

# Main Rulebook

## Introduction

You may choose to forfeit your Death Count. If so, proceed directly to be resurrected.

At zero Stamina Points you have achieved a level of extreme intoxication and are no longer able to properly function for 10 minutes. During this time, you are unable to use any skills or abilities; speech is slurred to an unrecognized level, and walking straight is impossible. If you continue to drink during this period, you will immediately pass out drunk for the next hour, after which you will wake up at **2 Stamina**.

The Stamina damage value on a bottle of alcohol is divided up between the drinks, cups or shots poured in any way desired, but each must have a minimum of 1 Stamina damage.

Declared actions may be interrupted by anyone nearby, by stating: "Interrupt". You can also interrupt a declared action against you by stating: "Interrupt", if you are conscious (you can still interrupt while bound or paralyzed).

## Races

Dark Elf Racial Characteristics: Grey and black makeup covering the eyes that extends to the temples. Black veins around the outer edges of the eyes and extending from around the mouth, outwards along the cheeks and downwards towards the neck. Optional: Veins down the neck, black lipstick.

Wild Elf Racial Characteristics: Short pointed ears. Tribal tattoos **on the face**.

Charm Break (Purchased): This ability has two functions. Firstly, it can allow the user to "Resist" all charm-based attacks. Charm-based attacks are considered effects which change your emotional state or control your mind in any way. This includes effects such as fear, enrage and controlling your friendship and loyalties. **Effects that control your body, such as sleep and paralyze, are not considered charming magics.** Specific examples of charms are a Hobling's Taunt ability, a Bard's Songs of Aversion and Love, the following alchemy: Confusion, Charm, Enrage, Feeblemind, Forget, Hallucinoid, and Puppet, the spells Hallucinate, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. Resisting in this manner uses up the ability. The second function is the ability to break an active charm effect on another person. This can only be accomplished through 10 seconds of talking to the Charmed character then declaring "Innate Charm Break" while touching them. Doing this uses up the skill for the day and **creates a visible effect like any racial resistance does when it is used**. Charm Break is usable once per day per purchase.

## Occupations

Head-Butt: ... To use the attack, place your palms on victim's shoulders, **facing the victim from the front**, and state "Physical Head-Butt". If the attacker naturally swings for a type of damage other than Normal, this damage type is placed in front of the normal call. There is no numerical value for this attack, so when determining if the attack is stopped by a defender's threshold, only the damage threshold type is taken into account. For example, a "Silver Physical Head-Butt" will breach a defender's +2 Silver threshold, but not a Magic one. A helmet on the defender will negate the attack, regardless of the damage type. A secondary effect of this ability allows the mercenary to escape a Garrotte. A Mercenary

can use a Head-Butt attack while being Garrotted but the attack will be negated if the Garrotter is wearing a helmet. To escape a Garrotte the Mercenary does not need to be facing their attacker, but must place their hands on their attacker's hands and state "Physical Head-Butt". **Performing a Head-Butt will do 1 Body damage to the attacker, which cannot be avoided in any way.**

Trailblazing: An Occupational Ability for Rangers, this skill allows the Ranger to call "**Trailblaze Release**" to release themselves from any magical or alchemical binding effect that requires a strength bonus to escape from without taking any Body damage...

Dim: ... This ability does not hide the Nightblade from Sense abilities...

Witchhunter: Their class abilities can only be used against the spheres of magic they oppose, against either Battle Magic, ritual magic or magic items, and **will not work against creatures which naturally cast those spheres**, like angels who cast Light or Fae who can innately Charm.

Witch Mark: ... First, it allows for the creation of a glowing magical symbol that will store any Battle Magic spell cast into it by the Witch Hunter within 60 seconds of its creation. This spell must be cast by the Witch Hunter or through a magic item used by them. The symbol must be represented by a lit green glowstick and must remain stationary and unhidden. The tag for the Witch Mark must be attached on or next to the glowstick, as well as the spell tag if one is used. The Witch Hunter must choose one of their opposed spheres and write that on the Witch Mark tag. Once prepared, the Witch Mark will activate the next time a person with active magic from the chosen sphere comes within 10 feet of it. If this occurs, the target will be automatically struck by the stored spell as if they had been successfully hit by a spell packet. For the purposes of defenses, the attack is presumed to have a call of "Magic <spell>". If no spell is cast into the Witch Mark, it will do 1 Magic damage instead. Once the Witch Mark is activated, it will vanish. A Witch Mark can be destroyed and is considered to have 1 Body Point...

Song of Intermission: ... In order for this effect to work the target of the duration or count must hear the Bards song and **willingly accept its effects** to allow the duration or count to be extended...

Song of Aversion: Once activated the Bard's feet must remain stationary and for the next 15 seconds he must repeatedly **state "Active Song of Aversion"**.

## Skills

Alchemy: Upon purchasing Alchemy level 1, you may create any recipe from the in-game list of known alchemies (see Chart 5-1). Alchemies with an asterisk beside them require special components to create, which must be found in-game. These components will be tags labelled "[Alchemy] Components". Each component tag may be used to create one copy of that alchemy.

Ingested Alchemy will only effect the **first person** to eat or drink it.

Alchemy 4: ... The Alchemist will now be able to determine whether contact Alchemy is present on an object after examining it for one minute, but they will be unable to discern what type of Alchemy it is.

Physicker: ... If successful, this skill will purge from the target's system **any alcohol and any Alchemical toxin** curable by a standard Alchemical antidote...

Flurry of Blows: This skill does not stack with other skills, abilities or spells, or itself.

Slay/Parry: ... Each additional purchase of Slay/Parry requires an additional purchase of the weapon specialisation...

Execute: ... Each additional purchase of Execute requires an additional purchase of an appropriate Critical skill...

Garrote: ... A bystander may interrupt the Garrote by touching the target and stating "Interrupt"...

Strength: ... For every +2 Strength, your weapon will hit with +1 damage. **This does not apply to missile weapons like bows...** The attacker must then declare "+X Strength push"...

## Production

Removed Enthral alchemy.

Hallucinoid: ... Unfortunately, there is nothing that be can done about it until the effect wears off in **10 minutes** or until the appropriate antidote is administered...

Acid: ... It comes in three increasingly damaging varieties: "Light" +2, "**Moderate**" +5, and "**Heavy**" +10...

Inoculation: ... It will fade once it activates, or after **5 days** pass without activation...

## Weapons and Armour

Weapon	Blade/Head (MIN/MAX)	Overall Length (MIN/MAX)	Recommended Pipe Diameter (Core)	Weapon Damage
2-Handed Great Sword	<b>35/58</b>	<b>43/72</b>	1" Rigid PVC	4

The following list will help you know what sort of things will cause your armour to be graded as less than full value:

...

- **Any armour that shows very poor Tradesmanship**

...

Removed the restrictions on trading armour.

## Magic

**Resist vs No Effect:** A finite defense is a "Resist". If the individual is entirely immune to that type of spell, attack or effect, they will instead state "No Effect". These are clearly distinguishable from one another. A "Resist" may appear to take some effort, cause a negligible amount of damage or perhaps show a degradation of a barrier around them. "No Effect" makes it obvious that the target is completely immune; they shrug the attack off easily, if they even notice it.

Magic items are no longer indestructible.

Removed 'Unless a spell's description states otherwise, a spell has no visible component. The packet seen when casting is merely an OOG targeting indicator in most cases.'

Elemental Rebuke: ... This spell will push a single target with the strength of +5 total (10 feet) **and do 1 Magic <type> damage...**

Bolster: ... This spell has no effect on Undead, Gargylen, or Fauns...

Ward Stone: ... Ward Stones must have the spell tag affixed to them, and therefore must be large enough for this to be done...

Mind Meld: ... The Meld takes **10 seconds** to initiate...

Hallucinate: Duration: 10 minutes.

## Soul Frag Book

### Races

Fire elves are now tier 2.

Ice elves are now tier 3.

Minotaur Racial Characteristics: Racial Characteristics: Brown skin and large bull horns. **Black lines extending from the bottom of the eyes, across the cheeks, to the mouth area.**

Fae Ward: ... No Fae can move or interfere with the ward in any way...

Faun Restriction to Nature Healing (Automatic): ... Additionally, consuming a Goodberry will heal a Faun for 2 Body...

Fire Elf Racial Characteristics: Dark red eye shadow and eye sockets, **elf ears (with red tips)**, loose-fitting and light-weight desert clothing such as robes, veils, headscarves, etc. Some fire elves tattoo black designs around their eyes and on their hands.

### Ice Elves:

*Racial Characteristics: Ice Elves have the same pointed ears as all elves, with blue tips. All Ice Elves have pale, blue-tinged skin with dark blue markings and designs around the eyes and upper face. Those markings form ice-like designs, cracked ice and sometimes appear like snow.*

### Advantages

**Scion of Suffering** (Automatic): Ice Elves are conditioned to carry on when physical pain would leave any other race unable to do more than cry for help. Ice Elves stay conscious at 0 Body and can continue to perform all actions at 1 Body without dropping to 0 Body or into unconsciousness. This ability also grants Ice Elves the skill "Self Mutilate" for no CP cost.

**Memories in Flesh** (Purchased): Once a day an Ice Elf may recall a lesson by carving into their skin with a blade a phrase, an image, a symbol, etc., that reminds them of their lesson. Doing so takes 5 minutes of focused concentration and will return the use of any tagged (daily, hourly, etc.) character ability or skill,

including class abilities, that has been used since last reset. It will not return any skill or ability more than once per day even if the character has multiple purchases of the skill or multiple purchases of Memories in Flesh. Memories in Flesh will not refresh magic items or ritual spells on spirit. If Memories in Flesh is used to return a spell slot, that spell slot can only be used to cast the original spell memorised for that slot. Using this racial ability will lower the Ice Elf to 1 Body at the end of the 5 minutes of concentration. This ability may be used once a day per purchase, which will allow additional uses for different skills/abilities.

### ***Disadvantages***

**Pandora's Touch** (Automatic): Ice Elves are marked from birth by the dark magics of Pandora. If "Sense Dark" calls are used, they must respond. Ice Elves have a permanent aura on their spirit of "Active Dark Magic" at all times, which will respond to certain effects, such as Witch Marks. Finally, like Angels they are vulnerable to Psionic magic, and take x2 from Psionic damage. Exorcism effects do not affect them.

### Occupations

**Abandoning Favour:** Very rarely, the Chosen of a God or Dragon will renounce their path. This will revert the Favoured to their original class and allow them to re-spend any CP earned after earning Favour. No matter how merciful your Patron may be, rejecting their gifts is always seen as a great insult and will earn their ire. For one year, the former Favoured will be under a curse, chosen by the Head Shaper, which fits the theme of the God or Dragon scorned. This curse can take many forms, from extra damage taken when harmed by followers of the Patron, to physical deformities like the loss of a hand, and even more unusual curses. Local followers of the rejected Patron will be informed of this betrayal through visions, dreams, or other appropriate mediums. They may condemn, shun, or even attack the former Favoured, depending on the personality of the followers and their former Patron.

**Obtaining Favour:** ... For a Champion, the dominant hand of the character will be branded with the holy symbol of the God they serve as they have become, in effect, the hand of said God. **This symbol cannot act as a spell focus...**

**Control Lesser Undead Voice:** ... Control over the Undead will last for **one hour**, until control is taken away or until the Lesser Undead is destroyed, whichever comes first...

**Smite Blasphemer:** ... Once active, the Paladin has 5 seconds to strike any **Ice Elf, Dark Elf, Shattered Elf, Draconian, Demon or Undead...**

Battle Mage 'Talisman' is now called 'Amulet'.

### Skills

Removed the line that says that buying the skill Favoured is what gives you a remort.

### Magic

**Divine Ward:** ... When the spell is cast, anyone not wearing a Bless spell of the appropriate deity will be pushed out of the Ward. If a creature already in the Ward cannot retreat any further, the spell will fail and is lost...

Avatar: ... They also gain a temporary health boost of **50 Body**. Any Body Damage the Cleric receives is removed from the bonus **50 Body** points first and this Body cannot be healed...

Mark of the Firstborn: ... If the Dragon Knight casts Mark of the Firstborn on themselves, it will function as a Shield Magic versus the next divine spell to strike the Dragon Knight...

Strength of the Firstborn: This spell will grant the target a +2 Strength bonus for 10 minutes. This spell will stack with other strength bonuses and **may stack with itself**.

Breath of the Firstborn: This spell will do **25 points of Elemental damage**...

Dragon's Blood: ... When this spell is cast, anyone within earshot of the caster who **wears a Mark** of the Firstborn immediately gains a +2 Magic Damage Aura...

Spirit of the Firstborn: ... This spell will grant the caster **+50 temporary Body**, two claws which swing for "5 Magic", a +6 Strength bonus and the ability to throw one packet of "50 Elemental <type>", with the type being the caster's choice. Any Body Damage the Dragon Knight receives is removed from the bonus **50 Body** points first and this Body cannot be healed...

Control Lesser Undead: Duration: 1 hour.

Requiem: ... The player must write the time that the Requiem was cast on its spell tag.

Sigil of the Weapon Master: ... This spell will **not create** a weapon, merely grant proficiency...

Dark Pact: ... If the target accepts the Pact, they know that the spell has been cast on them, but not who cast it...

## Appendix

### Races

Tongue Pierce (Purchased): Squamata are able to lash out their long, needle-sharp tongues at opponents by calling "Tongue Pierce **5 Body!**" Considered a thrown weapon attack, the weapon phys-rep should be coloured red to indicate it is a natural weapon. This boffer may not be picked up by anyone besides the Squamata it belongs to. **No skills may be used with this attack and specializations may not be purchased for the Tongue Pierce.** Squamata may use this attack once per day, per purchase. When a Squamata uses its final Tongue Pierce for the day, they become silenced for 10 minutes.

Stone Elves, **also known as Shattered Elves**, for the most part, have become a very rational and logically driven race.

Clobber (Purchased): This physical attack can be used with any melee boffer strike and will cause 25 points of damage, the damage type based on the weapon used. If the attack misses, the skill is used. **It may be augmented with magic and alchemy.** It is used by calling out "Clobber!" before the attack. Clobber may be used once per day per purchase.

Kobold Racial Characteristics: Kobolds are required to wear red makeup on exposed skin, and speak in a high-pitched annoying voice. **The underside of their nose, around the nostrils, must be black and they must have a few horizontal black lines across the bridge of their nose.**

## Gnomes

**Upkeep** (Automatic): Gnomes are constantly attempting to upgrade and improve the devices they own, as described under “Gnomish Device”. During each event’s Prelog, a Gnome may select one existing device they own and state that they’ve been working on its upkeep. Doing this will temporarily remove the negative effect attached to it. The negative effect will return after 5 days. Upkeep also grants the Gnome one default device. This means that a Gnome will always have one device at minimum.

**Gnomish Device** (Purchased): Through skilled tinkering a Gnome can create fantastical gadgets which mimic magic items without being magical. For each purchase of Gnomish Device, a Gnome is able to build and maintain one additional device. These devices all have one positive and one negative effect attached to them. The Gnome may choose from a list of 10 devices during Prelog, provided by the Shaper team. They will last for as long as the Gnome desires, but during Prelog a Gnome may abandon an old device and select a new one from the device list. Devices may not be switched mid-event and may only be used by their creator. Device powers are not considered racial and will use prefixes based on their design – alchemical, elemental, magic, etc. Although some devices will use magic prefixes for the sake of clarity, they will not detect as magical nor are they magical in-game.

## Disadvantages

**Psychosomatic Static** (Automatic): Gnomes hate magic and magical items in particular. This manifests in a bizarre psychological condition. If a Gnome comes into contact with a magic item they will begin to sneeze violently, as if they were allergic to it. This sneezing will continue so long as the Gnome continues touching the item. While the sneezing continues the Gnome is unable to speak, cast or use any skills, but can move at normal speed. This prevents a Gnome from activating magic items that have per day/hour/etc. abilities, as they cannot speak the activation words. Gnomes may handle magic items that don’t require activation, such as magical swords and armour, but they will sneeze continuously while doing so. Finally, it is important to note that this allergy isn’t real – it’s all in the mind of the Gnome. It will activate when the Gnome a) knows that an item is magical or b) believes it is magical. The Gnome cannot actively detect magical items and confirm their existence out of game, but they may react as their roleplay deems fit. For example, if a wand covered in runes is glowing, chances are that a Gnome will believe it to be magical in nature.

## Synergies

Enchantment Restrictions: Weapons and armour having an enchantment which either increases damage or resists damage require that the weapon or armour be Master Crafted. **Besides this limitation, a weapon or armour can be enchanted even if they are of a normal quality, as long as any value or material limitations in the ritual are met. It is important to note that placing a ritual effect of any kind on an item does not render it indestructible unless the scroll states otherwise.** All Ritual effects being added to a target that has no spirit (an object/weapon) must be added within the same ritual chain unless specified otherwise by the scroll.

Ritual Scrolls: ... Ritual scrolls are NOT used up when they are cast from, like regular Battle Magic scrolls are. Instead, a Ritual scroll may have no limits to how many times it may be used, may have a limited

number of uses, or even contain a flaw that requires more catalysts or presents other unintended results.

Ritual Circles: ... The space occupied by a Ritual Circle is a sphere of exactly the same dimensions of the circle. It passes above and below the ground/floor. If it had a visible barrier, it would appear as a bubble, not a column...

Secondary Casters: ... There is no limit to the number of secondary casters a mage can use, but each must use a ritual slot and **participate in the RP requirements** indicated on the scroll... The primary caster requires their foci for the sphere of ritual being cast. The foci must remain in their possession for the entire ritual, or the ritual will backlash immediately. Secondary casters do not require foci for the sphere being cast; **only for the sphere(s) they know...**

### **Ritual Resolution Process**

Once the RP requirements have been performed and it is time to determine the results of the ritual, the presiding Ritual marshal should call a mini-hold within the circle. They may describe this effect to those outside the circle as the magic coalescing and obscuring the occupants of the circle from view. The circle calcifies and no one and nothing may enter or leave the circle. Everything outside the circle proceeds as normal.

Inside the circle, the results of the rituals should all be kept as quiet as possible until all rituals have been resolved. This way it does not indicate to anyone outside the circle they are safe or in danger, and they cannot act on that information.

As outlined before, all rituals within a stack or chain are resolved at the end and as individual rituals. The mini-hold within the circle does not end until all ritual results were resolved, at which point all the results would occur simultaneously and the mini-hold within the circle would end.

Marshals may describe this effect in any creative way they wish, as long as the results are kept quiet until the end, and only those within the circle are held up in a hold.

Determining Ritual Flaws and Backlashes: The ritual marshal will have a list of 100 flaws and 100 backlashes. To determine which is the result of a flaw or backlash, **10** black stones and 1 white is placed into the bag. The primary caster will pull stones one by one until they get the white. This determines a number between **0** and 10. **If the white stone is the first pull, the first number is 0.** A black stone is removed after the first white stone is pulled. This will leave 9 black stones and a single white stone. The primary caster will then pull stones one by one until they pull the white stone. This will result in a number between 1 and 9. These two numbers will determine the first and second digits of a d100. This result is compared to the flaw or backlash list and a result is determined. **Two d10 dice or a random number generator app are an acceptable substitute if all parties agree.**

Advanced Ritual Spheres: ... Only **one Advanced Circle Augmentation** may be applied to a circle unless the circle is augmented to allow more.

Ritual Circle Augments: ... A circle may only have **one augment at each level** unless the circle has been augmented to allow otherwise.



**Destruction of Ritual Magic:** Ritual magics are among the most potent magics available to players and are notoriously difficult to destroy or resist. Destroying rituals on an item may be as simple as destroying the item itself. Rituals on a spirit are much more difficult to unweave. There are a small number of racial, occupational and ritual abilities which can nullify a ritualist's hard work, and few ways of safeguarding against those abilities.

Protecting your Ritual magic is done by applying a Ritual Mask to items, or a Spirit Mask to targets with spirits. If a Ritual is Masked, the Mask must be destroyed before any ritual it is protecting can be targeted by anyone for removal. The exact nature of applying a Mask and how they work are outlined on their respective scrolls.

The most direct means of removing unwanted ritual effects from your spirit is to resurrect. When a character experiences a death, they may choose to resurrect without specific ritual effects persisting. Some rare rituals cannot be removed in this way and will state this on the scroll. Once a ritual is purged from your spirit in this way, it cannot be added back to your spirit on subsequent resurrections. The ritual would need to be recast to apply it to your spirit once more. Other methods are outlined within the specific racial, occupational and ritual abilities capable of destroying ritual magics. A marshal or ritual caster should be very clear on the exact mechanics of how these abilities work. The presence of a Mask effect or getting the name of the targeted ritual wrong will severely impact the results of these abilities.