. If you do not have enough Gni left to use the skill, you can't use it until you have enough points to do so. Anyone can help with adding Gni to a spell or ability. They do not have to have any ability other than Use Magic, they just have to be in contact with the person using the ability or casting the spell.

Magic

Magic in Caducus is far different from that in most LARPs. First and foremost, magic tends to be enchantment with very little use in combat itself, but with the potential for a tremendous impact on combat when used properly. The road to understanding magic in Caducus must always be a slow one. Only after mastery of the more complex ritualistic magic is it possible to develop the ability to use magic with a few simple words and a gesture. The practitioners of the slower ritualistic magic are called enchanter, and the kinds of magic they bring forth is referred to as enchantment. Most enchantments last until the next sunrise (6:00 AM) or sunset (6:00 PM) and it is usually best to set up your magic as soon as possible after sunrise or sunset to guarantee the longest duration.

Enchanters suffer physically from their practice of magic. The rituals that are performed to become an Apprentice mage, a Journeyman mage, and a Master mage, each involve ingesting the magical and poisonous Mauri stone. At each stage of mastery for a wizard (Apprentice, Journeyman, and Master) the wizard suffers a permanent loss of 1 body point. Half-Sidhe are immune to the poisonous nature of Mauri and do not suffer this penalty.

To cast an enchantment in-game requires understanding what the in-game effect of the spell is, how many Gni it will cost you to cast the spell, and the final line of the incant. The kingdom is given warning by the Wilde as to when these days will happen and the kingdom sets Holidays based on these days. They are normally once a month lasting from 1-3 days. If a caster has a cost reduction for their spells for any reason, the reduced cost of the spell is used to calculate the length of the incant. It is possible to reduce the cost of the spell to zero (free), but at a minimum, the incant in the spell description must be used.

Most spells in this game have values attached to them. These values are used to either reflect the strength of the spell for beneficial spells, or the spells ability to overcome Magic Resistance if it has a baneful effect. A Strength spell with a value of 2 will add 2 points of Strength to a target, while a

root spell with Strength of 2, will overcome a target that has Magic Resistance of 1 or 0.

Incanter spells are a far different sort of magic. Incanter spells are quick to cast, and serve well in combat. Incanter spells have instant effects, and the magic normally does not persist beyond the moment of the spell. The effect of an Incanter spell will persist the normal time appropriate for the effect. For example, if an Incanter hits an unarmored person with a flame dart for 4 points of damage, that person will take the 4 points of damage and it will behave just like someone got hit with a torch for "4 fire." The damage will persist until it is healed. Incanter spell incants are far shorter than Enchanter incants, and are listed in each spell description.

All incants begin with the name of the caster in the first sentence, and all the sentences must conform to legitimate language usage. The specific language however may be any reasonable language, but for each caster it must remain consistent. It is permissible for example to make a mage that uses Latin for their incants, but the final incant must always remain in English. The incant should be used to add flavor to the game, by describing the effect and the powers to be called upon. As a last note, pronouns may be substituted freely within a spell for the correct logical pronoun or noun, but the caster's name cannot be substituted for a pronoun or any other noun, (ie. "I "name" shatter this object" may be replaced with "I "name" shatter your sword" or "I "name" shatter your weapon").

Spells reflect an enormous investment in time, both in study and developing the skills necessary to cast them. Thus it is not reasonable for a spell to be taught in game; instead a character must spend character points to get spells.

Shade Points

Shades, being far superior to non-shades, have several advantages over their progenitors. The first is their ability to recover from death. The second is the ability to occasionally do things beyond the power of what is "normal." To represent this ability, we use shade points, and they aren't given out for free.

Each character may start with a certain maximum number of shade points (SP) depending on the experience of their character. You can increase your maximum number of shade points by buying up your maximum at 20 character points per shade point. Buying a shade point slot does not count toward your 500 character point total. You can never increase your maximum number of shade points beyond the limit for the stage of shade that you are playing. Upon shifting to a new stage of shade from dying, you will receive 1 additional shade point.

White Shade starts with 0 SP, max of 1 SP, a Grey Shade with 1 SP, max of 3 SP, and a Black Shade with 2 SP, max of 5 SP

Shade Points can be spent before an event to:

- Allow a player to gain up to 5 character points temporarily to buy a skill (This must be the next

skill you purchase). The player must spend the character points at the end of the game to purchase that skill. This point still counts against the player's used Shade Points during the game.

- Allow a player to gain 20 production points per Shade Point spent. These Shade Points do not count against the player's used Shade Points during the game.

Shade points can be spent during an event to:

- Power a skill or spell. A shade point can power a single spell or skill of up to 20 Gni cost. A shade point may replace a permanent Gni or Productive Point at the time it is spent. If a spell costs over 20 Gni, or more than one 1 Permanent Gni or Productive Point, then you must make up the difference.
- Instantly Recover. Any time based effect can be reduced to instant recovery by using a shade point.
- Heal. You may spend 1 shade point to restore 10 body points, or to restore you to 10 body points if you are below zero.
- Use in place of a permanent Gni or PP lost permanently. This is used at the time of loss only.
- Power a shade ability. Some abilities can be gained in-game that requires the use of shade points to power them. The specific ability will indicate the cost and frequency that it may be used.

Any use of a shade point requires calling the keyword "Shade Point" out loud which indicates that something beyond the normal is occurring.

To recover shade points you will either need to donate time or materials to the game. Time is usually spent as an NPC (a monster under the plot teams direction in the game) and we expect most, if not all, recovered shade points to be handles this way. 4 hours of NPC time recovers 1 shade point. You must spend a minimum of two hours at a time when you NPC to gain $\frac{1}{2}$ Shade Point, the smallest increment that can be awarded while NPCing. Donating requested items to the game yields shade points based on the value of the donated material.

You may accumulate a pool of shade points that exceeds your Shade Point maximum. The pool may be used to refill your Shade Points to its maximum before the start of an event. You may only recover Shade Points during an event by spending time as an NPC.

Production Points

Production Points (P.P.) reflect someone's ability to create in-game items. These can range from potions and traps to great tinkering items. As the character gains more Production Points this reflects their ability to utilize their time more efficiently. As they gain levels in the craft they learn to do more intricate items and find they can be more efficient while under the effects of the surge of magic.







When someone is helping another to make an item the original person needs to have the ability to make the item and must contribute at least 25% of the Production Points (round up).

During an event a Craftsman may gain Production Points based on their skill level. Normally we would like to be doing something pertaining to your craft but we do not want someone to be setting up a forge in the middle of the tavern. Because of this we allow you to do anything, other than just sitting around and talking, to gain these points. We do ask that it is something that enhances the game. There are also some jobs that may gain bonus production points (ie. Cooking and logistics).

If you are required to use your production skill to harvest/collect something the time it takes is based on your skill. It will take an Apprentice 3 minutes, a Journeyman 2 minutes and a Master 1 minute to collect the resource. Sometimes there are spots you can harvest from in the land around the gathering spot. If you find a colored craft stick with a number you have found one. Look for a chalkboard close by (within 30 feet) with what the material is, what level of gatherer you need to harvest it and how many sticks should be found. You can turn them in at Logistics for the actual material sticks. If you take the last stick, please also pick up the chalkboard and return it with the sticks.

Basic Economics

The basic currency in Caducus is the Mauri stone. This commonly found, flat, smooth, clear, whitish stone has properties that make it a common ingredient in medicine, alchemy, smithing, and magical creation. The Kingdom has minted coins to make transporting great sums of money easier. The most common of coin is called a Peasant stone and is worth one Mauri stone.

Coin	Name	Value
	Peasant	1
	Plow	5
	Sword	10
	Shield	25
	Crown	100
	10 Sword	250
	Swan	1000

Calls and Effects

The calls in the game are notifications to players of an effect. The effect denoted by the call is in-game and players may take any action they wish based upon the in-game knowledge that they have. A number will precede almost every call; this number is usually the damage caused by the effect called or the amount of power that must be overcome to resist the effect. Many effects that can be resisted can be partially resisted as noted in the descriptions below.

Normal physical damage will damage armor and flesh within our game. The type of damage associated with this call can be crushing, blunt, earth elemental, cutting, cleaving, slashing, claws, bites, or piercing. In short, any damage from a normal source will be "normal." See the Glossary for a list of effects.

Visible Clues

In addition to the calls there are a few obvious visual clues to indicate status of some effects that may be on a character.

Orange headband	The creature is generating a fear aura that affects everyone with less than 150 character points.
Yellow headband	The creature is generating a fear aura that affects everyone with less than 200 character points.
Blue headband	The creature is generating a fear aura that affects everyone with less than 250 character points.
Black headband with white boarder	That character is visible, but no interaction beyond role-playing can be done with them. This is done for people who are new to the game and are "in training."
White headband	Character is out-of-game and not visible.
Black wispy	Character is a spirit, but visible in-game.
Circles	When there is a circle on the ground it indicates the use of circle magic. The specific circle will indicate the magic in use.

Character Creation

Creating a Shade can be simple or complex depending on how much time and effort you want to put into it. The first and most important thing is to have some idea of what you would like to play. It is strongly recommended that you read the players guide before even thinking about making a character. Once you have read the players guide, you should have some idea of what race and type of character you would like to play. You should also put some time into thinking of a simple background for your character, what his or her goals and motivations should be, and perhaps, most importantly, a name for your character. When choosing a name please try to think of a name in terms of what your parents would have named you, not what you want other to call you. No one's mother calls their son "Deathbringer," and the Caducus staff will veto your character if you try something like this. If you want to call yourself "Deathbringer" in game that's ok, just remember that you weren't born that way.

Once you have a good idea of the character you would like to make, you can begin to build your character. In Caducus, each character is built using a point system. As a starting player you may decide to start out as a white shade, a grey shade, or a black shade.

As a Shade dies more and more often, they become more connected with the happenings of the world that lays within the Shade caves. As a side effect, they become less interested in the happenings of mortals. The characters in

Caducus exist between these states. Living in both worlds and slowly shifting to the world within the Shade caves.

The type of Shade you are playing represents your connection with the world within the Shade cave. You may choose to play a more experienced character, at the cost of having died several times already. All characters are limited to a maximum build of 500.

White Shade As a white shade you begin the game with 90 character points (CP) to spend to create your character. You start the game with 0 shade points and may buy 1 shade point for 20 CP. As a white shade, you may die up to 5 times before becoming a grey shade.

Grey Shade As a grey shade, you begin the game with 120 character points to spend to create your character. You start the game with 1 shade point, plus any purchased as a white shade. You may buy additional shade points up to a total of

3, for 20 CP each. As a grey shade, you may die up to 5 times before becoming a black shade.

Black Shade As a black shade, you begin the game with 150 character points to spend to create your character. You start the game with 2 shade points, plus any purchased as a grey or white shade. You may buy additional shade points up to a total of 5 for 20 CP each. As a black shade, you will never know how many times you may die before submitting to the world within the shade cave and losing your character.

Races

The next thing to do is to choose a race. There are several races available for play in Caducus, and each has their own advantages and disadvantages. Some races begin with given skills or abilities. Any skill you receive for your race cannot be used as a pre-requisite skill until you have all of the pre-requisites for that skill.

Race	Starting Body Points	Maximum Body Points	Maximum Weapon Damage	Advantage*	Disadvantage	Costume Requirement
Human	10	25	10	None	None	None
Eshrain	10	25	10	Blacksmith (App.), Claim (App.), or Miner (App.)	None	None
Ossvinian	10	25	10	Start with 2 sword stone (black stones) and either Cultivated Land (App.), Grove (App.), or Claim (App.)	None	None
Alledian	10	25	10	Pick one of the following for no cost: Cultivated Land (App.), Jeweler (App.), Woodcutter (App.), or Herbalist (App.)	None	None
Dari	11	30	10	Warrior (App.) costs 15 build	None	None
Orc	12	30	10	Starts with Elemental Resistance 1. Can choose one for 5 build: Woodcutter (App), Miner (App) or Forager (App).	Incanter cost 50 build	Green or Brown/Red makeup
Wilde	8	20	10	Can get Fortune Telling for no cost. Can get either Astrology or Harvesting (App.) for free.	None	Pointy ears
Ogar	13	35	11	Gets Natural Armor 1 for free	Enchanter (Apprentice) cost 40 build.	Grey makeup
Satyr	9	27	10	Starts with Craftsman. May choose one of the following for free: Blacksmith (App.), Herbalist (App.), Jeweler (App.), Miner (App.), Forager (App.), Woodcutter (App.) or Tinkerer (App.)	Use Weapon cost 10 build regardless of specialty class.	Furry legs, small horns, and brown makeup
Half-Sidhe	6	15	9	Starts with Magic Resistance1. Can buy Enchanter (App) for 20 build. Will not lose body points as they gain wizard proficiencies.	None	Gold or silver glitter on face

* All Shades start with Use Magic.

Classes

There are no classes in Caducus, but no one is a master of everything. There are three different areas of development: Warrior based, Magic based, and Craft based. Each of these areas is broken into three levels of mastery. A character can only be a Master in one area, a Journeyman in two areas, and is limited to Apprentice level in the third area. You do not need to specify what level you can progress to until you are ready to do so. All the crafting skills count as a single area of expertise for this limitation. You can be a Master Blacksmith, Master Miner, Journeyman Mage, and Apprentice Warrior.

For example: A character that has taken Journeyman level training in Magic, Journeyman level Crafting, and Apprentice level Warrior and is now ready to spend a lot of additional character points to increase their training. They cannot become a Journeyman Warrior, so they are limited to becoming a Master in either Crafting or Magic. After they spend the build to become a Master, they may never advance further in basic levels. They can still continue to buy the skills available to their trained levels.

It's time to spend those points now, so have at it: one thing that you should keep in mind is that most skills have some sort of prerequisite and that many skills use pool points of one sort or another. It is useless to take many skills if you don't have points to use them. You would have the knowledge, but not the time or energy to make use of the skills.

Warrior Skills

Character Point Cost	Skill	Prerequisite	Gni cost	Effect
0	Use Weapons		always on	May use any weapon for base 1 point of damage
15	Weapons Training	Use Weapon	always on	May use weapons for listed base damage.
30	Warrior (Apprentice)	Use Weapon	always on	May use weapons for listed base damage and +1 damage with all weapons.
40	Warrior (Journeyman)	Warrior (Apprentice)	always on	Weapon Specialization (+1 damage) (one weapon type (i.e. 1-H Edged))
8	Additional Weapon Type	Warrior (Journeyman)	always on	
50	Warrior (Master)	Warrior (Journeyman)	always on	Weapon Specialization (+2 damage)(one specific weapon (i.e. Short sword)
8	Additional Specialization	Warrior (Master)	always on	

Use Weapons

0 points

Prerequisite: None

Cost: Always on

You have the ability to pick up and utilize weapons. You aren't necessarily good at it, but you can do it. Weapons you pick up will do 1 point of damage unless you become further trained. You may use any weapon and any style (i.e. two weapons, sword and shield, two handed weapons). You may also use a shield.

Weapons Training

15 points

Prerequisite: Use Weapons

Cost: Always on

You have basic training with weapons and are able to use any weapon at the normal base damage for that weapon.

Warrior (Apprentice)

30 points

Prerequisite: Use Weapons

Cost: Always on

You have basic training with weapons and are able to use any weapon at the normal base damage for that weapon and have +1 damage with all weapons. If you have Weapons Training you can purchase Warrior (Apprentice) for 15 less.

Warrior (Journeyman)

40 points

Prerequisite: Warrior (Apprentice)

Cost: Always on

You have become substantially more adept at the use of one weapon type (select any one type of weapon from: 1H edged, 1H Blunt, 2H Edged, 2H Blunt or Ranged weapons.) Your skill with your chosen weapon becomes good enough that you may do 1 additional point of damage with any weapon of the chosen type.

Additional Weapon Type

8 points

Prerequisite: Warrior (Journeyman)

Cost: Always on

You gain the benefits for Journeyman Warrior while using one other weapon type from the Warrior (Journeyman) list.

Warrior (Master)

50 points

Prerequisite: Warrior (Journeyman)

Cost: Always on

You have become substantially more adept at the use of one specific weapon. Select any one weapon, like your short sword or your long bow, from a weapon type that you chose for Journeyman Warrior. While using your chosen weapon you inflict 2 additional points of damage. (This is total. It does not stack with the +1 from Journeyman Warrior.) If your weapon ever breaks you must practice with a new weapon for 10 minutes before you get the advantage of this skill. You may never have more than one weapon trained up to mastery at one time unless you take the additional mastery skill. You have developed a well-deserved reputation as a weapon master and people seeking to prove themselves, build a reputation of their own, or wishing to learn your skills, may seek you out.

Additional Specialization

8 points

Prerequisite: Warrior (Master)

Cost: Always on

You gain the benefits for Master Warrior while using one other specialized weapon in your possession; you may only have a total number of masteries equal to the number of weapons you can wield at one time.

Combat Skills

Character Point Cost	Skill	Prerequisite	Gni cost	Effect
12 each	Disarm A,J,M	Warrior (Apprentice)	5 Gni	Disarmed for 5 seconds
12 each	Open Hand Combat A,J,M	Use Weapons	always on	10",14",18" claw blade length
12 each	Piercing A,J,M	Warrior (Apprentice)	9 Gni	Allows a piercing attack
12 each	Shield 1,2,3	Warrior (Apprentice)	always on	Armor X with shield
12 each	Maim A,J,M	Warrior (Journeyman)	5 Gni	Allows a maim attack that lasts 1 hour
12 each	Shatter A,J,M	Warrior (Journeyman)	6 Gni	Allows a shatter attack
16 each	Slam A,J,M	Warrior (Journeyman)	10 Gni	Allows a massive attack
20	Parry	Warrior (Master)	10 Gni	Parry
20	Perfect Strike	Warrior (Master)	15 Gni	max racial hit with any weapon
12 each	Stun A,J,M	Warrior (Master)	5 Gni	Stunned for 5 seconds

For those skills with Apprentice, Journeyman, and Master levels, you can subtract 1, 2, or 3 from the GNI cost when using that skill. Any skill bought has the ability to be used as a counter to any warrior skill that is the same. (i.e. Maim can be used to counter a maim attack). This is done at the normal Gni cost. This only works against physical or warrior skills.

Disarm A,J,M

12 points per level

Prerequisite: Warrior (Apprentice)

Cost: 5 Gni

A target that is hit on their weapon or shield must open their hand. The hand of the target is forced open for five seconds. The target will be unable to hold any object in that hand until they count slowly aloud "disarm 1", "disarm2"... up to "disarm 5." Disarm can be used to counter a Disarm weapon attack. The call is "Counter Disarm." To use a Counter Disarm, it costs the target the amount of Gni based on their normal disarm ability.

Maim A,J,M

12 points per level

Prerequisite: Warrior (Journeyman)

Cost: 5 Gni

If this attack hits an arm or a leg, then that appendage is maimed for 1 hour. You must treat the limb as a broken leg or arm. It cannot be stood on or used to carry any weight. If a shield is on the arm, you must let go of it. If it does not fall, that's ok, but attacks that hit the shield will now do damage to the shield wielder. A weapon attached to a maimed arm may not be wielded, but must dangle loosely, as must a shield. Maim can be used to cancel a Maim weapon attack. The call is "Counter Maim X" where X is the user's ability in Maim. The user will still take the damage equal to the attack, but it is reduced by their Maim ability. A Counter Maim costs the same Gni as a normal Maim.

Open Hand Combat A,J,M

12 points per level

Prerequisite: Use Weapons

Cost: Always on

The warrior may use short claws to represent their ability to do damage with their bare hands. The base damage with these claws is always 1 point, but may be increased in the normal manner (spells, weapon mastery). Claws used this way cannot be shattered or disarmed. A maimed arm cannot use the Open Hand Combat Skill. The level of the Open Hand Combat skill indicates how long the claws may be and what the maximum damage value can be.

- Level 1, 10-inch claws, max damage 4points
- Level 2, 14-inch claws, max damage 6points
- Level 3, 18-inch claws, max damage 8points

Parry

20 points

Prerequisite: Warrior (Master)

Cost: 10 Gni

Harmlessly deflects a single physical attack, except for Massive damage.

Perfect Strike

20 points

Prerequisite: Warrior (Master)

Cost: 15 Gni

You strike a blow so perfect that it inflicts your maximum racial damage regardless of the weapon type being used or that weapon's max damage. The blow will hit regardless of the type of damage normally inflicted by the weapon being used. A perfect strike can be parried. A Perfect Strike will shatter the weapon being used if it goes over the threshold of the weapon. It cannot be used to counter itself (like the abilities of Stun or Maim).

Piercing A,J,M

12 points per level

Prerequisite: Warrior (Apprentice)

Cost: 9 Gni

A piercing attack is treated as a normal attack, except that it ignores armor. It will not damage armor but the target is treated as not wearing any. If you hit someone for piercing 5, you can be assured that they are going to take 5 points of damage even if they are in full plate armor and would otherwise ignore the hit completely. Piercing attacks are still reduced by Natural Armor. Piercing can be used to cancel a Piercing weapon attack. The call is "Counter Pierce X" where X is the user's ability in Piercing. The user will still take damage equal to the attack reduced by their Piercing ability. A Counter Pierce cost the same as a normal Piercing.

Shatter A,J,M**12 points per level****Prerequisite: Warrior (Journeyman)****Cost: 6 Gni**

Any weapon or shield hit by a shatter effect will be broken. It reduces the threshold of the weapon or shield to zero. If the weapon or shield has shatter resists in it, you must call "resist" and deduct one from the total number of resists available to that weapon. If the weapon or shield is shattered, it must be dropped immediately. If the attack hits a weapon or shield, it must be resisted or it is shattered.

Shield 1,2,3**12 points per level****Prerequisite: Warrior (Apprentice)****Cost: Always on**

If you are not wearing armor and are using any sort of shield, you are treated as if you are wearing 1, 2, or 3 points of armor for damage reduction purposes. A Piercing attack ignores this armor value.

Slam A,J,M**16 points per level****Prerequisite: Warrior (Journeyman)****Cost: 10 Gni**

This skill is a single attack that will deal Massive damage. Slam can be used to cancel a Slam weapon attack. The call is "Counter Slam X" where X is the user's ability in Slam. The user will still take damage equal to the attack reduced by their Slam ability. A Counter Slam costs the same Gni as a normal Slam.

Stun A,J,M**12 points per level****Prerequisite: Warrior (Master)****Cost: 5 Gni**

Anyone hit by a stun attack will be able to take no action including defending themselves until they count slowly aloud "stun 1", "stun 2"... up to the total stun amount. Armor reduces the stun value so if you are hit for stun 9 and have 2 points of armor, you will only be stunned for 7 seconds. You must say slowly "stun 1", "stun 2", "stun 3"... Stun attacks do not have any effect if they are blocked by weapon or shield. Stun can be used to cancel a Stun weapon attack. The call is "Counter Stun X" where X is the user's ability in Stun. The user will still take damage equal to the attack reduced by their Stun ability. A Counter Stun costs the same Gni as a normal Stun.

Physical Skills

Character Point Cost	Skill	Prerequisite	Gni cost	Effect
1 per point	Gni Pool I			(points 1 to 10)
2 per point	Gni Pool II			(points 11 to 20)
3 per point	Gni Pool III			(points 21 to 30)
4 per point	Gni Pool IV			(points 31 to 40)
5 per point	Gni Pool V			(points 41 to 50)
6 per point	Gni Pool VI			(points 51 to 60)
7 per point	Gni Pool VII			(points 61 to 70)
8 per point	Gni Pool VIII			(points 71 to 80)
9 per point	Gni Pool IX			(points 81 to 90)
10 per point	Gni Pool X			(points 91 to 100)
+1 per point	Gni Pool X+			per 10 points above 100.
1 per point	Physical Training (1-5)		always on	+1hp/level
2 per point	Physical Training (6-10)		always on	+1hp/level
3 per point	Physical Training (11-15)		always on	+1hp/level
4 per point	Physical Training (16-20)		always on	+1hp/level
+1 per point	Physical Training (21+)		always on	+1hp/level
24 per level	Poison Resistance 1,2,3		always on	+1,+2,+3 resistance to poison, herbal, and alchemical effects.
28 per level	Elemental Resistance 1,2		always on	+1,+2 resistance to fire, ice, and lightning
10 per level	Fast Heal 1,2,3		always on	heal after 40,30,20 minutes
30 per level	Magic Resistance 1,2,3		always on	Magic Resistance +1,+2,+3
20	Fear Immunity		always on	Fear Immunity
24 per level	Natural Armor 1,2	Warrior (Journeyman)	always on	Armor 1,2
20 per point	Shade Point (1-5)	None	always on	Grants you one shade point slot that can be filled.
30	Strength +1	Human, Orc, Or Ogar	always on	only human, orc or ogar
30	Strength +2	Strength +1 & Ogar	always on	only ogar

Elemental Resistance 1,2**28 points****Prerequisite: None****Cost: Always on**

You have 1 or 2 points of resistance to any damaging fire, ice, and lightning effect and reduce damage accordingly. Fire, ice, and lightning damage ignore physical and magical armor.

- Fast Heal 1,2,3** **10 points**
Prerequisite: None **Cost: Always on**
 You heal faster than normal. With Fast Heal you recover 1 body point every 40, 30, or 20 minutes depending on your Fast Heal level.
- Fear Immunity** **20 points**
Prerequisite: None **Cost: Always on**
 You are not affected by fear.
- Gni Pool** **1-10 points**
Prerequisite: None **Cost: Always on**
 The Gni pool is the measure of how much Gni is available for you to use between combat and spell casting. Your Gni pool is restored each day at sunrise (6:00 AM), and sundown (6:00 PM). For each level of 10 points above 100, add +1 point to the cost.
- Magic Resistance 1,2,3** **30 points**
Prerequisite: None **Cost: Always on**
 Magic Resistance is a defense against any non-damaging magical effect. Any magical spell that has a number following the effect can be reduced by Magic Resistance. If the number is reduced to 0, the spell has no effect. (i.e. If you are hit with a Stun 2 and have a Magic Resistance of 2, you wouldn't take any damage. However, if you are hit with a Stun 3, you would take the entire Stun 3.)
- Natural Armor 1,2** **24 points**
Prerequisite: Warrior (Journeyman) **Cost: Always on**
 You are always treated as if wearing 1 or 2 points of armor. Armor does not stack with Natural Armor; you get only the better armor value. Piercing attacks are reduced by Natural Armor.
- Physical Training (X)** **1-5 points**
Prerequisite: None **Cost: Always on**
 Each time a character takes this skill he develops his body to be able to absorb more abuse. Each time this skill is taken it becomes more difficult to develop more, thus the cost increases. Each time you take physical training you get 1 additional Body Point. You may not raise your body points up beyond your racial maximum.
- Poison Resistance 1,2,3** **24 points**
Prerequisite: None **Cost: Always on**
 You have a natural resistance to poison and may ignore anything with "Poison" in the verbal. Your Poison Resistance will reduce the damage by your resistance. If there is any damage left you will then be under the effect of Poison.
- Strength +1, +2** **30 points**
Prerequisite: Human, Orc, Or Ogar (only Ogar for +2) **Cost: Always on**
 You add +1(or +2) to basic weapon damage. This does not stack with magic, only the stronger strength works. If a mage casts strength 1 on you and you already have strength 1, you don't get anything. If a mage casts strength 3 on you, your strength goes up to 3.

Caster Skills

Character Point Cost	Skill name	Prerequisites	Notes
0	Use magic	none	(may use magic items)
14	Fortune Telling	Use Magic	Allows you to tell the future
30	Enchanter (Apprentice)	Use Magic	(-1 spell cost, -1 body)
40	Incanter Training	Enchanter (Apprentice)	(able to use incanter spells)
40	Enchanter (Journeyman)	Enchanter (Apprentice)	(-1 spell cost, -1 body)
50	Enchanter (Master)	Enchanter (Journeyman)	(-1 spell cost, -1 body)
10	Scribe	Enchanter (Apprentice)	may scribe magical scrolls
12	Alchemist (Apprentice)	Enchanter (Apprentice)	
14	Alchemist (Journeyman)	Alchemist (Apprentice)	
16	Alchemist (Master)	Alchemist (Journeyman)	
30	Candle magic	Enchanter (Apprentice)	
30	Circle magic	Enchanter (Apprentice)	

What follows is a description of the skills common to casters, and how the skills are used in the game. All casters must, at a minimum, have enchanter training, as a pre-requisite, have Use Magic. Casters will also want to put points into their Gni pool or they will be limited to 1-point spells (or 2 points if they are a Mage). Lastly, a caster will find it very important to put some character points into spells or they will have nothing to do with all the rest of their skills. Unless specified elsewhere, (see the calls and effects section) all Enchanter Spells last until the next reset.

Use Magic

Prerequisite: None

0 Points

Cost: Always on

Without this skill, you can't benefit from magic at all; you won't be able to activate a magical item, and you cannot take advantage of enhancements inherent in an item or cast upon you. A character lacking this skill may be holding the most powerful artifact ever dreamed of, and to him it would be just a normal item. The character will be harmed by magic in the normal way and any negative effect of magic will affect them normally.

Fortune Telling

Prerequisite: Use Magic

14 Points

Cost: Always on

You have developed a knack for reading fortunes. You may spend Gni on receiving information about an upcoming event, or a reading on the future of one specific person.

Apprentice Enchanter

Prerequisite: Use Magic

30 Points

Cost: Always on

You have the ability to cast enchanter spells. Further, you reduce the cost of all spells cast by 1 Gni. All Enchanter spells last until sunrise/sundown (reset) unless otherwise stated.

Incanter Training

Prerequisite: Enchanter (Apprentice)

40 Points

Cost: Always on

You have the ability to cast Incanter spells.

Journeyman Mage

Prerequisite: Enchanter (Apprentice)

40 Points

Cost: Always on

You reduce the cost to cast all spells by a total of 2 Gni.

Master (Arch) Mage

Prerequisite: Enchanter (Journeyman)

50 points

Cost: Always on

You reduce the cost to cast all spells by a total of 3 Gni.

Scribe

Prerequisite: Enchanter (Apprentice)

10 points

Cost: by spell

You may scribe magical scrolls from any spell. Any spell, candle, or circle that you know and that uses Gni can be embedded into a scroll. The incant on the scroll is to be written as per the rules of casting. In the case of circles and candles, they will be written as enchantment spells following all the rules with the final incant being "I create this <name of circle/candle>". Also circle scrolls must have a diagram of how the circle is to be drawn. When scribing, the casters name is replaced with "I". Scrolls cost 1 Gni point to create. To create a scroll you spend 1 Gni and determine the name and level of spell you wish to put into it. You also determine how much Gni will be placed within the scroll, this can be from 0 up to its full casting cost, minus any discount for mage level you have. This is all done at the start of scribing the scroll. The scroll must be written on blank sheet of paper, no lined paper, in ink. The minimum size of a scroll is 3 inches by 5 inches. The scroll creation time is however long it takes you to create it in-game. You cannot pre make scrolls out of game and bring them in already finished.

On the bottom or back of the scroll the following information must be on it. The name of the scribe and anyone who added Gni to the scroll and how much by each, the time and date, and how much Gni is needed to cast the scroll. (from 0 to full cost of spell).

To use a scroll, you must hold it in your hand and be able to read it. The full incant must be read before the spell is complete. The user must also spend the Gni cost of the scroll in order for it to work. Scrolls are good for one use and last until used.

Alchemist (Apprentice, Journeyman, Master)

12 points, 14 points, or 16 points

Prerequisite: Enchanter (Apprentice)

Cost: by recipe

You may use Alchemy recipes up to your Alchemist skill level. You may also accumulate productive pool points applied to Alchemy, if you spend time in-game role-playing the mixing of strange ingredients. Alchemist follows the standard rules for creating items as used by producers, but will include Gni as an ingredient in all recipes.

Journeyman Alchemists also gain the ability to combine alchemical components. They can combine lesser components into a greater component by spending Gni points equal to the final level multiplied by four. (i.e. If you combine 3 level 1 components into 1 level 3 component, it will cost you 12 (3x4) Gni points.) This process takes ½ hour.

Master Alchemists have the ability to transmute one alchemical component into another component (i.e. Life to Death). The cost is the shift on the band multiplied by the level of the component. So if you had a Level 3 Order component and you wanted to make it a Level 3 Chaos component, it would cost you 12 Gni points (4 shifts x level 3). The component track is (Life is next to Elemental):

...Life	Order	Creation	Defense	Death	Chaos	Destruction	Elemental...
---------	-------	----------	---------	-------	-------	-------------	--------------

This process takes ½ hour.

Candle Mage

30 Points

Prerequisite: Enchanter (Apprentice)

Cost: by recipe

Allows the user to activate candles.

Circle Mage

30 points

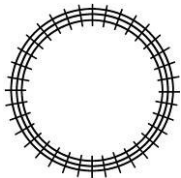
Prerequisite: Enchanter (Apprentice)

Cost: by recipe

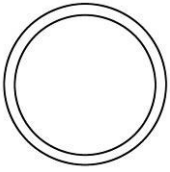
You may expend Gni to create magical circles. There are a limited number of circles that can be made, and as a circle mage, you know them all. Circles only affect people as long as they are inside the circle. No circle prevents movement through the circle unless otherwise specified by the circle description. Effects from a circle vanish as soon as you step outside the circle. You are either inside of a circle or outside of it. As long as any part of you is touching the circle you suffer the negative effects of the circle, but you are not protected by the circle until you are entirely within the circle. (This means you can't have one foot inside a circle and step out to take an action, and then put your foot back on it to be protected.) Most circles can be expanded by putting more Gni into them and redrawing the circle around the old circle, then erasing the old circle. Circles take as long to cast as it takes to draw them and take a minimum of 1 minute if pre-drawn on an object. Circles may not be erased in-game. If a circle is damaged inadvertently, anyone can repair it by redrawing the damaged section. Accidental damage to a circle does not diminish its effect. A circle may be cast inside of, or overlapping another circle. Multiple people can spend Gni to help with creating a circle. Circles are not enchantments and are not affected by Purge Magic spells. The circles, costs, and effects are as follows:

Circles

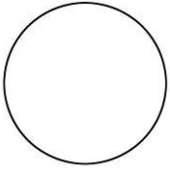
Fire Circle: A fire circle is 10 feet larger in radius than the fire inside it. A fire circle is designated by plot around a fire pit. A fire circle neutralizes ALL in-game skills, effects, and items while they are in the circle. Time in a circle does not count for healing, recovery, producing, or any other time spent in-game, except for bleeding out. In any situation where spending time out-of-game would be beneficial, the circle does not help. A Fire Circle is for safety reasons and any activity around a fire that could be hazardous will be stopped immediately.



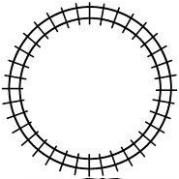
Town Circle: A town circle removes the Use Weapon skill, prevents ranged attacks from passing through it, and neutralizes all non beneficial magic (decided upon by the recipient) from anyone inside it. A town circle cost 3 Gni per foot of diameter to create. A town circle lasts for 1 week. A town circle is represented by 3 concentric circles crossed by perpendicular lines every 4-8". Shade children under the age of 16, unless they have learned the use weapon skill, naturally radiate a town circle affecting only themselves 6' in every direction.



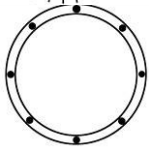
Circle of Peace: This circle causes everyone within it to lose the use weapon skill. A circle of peace costs 1 Gni per foot of diameter, and lasts for 1 week. A circle of peace is represented by 2 concentric circles.



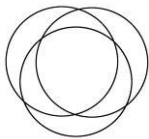
Protective Circle: A protective circle stops all ranged attacks including spells from hitting targets within the circle. You can throw a ranged attack through a protective circle to hit someone on the other side of it. It costs 1 Gni per foot of diameter to create a protective circle. A protective circle lasts for 1 week. A protective circle is represented by a single circle.



Circle abatement: This is an unusual circle in that it negates the effects of other circles. Within circle abatement you regain any abilities lost from other circles you are inside of. You also lose any benefits that you might gain from being inside of other circles. No working circle can be created inside circle abatement. Circle abatement costs 4 Gni per foot of diameter and is represented by 2 concentric circles connected by perpendicular lines every 4-6". This circle lasts 1 week.



Circle of Binding: When cast in conjunction with a focus candle, this circle allows the caster to perform rituals. This circle cost 20 Gni to cast and is 6' in diameter and lasts 1 week. A Circle of Binding is represented by 2 concentric circles with eight circles between them at equal distances from each other.



Circle of Translocation:

This will allow the caster to activate a circle in one location (at the cost 10 Gni), then activate a second circle in a different location (for the cost of 10 Gni). While both circles are activated anyone stepping within the center of the three circles will be allowed to move to the other circle without moving through the intervening terrain. The total time it takes for someone to travel between the two circles is the actual travel time. For someone to activate the circle they must concentrate on where they are going and say "Translocate." A Circle of Translocation is represented by 3 bisecting circles. The center must be big enough for someone to stand inside of and the three circles cannot be concentric. These circles will last for 24 hours.

Permanent Circle: This is a modifier to an existing circle. You may make a circle permanent by spending 10 times its base cost. Once a circle is permanent you cannot modify the size.

Candles

A candle will affect a radius depending on the skill of the caster. Radius is: Apprentice=5', Journeyman=10', Master=20'
These candles are not enchantments and are not affected by Purge Magic spells. The candle spell lasts until the candle goes out or until the caster leaves the radius of the candle.

Focus Candle

Cost: 20 Gni

This candle in and of itself does nothing, but it is used with the Circle of Binding. This candle allows a magic user to perform rituals.

Candle of Thought

Cost: 10 Gni

When lit this candle will increase the amount of productive a person will gain per hour. Apprentice-1 point per hour; Journeyman-2 points per hour; Master-3 points per hour

Soothing Candle

Cost: 12 Gni

This candle will increase the amount of healing a person will receive per hour.

- Apprentice Healer: 2 BP for 1 Hour; 2 people can be cared for
- Journeyman Healer: 2 BP for 40 minutes; 4 people can be cared for
- Master Healer: 2 BP for 20 minutes; 6 people can be cared for

Rejuvenating Candle

Cost: 15 Gni

This candle will allow characters to regain Gni per hour. The caster does not gain the benefit of the candle. Apprentices gain 1 per hour; Journeyman gain 2 per hour; Masters gain 3 per hour.

Spells

Enchanter Spell List

CP Cost	Name	Prerequisites	Gni Cost	Effect
8	Curse -no drop "X"	Enchanter (Apprentice)	5, 8, 11, 14	target may not open hand or drop spell
10	Incoherency "X"	Enchanter (Apprentice)	5, 8, 11, 14	target may not speak sensibly (may cast)
3	Light "X"	Enchanter (Apprentice)	1, 2, 3	use a light stick, candle, or flashlight
5	Lock "X"	Enchanter (Apprentice)	9, 10, 11	target portal/object may not be opened
3	Name	Enchanter (Apprentice)	7	renames caster for magic
10	Repair	Enchanter (Apprentice)	9	repair shattered object
7	Repel "X"	Enchanter (Apprentice)	5, 7, 9, 11	target may not approach caster (or object)
15	Sharpen "X"	Enchanter (Apprentice)	12, 20, 28	weapon does "x" additional damage up to max
10	Shield "X"	Enchanter (Apprentice)	4, 5, 6	target gains armor 1
5	Spirit speech	Enchanter (Apprentice)	3	target may talk with spirits
10	Spirit walk	Enchanter (Apprentice)	7	target becomes a spirit until they drop spell
15	Strength "X"	Enchanter (Apprentice)	9, 17, 25	target does "x" additional damage up to max
10	Truth "X"	Enchanter (Apprentice)	5, 7, 9, 11	target must tell truth
10	Weakness "X"	Enchanter (Apprentice)	4, 6, 8, 10	reduces targets damage by "X"
12	Armor "X"	Enchanter (Journeyman)	6, 7, 8	target gains armor 2
20	Embodiments	Enchanter (Journeyman)	Varies	transfer gain attributes
14	Enrage "X"	Enchanter (Journeyman)	16, 20, 24, 28	target fights anyone nearby until unconscious
20	Glyph/rune	Enchanter (Journeyman)	X3	postpone spell until triggered
18	Pacify "X"	Enchanter (Journeyman)	12, 13, 14, 15	target will not initiate combat
18	Regenerate	Enchanter (Journeyman)	20, 40, 80	target heals 1BP/10min, 1BP/1 min, 1BP/5 seconds
15	Barnaby's Bottomless Box	Enchanter (Master)	5	Creates a box that will hold items without phys-reps.
30	Command "X"	Enchanter (Master)	15, 20, 30, 40	target becomes a thrall of the caster
30	Extend	Enchanter (Master)	20	makes an enchantment last 1 month
10	False Image	Enchanter (Master)	5	first blow misses target
15	Guardian	Enchanter (Master)	5	a blow resulting in negative body misses the target
20	Root "X"	Enchanter (Master)	5, 7, 9, 11	target may not move legs
10	Silence "X"	Enchanter (Master)	14, 16, 18, 20	target may not talk / cast

Armor "X" 12 points/ Enchanter (Journeyman)

Incant "Protect you from harm, Armor 3" or (4 or 5) Cost: Armor 3 (6 Gni), Armor 4 (7 Gni), Armor 5 (8 Gni)

This enchantment creates a magic field around the target that acts like a suit of armor with an Armor Value of 2; the threshold of the armor is specified by the value of the spell. A piercing attack ignores this armor.

Barnaby's Bottomless Box 15 points/ Enchanter (Master)

Incant "Create this box of holding" Cost: 5 Gni

This enchantment allows items to be placed inside of the enchanted container without physical representation. The item must be able to fit within the mouth of the container. The minimum size of the container is 16 cubic inches. This enchantment will last for 1 month. If the enchantment is destroyed, the items will appear where the container was.

Command "X" 30 points/ Enchanter (Master)

Incant "Bend to my will, Command 1" or (2 or 3 or 4) Cost: 15, 20, 30, 40 Gni

A recipient of this spell will follow the commands of the caster. They will not commit suicide, but will follow any other command. The Commanded person does not know he has been charmed. Command will last for X times 10 minutes.

Curse -no drop "X" 8 points/ Enchanter (Apprentice)

Incant "Bind this object to your hand, Curse 1" or (2 or 3 or 4) Cost: 5, 8, 11, 14 Gni

The target of this spell has whatever object(s) being held locked into their hand(s) for the duration of the spell. Neither the target, nor the caster, may drop this spell (though it may be counter spelled.) The object locked in the hand gains no special protection from harm, and if shattered, the hilt, or other component is still locked in their hand. If the object is destroyed, then only a light coat of dust will be bound to the hand, and the hand may be used normally afterward.

Embodiments 20 points/ Enchanter (Journeyman)

Incant "Grant you the power of (skill)" Cost: varies

This spell is the true power of the enchanter. With the embodiment spell, the target gains an attribute duplicating a physical skill (except Gni Pool). The exact attribute to be gained will determine the cost of this spell. Most powers and/or attributes mimic the skills you can buy with Character Points. The Gni cost of the Embodiment is equal to half the cost in Character Points (round up).

Enrage "X"

14 points/ Enchanter (Journeyman)

Incant "Release a feral spirit within you, Enrage 1" or (2 or 3 or 4)

Cost: 16, 20, 24, 28 Gni

The recipient of an Enrage spell loses their ability to control themselves, is wracked by violent fits, and has the need to harm all animate things around them. The recipient must move as fast as possible toward the nearest moving thing and strike as powerfully as possible with whatever weapon or spell available. If multiple moving things are equally distant, the recipient may choose which to strike at. The recipient will continue to attack until the spell is countered, the recipient dies, or at sunset or sunrise. Even if the recipient is rendered unconscious, they will persist in attacking upon revival. The recipient will stay Enraged for a total number of minutes equal to the level of the Enrage.

Extend

30 points/ Enchanter (Master)

Incant "Lock this magic"

Cost: 20 Gni

Almost all enchantments may be extended by use of this spell. For most spells, unless otherwise indicated in the spell description, the duration of the spell becomes to the end of the next month instead of until sunrise/sunset.

False Image

10 points/ Enchanter (Master)

Incant "Create the illusion of position"

Cost: 5 Gni

False Image creates an image of the target just a few feet away from the actual target, while masking the original target from sight. In game terms, this rather simple illusion will cause the first weapon delivered attack hitting the target to actually miss. This includes arrows. The target must announce "False Image" to indicate the effect.

Glyph/Rune

20 points/ Enchanter (Journeyman)

Incant "Glyph" + normal final incant

Cost: 3x normal spell cost

This is not so much a spell, but a spell modifier. The Glyph/Rune spell allows for spells to be stored as symbols so that they can be used instantly at a later time. The major downside to Glyphs and Runes is the cost to make them and the cost to keep them. Glyphs are used to create symbols that can affect other people. Runes are symbols used to target the person that activates the rune. To create a Glyph or Rune, first the actual symbol must be made upon whatever object it will ultimately reside upon, be it wood, metal, stone, paper, or tattoo. The minimum size of the item must be no smaller than 1 inch square. Creating the symbol, the caster must expend Gni equal to the number of Gni that will be used in the spell to be stored with a minimum Gni use of 1. The spell to be stored must be known before hand, as only the spell to be stored may be placed in that specific symbol. After the symbol is created, the spell is cast at the symbol just as if the symbol was the target of the spell. This casting will use a minimum of 1 Gni. Finally, the caster locks the spell into the symbol by expending the Gni cost of the spell one final time (this casting is not reduced by the casters Enchanter Level). The symbol lasts until it is discharged then it will lose its magic. If the symbol is made permanent, then after it is discharged, the same spell may be replaced within the symbol and this amount will be reduced by the caster's Enchanter level, to a minimum of 1. It may be recharged immediately after that with the appropriate spell. There can only be one Glyph or Rune on an item. The user must expend 1 GNI to use the Glyph/Rune.

Guardian

15 points/ Enchanter (Master)

Incant "Call forth a guardian spirit"

Cost: 5 Gni

Guardian spirit brings a bond between the target and a dark shade. The dark shade will intervene to save the life of the target exactly once. Any blow or effect that would normally take the body of the target to below 0 is instead dissipated harmlessly. A guardian spirit cannot block effects that work to attack the spirit directly. When used, the target must announce "Guardian Spirit" to indicate the effect.

Incoherency "X"

10 points/ Enchanter (Apprentice)

Incant "Speak only senseless words, Incoherency 1" or (2 or 3 or 4)

Cost: 5, 8, 11, 14 Gni

The target of incoherency may not speak intelligently. They may not use words except as random jumbles of syllables, and effort must be taken to ensure that nothing they say may be interpreted in any way. Oddly, the target may still cast spells normally, and must still follow the normal rules for sentence structure and wording while casting.

Light "X"

3 points/ Enchanter (Apprentice)

Incant "Create a Light 1" or (2 or 3)

Cost: 1, 2 or 3 Gni

This spell allows the caster to use a light stick (1), electric candle (2), or a diffused flashlight (3). The spell may not be transferred to another person.

Lock

5 points/ Enchanter (Apprentice)

Incant "Bind these objects together, Lock "X"

Cost: 9, 10, 11 Gni

This spell merges the material of a portal cover with that of the portals frame. Thus a window or door may be sealed as though it was a single object. The spell further increases the material strength of the door or window material, rendering it unbreakable to any normal force. Any weapon doing over 10 points of damage will dispel this effect with the first hit, but the portal will remain unharmed from this first strike.

- Name** 3 points/ Enchanter (Apprentice)
Incant "In the face of magic (I am/you are) (insert new name)" Cost: 7 Gni
Renames caster or target as far as magic is concerned.
- Pacify "X"** 18 points/ Enchanter (Journeyman)
Incant "Be at peace, Pacify 1" or (2 or 3 or 4) Cost: 12, 13, 14, 15 Gni
A recipient of this spell is unable to strike offensively with a weapon, and will not mock strike with it either. The target's will and voice are their own and they may groan and whine about the inability to take offense, but they may not even use offensive speech to try to goad someone into conflict. A pacifist may defend himself or herself as long as no damage or offensive call is made.
- Regenerate** 18 points/ Enchanter (Journeyman)
Incant "Continually restore your body" Cost: 20, 40, or 80 Gni
The creature affected by a regenerate spell will heal 1 point every 10 minutes for a cost of 20 Gni, 1 point every minute for 40 Gni, and 1 point every 5 seconds for 80 Gni.
- Repair** 10 points/ Enchanter (Apprentice)
Incant "Restore this object to its original crafted form" Cost: 9 Gni
This spell repairs shattered objects. This spell will have no effect upon a destroyed object. This spell will repair magic items and allow them to keep their magical properties (unless otherwise stated on the item). The repair is permanent and will not dissipate at the next reset. Items with a threshold can only be repaired up to $\frac{1}{2}$ of the original threshold value, minimum 1.
- Repel "X"** 7 points/ Enchanter (Apprentice)
Incant "Banish you from my presence, Repel 1" or (2 or 3 or 4) Cost: 5, 7, 9, 11 Gni
For the duration of this spell the target may not approach the caster (or an object directed by the caster at the time of casting). The target need not move away from the object or person he is repelled from. This is not a line of sight spell, but a charm type spell. Thus, if the target of the spell knows the object he is repelled from is behind the tree in front of them, they must not move toward where they **think** the object is. The target has the option of not moving at all, but may never deliberately move toward the object they are repelled from.
- Root "X"** 20 points/ Enchanter (Master)
Incant "Become one with the ground, Root 1" or (2 or 3 or 4) Cost: 5, 7, 9, 11 Gni
A character that is rooted may not move their legs, or drag them in any way. No attempt to move them will be successful; as their legs are literally bonded to the ground they stand on. Simply digging up the earth around them will not work, as they will simply sink closer to the bedrock beneath which is what the spell ultimately binds them to.
- Sharpen "X"** 15 points/ Enchanter (Apprentice)
Incant "Create an edge like no other, Sharpen 1" or (2 or 3) Cost: 12, 20, 28 Gni
This enchantment targets a specific weapon and increases the weapons basic damage by 1, 2, or 3 points, but not to exceed the max damage value of the weapon. It does not increase the max damage value of the weapon it sharpens, and may not increase damage for non-siege weapons over the racial limit (10 for humans).
- Shield "X"** 10 points/ Enchanter (Apprentice)
Incant "Shield you from harm, Shield 1" or (2 or 3) Cost: 4, 5, 6 Gni
This enchantment creates a magic field around the target that acts like a suit of armor with an armor value of 1; the threshold of the armor is specified by the value of the spell. A piercing attack ignores this armor.
- Silence "X"** 10 points/ Enchanter (Master)
Incant "Deny you speech, Silence 1" or (2 or 3 or 4) Cost: 14, 16, 18, 20 Gni
Target of a silence spell may not talk, cast spells, or even so much as scream in pain. No sound may escape their lips.
- Spirit speech** 5 points/ Enchanter (Apprentice)
Incant "Grant you the power of speech" Cost: 3 Gni
This enchantment targets a spirit and allows a spirit to speak until the next reset, or until they form a new body.
- Spirit walk** 10 points/ Enchanter (Apprentice)
Incant "Shed this mortal shell" Cost: 7 Gni

The target temporarily becomes a spirit and must don black gauze/tulle until the target voluntarily ends the spell. While a spirit, the subject may not speak, (unless affected by a spirit speech spell) may not cast spells, or pick up and carry anything. When the spell is cast the target must drop all in-game objects they are carrying or holding. The target may not walk through objects, but is also unaffected by objects in the material world. A spirit blade will damage the subject of a spirit walk spell, just as if they were corporeal. The Resurrect spell does not damage the target of this spell. The target's body reforms at the end of the spell. The target is not drawn to a shade cave like a normal spirit is.

Strength "X"

15 points/ Enchanter (Apprentice)

Incant "Give you the essence of a bear, Strength 1" or (2 or 3)

Cost: 9, 17, 25 Gni

This enchantment targets a specific creature and grants a strength bonus to damage of 1, 2, or 3 points. This will not stack with any other plus Strength and will not allow you to strike above your racial limit.

Truth "X"

10 points/ Enchanter (Apprentice)

Incant "Remove the power of deception, Truth 1" or (2 or 3 or 4)

Cost: 5, 7, 9, 11 Gni

The target of a truth spell cannot lie. They are under no compulsion to tell the truth, but they may not lie or distort the truth in any way. If they speak at all, they must speak only clear undiluted truth, no vague half truths, no maybes, just very concise truth.

Weakness "X"

10 points/ Enchanter (Apprentice)

Incant "Draw the strength from your limbs, Weakness 1" or (2 or 3 or 4)

Cost: 4, 6, 8, 10 Gni

A weakened target will reduce the amount of damage that it does by the value of the weaken spell. Only the strongest version of this spell will affect the target. If you have a Weakness 1 cast upon you, and then someone casts a Weakness 2 on you, only the Weakness 2 counts, replacing the Weakness 1.

Incanter Spell List

(Note: All Incanter spells require Incanter Training as a Prerequisite)

CP Cost	Name	Prerequisites	Gni Cost	Effect
24	Ball (F,I,L,M) "6"	Enchanter (Journeyman)	9	6pts damage, 3 packets
20	Blast (F,I,L,M) "6"	Enchanter (Journeyman)	6	6pts damage
16	Bolt (F,I,L,M) "4"	Enchanter (Journeyman)	4	4pts damage
20	Cid's Ray "3"	Enchanter (Master)	3	3pts damage
14	Counter spell "x"		4, 5, 6 or 7	reduces spell value by counterspell value on caster only
8	Cure Disease		4	removes disease
12	Dart (F,I,L,M) "2"		2	2pt damage
10	Destroy		13	destroy effect on 1 object
10	Disarm "x"		3, 4, 5 or 6	Disarm for 5 Seconds
10	Disease "x"		4, 5, 6 or 7	may not run, does not heal normally ; for 5 Minutes
10	Drain "x"		5, 6, 7 or 8	drain effect on target; for 5 Minutes
20	Greater Heal	Enchanter (Journeyman)	5	heal 8 body points
10	Heal		4	heal 3 body points
10	Open		5, 7, 9, 11	opens a lock
20	Purge Magic "x"	Enchanter (Journeyman)	12, 14, 16, 18	removes all enchantments on target
10	Restore limb		3	repair maimed limb
30	Resurrect	Enchanter (Master)	40	forms new body on the spot for a spirit
10	Shatter "x"		4, 5, 6, 7	shatter
18	Sleep "x"		5, 6, 7 or 8	sleep for 5 minutes or until awakened
10	Solidify "x"		5, 7, 9 or 11	Solidify; for 5 Seconds
30	Storm (F,I,L,M) "2"	Enchanter (Journeyman)	10	2pts damage, 10 packets all at once
15	Stun "x"		3, 4, 5 or 6	Stun; for 5 Seconds
18	True Shatter		19	Shatter 1 on all items on target
10	Wither "x"	Enchanter (Journeyman)	5, 6, 7 or 8	Maim for 1 hour

F,I,L,M spells:

F,I,L,M spells literally stand for Fire, Ice, Lightning, and Magic spells. Whenever a F,I,L,M spell is purchased, only one version of the spell is gained, and that version must be specified when purchased. This type of damage ignores armor.

Fire spells are reduced by fire resistance, and Elemental Resistance.

Ice spells are reduced by cold resistance, and Elemental Resistance.

Lightning spells are reduced by cold resistance, and Elemental Resistance.

Magic spells are a "Normal" call and are reduced by armor as if an arrow was shot.

Ball (F,I,L,M) "6"	24 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" create a "fire" ball, 6 points" (or ice, or lightning, or normal)	Cost: 9 Gni
3 packets are thrown all at once. All 3 packets do 6 points of damage each.	
Blast (F,I,L,M) "6"	20 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" create a "fire" blast, 6 points" (or ice, or lightning, or normal)	Cost: 6 Gni
1 packet does 6 points of damage.	
Bolt (F,I,L,M) "4"	16 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" create a "fire" bolt, 4 points" (or ice, or lightning, or normal)	Cost: 4 Gni
1 packet does 4 points of damage.	
Counter spell "x"	14 points/ Incanter Training
Incant "Counterspell 1" or (2, 3 or 4)	Cost: 4, 5, 6, or 7 Gni
This spell reduces the value of any magic spell by its value. Thus, if a person is hit with a sleep 3, they may counterspell 3 to block the spell. A counterspell will only work if cast by the person hit with the spell. This spell will not stack with Magic Resistance. If the spell is not entirely countered, it hits with full original force.	
Cure Disease	8 points/ Incanter Training
Incant "I "name" call upon the fires of creation to purge your body of illness"	Cost: 4 Gni
This removes the disease effect, but does not restore any damage caused by such disease. It also does not remove scars or blemishes caused by a disease.	
Dart (F,I,L,M) "2"	12 points/ Incanter Training
Incant "I "name" create a "fire" dart, 2 points" (or ice, or lightning, or normal)	Cost: 2 Gni
1 packet does 2 points of damage.	
Destroy	10 points/ Incanter Training
Incant "I "name" destroy this _____."	Cost 13 Gni
This has the destroy effect on 1 target hit by the spell. This item cannot be repaired by magical or mundane means.	
Disarm "x"	10 points/ Incanter Training
Incant "I "name" command you to release your grip, disarm 1" or (2, 3, or 4)	Cost: 3, 4, 5 or 6 Gni
The target of a disarm spell has their hands forced open and cannot hold or pick up anything for five seconds. The target must count slowly aloud "disarm 1", "disarm2"... up to "disarm 5."	
Disease "x"	10 points/ Incanter Training
Incant "I "name" cause winds of destruction to create a plague within your body, disease 1" or (2, 3 or 4)	Cost 4, 5, 6, or 7 Gni
Target of a disease spell may not run or fight for 5 minutes.	
Drain "x"	10 points/ Incanter Training
Incant "I "name" call the flames of death to drain your body, drain 1" or (2, 3, or 4)	Cost: 5, 6, 7 or 8 Gni
Has a drain effect on target for 5 minutes.	
Greater Heal	20 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" call flood waters of life to heal your body, 8 body."	Cost: 5 Gni
The target regains 8 body points up to, but not exceeding, their normal maximum.	
Heal	10 points/ Incanter Training
Incant "I "name" call the waters of life to heal you"	Cost: 4 Gni
The target regains 3 body points up to, but not exceeding, their normal maximum.	
Open	10 points/ Incanter Training
Incant "I "name" remove that which bars my path, open "X" (1,2,3, or 4)	Cost: 5, 7,9, or 11 Gni
Without setting off an attached trap, this spell opens a lock, dispels a lock spell, or opens a sealed portal.	
Level 1: Opens a non-locked portal or chest.	
Level 2: Opens an Apprentice level lock.	
Level 3: Opens a Journeyman level lock.	
Level 4: Opens a Master level lock.	

When using against the Lock spell, you must use one level higher than the spell.

Purge Magic "x" 20 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" drain you of all magic, Purge 1" or Cost: 12, 14, 16, 18 Gni
"I "name" drain this object of all magic, Purge 1" or (2,3 or 4)
This spell removes all enchantments on the target of the spell. This spell has no effect on the Gni a character has.

Ray "3" 20 points/ Incanter Training, Enchanter (Master)
Incant "I "name" use Cid's magic ray, 3 normal" Cost: 3 Gni
1 packet does 3 points of damage.

Restore limb 10 points/ Incanter Training
Incant "I "call the earth to give strength back to this limb" Cost: 3 Gni
Restores a maimed limb.

Resurrect 30 points/ Incanter Training, Enchanter (Master)
Incant "I "name" Form a new body for your spirit" Cost: 40 Gni
This spell targets a spirit and instantly creates a new body for a spirit to inhabit. The new body has no Gni, but is otherwise at full strength. Gni may be regained normally. This will add a death to the character, but does not require them to draw. This spell will not work on the target of a Spirit Walk spell.

Shatter "x" 10 points/ Incanter Training
Incant "I "name" shatter 1 this _____." (or 2, 3 or 4) Cost: 4,5,6,7 Gni
This spell has a shatter effect on 1 object targeted by the spell. If the item has a threshold, the item is reduced to zero and rendered unusable, but can be repaired.

Sleep "x" 18 points/ Incanter Training
Incant "I "name" cause you to sleep, sleep 1" or (2, 3 or 4) Cost: 5, 6, 7 or 8 Gni
This spell causes a target to fall to the ground, slump against a wall or tree, and fall into a deep sleep for 5 minutes. All objects carried in their hand will be dropped. The target can be awakened by inflicting 3 points of physical damage, shaking them for 10 seconds, or waiting the 5 minute duration.

Solidify "x" 10 points/ Incanter Training
Incant "I "name" command you to solidify your form, solidify 1" or (2, 3 or 4) Cost: 5, 7, 9, or 11 Gni
A non-solid target that is able to assume a solid form hit by this spell, must assume their solid form for 5 seconds. A shape changer will be forced to hold their current form for 5 seconds.

Storm (F,I,L,M) "2" 30 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" create a "fire" storm, 2 points" (or ice, or lightning, or Cost: 10 Gni
normal)
10 packets are thrown all at once each inflicting 2 points of damage.

Stun "x" 15 points/ Incanter Training
Incant "I "name" Wield the force of magic to stun you, stun 1" or (2, 3 or 4) Cost: 3, 4, 5 or 6 Gni
This spell causes a target to be stunned and is unable to take action, including self-defense, for 5 seconds.

True Shatter 18 points/ Incanter Training
Incant "I "name" wield the power of magic to shatter all your belongings" Cost: 19 Gni
This spell brings the threshold of ALL items on the target to zero. Items with a threshold affected by a True Shatter can be repaired.

Wither "x" 10 points/ Incanter Training, Enchanter (Journeyman)
Incant "I "name" call the earth to send forth it's withering Cost: 5, 6, 7 or 8 Gni
touch upon you, wither 1" or (2, 3 or 4)
This spell causes a maim effect on the limb hit by the packet. Hitting anything except a limb will act just as if the spell missed. The Wither will stay in effect for 1 hour.

Alchemy Recipes

Alchemical Materials: The highest value component must be a harvested component. If there are multiples of the highest value component, then only one has to be a harvested component.

These components will be of these types: Life, Death, Destruction, Order, Chaos, Creation, Elemental, Defense. Each will be of a level between 1 and 6.

An elixir takes 5 minutes to create.

Multiple people can help with the creation of an Elixir, but the main person must have the required skill and put in at least 1 Gni.

Elixir	Required Skill	Cost	Properties Required	Type
Acid 2	Alchemist (Apprentice)	4 Gni + 1 Mauri	Chaos1, Destruction2	G
Acid 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Chaos2, Destruction4	G
Acid 6	Alchemist (Master)	8 Gni + 3 Mauri	Chaos3, Destruction6	G
Drain 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Death2, Chaos3	I
Heal 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Creation2, Life4	I
Heal 6	Alchemist (Master)	8 Gni + 3 Mauri	Creation3, Life6	I
Fire salve 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Defense2, Elemental4	A
Fire salve 3	Alchemist (Master)	8 Gni + 3 Mauri	Defense3, Elemental6	A
Ice salve 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Defense2, Elemental4	A
Ice salve 3	Alchemist (Master)	8 Gni + 3 Mauri	Defense3, Elemental6	A
Magic Resistance 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Order1, Creation1, Defense3	I
Magic Resistance 3	Alchemist (Master)	8 Gni + 3 Mauri	Order2, Creation3, Defense5	I
Wither 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Death1, Chaos3	I
Wither 3	Alchemist (Master)	8 Gni + 3 Mauri	Death2, Chaos5	I
Strength 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Creation1, Life1, Order4	I
Strength 3	Alchemist (Master)	8 Gni + 3 Mauri	Creation2, Life3, Order6	I
Armor skin 1	Alchemist (Apprentice)	4 Gni + 1 Mauri	Creation1, Order1, Defense2	A
Armor skin 2	Alchemist (Journeyman)	6 Gni + 2 Mauri	Creation1, Order2, Defense4	A
Armor skin 3	Alchemist (Master)	8 Gni + 3 Mauri	Creation2, Order3, Defense6	A
Fire gel 2	Alchemist (Apprentice)	4 Gni + 1 Mauri	Destruction1, Elemental2	G
Fire gel 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Destruction2, Elemental4	G
Fire gel 6	Alchemist (Master)	8 Gni + 3 Mauri	Destruction3, Elemental6	G
Frost gel 2	Alchemist (Apprentice)	4 Gni + 1 Mauri	Destruction1, Elemental2	G
Frost gel 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Destruction2, Elemental4	G
Frost gel 6	Alchemist (Master)	8 Gni + 3 Mauri	Destruction3, Elemental6	G
Shock gel 2	Alchemist (Apprentice)	4 Gni + 1 Mauri	Destruction1, Elemental2	G
Shock gel 4	Alchemist (Journeyman)	6 Gni + 2 Mauri	Destruction2, Elemental4	G
Shock gel 6	Alchemist (Master)	8 Gni + 3 Mauri	Destruction3, Elemental6	G

I= Ingested, A=Applied, G=Gel

Alchemical Descriptions

Acid X: Allows you to throw a packet to do "X" Acid damage.

Drain X: Causes a Drain "X" to affect the ingester until the next reset.

Heal X: Heals the ingester for "X" body.

Fire salve X: Grants the user Elemental Resistance 1 versus Fire until next reset.

Ice salve X: Grants the user Elemental Resistance 1 versus Ice until next reset.

Magic Resistance X: Grants Magic Resistance "X" to the ingester until the next reset.

Wither X: Will wither one limb, disabling it until the next reset. It will either disable your main fighting arm or a leg and will affect the other if one is already under a disabling effect.

Strength X: Grants the user Strength "X" until next reset.

Armor skin X: Grants the user Strength "X" until next reset.

Fire gel X: Allows you to throw a packet to do "X" Fire damage.

Frost gel X: Allows you to throw a packet to do "X" Ice damage.

Shock gel X: Allows you to throw a packet to do "X" Lighting damage.

Arts and Crafts/Production

Productive Points accumulate between events and simulate the time you have available to produce things that you will have available at the start of the next month. Productive Points accumulate every month regardless of whether you play or not, so you could create a character now and not play them for one year and have 12 months of accumulated productive to bring in-game.

You may only accumulate Productive Points for one character per month. If you have multiple characters on file, you will need to pick which one gets Productive Points for each month.

You may also accumulate Productive Points during an event by enacting in-game versions of your productive skills, or by doing something productive, like cooking or making chainmail. You can get productive points based upon your skill in what you are producing. If you are an apprentice, you produce 1 PP every hour in game. As a journeyman, you get 1 PP every 30 minutes of time spent in creative activity, and as a master, you will get 1 PP every 20 minutes.

Producer Skills

CP Cost	Name	Prerequisites	Effect
1 per point	Productive pool (points 1 to 20)		
2 per point	Productive Pool (points 21 to 40)		
3 per point	Productive Pool (points 41 to 60)		
4 per point	Productive Pool (points 61 to 80)		
5 per point	Productive Pool (points 81 to 100)		
+1 point	Productive Pool (per 20 points)		
10	Sagery		identification of new recipes and abilities
14	Astrology		read the stars for fun and profit
16	Harvester (Apprentice)		harvest level Apprentice items in 5 min
18	Harvester (Journeyman)	Harvester (Apprentice)	harvest level Journeyman items in 5 min
20	Harvester (Master)	Harvester (Journeyman)	harvest level Master items in 5 min
16	Healer (Apprentice)		Bandaging, heal 1point per 60minutes of attention
18	Healing (Journeyman)	Healer (Apprentice)	heal 1point per 40min of constant attention
20	Healing (Master)	Healing (Journeyman)	heal 1point per 20min constant attention

Craftsman Skills

10	Craftsman		may use Craftsman recipes
16	Miner (Apprentice)	Craftsman	
18	Miner (Journeyman)	Miner (Apprentice)	
20	Miner (Master)	Miner (Journeyman)	
16	Woodcutter (Apprentice)	Craftsman	
18	Woodcutter (Journeyman)	Woodcutter (Apprentice)	
20	Woodcutter (Master)	Woodcutter (Journeyman)	
16	Forager (Apprentice)	Craftsman	
18	Forager (Journeyman)	Forager (Apprentice)	
20	Forager (Master)	Forager (Journeyman)	
16	Blacksmith (Apprentice)	Craftsman	may use Armor, Weapon & Blacksmith recipes
18	Blacksmith (Journeyman)	Blacksmith (Apprentice)	
20	Blacksmith (Master)	Blacksmith (Journeyman)	
16	Herbalist (Apprentice)	Craftsman	may use Herbalist recipes
18	Herbalist (Journeyman)	Herbalist (Apprentice)	
20	Herbalist (Master)	Herbalist (Journeyman)	
16	Jeweler (Apprentice)	Craftsman	may use Jeweler recipes
18	Jeweler (Journeyman)	Jeweler (Apprentice)	
20	Jeweler (Master)	Jeweler (Journeyman)	
14	Locksmith	Blacksmith, Jeweler, Tinkerer	may use the Locksmith recipes
14	Tinkerer (Apprentice)	Craftsman	may use the Tinker recipes
18	Tinkerer (Journeyman)	Tinkerer (Apprentice)	
20	Tinkerer (Master)	Tinkerer (Journeyman)	

Resource Plots

20	Cultivated Land (Apprentice)	Forager (Apprentice)	
28	Cultivated Land (Journeyman)	Forager (Journeyman)	
36	Cultivated Land (Master)	Forager (Master)	
20	Grove (Apprentice)	Woodcutter (Apprentice)	
28	Grove (Journeyman)	Woodcutter (Journeyman)	
36	Grove (Master)	Woodcutter (Master)	
20	Claim (Apprentice)	Miner (Apprentice)	
28	Claim (Journeyman)	Miner (Journeyman)	
36	Claim (Master)	Miner (Master)	

Additional Crafting Rules

Creating Journeyman/Master Crafted Items

Journeyman crafted items- takes double the P.P, gives +1 to Threshold. It must have a Journeyman material in recipe.

Master crafted items- takes quadruple the P.P, gives +2 to Threshold. It must have a Master material in recipe.

To Journeyman or Master craft an item you must use one more unit of whichever material has the highest threshold. Gems are exempt from this requirement. Leather can be Journeyman or Master crafted.

Repairing Weapons

To repair a shattered weapon it will take production points equal to the original cost to create the item. It will also take 1 unit of the original metal used to create the weapon. If it is a hybrid weapon, it will take the same production points and you will need to replace the wood component of the weapon.

Repairing Items

To repair an item you pay the base cost of the item in production points without the journeyman or master multipliers.

You must also expend 1 unit of wood/metal for each point of threshold lost.

Recovering Materials

You can break down items to get their base components. This takes 5 minutes per production point it took to create the object. This will also take half the production points it took to create the object (round up). An apprentice will get $\frac{1}{2}$ the metal from an item, a Journeyman will get $\frac{3}{4}$ and a Master will get all the metal from an item. For wood in an item, you will need to pull from a bag. Apprentices have a 50% chance of getting the wood, a Journeyman has 70% and a Master has 90% chance. If you fail, the wood was destroyed while you were recovering the materials. You must have the basic skill to create the item to be able to recover any material from it.

Astrology

Prerequisite: None

You have developed a knack for reading the stars. You may spend productive points on receiving information about an upcoming event, or a reading on the future of one specific person.

14 points

Cost: Always on

Blacksmith (A,J,M)

Prerequisite: Craftsman

You may use Armor, Weapon or Blacksmith recipes up to your Blacksmith skill level.

16, 18 or 20 points

Cost: by recipe

Claim (A,J,M)

Prerequisite: Miner

You own or have access to a mine. You may only have 1 type of resource in each. You may only plant a resource of the appropriate level in the appropriate claim. You may replace your mine with a new one of the same level once per month by letting the logistics staff know what mine you want instead. You can also set a Claim to produce gems.

20, 28 or 36 points

Cost: Always on

Craftsman

Prerequisite: None

Some people are simply not made to make things. This skill shows that you have some talent at doing something besides hitting things or using magic. With this skill, you may develop a productive pool. On a side note, if this is the only productive skill you have, you may spend productive points to create objects of art that are not covered by other skills. As an example, you could become a chef or a painter and could be paid if a merchant buys your wares. You may use Craftsman recipes.

10 points

Cost: Always on

Cultivated Land (A,J,M)

Prerequisite: Forager

You own or have access to a plot of cultivated land. You may only have 1 type of forgeable resource planted on each plot of land at one time. You may only plant a resource of the appropriate level in the appropriate plot. You may change the resource planted once per month by letting the logistics staff know what will be planted on your plot instead.

20, 28 or 36 points

Cost: Always on

Forager (A,J,M)

Prerequisite: Craftsman

You may use forager recipes up to your forager skill level. A master forager is considered proficient (+1) in all daggers if forced into a combat situation, but may not use this proficiency as a prerequisite for specialization.

16, 18 or 20 points

Cost: by recipe

Grove (A,J,M)

Prerequisite: Woodcutter

20, 28 or 36 points

Cost: Always on

You own or have access to a grove of trees. You may only have 1 type of tree planted in each grove at one time. You may only plant a resource of the appropriate level in the appropriate grove. You may change the resource planted once per month by letting the logistics staff know what will be planted in your grove instead.

Harvester (A,J,M)

Prerequisite: None

You have a talent for extracting useful parts of creatures. To use this skill, you must spend one minute kneeling next to the immobile or slain creature. You need to let the NPC know your harvesting skill and roll play the harvesting. Harvesting will kill an immobile creature when finished. If the creature you are harvesting has any harvestable objects of your harvesting level or lower, it must give them to you.

16, 18 or 20 points

Cost: Always on

Healer (A,J,M)

Prerequisite: None

Healers are a valuable commodity anywhere that people get hurt often. Any person will naturally heal between events; a skilled healer can speed up the healing process, stop poisons or disease, or at least prevent you from getting any worse. An apprentice healer can bandage a fallen person in 1 minute so that they are not dying and they can tend to someone to allow them to heal at 1 body point per hour. A journeyman healer can, with constant care, allow for up to 2 patients to recover 1 point of damage every 40 minutes and cure any disease or poison. While the person is in the healers care, they will not take any additional poison damage as long as they don't move. A master healer can, with constant care, allow for up to 3 patients to recover 1 point of damage every 20 minutes and cure any disease, drain, or poison. While the person is in the healers care they will not take any additional poison damage as long as they don't move. A healer has the ability to ask a person what their condition is. This is information is like how many body points they are down, if they are poisoned or diseased, if they are sleeping or paralyzed, etc.

16, 18 or 20 points

Cost: Always on

Herbalist (A,J,M)

Prerequisite: Craftsman

You may use herbalist recipes up to your Herbalist skill level.

16, 18 or 20 points

Cost: by recipe

Jeweler (A,J,M)

Prerequisite: Craftsman

You may use jeweler recipes up to your jeweler skill level.

16, 18 or 20 points

Cost: by recipe

Locksmith

Prerequisite: Blacksmith, Jeweler or Tinkerer

You may use Locksmith recipes. You get a bonus when disarming Journeyman or Master locks based on your level of Jeweler.

14 points

Cost: by recipe

Miner (A,J,M)

Prerequisite: Craftsman

You may use mining recipes up to your miner skill level. A master miner is considered proficient (+1) in all hammers if forced into a combat situation, but may not use this proficiency as a prerequisite for specialization.

16, 18 or 20 points

Cost: by recipe

Productive Pool

Prerequisite: None

The productive pool is the measure of how competent you are in the productive arts and how much free time you have to spend working on your productive skills. You may have all the training in the world, but without a productive pool you will be unable to use that training when the time comes. For each level of 20 points above 100, add +1 point to the cost.

1-5+ points

Cost: Always on

Sagery

Prerequisite: None

Sagery allows the research of new spells, recipes, skills, and lore (SRS and Lore). You spend production points (PP) on researching the new SRS and learning lore or knowledge your character didn't have before. You will probably need several PP's to develop any new SRS and lore and the complexity of those will determine how many PP's are used to develop it.

10 points

Cost: Always on

To begin with, for SRS, you need to submit your sagery to plot during the first week of the month to the sage marshals. You can start as many sageries as you have open slots each month, each one costing 5 PP's. In the last week of the month, the marshals will tell you how many PP's you need to finish and the information on what the final SRS will do and if you need anything else to complete it. If the sagery is in a skill tree you do not have, you cannot complete the sagery. A person with the skill to use the SRS will have to help you complete it. They have to spend 5PP to complete the SRS and is up to the original creator if the helper gets the knowledge of what the SRS does. You can then decide to follow up on the SRS or drop it. If you continue your research, you will need to spend at least 5% of the total PP cost or 5pp (whichever is more) each month to keep it going. If you decide to stop research on the SRS after you have started, you may lose your exclusivity to that SRS.

After the SRS is complete, you are able to teach it to anyone. You can also designate someone as a teacher. If someone is taught your SRS, and they are not designated as a teacher, they are not allowed to teach it to anyone.

If, after you spend 5PP, you have been informed that a SRS already exists and is not public knowledge, you can still research it. It will have an increased production cost and take a minimum of a year to complete.

Any time after the SRS is complete, a sage can decide to make it public knowledge and remove any restrictions.

When using a sage slot on lore/knowledge, you will have to designate how many PP points you are going to spend towards research, to represent the time you take looking into the matter. The knowledge you will be given will be provided by plot and will be all true. You may also be refunded some of the points depending on the type of information you are looking for. As this world is just now entering the "golden age" of Magic and understanding, few, if any, books may exist on the subject in question. Also, you may be given a name to contact in-game for more information.

You are limited on how many sageries you can have going at one time based upon your Production Point Pool. 1-15 allows you to work on 1, 16-25 will allow 2, 26-35 will allow 3, and for every 10 after you will gain a slot.

Tinkerer (A,J,M)

16, 18, 20 points

Prerequisite: Craftsman

Cost: by recipe

You may use tinker and trap recipes. With all tinkering recipes, unless otherwise stated by recipe, the metal used must have a minimum threshold of 2.

Woodcutter (A,J,M)

16, 18 or 20 points

Prerequisite: Craftsman

Cost: by recipe

You may use woodcutter recipes up to your woodcutter skill level. A master woodcutter is considered proficient (+1) in all axes if forced into a combat situation, but may not use this proficiency as a prerequisite for specialization.

Miner Recipes

Task	Prerequisite	Cost	Effect
Mine random apprentice resource	Miner (Apprentice)	1 PP	gain 1 random apprentice resource
Mine specific apprentice resource	Miner (Apprentice)	2 PP	gain 1 specific apprentice resource
Mine apprentice claim	Miner (Apprentice)	1 PP	gain 1 of the resource in the claim
Excavate apprentice claim	Miner (Apprentice)	8 PP	gain 10 of the resource in the claim
Mine random journeyman resource	Miner (Journeyman)	3 PP	gain 1 random journeyman resource
Mine specific journeyman resource	Miner (Journeyman)	4 PP	gain 1 specific journeyman resource
Mine journeyman claim	Miner (Journeyman)	2 PP	gain 1 of the resource in the claim
Excavate journeyman claim site	Miner (Journeyman)	18 PP	gains 10 of the resource in the claim
Mine random master resource	Miner (Master)	5 PP	gain 1 random master resource
Mine specific master resource	Miner (Master)	6 PP	gain 1 specific master resource
Mine master claim	Miner (Master)	3 PP	gain 1 of the resource in the claim
Excavate master site	Miner (Master)	27 PP	gain 10 of the resource in the claim
Refine Ore	Varies	Varies	See table

Apprentice ores include: Alarin, Artane, Coal, Copper, Iron, Krith, Tin, White Mauri, and Zinc.

Journeyman ores include: Loadstone, Silver, Starshine, and Zirc.

Master materials include: Cobolt, Corundrum, Durium, Gold, Platinum, Titanium, and Tunstone.

Plot dropped only materials include: Black Mauri, Mercury, and Red Mauri.

To be used, the Ore that has been mined must be refined and infused with Mauri. There are some resources that are useless by themselves and you cannot refine them without mixing them with other resources.

Refine Ore (based on type of ore)

Material	Prerequisite	Material Used	Cost	Damage Add	Threshold Add
Alarin	Apprentice	Alarin	2 PP +2 Mauri	1	0
Artane	Apprentice	Artane	3 PP +3 Mauri	1	2
Brilleen	Apprentice	Alarin +Zinc	3 PP +3 Mauri	1	1
Bronze	Apprentice	Copper +Tin	3 PP +3 Mauri	1	2
Copper	Apprentice	Copper	2 PP +2 Mauri	1	1
Elirum	Apprentice	Artane +Alarin +Tin	4 PP +4 Mauri	1	3
Iron**	Apprentice	Iron	4 PP +4 Mauri	1	2
Krith	Apprentice	Krith	2 PP +2 Mauri	1	1
Murtane*	Apprentice	Coal +Artane +Tin +Silver	6 PP + 6Mauri	1	4
Artmur**	Journeyman	Zirc +Tunstone +Iron +Titanium +Corundum	7 PP +14 Mauri	1	5
Brass	Journeyman	Copper +Zinc +Coal +Artane	6 PP +12 Mauri	1	3
Bright Bronze	Journeyman	Copper +Starshine +Tin	5 PP +10 Mauri	1	3
High Steel**	Journeyman	Iron +Coal +Loadstone +Zirc +Zirc	7 PP +14 Mauri	1	5
High Titanium*	Journeyman	Silver +Titanium +Tunstone	6 PP +12 Mauri	2	4
Oran	Journeyman	Alarin +Zinc +Zinc	4 PP +8 Mauri	1	2
Silver*	Journeyman	Silver	1 PP +2 Mauri	1	0
Steel**	Journeyman	Iron +Coal +Loadstone	5 PP +10 Mauri	1	3
Titanium	Journeyman	Titanium +Zirc	6 PP +12 Mauri	1	4
Corithium	Master	Tunstone +Cobolt +Durium	5 PP +15 Mauri	2	3
Geel	Master	Gold +Zirc +Cobolt +Platinum +Titanium	7 PP +21 Mauri	2	5
Gold	Master	Gold	1 PP +3 Mauri	1	0
Mirshar	Master	Platinum x4 +Gold x2 +Durium	8 PP +24 Mauri	2	6
Narium**	Master	Gold +Iron +Loadstone +Titanium +Platinum	8 PP +24 Mauri	1	6
Platinum	Master	Platinum	1 PP +3 Mauri	1	0
Shard	Master	Tunstone +Cobolt	4 PP +12 Mauri	2	2

* allows a call of "Silver"

** allows a call of "Iron"

Woodcutter Recipes

Task	Prerequisite	Cost	Effect
Cut random apprentice resource	Woodcutter (Apprentice)	1 PP	gain 1 random apprentice resource
Cut specific apprentice resource	Woodcutter (Apprentice)	2 PP	gain 1 specific apprentice resource
Cut apprentice Grove	Woodcutter (Apprentice)	1 PP	gain 1 of the resource in the grove
Clear-cut apprentice Grove	Woodcutter (Apprentice)	8 PP	gain 10 of the resource in the grove
Cut random journeyman resource	Woodcutter (Journeyman)	3 PP	gain 1 random journeyman resource
Cut specific journeyman resource	Woodcutter (Journeyman)	4 PP	gain 1 specific journeyman resource
Cut journeyman Grove	Woodcutter (Journeyman)	2 PP	gain 1 of the resource in the grove
Clear-cut Grove	Woodcutter (Journeyman)	18 PP	gain 10 of the resource in the grove
Cut random master resource	Woodcutter (Master)	5 PP	gain 1 random master resource
Cut specific master resource	Woodcutter (Master)	6 PP	gain 1 specific master resource
Cut master grove	Woodcutter (Master)	3 PP	gain 1 of the resource in the grove
Clear-cut master site	Woodcutter (Master)	27 PP	gain 10 of the same random master resource
Treat Wood	Varies	Varies	See table

Apprentice woods include: basla, fromager, apple, cedar, pine, and ayan.

Journeyman woods include: fir, willow, holly, greenheart, kokoti, beech, birch, hickory, tali, oak, ash, petrified, and mora.

Master woods include: mahogany, ironwood, teak, walnut, yew, and silverwood.

Woodcutters share the same skill set with bone cutters and have the ability to shape, cut, and work with harvested bone as well as wood.

Treat Wood (based on type of wood)

Material	Prerequisite	Cost	Damage Add	Threshold Add
Balsa	Apprentice	1 PP +1 Mauri	1	0
Apple	Apprentice	2 PP +1 Mauri	1	1
Fir	Apprentice	3 PP +1 Mauri	1	2
Fromager	Apprentice	3 PP +1 Mauri	1	2
Pine	Apprentice	4 PP +1 Mauri	1	3
Cedar	Apprentice	5 PP +1 Mauri	1	4
Kokoti	Apprentice	2 PP +1 Mauri	1	0
Ash	Apprentice	3 PP +1 Mauri	1	1
Willow	Journeyman	6 PP +2 Mauri	1	5
Holly	Journeyman	7 PP +2 Mauri	1	6
Beech	Journeyman	4 PP +2 Mauri	1	2
Ayan	Journeyman	4 PP +2 Mauri	1	2
Birch	Journeyman	5 PP +2 Mauri	1	3
Hickory	Journeyman	6 PP +2 Mauri	1	4
Greenheart	Journeyman	7 PP +2 Mauri	1	5
Mahogany	Journeyman	7 PP +2 Mauri	1	6
Oak	Journeyman	8 PP +2 Mauri	1	7
Petrified	Master	4 PP +3 Mauri	2	0
Mora	Master	5 PP +3 Mauri	2	1
Tali	Master	6 PP +3 Mauri	2	2
Ironwood	Master	7 PP +3 Mauri	2	3
Teak	Master	8 PP +3 Mauri	2	4
Walnut	Master	8 PP +3 Mauri	2	4
Yew	Master	9 PP +3 Mauri	2	5
Silverwood	Master	10 PP +3 Mauri	2	6

Weapon Recipes

Metal Weapons

Weapon Type	Weapon Class	Material	Damage	Threshold	P.P
Dagger	1-H Edged or Ranged	2 Metal	0	1	2
Short Sword	1-H Edged	3 Metal	1	1	3
Long Sword/Mace	1-H Edged/1-H Blunt	4 Metal	1	3	4
2-Handed Sword	2-H Edged	7 Metal	2	5	7
Great Hammer/Mace	2-H Blunt	7 Metal	2	5	7
Arrow Heads	Ammunition	2 Metal (makes 20)	0	0	2

Wood Weapons

Weapon Type	Weapon Class	Material	Damage	Threshold	P.P
Club	1-H Blunt	2 Wood	0	1	2
Rod	1-H Blunt	1 Wood	0	0	1
Great Club	2-H Blunt	5 Wood	2	3	5
Staff	2-H Blunt	3 Wood	1	2	3
Javelin	Ranged	2 Wood	0	0	2
Short Bow	Ranged	3 Wood	0	1	3
Long Bow	Ranged	5 Wood	1	3	5
Crossbow Stock	Ranged	3 Wood	0	0	3

Hybrid Weapons

The wood and metal used should be of the same threshold. If the wood is one less than the metal you still use the metal's threshold when calculating the threshold of the weapon. If the metal is of a lower threshold than the wood, you use the metal's threshold. If the wood is lower than the metal by two or more than you use the wood's threshold. You always use the Damage Add of the metal.

Examples:

Weapon	Wood	Metal	Final Weapon
Hand Axe (1/1)	Balsa (0/1)	Elirum (1/3)	(2/2)
Hand Axe (1/1)	Fir (1/2)	Elirum (1/3)	(2/4)
Hand Axe (1/1)	Silverwood (2/6)	Elirum (1/3)	(2/4)

Hybrid Weapons

Weapon Type	Weapon Class	Material	Damage	Threshold	P.P
Hand Axe	1-H Edged or Ranged	1 Metal + 1 Rod	1	1	2
Short Spear	1-H Edged	1 Metal + 1 Rod	1	1	2
Metal Shod Rod	1-H Blunt	1 Metal + 1 Rod	1	2	2
Hammer	1-H Blunt or Ranged	1 Metal + 1 Rod	1	3	3
Metal Shod Staff	2-H Blunt	1 Metal + 1 Staff	1	3	3
Battle Axe	1-H Edged	2 Metal + 1 Rod	1	3	3
Great Axe	2-H Edged	2 Metal + 1 Staff	2	5	5
Long Spear	2-H Edged	2 Metal + 1 Staff	1	3	4
Pike	2-H Edged	2 Metal + 1 Staff	2	4	5
Crossbow	Ranged	3 Metal + 1 Crossbow Stock	1	3	5
Arrows (per 20)	Ammunition	3 Wood + 20 Arrowheads	0	3	4

Armor Recipes

Armor is done simply by adding half of the Damage Add and half the Threshold of the addition (metal or wood), round down.

Examples:

Material	Leather (1/1)	Chainmail (2/3)	Full Plate (4/6)
Copper (1/1)	(1/1)	(2/3)	(4/6)
Iron (1/2)	(1/2)	(2/4)	(4/7)
Mirshar (2/6)	(2/4)	(3/6)	(5/9)

Armor

Weapon Type	Weapon Class	Material	AP	Threshold	P.P
Leather	Armor	3 Leather	1	1	5
Heavy Leather	Armor	6 Leather	1	3	10
Cuir-Bouilli	Armor	6 Leather + 10 Wax	2	3	15
Augmented Leather	Armor	10 Metal + Cuir-Bouilli	2	3	20
Splinted Leather	Armor	10 Wood + Cuir-Bouilli	2	3	20
Chain Mail	Armor	15 Metal	2	3	20
Lizardscale	Armor	4 lizard scales	3	4	25
Plate Mail	Armor	25 Metal	3	5	30
Full Plate	Armor	30 Metal	4	6	50
Dragonscale	Armor	4 dragon scales	4	6	45
Shield (Wood)	Armor	5 Wood + 1 Metal	As wood	As wood	6
Shield (Metal)	Armor	6 Metal	As metal	As metal	6

Craftsman Recipes

Item	Material	Cost
1 unit of Wax	None	1 PP
400 Copper Nails	4 Copper	8 PP
Copper Wire, 50'	5 Copper	5 PP
Anvil	15 Iron	30 PP
Silver Hinge	1 Silver	4 PP

Tanner Recipes

Item	Prerequisite	Material	Cost
Create Leather	Craftsman	None	1 PP
Treat Leather	Craftsman	1 Leather	3 PP + 3 Mauri
Treat Lizard Scale	Blacksmith (Apprentice)	1 LizardScale	4 PP + 4 Mauri
Treat Dragon Scale	Blacksmith (Master)	1 DragonScale	5 PP + 5 Mauri

Herbalist Recipes

Potion	Effect	Level	Cost	Ingredients	Use
Anti-Venom	Remove Poison	Apprentice	5 PP + 5 Mauri	2x purify1, fire2, power2	I
Babble Juice	Incoherency	Apprentice	5 PP + 5 Mauri	poison1, illusion2, vision1	I
Eshrin's Tonic	Cure Disease	Apprentice	5 PP + 5 Mauri	2x purify1, water2, power2	I
Glow Venom	Light	Apprentice	5 PP + 5 Mauri	3x Luminance2	I
Healing Draft	Heal 1	Apprentice	5 PP + 5 Mauri	heal1, heal2, power1	I
Jupie's Infallible Weakener	Weakness	Apprentice	5 PP + 5 Mauri	poison2, disease2, willpower2	I
Musclerot	Disease 1	Apprentice	5 PP + 5 Mauri	2x disease2, power2	I
Randolpho's Regenerator	Restore Limb	Apprentice	5 PP + 5 Mauri	3x Heal2, 2x power2	I
Venom Draft	Drain 1	Apprentice	5 PP + 5 Mauri	2x poison2, power2	I
Alera's Vexation	Disease 2	Journeyman	7 PP + 14 Mauri	2x disease3, power4	I
Draught of Strong Mind	Magic Resistance 1	Journeyman	6 PP + 12 Mauri	willpower3, power2	I
Healing Potion	Heal 2	Journeyman	7 PP + 14 Mauri	heal2, heal3, power4	I
Fire Salve	Fire Salve 1	Journeyman	6 PP + 12 Mauri	2x water2, suspension1, power3	A
Frost Salve	Ice Salve 1	Journeyman	6 PP + 12 Mauri	2x fire2, suspension1, power3	A
Spark Salve	Lightning Salve 1	Journeyman	6 PP + 12 Mauri	2x insulate2, suspension1, power3	A
Toxin Tonic	Drain 2	Journeyman	7 PP + 14 Mauri	2x poison3, power4	I
Troll Juice	Strength 1	Journeyman	7 PP + 14 Mauri	strength4, power1	I
Withering Waste	Wither 1	Journeyman	7 PP + 14 Mauri	2x disease3, poison2, power4	I
Golur's Poison	Drain 3	Master	9 PP + 27 Mauri	2x poison4, power6	I
Greater Healing Potion	Heal 3	Master	8 PP + 24 Mauri	heal3, heal4, power5	I
Ingathral	Disease 3	Master	9 PP + 27 Mauri	2x disease4, power6	I
Restorative draft	Recover	Master	9 PP + 27 Mauri	heal1, longevity1, strength6	I

I= ingested, A=Applied

Herbal ingredients aren't absolute. It is possible in some cases, for example, to substitute the dragon's blood herb for mandrake in some potions or elixirs. Each recipe is written by what properties are required in what power and quantity, not in specific ingredients. The list of potential in-game items is listed by name, then by the specific properties of that ingredient. It is possible to substitute a more powerful ingredient when the recipe requires a less powerful one. You may also have more properties than is necessary for the elixir you are creating.

Ok, confusing? Let's see an example then:

When creating a Fire Salve the ingredients are 2 parts water2, 1 part suspension1, and 1 part power3. This will require 1 Foxglove for the suspension1. The water2 can be satisfied by many different herbs (Aloe, Cotton, or Heather are examples.) You could also use Lavender which gives you a water4 to satisfy both water 2 you need. There are many that will give you the power 3 you need, and you could even use a power 4 (Moonwort) even though you will be going over the requirement by 2 power.

Herbalism Descriptions

Anti-Venom: Removes the Poison effect immediately.

Alera's Vexation: Causes the Disease 2 effect on the ingester until next the reset.

Babble Juice: The target of this may not speak intelligently, but may still cast spells normally. It lasts until reset.

Draught of Strong Mind: Grants Magic Resistance 1 to the ingester until the next reset.

Eshrin's Tonic: Removes Disease affects immediately.

Fire Salve: Grants the user Elemental Resistance 1 versus Fire until next reset.

Frost Salve: Grants the user Elemental Resistance 1 versus Ice until next reset.

Glow Venom: Allows the user to use a light stick. This will last until the light stick ceases to function.

Golur's Poison: Causes a Drain 3 to affect the ingester until the next reset.

Greater Healing Potion: Heals the ingester for 3 body.

Healing Draft: Heals in the ingester for 1 body.

Healing Potion: Heals the ingester for 2 body.

Ingathral: Causes the Disease 3 effect on the ingester until next the reset.

Jupie's Infallible Weakener: Causes the ingester to be affected by Weakness until the next reset.

Musclerot: Causes the Disease 1 effect on the ingester until next the reset.

Randolpho's Regenerator: Will restore one limb disabling effect immediately.

Restorative draft: Will remove all negative effects on the ingester.

Spark Salve: Grants the user Elemental Resistance 1 versus Lighting until next reset.

Toxin Tonic: Causes a Drain 2 to affect the ingester until the next reset.

Troll Juice: Grants the user Strength 1 until next reset.

Venom Draft: Causes a Drain 1 to affect the ingester until the next reset.

Withering Waste: Will wither one limb, disabling it until the next reset. It will either disable your main fighting arm or a leg, and will affect the other if one is already under a disabling effect.

Forager Recipes

Task	Skill required	Cost	Effect
Forage random apprentice resource	Forager (Apprentice)	1 PP	gain 1 random apprentice resource
Forage specific apprentice resource	Forager (Apprentice)	2 PP	gain 1 specific apprentice resource
Forage Cultivated Land	Forager (Apprentice)	1 PP	gain 1 of the resource in the cultivated land
Reap apprentice cultivated land	Forager (Apprentice)	8 PP	gain 10 of the resource in the cultivated land
Forage random journeyman resource	Forager (Journeyman)	3 PP	gain 1 random journeyman resource
Forage specific journeyman resource	Forager (Journeyman)	4 PP	gain 1 specific journeyman resource
Forage superior cultivated Land	Forager (Journeyman)	2 PP	gain 1 of the resource in the cultivated land
Reap journeyman cultivated land	Forager (Journeyman)	18 PP	gain 10 of the resource in the cultivated land
Forage random resource	Forager (Master)	5 PP	gain 1 random master resource
Forage specific resource	Forager (Master)	6PP	gain1 specific master resource
Forage master cultivated land	Forager (Master)	3 PP	gain 1 of the resource in the cultivated land
Reap master cultivated land	Forager (Master)	27 PP	gain 10 of the resource in the cultivated land

Forageable Materials

Apprentice

Aloe	A	Longevity2, Power1, Water2
Belladonna	A	Disease1, Poison2
Celandine	A	Heal2, Water1
Chicory	A	Death1, Illusion1, Luminance1, Willpower2
Figwort	A	Heal1, Sleep2
Foxglove	A	Illusion2, Peace1, Suspension1
Hazel	A	Insulate2, Power1
Holly	A	Fire2, Poison1, Power1
Liquidamber	A	Luminance2, Willpower1
Molukka	A	Life1, Disease2, Power1, Vision1
Mulberry	A	Order1, Power2, Purification1, Strength1
Peppermint	A	Destruction1, Insulate1, Power1, Suspension2
Woodruff	A	Peace2, Purification2
Yarrow	A	Chaos1, Power1, Sleep1, Vision2
Yew	A	Creation1, Fire1, Longevity1, Strength2

Master

Clover	M	Order4, Disease5, Suspension6
Dragons Blood	M	Poison5, Power6, Suspension5
Fern	M	Chaos4, Fire5, Water6
Honesty	M	Disease6, Purification5, Water5
Hops	M	Heal5, Peace5, Sleep6
Ladys mantle	M	Luminance6, Sleep5, Vision5
Life Everlasting	M	Insulate5, Luminance6, Power5
Mandrake	M	Fire6, Peace5, Power5
Marigold	M	Life4, Disease5, Willpower6
Master Wort	M	Longevity5, Purification5, Strength6
Pennyroyal	M	Longevity5, Peace6, Strength5
Ragweed	M	Heal6, Poison5, Vision5
Saffron	M	Insulate6, Strength5, Willpower5
Shallot	M	Destruction4, Fire5, Vision6
Snapdragon	M	Illusion6, Luminance5, Suspension5
Toadstool	M	Poison6, Sleep5, Water5
Turmeric	M	Insulate5, Luminance5, Purification6
Wolfs Bane	M	Creation4, Heal5, Willpower5

Journeyman

Bracken	J	Life3, Insulate4
Cloth of Gold	J	Creation2, Disease3, Vision2
Cotton	J	Order2, Illusion3, Water3
Devils Shoestring	J	Poison4, Power2, Suspension3
Ebony	J	Fire2, Luminance3, Poison3
Echinacea	J	Creation2, Heal3, Strength3
Edelweiss	J	Fire4, Longevity3, Vision2
Elder	J	Chaos2, Heal3, Sleep3
Eyebright	J	Peace2, Power3, Vision4
Fennel	J	Heal2, Insulate3, Purification4
Feverfew	J	Death3, Luminance4
Fleabane	J	Chaos2, Illusion3, Sleep4
Heather	J	Order2, Suspension2, Water3
Heliotrope	J	Life3, Peace4
Horehound	J	Chaos3, Willpower4
Knotweed	J	Creation3, Heal4
Lavender	J	Purification3, Sleep2, Water4
Linden	J	Order3, Longevity4
Loeostribe	J	Death2, Insulate3, Strength2
Lotus	J	Disease4, Fire3, Peace2
Mastic	J	Illusion4, Luminance2, Willpower3
Mistletoe	J	Life2, Disease3, Willpower2
Moonwort	J	Longevity2, Luminance3, Power4
Mugwort	J	Illusion2, Power3, Vision3
Myrrh	J	Poison2, Strength3, Willpower3
Sage	J	Destruction2, Longevity3, Vision2
Wahoo	J	Destruction2, Purification2, Suspension3
Wintergreen	J	Destruction3, Strength4
Winters Bark	J	Disease2, Peace3, Poison3
Witch Hazel	J	Death2, Fire3, Sleep3
Wood Rose	J	Insulate2, Purification3, Suspension4

Jeweler Recipes

Materials:

Apprentice: Amazonite, Amethyst, Black Jade, Cat's Eye, Jasper, Jet, Peridot, Quartz, Sunstone; Copper

Journeyman: Alexandrite, Aquamarine, Black Onyx, Citrine, Garnet, Green Malachite, Lavender Fluorite, Peach Moonstone, Prehnite, Snowflake Obsidian; Silver

Master: Ametrine, Bloodstone, Diamond, Jadeite Jade, Mystic Topaz, Pietersite, Ruby, Sapphire, Tiger Iron; Gold, Platinum

Talismans

Talisman Type	Skill Needed	Gem Needed	Cost
+1 Gni	Jeweler (Apprentice)	Amethyst	5 PP + 5 Mauri
+2 Gni	Jeweler (Journeyman)	Alexandrite	7 PP + 7 Mauri
+3 Gni	Jeweler (Master)	Mystic Topaz	10 PP + 10 Mauri
+0 Fire	Jeweler (Apprentice)	Sunstone	5 PP + 5 Mauri
+1 Fire	Jeweler (Journeyman)	Garnet	7 PP + 7 Mauri
+2 Fire	Jeweler (Master)	Ruby	10 PP + 10 Mauri
+0 Ice	Jeweler (Apprentice)	Amazonite	5 PP + 5 Mauri
+1 Ice	Jeweler (Journeyman)	Aquamarine	7 PP + 7 Mauri
+2 Ice	Jeweler (Master)	Sapphire	10 PP + 10 Mauri
+0 Lightning	Jeweler (Apprentice)	Quartz	5 PP + 5 Mauri
+1 Lightning	Jeweler (Journeyman)	Prehnite	7 PP + 7 Mauri
+2 Lightning	Jeweler (Master)	Diamond	10 PP + 10 Mauri
+1 Magic	Jeweler (Apprentice)	Black Jade	5 PP + 5 Mauri
+2 Magic	Jeweler (Journeyman)	Black Onyx	7 PP + 7 Mauri
+3 Magic	Jeweler (Master)	Tiger Iron	10 PP + 10 Mauri
1 Drain Resist	Jeweler (Apprentice)	Jasper	5 PP + 5 Mauri
2 Drain Resist	Jeweler (Journeyman)	Lavender Fluorite	7 PP + 7 Mauri
3 Drain Resist	Jeweler (Master)	Ametrine	10 PP + 10 Mauri
Fear Immunity	Jeweler (Journeyman)	Citrine	7 PP + 7 Mauri
1 Magic Resistance	Jeweler (Apprentice)	Jet	5 PP + 5 Mauri
2 Magic Resistance	Jeweler (Journeyman)	Snowflake Obsidian	7 PP + 7 Mauri
3 Magic Resistance	Jeweler (Master)	Pietersite	10 PP + 10 Mauri
1 Poison Resist	Jeweler (Apprentice)	Peridot	5 PP + 5 Mauri
2 Poison Resist	Jeweler (Journeyman)	Green Malachite	7 PP + 7 Mauri
3 Poison Resist	Jeweler (Master)	Jadeite Jade	10 PP + 10 Mauri
1 Disease Resist	Jeweler (Apprentice)	Cat's Eye	5 PP + 5 Mauri
2 Disease Resist	Jeweler (Journeyman)	Peach Moonstone	7 PP + 7 Mauri
3 Disease Resist	Jeweler (Master)	Bloodstone	10 PP + 10 Mauri

Talismans: Only one talisman can be used per effect. You cannot use a +1 Gni and a +3 Gni talisman to add +4 Gni to an ability. Neither can you use a +2 Gni and a +2 Lightning talisman at the same time. Unless a talisman has been permanenced, when they are used they crumble into useless dust.

Gni Talismans: These are created with no Gni in them. Someone must expend 2 Gni per 1 Gni they wish to put into the talisman, up to the maximum of the stone. The charged talismans will last until used.

Fire, Ice, Lightning talismans: These change the energy of a spell or the call of a weapon swing into the talisman's energy. If the talisman has a bonus, it will add to the damage of the effect.

Magic talismans: This talisman will add the bonus to the damage of a physical or weapon attack.

Locksmith Recipes

Apprentice locks are any lock that can be picked very easily. The Physical representation is any simple luggage lock that can be picked with a paper clip is acceptable. Journeyman and master locks are represented by a flat piece of metal with a pattern in it that must be followed without touching the sides to open the lock. The metal is connected to a buzzer or light that will light up if you fail to open the lock. The metal used in the building of a lock must have a minimum threshold of 2.

Anyone can attempt to pick locks.

Locks

Level	Apprentice Metal	Journeyman Metal	Master Metal	Production Points
Apprentice	4	-	-	10
Journeyman	-	4	-	20
Master	-	2	2	30

Tinker Recipes

Apprentice Recipes

Compass	20 Production Points
4 units of Apprentice Metal, 4 Mauri	Creation2, Order3

This makes a small direction finding device. It always finds north.

Endless Candle	5 Production Points
1 unit of Apprentice Metal, 1 Mauri	Creation1, 2x Elemental2

This makes a candle that never blows out. Players can use a battery operated candle.

Everflowing Pen	7 Production Points
1 unit of Apprentice Metal, 1 Mauri	Creation1, Elemental2, Order2

This allows you to create an ink pen that will be able to write without dipping the pen back in the ink. You can use a calligraphy fountain pen.

Kite	15 Production Points
1 unit of Apprentice Metal, 2 units of Leather, 3 Mauri	Creation1, Order1

This makes a child's toy that flies on the end of a string.

Pocket Watch	15 Production Points
3 units of Apprentice Metal, 3 Mauri	Creation2, 2x Order2

This makes a small sized time keeping device. The physical representation must be a pocket watch. No digital or wrist watches.

Spy Glass	25 Production Points
5 units of Apprentice Metal, 5 Mauri	Creation1, Elemental2

This makes a telescoping looking glass that makes objects that are far appear closer. Modern binoculars cannot be used as a physical representation.

Journeyman Recipes

Clock	50 Production Points
10 units of Journeyman Metal, 10 Mauri	3x Creation3, Order3

This makes a large time keeping device. The clock can be battery powered but must have a clock face with moving hands. No digital clocks. The clock can be from 1' tall to 4' tall.

Clockwork Pet	320 Production Points
64 units of Journeyman Metal, 64 Mauri	5x Creation5, 5x Elemental5

This makes a clockwork animal base that has stats based on the material used. The creator has full voice control over the clockwork animal. The clockwork pet starts with the skills unarmed combat 2, use weapon, and use magic. The creator must supply the NPC to play this.

Endless Lantern	15 Production Points
3 units of Journeyman Metal, 3 Mauri	Creation1, 2x Elemental4

This makes a medium sized lantern that does not blow out. Players can use any battery operated lantern as long as the modern logos are covered.

Endless Music Box	25 Production Points
2 units of Journeyman Metal, 3 units of Journeyman Wood, 5 Mauri	2x Creation5, 2x Order5

This makes a music-playing box that will play one set series of songs. (one CD) You can use a radio or any device that will play one CD worth of songs as long as it is disguised to look like a period music box.

Printing Press	2000 Production Points
400 units of Journeyman Metal	15x Creation4, 10x Order5

This makes a large script repeating device.

Vorpall Scabbard	15 Production Points
3 Units of Leather, 1 unit of Journeyman Metal	Creation3, Destruction5

This makes a scabbard that will coat a weapon with a gel each time the weapon is sheathed. The scabbard can hold up to 3 doses at one time. When the weapon is swung for the first time after it has been applied, the call will be whatever the gel call is.

Wind-up Toy	10 Production Points
2 units of Journeyman Metal, 2 units of Leather, 4 Mauri	Creation1

This makes a small automated child's toy.

Master Recipes

Auto Potion	10 Production Points
1 unit of Master Metal, 1 unit of Leather, 2 Mauri	2x Creation4, 2x Order3

This makes a potion contraption that will instantly use a contact potion on a person that falls unconscious.

Clock Work Ally	635 Production Points
127 units of Master Metal, 127 Mauri	10xCreation6, 5x Defense4

This makes a large clockwork warrior that has stats based on the type of material used. The creator has full voice control over the clockwork warrior. The clockwork warrior starts with the skills unarmed combat 3, use weapon, and use magic. The creator must supply the NPC to play this.

Trap Recipes

When creating a trap the producer choose the type of trap, the delivery method, and any enhancements. Each enhancement adds a x1 multiplier to the cost (with a base x1 for the original trap). A trap can be reset a total number of times equal to the threshold of the lesser metal. The metal used in the building of a trap must have a minimum threshold of 2. The production cost to enhance a trap is equal to half the cost of the original trap (round up). Each enhancement to a trap that used a potion adds one potion. For each potion in the trap the phys-rep for the gas must be increased by 18 cubic inches.

Delivery Methods

Radius	5' radius from center of object.	Takes 2 potions to load.
Cone	90 degrees, 10' radius from center of object.	Takes 2 potion to load,
Line	3'x20' line in one direction.	Takes 1 potion to load.

Basic Enhancements

Trap Type	Enhancement	Added Materials
Radius	+5' Radius	2 units of Master Metal, 5 Mauri
Cone	+10' Radius	1 unit Journeyman Metal, 1 unit Master Metal, 5 Mauri
Cone	+90 Degrees	2 units of Journeyman Metal, 5 Mauri
Line	+20'	2 units of Journeyman Metal, 5 Mauri
Line	Bi-Directional (1/2 distance in other direction)	2 units of Master Metal, 5 Mauri
Weapon	+1 Strength	2 units of Apprentice Metal, 5 Mauri
Weapon	+2 Strength	2 units of Journeyman Metal, 5 Mauri
Weapon	+3 Strength	2 units of Master Metal, 5 Mauri

Apprentice Recipes

Alarm Trap (Apprentice)	5 Production Points
1 unit of metal (minimum threshold of 1), 1 Mauri	None

This trap will just cause a loud noise and/or have flashing lights. There are no enhancements for this trap.

Contact Trap (Apprentice)	10 Production Points
3 units of Metal (min. threshold of 1), 1 unit of Metal (min. threshold of 2), 4 Mauri	None

This trap is represented by a coating on an object. When the person touches the coating they are affected by the trap. Any elixir or potion can be loaded into a contact trap.

Journeyman Recipes

<i>Gel Trap (Journeyman)</i>	15 Production Points
5 units of Metal (min. threshold of 1), 1 unit of Metal (min. threshold of 3), 1 Leather, 8 Mauri	Radius, Cone, Line

This trap will cause the person(s) affected by the *Gel* that is installed in the trap. All gels elixirs can be loaded into a gel trap.

<i>Weapon Trap (Journeyman)</i>	5 Production Points
2 units of metal (minimum threshold of 1), 1 weapon, 2 Mauri	Radius, Cone, Line

This trap will cause a weapon to do damage to all within the effect of the trap. The trap will do the base damage of the weapon plus any enhancements that add to the damage but the call will be *Massive*. The weapon trap is not portable. A weapon trap can not be parried.

Master Recipes

<i>Gas Trap (Master)</i>	20 Production Points
5 units of Metal (min. threshold of 1), 1 unit of Metal (min. threshold of 3), 1 Leather, 8 Mauri	Radius, Cone, Line

This trap will cause the person(s) affected by the *Gas* that is installed in the trap. Any ingested elixir or potion can be loaded into a gas trap.

Glossary

"Acid"	This attack, when delivered, ignores armor.
"Charm"	If a charm gets through your Magic Resistance, you will act as though the caster is a cherished loved one and friend before all others.
"Destroy"	This works just as a shatter, except the object disintegrates leaving nothing behind. The tag should be shredded and put in your pocket or given to an NPC.
"Disarm"	When you are disarmed you must open your hand(s) and can not close them for the duration of the effect.
"Disease"	A player is either diseased or not. The point value of the call only affects disease resistance. As long as your disease resistance is higher than the point value of the call, you are not diseased. If you are subject to a disease effect, you may no longer run or fight. A wizard may still cast spells
"Drain"	A player is either Drained or not. The point value of the call only affects drain resistance,. As long as your drain resistance is higher than the point value of the call, you are not drained. If you are subject to a drain effect, you may not healed. The only healing type effect that will work on you is the Healer's ability (or one that mimics it) to stabilize you from bleeding out.
"Elemental"	Energy based damage that is only reduced by Elemental Resistance, armor does not stop this type of attack. The reduction is based on the level of Elemental Resistance the target has and it can reduce the damage to 0.
"Fear"	Target of a fear effect must run or back away from the caster of the fear effect until he/she cannot safely retreat further, or can no longer see the caster. Someone under a fear affect cannot attack what they fear. You cannot use a fear effect to force someone into another dangerous situation.
"Hold"	A hold stops the game. A hold should not be necessary for rules clarification. If you don't know the effect called against you, please take the action that sounds most appropriate and ask at the earliest opportunity.
"Lightning", "Fire", "Ice"	Energy based damage that can harm or help some creatures. Also some creatures may be immune to one or more of these damage types. Unless it is accompanied by Elemental than it is reduced by armor.
"Maim"	This is a physical attack that is treated as normal damage. This has a further ability in that if it hits a limb, that limb is considered broken and useless.
"Massive"	If you, your weapon, or your shield is hit by a massive attack, you take the damage.
"No Effect"	A defense call indicating the target is immune (or appears to be) to the attack or power used against it.
"Normal"	When the word "normal" is preceded by a number, it indicates how much damage is being done by the weapon used by that character. Normal damage is reduced by the armor value of the target being hit to a minimum of 1.
"Paralyze"	If a paralyze attack gets through your Magic Resistance, you will be completely unable to move.
"Parry"	The physical attack is deflected and causes no damage. Parry will NOT stop massive damage.
"Piercing"	A piercing attack is not to be confused with the standard attack of a spear or arrow. A piercing attack is a physical attack that ignores armor. The defender that is hit with a piercing attack takes all the damage called.
"Poison"	The point value of the call is reduced by poison resistance.
"Reflect"	A reflect call indicates that the attacker takes the same effect he just called against the person calling the "reflect". The number may be different, so the reflecting player needs to call a number value and effect type also. The reflecting player may or may not have taken the effect him or herself. For example: Bob takes a swing at Sara for "6 normal." Sara has a magic spell on her that reflects half of the normal damage back at the attacker. Sara then takes the 6 points of damage and calls "reflect, 3 normal." Bob then takes the 3 normal. If Bob is wearing armor, the damage will be reduced appropriately because it is normal damage.
"Repel"	This holds the target at bay. The target may not approach the caster (even at a tangent), but the target may attack what they are repelled from with ranged weapons or spells.
"Root"	Target cannot move either foot.
"Shade Point"	This is simply to notify those in the immediate area that some supernatural occurrence just happened. All creatures will "feel" the occurrence, but not necessarily know what happened.
"Shatter"	Has a Shatter effect on 1 object targeted by a spell or hit by a weapon attack. This effect can be resisted by items that have Shatter Resistance. Objects with a threshold that are shattered can be repaired with the proper skill. The shattered item's tag should be marked as shattered (until repaired).
"Silence"	The target of a silence effect cannot speak, nor cast spells.
"Silver" or "Iron"	Damage caused by a weapon that may affect certain creatures differently than "normal" damage. Affected creatures will react appropriately.
"Sleep"	If a sleep gets through your Magic Resistance, you will fall into a deep sleep for the duration, or until awakened by either taking damage or firm nudging.
"Stun"	You are stunned and can take no action, including defending yourself, for the duration.
"Suppress"	A player is either Suppressed or not. The point value of the call only affects suppress resistance. As long as your suppress resistance is higher than the point value of the call, you are not suppressed. If you are subject to a suppress effect, you may no longer spend any pool points, except for shade points.
"Weakness"	A reduction of your Strength by one. If you do not have Strength then your damage will be reduced by one.

Appendix A- Combat and Magical Effects

Combat Skills

Skill	Damage caused	Effect Reduced by
Disarm	none	Counter Disarm/Parry
Open Hand Combat	Normal	Armor/Parry
Piercing	Normal	Counter Pierce/Parry
Maim	Normal	Counter Maim/Parry
Shatter	None	Parry
Slam	Massive	Armor/Counter Slam
Perfect Strike	Normal	Armor/Parry
Stun	None	Counter Stun/Parry

Enchantments

Spell	Duration	Effect Blocked by
Curse -no drop X	Sunup/Sundown	Magic Resistance
Incoherency X	Sunup/Sundown	Magic Resistance
Repel X	Sunup/Sundown	Magic Resistance
Truth X	Sunup/Sundown	Magic Resistance
Weakness X	Sunup/Sundown	Magic Resistance
Enrage X	Sunup/Sundown	Magic Resistance
Pacify X	Sunup/Sundown	Magic Resistance
Command X	(X-Magic Resistance)x10 minutes	Magic Resistance
Root X	Sunup/Sundown	Magic Resistance
Silence X	Sunup/Sundown	Magic Resistance

Incanter Spells

Spell	Duration	Effect Reduced by
Ball/Blast/Bolt/Dart/Storm-Flame	Instant	Elemental Resistance
Ball/Blast/Bolt/Dart/Storm-Ice	Instant	Elemental Resistance
Ball/Blast/Bolt/Dart/Storm-Lightning	Instant	Elemental Resistance
Ball/Blast/Bolt/Dart/Storm-Magic	Instant	Armor

Spell	Duration	Effect Blocked by
Disarm X	(X-Magic Resistance) Seconds	Magic Resistance
Disease X	(X-Magic Resistance) Minutes	Magic Resistance
Drain X	(X-Magic Resistance) Minutes	Magic Resistance
Purge Magic X	Instant	Magic Resistance
Shatter X	Instant	Magic Resistance
Sleep X	(X-Magic Resistance) Minutes	Magic Resistance
Solidify X	(X-Magic Resistance) Seconds	Magic Resistance
Stun X	(X-Magic Resistance) Seconds	Magic Resistance
Wither X	1 hour	Magic Resistance

Appendix B- Weapon Sizes

Weapon	Overall		Recommended Pipe Diameter	Min. Tip	Base	
	Min	Max			Damage	Threshold

1-H Edged

Dagger	12"	26"	$\frac{1}{2}$ " CPVC	2"	0	1
Hand Axe	12"	26"	$\frac{1}{2}$ " CPVC	2"	1	1
Short Sword	26"	34"	$\frac{1}{2}$ " or $\frac{3}{4}$ " CPVC	2"	1	1
Long Sword	34"	46"	$\frac{3}{4}$ " PVC	2"	1	3
Battle Axe	34"	46"	$\frac{3}{4}$ " PVC	2"	1	3
Short Spear	38"	48"	$\frac{3}{4}$ " PVC	2 $\frac{1}{2}$ "	1	1

1-H Blunt

Club	12"	26"	$\frac{1}{2}$ " CPVC	2"	0	1
Rod	12"	26"	$\frac{1}{2}$ " CPVC	2"	0	0
Metal Shod Rod	12"	26"	$\frac{1}{2}$ " CPVC	2"	1	2
Hammer	26"	46"	$\frac{1}{2}$ " or $\frac{3}{4}$ " CPVC	2"	1	3
Mace	26"	46"	$\frac{1}{2}$ " or $\frac{3}{4}$ " CPVC	2"	1	3

2-H Edged

Long Spear	48"	58"	$\frac{3}{4}$ " PVC	2 $\frac{1}{2}$ "	1	3
Great Axe	48"	62"	$\frac{3}{4}$ " PVC or 1" PVC	2"	2	5
Pike	60"	72"	1" PVC	3"	2	4
2-Handed Sword	50"	62"	$\frac{3}{4}$ " PVC	2 $\frac{1}{2}$ "	2	5

2-H Blunt

Great Hammer/Mace	48"	62"	$\frac{3}{4}$ " PVC or 1" PVC	2"	2	5
Great Club	48"	62"	$\frac{3}{4}$ " PVC or 1" PVC	2"	2	3
Staff	60"	72"	$\frac{3}{4}$ " PVC or Conduit	2"	1	2
Metal Shod Staff	60"	72"	$\frac{3}{4}$ " PVC or Conduit	2"	1	3

Ranged

Dagger	12"	18"	-	-	0	1
Arrows	12"	-	-	2"	0	3
Javelin	36"	40"	-	-	0	0

Shields can be of any shape that will fit within a 3'x3' square.

Appendix C- Extra Rules

- A build total of 90-120 is the amount of skills a normal person would have.

Rituals

Change Log

7/25/09 (1.11)

- Add Changes from March (Herb table,)
 - Herbalism table updated.
 - Tinker Recipes classified by level.
 - Added 1 unit of Journeyman Metal to Vorpall Scabbard recipe.
 - Warrior skills cost changed.
 - Add description of tagging of items.
 - Changed Poison Resistance to only affect calls with "Poison" in them and removed reference of armor reducing damage..
 - Changed Use Magic for 10 to Incanter for 50 on Orcs.
 - Reduced cost of Use Magic to 0. Also added the note that all Shades start with this skill.
 - Changed costs of Warrior skills and added Weapons Training.
 - Removed Trap Making and combined with Tinkerer.
 - Changed Armor/Weaponsmith to Blacksmith.
 - Removed Tinkerer from Jeweler and added A,J,M levels
 - Locksmith now requires Blacksmith, Jeweler or Tinkerer.
 - Changed Shade Point extra build from +1 Character Points to +5 Character Points.
 - Added the rest of the changes from the March 2009 errata.
 - Changed Willpower to Magic Resistance, Toughness to Natural Armor and Weathered to Elemental Resistance.
 - Changed Physical Training to increase in cost every 5 points.
 - Removed Tanner and change requirements for Tanner Recipes.
 - Updated Extend to change the duration to the end of the next month.
 - Changed all references of Hit Points to Body Points.
 - Updated the description of how the surges of magic happen.
 - Change description of Economy to reflect coins.
 - Added descriptions to Production on how production works during an event.
-

10/13/08 (1.06)

- Removed duplicate entries in weapon tables
- Adjusted Armor example table to reflect actual data.
- Added (Round up) to Embodiments.
- Replaced the "must" with a "can" in the description of armor coverage.
- Expanded armor coverage to explain same or lesser for coverage.
- Updated herbal recipes that had Purification to Purify.
- Changed Shatter to a 4 level spell.

9/21/08 (1.05)

- Changed lock levels from 6 to Apprentice, Journeyman and Master
- Fixed grammar.
- Fixed Shatter, True Shatter, and Lock.
- Change the cost of Barnaby's Bottomless Box to 5
- Added maximum shield dimensions.
- Included which elixirs and potions can be loaded into which traps.
- Updated Sagery to the new rules.

6/16/08 (1.01)

- Fixed cost of Embodiments in the description.
- Added Cid's name to Cid's Ray.
- Fix Ball and Blast descriptions to actual damage.

5/26/08 (1.0)

- Removed the "Magic" call from the appendix.
- Noted in the FILM description that Magic is a Normal call.
- Modified all references to Magic damage to Normal in spells.
- Add Cid's Ray.
- Added minimum Threshold of 2 to all Tinkerer's recipes.
- Modified Coup de Grace to allow you 1 minute before dissipating.
- Added Trainee headband description.
- Added Herbalism descriptions.
- Added Alchemical descriptions.
- Removed "effects as Magic" from Piercing description.
- Removed reference to taking normal damage if hit by shatter.
- Removed reference to going over an items threshold to shatter it.
- Changed "Fear" talisman to "Fear Immunity"
- Reworded magic talisman.
- Added Acid to glossary.
- Updated Sagery to give 12 month exclusivity and allow research into existing skills.
- Updated armor table.
- Updated armor coverage description.
- Added descriptions for Hybrid Weapons and Armor.
- Rewrote a bit of the Herbalist Recipes to fit format better.
- Add Greater Heal.