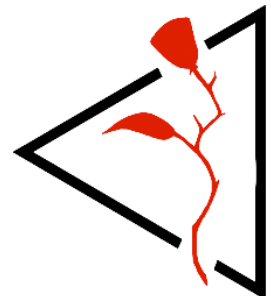# Underworld LARP
Rulebook Appendix V.5.5.1

This rulebook contains material not presently in the Rulebooks but which may exist in game, such as races and spheres of magic which have been removed from the Soul Fragment Guide. It also contains additional rules such as Ritual Magic, Chemistry and Smithing synergies.

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Chapter 1: RACES

Uncommon Races

Squamata (Bestial)

"Squamata" is a general term to describe a number of green-skinned lizard-like races. Some are related closely, others are quite distant. The three most notable strains of the Squamata race are the Boggrel, the Gremmel and the Shak'tar. Although quite distinctive in regards to culture, personality and even physical appearance, these races all share the same advantages and disadvantages.

Boggrel (frog people): Boggrels have a fierce and war-like tribal culture. They are sometimes considered slow or outright stupid but this is a dangerous misconception as what they lack in conventional intelligence they make up for in feral wisdom. While Boggrels generally keep to the lands surrounding swamps, rivers and lakes, they are sometimes sent out into the wider world by their chieftains or elders on vision quests. These quests can be a rite of passage for young warriors seeking to prove themselves, redemption for warriors found guilty of a crime against the tribe or a "last hurrah" end of life journey. Cultural norms may vary from tribe to tribe; the one constant, however, is that a Boggrel will eat (or attempt to eat) almost anything it finds appetizing, including fallen enemies. They do not specifically hunt humanoids for meat but if one is confronted in combat they are immediately regarded as a source of food. Many a mother has threatened an unruly child: "Straighten up or I'll feed you to the Boggrels."

Gremmel (lizard people): A secretive race, Gremmel tend to dwell in the most impenetrable swamps where they may live and work without the intrusion of outsiders. They are a shamanistic people, always bowing to the wisdom of the shamans and have little or no use for the economy of a more "civilized" society, tending to get everything they need from the swamps and surrounding landscape. Scavengers by nature, they find potential raw materials almost anywhere for making their Alchemy, which they are traditionally very good at. They are also pacifists and will try to avoid combat if they can. Gremmel are very localized, traveling only when they need to. Being reptilian, they are not dispersed over the continent as they are susceptible to differences in climate and temperature. Ice and cold are just as uncomfortable to them as extreme heat. They tend to live in small clans, each having some contact with nearby clans.

Shak'tar (snake men): Shak'tar can be found around the world, although they much prefer the warmer climates of the southern coasts. A primitive and aggressive race, they tend to be xenophobic and take what they need from the weak. They are not evil by nature (although some individual Shak'tar most definitely are), they simply believe in "might makes right".

A Squamata will live at most 50 years, though many perish before that time.

Racial Characteristics: Greenish-grey skin, lighter colour (usually yellow or white) under the throat and neck. Gremmel and Shak'tar have scales, Boggrels have warts. Most Squamata prefer primitive and "shamanistic" clothing, with fetishes.

Advantages

Seal Pores (Automatic): Squamata are capable of sealing the pores on their skin to prevent toxic substances from entering the bloodstream. Once per day they can Resist any alchemical Gas Globe attack

that strikes them by calling "Seal Pores!", negating the effect. This defense will not function against ingested or contact alchemy. Chemistry Gas Globes may also be resisted in this manner.

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.

Disadvantage

Soft Underbelly (Automatic): All Squamata take double damage from all physical Body weapon damage. As with all racial vulnerabilities, physical Body weapon damage will bypass any thresholds a Squamata might have.

Stone Elves: The Eleghast'Thalan (Elven)

Stone Elves, also known as Shattered Elves, for the most part, have become a very rational and logically driven race. Having experienced the dangers of allowing emotions to influence decisions and interactions with others, Stone Elves rely on logic and self–discipline to rule their lives. This often makes them appear unemotional or despondent which is quite contrary to their nature. Although most Stone Elves strive to maintain their emotions, there are few that have made a conscious decision to be free with them. These Stone Elves are often mistaken as insane. These "lost elves" as the elders would call them, exhibit erratic mood changes seemingly at random, at times being happy and friendly and then diving into fits of screaming rage. A Stone Elf who is lost should appropriately roleplay these manic moments as well as a general insanity. A player may choose to be a typical rational thinking Stone Elf or a "Lost Elf" and may even decide to change back and forth at any point, with no cost, so long as it is roleplayed well. Players abusing this, or changing in excess may find themselves permanently stuck as Lost the next time they switch. Life Span: 700 to 1000 years.

Racial Characteristics: White skin, short pointed ears and geometrical black markings that adorn their face.

Advantages

Empathic Touch (Automatic): Empathic Touch is a telepathic ability available to Stone Elves. To perform Empathic Touch, the Stone Elf must have direct contact with the skin of the target, typically holding hands or touching temples. The target must always be willing or Empathic Touch fails. It takes 1 minute to initiate Empathic Touch, and for 1 minute after Empathic Touch has been broken both parties are unable to use any skills or abilities, but may move around at walking speed and speak. At any time, either the Stone Elf or the target may choose to end Empathic Touch. The first level of this ability is free for the Stone Elf. Multiple purchases of this ability (up to two additional times) may be done to unlock new uses. This ability is usable at will, however it may not be used on the same target more than once in a 24 hour period.

Level 1: Establishes an empathic link with a target that allows the Stone Elf to recognize the target's most dominant current emotional state. Both the Stone Elf and the target can communicate telepathically.

Level 2: This ability will also allow the Stone Elf to recognize what need drives their current objective, if the target is willing to share that information. Allows either person in Empathic Touch to send images memories, or concepts based purely on imagination. The Stone Elf cannot sense whether a memory is true.

Level 3: At this level, if the target is willing, the Stone Elf can alter and shape memories. A Stone Elf can remove aspects such as the identity of a person within a memory. If the target desires their memory can be forgotten or be shaped into something else. Dramatic changes, especially to important events, can potentially trigger psychological disorders such as depression. The actual memory remains repressed in the targets mind, and can return at a later date with shaper approval.

Resist Psionics (Purchased): Allows the user to "Resist" any effect from the Psionics Sphere of Magic as well as 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, berserk and controlling your friendship and loyalties. Effects that control your body, such as sleep and paralyze, are not considered charming magics, however they are effects within the Psionics Sphere of magic and thus an elf could resist them. Specific examples of charms are a Hobling's Taunt ability, a Bard's Songs of

Aversion and Love, the following alchemy: Confusion, Dominate, Enrage, Feeblemind, Forget, Hallucinoid and Puppet, the spells Hallucinate, Wall of Id, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. This may be used once per, day per purchase.

Disadvantages

Trigger (Automatic): All Stone Elves have a trigger that, when encountered, temporarily destroy the barrier of rational thought they have fought so long to build up. When this Trigger is encountered, the Stone Elf will enter an enraged state. For the next 10 minutes, the Stone Elf will blindly attack the first person they see, friends and foes alike, without hesitation. When that target has been eliminated they will move onto the next. The Triggered Stone Elf may only use basic combat skills such as weapon proficiencies and specializations. Skills or abilities that require a conscious decision to activate or use may not be used while in a Triggered state. During this time, the Stone Elf is unable to speak coherently, often screaming gibberish at those before them. This effect cannot be removed and must wear off before the Stone Elf returns to a calmer and rational state. Common Triggers are death of a close friend, being insulted by a specific race, a certain specific smell etc... All Triggers must be realistically able to happen at an event and must be authorized by the Logistical Marshal at character creation. Triggers can change only with Shaper approval.

Goblin (Goblinoid)

Filthy, disgusting and mischievous, Goblins are generally regarded by all civilized races to be a plague upon the lands. Goblins exist in every known territory and almost every environment. They are harder to kill than cockroaches and they breed just as plentifully. Traditionally the frontline fodder of the "Greenskin" forces, Goblins excel in trapping, torture and treachery. It is very rare to find a Goblin amongst the less monstrous races and any Goblin who aspires to greatness has their work cut out for them. There are many types of Goblins in the world but only the typical green Goblins are playable as this race. Life Span: 40 to 60 years.

Racial Characteristics: Green skin and pointed green ears.

Advantages

Learning Aptitude: Shenanigans (Automatic): Goblins excel in causing trouble. As such, they pay 5 CP less on each level of Trapper purchased. In addition, each level of Trapper purchased also grants them an additional 1 PP per day.

Amorphic Mucus (Purchased): All Goblins are equipped with a mucus producing gland that, when coughed up possess the ability to replicate certain types of alchemy. To use this skill the Goblin must excrete and cough up the Amorphic venom on a 10 second count. During this count they may not use any other skills and if interrupted or if the Goblin takes damage into body, this skill will fail. After being excreted, the Amorphic Mucus must be put in contact with any alchemical gas globe for 1 minute. If successful, the mucus will harden and take on the exact same properties of the alchemy it was exposed to but will expire in 1 hour. This Mucus may be thrown by the Goblin like a gas globe as if they had the appropriate level of Alchemy. If the duration expires, or the mucus leaves the possession of the Goblin that created it, it will become inert and dissolve. Only one Amorphic Mucus may be prepared at any given time. This skill is useable once per day per purchase.

Disadvantages

Parasites (Automatic): Goblins, constantly living in filthy and much, have become host to racial parasites that feed off their spirit and vitality. These microscopic parasites are incurable even through resurrection and will always consume one half of all healing that is administered to the Goblin (rounded down) to a minimum of 1.

Ogre (Goblinoid)

Ogres are the stuff of nightmares. Massive lumbering brutes, Ogres can best be described as monstrous. With superior strength and constitution, Ogres are the muscle and brute force in every Greenskin army. While not the brightest of thinkers, they are cunning and what they can't out-think they will out-smash. The only saving grace is their shortened life span. Generally speaking, Ogres live anywhere, eat anything and have very few moral dilemmas. Life Span: 10 to 12 years.

Racial Characteristics: Yellow skin and prosthetic tusks.

Advantages

Ogre Constitution (Automatic): Because of their incredible size and strength, Ogres begin with +2 Strength, and +5 Body. Furthermore, Ogres gain and addition +2 Body per level.

Ogre Smash (Purchased): By summoning all of their great strength into a single attack, an Ogre can target an opponent's weapon or shield, causing grievous amounts of damage to it. Weapons and shields struck by this attack are affected by a "Shatter" effect, destroying them unless they are immune or have resistance. To activate this ability, the Ogre must let out a blood curdling war cry followed by the incant "Physical Ogre Smash!" The next hit, whether it is to the target's weapon or shield, will determine what is destroyed. This ability will only stay active for 10 seconds after the Ogre's Smash incant and is considered used even if the attack misses. It is usable once per day per purchase.

Disadvantages

Untempered Rage (Automatic): If an Ogre takes more than 10 points of damage directly to their body from any single effect from any source, they immediately fly into a mindless rage. They will immediately attack everyone nearby, friends and foes alike. This onslaught may only be stopped by dropping the Ogre into its bleed count. Any effects that would incapacitate the Ogre, such as sleep magic/alchemy, will still function, but the rage will carry on if they are revived prior to the duration expiring. After 10 minutes have passed since the attack, the effect will wear off. If the ogre is struck for more than 10 body points a second time while Untempered Rage is active, its duration will reset and start again at 10 minutes.

Firbolg (Humanoid)

The tribe people of the Firbolg are a version of humanity in its rawest and most primitive form. They are resilient, vicious and unforgiving opponents. A semi-organized and war-like people, they have divided themselves into tribes with differing priorities and leadership. Some tribes are deeply spiritual and shamanistic, some are focused on expansion and conquest, others are little more than rampaging barbarians. Their life-span is typically 40 to 60 years.

Racial Characteristics: Bone fetishes and/or beads worn throughout hair and facial hair, colourful tribal tattoos. Firbolgs tend to dye their hair and mark their bodies based on their individual tribe. Some tribes are also fond of war trophies and ritual scarification.

Advantages

Simple Weapon Damage Bonus (Automatic): Firbolgs gain +1 damage to all weapons in the simple weapon group.

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.

Disadvantage

Simple Weapon Restriction (Automatic): To a Firbolg, all melee weapons outside the Simple Weapon group are considered "exotic" for purposes such as proficiencies, slays and specializations. Ranged weapons are not included in this disadvantage.

Rare Races

Avian (Bestial)

Avians are a mountainous race of bird people. They are tinkerers, inventors and are one of the few races to ever circumvent magic with simple and basic steam-based technology. It is not known how Avians discovered this out-worldly technology but it is generally assumed to originate from their deep link with the Plane of Shadows. Avians are linked to the Shadow Plane through generations of its use by their ancestors and their spirits have become tainted with its presence. This presence manifests through their vision. Through uniquely crafted Goggles, they can amplify this connection to create a magical effect that allows them to briefly traverse the Shadow Plane and arrive someplace else. Unfortunately, this link to the Shadow Plane also has drawbacks, most notably the existence of their shadow "double" which confronts their spirit every time they die. Life Span: 40 to 60 years.

Racial Characteristics: Feathered eyebrows and hair and yellow nails.

Advantages

Spirit Anchor (Automatic): Spirit Anchor allows an Avian to anchor their spirit to a specific location and be able to "shadow step" to it on a 10 second count once per day. This magical transportation is done via travel though the Plane of Shadow, a dark and dangerous place. The anchor itself is an in-game item that must be represented by an active glow-stick attached to a "mechanical" steam-technology based item. This item must be approved by a Shaper or Logistics Marshal, cannot be magical in nature and can be destroyed by normal means. The Avian is transported with everything they currently carry but they cannot transport other spirits or items larger than they can physically carry. Creatures in their Bleed or Death Counts cannot be transported with the Avian. If struck to body during their 10 second count, the spirit anchor is disrupted and the ability is used up for the day. If the Spirit Anchor is destroyed, a new one can be created by the Avian without cost after an hour's work. The new Anchor must be approved by a Shaper like the first. An Avian may also "disconnect" from their current Anchor and undergo the same 1 hour process as a destroyed one. An Avian must be able to see to use this ability, and must have full unobstructed vision. A spirit anchor may be used through a Garrotte, assuming the player resists or calls no effect on the Garrotte.

Create Goggles (Purchased): This ability allows the Avian to create a mechanical set of Goggles which only they can use. By spending 10 minutes gathering together pieces of scrap and old junk the Avian can incant "Innate Create Goggles" and make them magical. The player must provide the phys-rep. Once created, an Avian has 10 seconds to infuse these Goggles with any 1st to 3rd Circle spell effect. This is done automatically, with the Avian simply choosing the spell, it need not be cast into the Goggles. The Goggles function in the same manner as a 1/day magical item and detect as magical. These Goggles will last 5 days before the magic fades and the Goggles fall apart. A new pair can be made at this time. Purchasing this ability a second time will grant all spells up to 6th circle and a 3rd purchase will grant up to 9th circle. No more than one set of Goggles may exist at any time unless this ability is purchased a 4th time. Any purchases beyond 3rd go toward building new sets of Goggles, following the same rules for spell levels that applied to the first set of Goggles (a 4th purchase allows a second set of Goggles with spell levels 1-3, a 5th purchase upgrades them to 1-6, etc.). When using the Goggles, the Avian does not need to know the Sphere, nor possess any of the requirements to cast the spell. Frag sphere spells may only be cast if the Avian has paid the frag cost for that sphere (although they do not need a teacher or to have purchased the sphere). This ability is useable once per day per purchase.

Disadvantages

Shadow Double (Automatic): Unlike most resurrecting spirits, the spirit of a dead Avian will travel to the resurrection circle in the Plane of Shadow. In this Plane, the Avian is confronted by its Shadow Double and must destroy it in order to reach the resurrection circle without penalty. If the shadow image successfully defeats the Avian, the spirit continues on to the resurrection circle, but takes two deaths instead of one. If the avian player chooses, they may exchange the combat for a coin flip instead.

The shadow image has exactly the same skills and abilities as the Avian. The Avian may choose a shadow version of any weapon they have a skill to use and their shadow image will have a shadow duplicate of that same weapon. Beyond this weapon, the Avian and its shadow possess no equipment, including magic items, spirit-linked items or armour. Spells may be cast and the combat takes place in an open, flat location which spans in all directions to infinity. The Shaper or NPC to play the shadow image will be chosen randomly from those available at the time.

Carnal Fae: Darklings (Fae)

With ebony skin and yellow veins, Darklings tend to stand out in a crowd. They are a practical race, with a tendency towards self-preservation and a grim sense of humour. It is to this end that many have set up strong and extensive family ties, some even forming organized Houses. Although once mostly Fae-blooded, the millennia of exile has diluted their connection to the Dark Fae, causing a loss of many of their magical abilities and resistances, not to mention their immortality.

The Carnal Fae, as they are commonly known now exist in large numbers only in a few places. The remainder of their people are scattered across the known world, often integrating into foreign cultures. The Carnal Fae are best known (and for some, feared) for their ability to resist magical effects. Although seen as useful by some, this reputation has given them delicate ground to stand on around the world, especially in cultures where there is a high concentration of magic. History has shown that Darklings often simply wait these kinds of problems out, something usually attributed to their long lifespan. Linked to the Fae much more closely than most races, some choose to embrace their heritage, searching out their distant kin, while others would prefer not to be seen as something so alien. Life Span: 1200 to 1700 years.

Racial Characteristics: Darklings have long pointed ears, black skin and yellow veins which spider web over their body.

Advantages

Destroy Light (Automatic): This racial ability will allow the Darkling to extinguish any magical or non-magical light source. The incant for this ability is "Innate destroy light". If targeting a stationary light source not held by someone, a packet must be thrown and land within 5 feet of the light source to extinguish it. If held by a creature with a spirit, only the creature must be hit. This skill may be used once per day.

Resist Magic (Purchased): This racial ability will allow the Darkling to resist any single incoming magical attack. This absorbs the attack, causing no ill effects to the Darkling. This racial ability will stop any magical attack regardless of power, including ritual and Draconic Magic. The defensive incant for this ability is "Innate resist magic".

Strength Bonus (Purchased): Built on raw physical power, your strength rating will determine how much your character can push, lift, and throw. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

Vulnerability to Iron (Automatic): A Darkling cannot touch cold iron without experiencing extreme discomfort. If damage is called and a Darkling is struck with an iron weapon, the Darkling will take iron damage x4. As with all racial vulnerabilities, iron damage will bypass any thresholds a Darkling might have.

Risen (Undead)

A hybrid race, the Risen are capable of both stepping into the world of the living and that of Undeath. Risen start life at Undeath, likely as one of the thousands created by long dead necromancers or forced to rise out of ancient cursed graveyards. Hand picked by other Risen and forcefully put through a secretive process only known as the Harrowing, the mindless Undead is transformed into a new form. Given a breath of life, the once walking corpse now gains back both their freedom and their sentience. The cost however, is great. Its memories are destroyed and it must begin a new life, only this time as a monster.

It is widely believed that all Risen are chosen from lesser zombies and their horrific visage lends well to this theory. Risen have the ability to take on two forms: their default Undead form with the visual appearance of a rotting corpse, or the breathing, heart pounding, living form of their race before death. The living race is purely superficial and does not grant any of their former racial abilities or disadvantages. They will however detect as that race, and should any skill or abilities specifically target that race, they will be affected while in living form. Only races from the Core Rulebook may be chosen, and it is important to remember that switching between the Undead form and living form requires proper racials (mask, makeup, etc). Risen racial automatic abilities and disadvantages change in accordance to their current form. The life-span of the Risen is not known.

Racial Characteristics: While in living form a Risen is a sad reflection of their once original race. Their makeup and prosthetics are only necessary to give indication of what they most likely were i.e. a bloody pointy ear, faded Savar'Aving stripes or a worn down Fae horn. If possible, skin should be pale and eyes darkened. In Undead form a Risen is recognized as a fast moving rotting corpse. It is suggested that Risen obtain a mask for their Undead form so it may be removed quickly during race changes into their living form. Undead makeup resembling a zombie or rotted corpse is also acceptable if no Race Change is expected to occur.

Advantages

Spirit Skinning (Purchased): Any creature that has a spirit, is capable of resurrection, and is in their bleed count or unable to interrupt a killing blow, may be Spirit Skinned. Individuals below the age of 'Young Adult' for their race do not resurrect. Neither do animals. The Risen must incant "Magic Spirit Skinning." then perform a Killing Blow. If the Killing Blow is not interrupted, then the effects of this ability will instantly place the target into their Death Count and transfer part of their spirit into the Risen. If the target, for any reason, interrupts the Killing Blow, the ability will fail and cannot be attempted on that target again for 24 hours.

A spirit skinning is a process with a visible component, the description of which is: "Visible white energy is ripped from the target's body and consumed by the Risen".

If successful, the Risen must immediately begin to transform to their living form by incanting "Arcane Race Change. Transform to living 1, 2, 3." This transformation is automatic and cannot be stopped by the Risen once they have Spirit Skinned a target. If this ability is used while the Risen is already in their Living Form then a Spirit Recall will stack onto their spirit. A Risen may transform into their living form by using a Spirit Recall on their spirit, by incanting "Recall Spirit Skinning." This will transform the Risen again into their living form, as if they had just cast the ability on a target. A Risen can, at will, change back into their Undead form by incanting "Arcane Race Change. Transform to Undead 1, 2, 3." The living flesh begins to rot and a moment later the Risen is once again in their Undead form. There is no limit to the number of times a Risen can transform back to their Undead form nor is there any skill or ability that will physically force a Risen back into their Undead form save for a successful resurrection. A

Risen may use Spirit Skinning at will. However, the maximum number of Spirit Recalls on their spirit is equal to the number of times they have purchased the Spirit Skinning ability. These Spirit Recalls expire in 5 days, but the living form obtained from Spirit Skinning is indefinite. A new Risen player may enter in either their living or Undead form, but they may not have a free spirit token.

Dual Race (Automatic): A Risen's Automatic Advantage is dependent on which form the Risen is in at that time. For any other unexpected situations that cannot be resolved by the list below, Undead Risen are to be considered one of the Undead Greater Zombie race while those in living form are to be considered of the human race.

Undead Form: While in Undead form the Risen gains the following Advantages:
- 0 Silver Threshold levels 1 to 5
- 0 Magic Threshold levels 6+
- Heals from Infliction
- Immunity to Elemental Cold
- +2 Strength Bonus
- Considered a Greater Zombie
- May be healed by a physician with knowledge of the Necromantic Arts
- May have First Aid administered by an individual with knowledge of the Necromantic Arts
- Standard Bleed and Death Count as if living

Living Form: While in living form the Risen gains the following Advantages:
- Heals from Healing
- Sense as Life

Disadvantages

Dual Race (Automatic): A Risen's Automatic Disadvantage is dependent on which form the Risen is in at that time. For any other unexpected situations that cannot be resolved by the list below, Undead Risen are to be considered one of the Undead Greater Zombie race while those in living form are to be considered of the human race.

Undead form: While in Undead Form the Risen gains the following Disadvantages:
- Sense as both Undead and Necromantic
- Quadruple damage from Healing Spells of any sphere
- Damage from sunlight. At levels 5 and lower a risen will take damage in sunlight at the rate of 1 Elemental Fire / second if any flesh is exposed or 1 Elemental Fire / 30 minutes if flesh is covered. From level 6 and on, the indirect exposure damage raises to 1 Elemental Fire /10 minutes. This damage will bypass any thresholds. This persists between the hours of 6AM and 6PM after which the sun has set enough that the Risen will stop taking damage. A Risen in Undead form can only completely avoid daylight damage by changing forms, being underground or indoors, or buried during daylight hours.
- Susceptible to spells and abilities that would target Undead such as Destroy Undead and Control Undead.
- Requires 2 life spells to take out of Death Count.
- A barely functional anatomy forces an Undead Risen to still breathe and require functional organs to live. Therefore, they do not gain the typical Undead's immunity to Alchemy or mind affecting effects. This is not enough life to detect or register as living though magical, physical or spiritual means.

Living Form: While in Living Form the Risen gains the following disadvantages:

- All as if living
- Sense as original pre-Undead race and may be affected by spells or abilities that target that race.

Obscure Races

Gnomes (Dwarven)

Passionately curious and natural inventors, Gnomes are the less robust, more scholarly cousins of the Dwarves. Their cultural distaste for magic has driven them to pursue physical arts and sciences with an obsessive devotion, and the greatest of their creations rival most known sorcery. Gnomes have a distrust for all Fae, who they consider evil, reckless creatures who torment the living.

Gnomish society is a technocracy and individuals therein are valued based on their contributions to technological progress. As such, Gnomes will jealously guard the secrets of their inventions, sharing them only rarely with other respectable Gnomes and never willingly with outsiders. Although they have embraced industrialization and shunned magic, Gnomes still maintain a strong connection with the earth below their feet and the veneration of it is an ancient Gnomish tradition.

Gnomes consider themselves creative and intelligent, generally more so than other races. As such, they are not burdened by the need for magic. Their gnomish inventions can accomplish anything magic can do and more! While they can accept the fact that other races may use magic because tinkering is above their mental faculties, they are not likely to accept that of other Gnomes. Gnomes that chose to study and learn magic are pariahs among their kind, treated as many humans would treat necromancers.

Racial Characteristics: Freckles or colourful hair, plus a squeaky voice and gnomish style clothing (tinker/mechanic).

Advantages

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.

Vulcan Dwarf (Dwarven)

A hearty and quick-tempered race, the fire-infused Vulcan dwarves make their home within mountains, particularly volcanoes. When the Black Dragon Styphon awoke, their subterranean kingdom was sieged by Undead and the majority of their population enslaved. What was once a proud monarchy and noble lineage has been reduced to a shadow of their former glory, barely more than forced labour for the Black Dragon. Some Vulcan Dwarves have managed to escape their volcanic home and have begun to explore the strange surface world. A Vulcan Dwarf is hardy, and will live for 400 years before passing away.

Racial Characteristics: Short red beards, black eye sockets with black veins that spiral out from their sockets.

Advantages

Volcanic Skin (Automatic): Vulcan dwarves have an extremely thick skin, due to their acclimatization within an active volcano. The possession of this thick skin makes a Vulcan Dwarf immune to the skills Vital Blow, Size Up and Execute.

Endure Fire (Purchased): Vulcan dwarves have the ability to endure massive amounts of heat. Once per day per purchase a Vulcan Dwarf is able to endure elemental and magical fire for 10 minutes. During those 10 minutes they will subtract 25 damage from all sources of fire and heat to a minimum of 0. Each time this ability is purchased an additional -25 is added and an addition use is gained. Eg: If this ability is purchased 3 times, then 3 times a day a Vulcan Dwarf subtracts 75 damage from all fire damage sources for 10 minutes. This ability is activated by stating "Endure Fire".

Disadvantage

Crippling Vulnerability to Cold (Automatic): Due to their nature, Vulcan Dwarves are extremely susceptible to cold damage. If a Vulcan Dwarf is hit by a cold or ice based attack the damage they receive will be x4. Furthermore, if a Vulcan Dwarf is dropped into their Bleed Count via a cold attack they will explode into chunks of frozen body parts and enter their Death Count, removing the Bleed Count entirely. Only a life spell or some other form of miracle will bring them back to life at that point. As with all racial vulnerabilities, cold damage will bypass any thresholds a Vulcan Dwarf might have.

Earned-Only Races

Races of this type cannot be purchased with frags, but must be earned in game.

Pax Mordibish (Humanoid)

The Pax Mordibish are a mysterious race from a distant continent, known for their utter distrust (and complete immunity) to magic. Physically similar to humans, they have dark tear-like scars below their eyes. Their history is complex and mysterious, and one they do not commonly share with outsiders. Technologically gifted and wealthy by the standards of other civilizations, the Pax Mordibish civilization is powerful enough to project their influence onto kingdoms far from home. Accomplished chemists and capable of fabricating powerful devices that may only be used by the Pax themselves, the Pax Mordibish have more than made up for their unwillingness to use magic. The Pax consider themselves the enemy of all Gods and Dragons and will never serve either.

Racial Characteristics: Silver or gold tear-stain tattoos below their eyes.

Advantages

Immunity to Magic (Automatic): Pax Mordibish are completely immune to all forms of magic, both Battle Magic spheres and ritual magic with the exception of Draconic spells and rituals. This immunity includes beneficial magic such as healing, spell protections and life spells. It does not include Magic weapon damage. It also allows the Pax to pass through all non-Draconic magical barriers, including wards, ritual circles and other magical walls.

Disperse Magic (Purchased): This racial ability functions in one of two ways. Neither of these two uses will function versus Draconic magic or rituals. If used as an instant, spell-packet delivered attack, it will disable magic items in the same manner as a Dispel Magic effect. All magic items that contain Battle Magic spells, extended potions and Battle Magic scrolls are inoperative for 10 minutes. It will have no effect against spell protections or items which contain ritual-level effects. Eg: A magic wand with 1/day Shield Magic would become inoperative even though a ritual created it. A magically enchanted sword would not.

The secondary use allows the Pax to concentrate upon a magical item for a period of 1 interrupted hour. At the end of the hour, every ritual within the item will be affected by a Destroy Ritual effect. If used successfully upon any rituals, the Pax may transmute that energy into a Pax device which possesses the same effects as the effects destroyed and which lasts 30 days before crumbling to dust. The item type (and phys-rep) may be of the Pax's choosing but it must correspond with the type of magic that was transmuted. Eg: if a magic sword was transmuted then the destination must be a weapon. This new Pax device is not magical in nature and may only be used or activated by a member of the Pax Mordibish race. The original item is destroyed in the process unless it somehow resists - partially or fully - the transmutation. Every magic effect removed by the ability will be transmuted into the new Pax Device, any effects that are not will remain on the original item. This ability will not function on magic items which possess a Ritual Cloak or that are spirit linked. This ability may be used 1/day and is used up in any attempt, successful or not.

Disadvantage

No Resurrection (Automatic): Pax Mordibish do no resurrect. When their spirit leaves their body at the end of a 5 minute death count, instead of moving to the closest resurrection circle it will vanish instead.

Appendix 1: SYNERGIES

<u>Ritual Magic, Chemistry, and Artificing Systems</u>

Ritual Casting, Chemistry, and Artificing are advanced methods of casting powerful magic or crafting incredible wonders using Ritual Scrolls, Alchemical Formulas, or Blacksmithing Blueprints. These advanced skills are called Synergies. All of them first require a character to study and train hard in their chosen field. Obtaining this level of skill is a long and arduous task, and once perfected, still puts the character in great danger should mistakes be made. All three advanced systems are based off the principles of success or failure though either catalyst or production expenditure. Failure can result in anything from a simple ruined attempt to loss of materials and even multiple deaths to their spirit. These paths should not be treaded lightly or by the inexperienced.

<u>Catalysts</u>

All Synergy skills are powered by five different catalysts which act as energy sources for their success. These catalysts are: Creation (white), Destruction (black), Alteration (red), Transmutation (blue), Conjuration (yellow) and Discord (purple). Every ritual scroll, Formula, and Blueprint require some combination of these catalysts in their use. Required Catalysts are also called Master Catalysts. All Catalysts are used up the moment a ritual begins under most circumstances. The Master Catalysts for a ritual scroll tend to depend on the ritual's effect, not just the sphere the spell belongs to, whereas formula and blueprints rely less on Catalyst type and more on added production expenditures. The amount of Catalysts required for a Blueprint is generally based on the level, whereas the amount of Catalysts required for a Formula depends on how much magical effect is required in the final chemistry.

Discord catalysts may be used as a substitution for any single Master Catalyst; however when they are used a moderate random effect always occurs, whether the ritual is a success or failure. A successfully cast ritual or crafted chemistry can still have a terrible side effect as a result of a used Discord Catalyst, just as a beneficial effect could still come from a failed ritual that used a Discord Catalyst. Discord Catalysts possess wild magic and their effects, positive or negative, are determined after the Synergy is completed.

A ritual casting Mage can choose to use any Catalyst in their circle assuming it's the correct type, even if held by someone else. They don't have to touch it if they are aware that it is there. Chemists and Artificers are slightly more restricted and are required to physically hold the Master Catalyst as they work it into their craft.

Many rituals may call for additional Material Components which are not Catalysts. Raw Materials used in this way are consumed by the process of using them, but other tagged items are not destroyed unless the ritual specifies.

<u>Ritual Magic</u>

Ritual Magic is the advanced Synergy by which powerful spellcasters can utilize the raw and sometimes unpredictable power of ritual spells to create effects far more potent than the limited Battle Magic spells allow. Ritual Magic is much more complicated than Battle Magic and requires much more planning in order to be cast successfully. However, the effects can be truly impressive.

Once a mage has achieved at least one 9th level Battle Magic slot, they may then begin purchasing ritual magic slots. These are purchased in columns rather than pyramids. Each column is one slot wide, and can be up to 10 slots high. Column slots must be purchased in order (1st rank, then 2nd, and so on).

Ritual magic spells differ from Battle Magic spells in that a ritual is required to cast them. Ritual spells rank from Circle 1 to 20, are tied to spheres and can only be cast by magi who possess those spheres. There are also advanced magic spheres. In order to cast advanced rituals a caster must have at least ONE ritual slot and purchase the Advance Ritual Skill. Rituals require 10 minutes to cast, plus 1 minute per level of the ritual. Unlike Battle Magic, ritual scrolls must be present for every casting of ritual magic.

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 range from level 1 to level 20. Any Ritual above level 10 is considered very rare and powerful. Rituals above level 15 are almost unheard of. A Ritual scroll may be as small as a single piece of paper or may span an entire library of bookshelves. A Ritual scroll could be found etched on to the wall in some long forgotten ruin or imprinted in the mind of some powerful being.

Destroying a Ritual scroll is as simple as destroying the material it is inscribed on. On the Ritual scroll will be the Catalysts required for that ritual, its level, duration and roleplaying requirements to cast. 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.

Requirements

In order to cast a ritual spell, the caster must have a copy of the scroll on which the spell is inscribed, the required Master Catalyst(s), a means to cast the ritual (such as a power nexus), a primary caster able to use a ritual slot and possessing the sphere of magic corresponding to the ritual spell, and finally a ritual magic marshal. The ritual marshal will provide a bag of coloured stones used to determine the result of the ritual, as well as the list of potential flaws and backlashes. Players are encouraged to provide their own bag and enough stones to calculate the results of their rituals, but they must be approved by the ritual marshal.

Ritual Circles

All Ritual Circles must be represented by a rope or other clearly defined border. The base size of a Ritual Circle is 10ft across, which may be increased by stacking the ritual during creation. Each additional casting in the stack will add another 5ft, up to a maximum of 30ft. 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.

A Primary Ritual Caster is limited to one circle for every Sphere of magic they can cast, plus one. Any circles created in excess of this limit will expire one hour after they leave the circle. No circle of any kind (Battle Magic, Ritual, or Ability) may exist in the same space as any other circle of any kind unless the ritual specifically states otherwise. The exception to this is a Power Nexus, which may occupy the same space as the circle, but may not intersect any borders. This means the Power Nexus may match the borders of the existing circle, or exist within the borders of a larger circle, but may not be partially within the existing circle while being partially outside it.

It is possible to create a means of layering circles via powerful Enchantment Augmentations. All Augmentations require the presence of all lower level augmentations within the same sphere in order to be applied to a circle of that sphere. All RP for rituals must take place within the boundaries of the circle, both IG and OOG unless specifically stated on the scroll. Reference to the edge of a circle is always based on the 10ft size for RP purposes. When casting a ritual, the casters may choose to use circle dimensions from the minimum up to the existing size of the circle. Circle size must be a legitimate increment of circle dimensions and can never be larger than the existing circle. The choice must be made before the ritual starts. The circle's edge will refer to the chosen circle size for the purposes of the casting.

Circles with a Barrier must have a small white flag (or other approved indicator) placed at the edge of the circle to represent when the barrier is present (up) or not (down). In addition, all Ritual Circles require an OOG Log Book which remains in the circle at all times. This book will serve as the item tag for the circle. If it is lost or destroyed by the elements, it will be treated as any other lost or destroyed item tag. This could result in the loss of the circle and any active rituals.

The book must include the following:
- All Invested members.
- Dates when Rituals were cast and their expiration
- Secondary casters involved in each Ritual.
- Results of each pull.
- Active effects in the circle.
- The name of the Marshal who presided over each ritual.

Secondary Casters

Secondary casters are ritual casters who take part in another mage's ritual and help to prevent disaster. It is not necessary for a secondary caster know the same sphere the ritual spell is from, but they must expend a ritual slot of any level to assist in the ritual. 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.

Secondary casters will allow a mage to pull a "mulligan" if the result is a failure or backlash. If the primary caster pulls a black or red stone, he may place that stone back in the bag and allow his secondary caster to pull again. If a white success stone is pulled the ritual is a success but with a flaw effect. Backlashes and failures pulled by secondary casters still apply, but if more than one secondary caster was used, they may also pull a "mulligan" for the first secondary caster in the same process described above.

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.

The Mage class ability "Familiar" will act as a secondary caster for one ritual per day.

Stacking Rituals

The act of Ritual Stacking is required when a caster wishes to apply multiple instances of the same ritual to a target. This is most commonly used when trying to create a larger ritual circle, extend the duration of rituals cast within a Ritual Chain, or increase the effect of a ritual as outlined on the scroll.

Each time a ritual is stacked it will increase the level of the ritual by +1. Each ritual in the stack is resolved as a copy of the highest modified level of that ritual. The ritual is performed once within the unmodified time limit. Casters will need to provide the catalysts and material components for each copy of the ritual in the stack. Each copy is resolved individually, and the results are applied once all copies have been resolved. This means that the number of successes are applied, backlashes and flaws are applied, and failures have no results.

Secondary casters must expend a minimum of one ritual slot, and may expend an additional slot for each copy in the stack. A secondary caster may only pull a "mulligan" once per copy of the spell, and only once for each slot they expend for the entire stack. A Familiar may be used at any time on any single copy within the stack, as per the skill description.

Example: A level 1 ritual being stacked 4 times:
- Is cast within 11 minutes.
- Requires 4 X the catalysts and material components listed on the scroll.
- Is resolved as 4 individual copies of a level 4 ritual.
- Stones are calculated and resolved one copy at a time based on the slot expended by the primary caster, as per a level 4 ritual for each copy.
- Results are all applied at the same time during the Ritual Resolution step.

Ritual Chains

A Ritual Chain is the act of casting multiple different rituals within the same casting session. The purpose of a Ritual Chain is to extend the duration of a ritual (or rituals) within the chain as outlined by the scroll. One must use a chain to put multiple effects on a single target. Mechanics remain the same for each casting, be they single or stacked. No more than 10 minutes are allowed to pass between rituals. If at any point one of the casters leave the circle (in game), the chain is broken. The primary caster may change as needed between rituals. The chain may be ended at any time by informing the ritual marshal. All rituals within the chain are performed in order and success is determined at the end of each ritual/stack. A failed ritual will end the chain and a new chain will need to be initiated. Failures within a stack will not break the chain so long as at least one ritual in the stack succeeded. Rituals applied to a target during a previous chain will NOT be affected by rituals cast in subsequent chains. IE: The extension applied during a second chain will not extend the rituals cast within the failed chain.

Investing and Divesting

Investment in a circle may be achieved through participation in the creation of a circle, or after its creation by having the Primary Investee (the creator) perform a short (5-10 minute) RP ritual of their own design. In both cases, the intended investee will need to donate a tagged item to the circle. This item does not require a physrep, only a tag. This item is absorbed by the circle during the ritual. Secondary casters may opt out of being invested by not including an item for the investment process. The item should represent something significant to the intended Investee. The item does not need to be their heirloom, or most prized possession, but it should be something with inherent meaning to them. It should represent the commitment and investment being made. The marshal can reject the item being invested as unworthy if it

is a random RM tag or something trivial. Invested tags should be kept with the Circle's Log Book and which tag corresponds to which investee should be recorded. The Primary Investee may invest at most a number of people equal to their highest Ritual slot rank, in addition to themselves (maximum 10 at 10th rank ritual slot). Divesting requires a Divest ritual scroll of the same sphere as the base circle. Even after final death, the circle recognizes the investment made. As long as that item is part of the circle, they are counted as an investee.

Investees have full control over the circles they are invested in. Anyone who is invested in a base circle is automatically invested in any advanced circle augmenting it. Investees are limited to being invested in a number of circles equal to the number of spheres which they can cast plus 1. A caster who knows two spheres of magic may be invested in three circles, whereas a warrior who knows no know spheres of magic may only be invested in one circle. Exceptions may be made for story reasons at guild discretion. A Primary Investee may divest themselves from a circle. If they do, the circle will fade over the next 5 days. The same is true if the Primary Investee suffers final death. If the Primary Investee neglects their circle for three consecutive events, the circle may become dormant, or fade completely. This means if a player stops attending without notice and misses three consecutive events, the marshals may choose to remove the circle from play temporarily or permanently as they see fit. The items invested may not be returned and the Primary Investee will need to speak with the lead ritual marshal to resolve the status of their circle when they return.

Beginning the Ritual

Once the necessary items are gathered and a ritual slot is used, the ritual can begin. The primary caster will announce "Ritual Begin". At this time and the Master Catalyst(s) used for the ritual will vanish. All casters involved in the ritual must then perform the ritual as described on the scroll. All rituals have some RP component, increasing in complexity with the more powerful rituals. Casters must perform all the RP components of the ritual successfully for the ritual to succeed. If the ritual refers to the "primary caster" performing some task, only the primary caster need perform said task, otherwise all casters involved must perform the task, as long as all casters participate in some way.

Black stones may be added if:
- Casters perform any actions other than what the scroll describes. Minor conversation or instruction is allowed unless the scroll states otherwise. Casters not performing a task should remain silent and focused on harnessing the magic when not performing a required task.
- Casters take damage to Body that is not a requirement of the ritual. A black stone will be added for every point of Body lost.
- A spell is cast that is not required by the ritual.
- Anyone or anything crosses the barrier of the circle when not specifically allowed by the ritual.

Red stones may be added if:
- The marshal's discretion determines the severity of the deviation warrants it. Anything that would add a black stone could add a red stone instead if the marshal feels the deviation is severe enough.
- Every ten black stones added for deviations will also add one red stone.

Should anyone in the circle drop to their bleed count when this is not a requirement of the ritual, the ritual automatically gains a flaw in addition to the result. Should anyone in the circle die, the ritual automatically backlashes and fails.

The System

During this time, the ritual marshal will prepare the bag of stones. The process of determining chance of success is done via the primary caster pulling these coloured stones from a bag:

Black Stone = failure
White Stone = success
Red Stone = backlash

All rituals begin with one of each of those three stones in the bag before any more are added. If a Power Nexus is used (12th level Mage Class Ability), an additional white stone is added.

For every level of the ritual, add 1 black stone.

For every level of the slot used by the primary caster for the ritual, add 1 white stone. The primary caster may only use a single ritual slot per ritual. Any slot may be used, be it higher or lower level than the ritual, so long as the mage has the slot available for use.

For every level that the ritual level is above the highest slot burnt, add 1 red stone to a minimum of 1. Eg: If a 4th level slot is used and the ritual is 6th level, 2 red stones are added. If the levels are equal or greater, only the original red stone will be in the bag.

The primary caster pulls a single stone from the bag upon ritual completion, without looking into the bag. A white stone means the ritual was a success. If the pull is a fail (black) or backlash (red) and there are no secondary casters, that is the result. If there are secondary casters the stone goes back in the bag and any secondary caster may pull again as a "mulligan". If white is pulled by a secondary, the ritual succeeds but is flawed. Black and red stones are still failure and backlash. Each secondary caster may pull once, or may elect to not pull.

The first colour is what the Primary pulled, and the second is the mulligan pull. If stones are pulled in the following combinations, these are the results:

White - > No need for a secondary or Mulligan pull

Black - > White = Success, but is flawed
Black - > Black = Failure
Black - > Red = Backlash

Red - > White = Success, but is flawed
Red - > Black = Failure
Red - > Red = Backlash

Example: A mage with one secondary caster is trying to cast a 5th level ritual. He uses a 2nd level slot, a very risky attempt. He is casting from a Power Nexus. To begin, three stones are placed in the bag – white, red, black. Since he's using a Power Nexus, another white is added. The ritual is 3 levels higher than the slot he's using, so 3 additional red stones are added. 2 white stones are added to represent the 2nd level slot he has used. Finally, 5 black stones are added, one for every level of the ritual. This gives him a total of 4 white stones, 4 red stones and 6 black stones. Not good odds! He pulls from the bag and gets a black stone (failure). He decides he wants his secondary caster to re-pull for him, so the black stone goes

back into the bag and the secondary pulls the mulligan. He gets a white stone – a success – but since it was pulled by a secondary caster, a flaw is added.

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.

Discord Catalysts

If a discord catalyst is used in place of a Master Catalyst, a discord effect must be resolved after the ritual is complete. The discord result is performed immediately after resolving the ritual, but before applying the results to the intended target(s). The marshal will have a list of discord effects. There are 20 possible results and they are randomized on 3 identical lists. The Primary Caster will choose which of the three lists to roll on. Then they will place 20 black stones and 1 white stone in a bag. The primary caster will pull stones one at a time until they pull the white stone. This will give them a number from 1 to 20. The number will be matched to the corresponding result on the list selected by the caster. Results range from negating the ritual to doubling the effect, altering your mood for a few days or even changing your appearance or abilities. In all cases, it is a gamble and adds a bit of excitement to the outcome. A d20 or random number generator are an acceptable method of determining the results if all parties agree.

Ritual Duration

All scrolls will indicate the duration of the ritual. Most rituals have a base duration of 5 days. This may represent the time frame in which to use/activate the results or the results themselves. The scroll will specify which. Persistent effects are active for the duration, while rituals which grant the use of an ability will remain on the spirit until used, or until the duration expires. In the case of rituals which grant "Once Ever" or single use effects, the first act of extending the duration (by any means) will convert it to a "Per Day" effect. Further applications of extension will then increase the duration unless otherwise specified on the scroll.

Ritual Identification

All circles are capable of identifying magic that shares a sphere with it. This process requires a full minute of RP studying the target without interruption. The person doing the identification may ask the effect, duration, or trigger. Each use of identification will garner one answer. This may be done on an item or person, and is a noticeable action. The person must be invested in the circle in order to use identification, and may do so by stating 'Ritual Identification: <Sphere>'.

Deeper identification is possible via Advanced Ritual Magic and the Enchantment Circle Augmentation. This type of circle can identify all types of magic present on an item or person. Within the same time frame, the user will state 'Ritual Identification: Enchantment'. Effect, duration, trigger, ritual flaws, true race, age, or if something has been masked will all be revealed.

Advanced Ritual Spheres

Advanced Ritual Casting mechanics are similar to regular ritual casting. The only difference is the removal of black stones. Black stones are replaced by red stones when calculating chance of success. If black stones would be added during the course of the casting, those stones still remain black. The ritual also begins with only one white stone and one red stone, rather than one of each (black, red, white) stone.

Circles for the Advanced Spheres are considered Circle Augmentations. This means that they require an existing circle from a lesser sphere in order to be cast. Some advanced rituals will require a specific combination of Advanced Sphere and Lesser Sphere in order to be cast. The act of using an Advanced Sphere Circle Augmentation on a Lesser Sphere circle will automatically extend the duration of the target circle by one year. Only one Advanced Circle Augmentation may be applied to a circle unless the circle is augmented to allow more.

Ritual Circle Augmentations

Rituals circles may be augmented by casting specific rituals that share the same sphere with the target circle. The exception to this rule is Advanced Ritual Circles, which are themselves both a circle and an augment, as well as Divine or Draconic ritual circles, which have their own rules as outlined on their scrolls. Ritual augments for Battle Magic spheres come at levels 3, 5, 7 & 9 within their ritual libraries. Each augment requires the presence of the augment that precedes it. For example, a Protection circle (a level 1 ritual) must have the 3rd level augment applied to it before it can have the 5th applied. Augments will expire when the circle they are cast upon expires and may be cast upon a circle any time before the circle expires. They are not required to be cast as part of a chain of rituals. 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.

Chemistry

Chemistry is the advanced Synergy for master alchemists. By using special Formulas that are either found or purchased, a chemist can create incredible and powerful concoctions that are capable of matching the most powerful of magics. Once a Chemist has obtained 20 levels in Alchemy they can attempt more complicated creations. Unlike Ritual Magic no additional skill is required to craft from a Formula. All Chemistry Formulas will have a specific number of Master Catalysts required, a number of Production Points that must be spent, and require at least 1 open slot of any level Workshop. Chemistry takes one hour per level of difficulty on the Formula and can only be done at logistics. This hour represents the in-game time spent. The player does not need to sit out of game for this time.

Artificing

Artificing is the Synergy used to describe the now legendary skills of a Blacksmith. By using special Blueprints, either found or purchased, a Blacksmith can craft weapons, armour and accessories that become the stuff of legends. Artificing is similar to Chemistry in both creation and cost. Blueprints, like Formulas, require a number of Master Catalysts, spent Production Points, and use of a workshop slot. Blueprints differ in that they can only be placed on an item of Legendary quality. This Legendary item does not need to be personally made by the Blacksmith but it must be present at the time of crafting. Items with Blueprints crafted on them are naturally resistant to magic. As such, any non-Battle Magic spell or ritual placed on them will fade almost immediately after casting. Unless specifically detailed in the Blueprint, Blueprints can be stacked with other Blueprints and can be crafted on multiple times after creation. Should the Blueprint crafting fail the Legendary item is not consumed or destroyed. Artificing takes one hour per difficult of the Blueprint and can only be done at Logistics. This hour represents the in-game time spent. The player does not need to sit out of game for this time.

Crafting Chemistry and Artifice

The process of crafting from a Formula or Blueprint is identical.

All Formulas and Blueprints range in difficulty from 1 to 10. Like Ritual scrolls they could be something as simple as a scroll of paper or something as massive as wall in a library. On the Formula or Blueprint will be the Master Catalysts required, the Difficulty level, the required PP, and possibly, although rare, specific items of note. Both Formulas and Blueprints are considered indestructible but they will not provide protection if used in combat as armour or shields.

Crafting begins in a Workshop. The crafter must have access to at least 1 free slot in any Level Workshop and that slot is considered used once they have begun. All crafting attempts are made at logistics and cannot be attempted once logistics is closed.

Requirements

In order to create from a Formula or Blueprint, the crafter must have the physical Formula or Blueprint, the required Master Catalyst(s), a free Workshop Slot, and at least 20 levels in their prerequisite Production Skill. The ritual marshal will provide a bag of coloured stones used to determine the result of the ritual, as well as the list of potential flaws and backlashes. Players may provide their own bag and stones but they must be approved by the ritual marshal.

Beginning the Craft

Once the necessary items are gathered and a Workshop slot is used, the craft can begin. Unlike Rituals it is possible to begin a craft without the correct Master Catalysts but doing so greatly increases the chance of failure. The required Production Point cost cannot be negated and the craft will fail if it is not used. To further make this craft unique crafters are able to add additional Catalysts and Production Points to further increase their chance of success.

The System

During this time, the Logistics marshal will prepare the bag of stones. The process of determining chance of success is done via the crafter pulling these coloured stones from a bag:

Black Stone = failure
White Stone = success

Unlike Ritual Magic, there are no Red stones.

All rituals begin with 20 white stones in the bag before any more are added.

The Crafter then hands the appropriate Gold Piece value of the Production Points they are spending. This, along with the Production Points, are considered used regardless of success or failure.

For every level of the Formula or Blueprint, add 1 black stone.
Every Master Catalyst missing, adds 5 black stones
Every Catalyst added outside of Master, add 1 white stone
For every Additional 10 PP added, add 1 white stone.

The crafter now pulls a single stone from the bag upon ritual completion, without looking into the bag. A white stone means the craft was a success. If the pull is a black stone then the craft has failed. If the craft failed the crafter is not without recourse. They can, if they are able, expend another slot in their

Workshop, to attempt a second pull. The original stone is replaced and the caster may attempt another pull. The caster may repeat this process until they succeed or they no longer have any remaining free slots in their Workshop.

Example: An Alchemist is attempting a 3rd level Formula. He uses a free slot in his Workshop and begins. 20 white stones are placed in the bag as his base chance of success. Since the Formula is level 3, 3 black stones are also placed in the bag. He is not going to add additional Catalysts but he will spend an additional 20 PP giving him 2 more white stones. He hands the gold value in Production to the Logistics marshal both for the required a PP and for his additional use. With 22 white stones in the bag and only 3 black he is confident of his success. Unfortunately, lady luck is not with him today and his first pull is a black stone. Rather than accept failure and lose all his Production, Catalysts and Gold, he will use a free slot in his Workshop to pull again. This time he pulls a white stone. His craft is successful!

Discord Catalysts

If a Discord Catalyst was used in place of a Master Catalyst the crafter now needs to pull from the Discord bag. This pull will have no bearing on the success or failure of the now cast Formula or Blueprint. It is possible to have a successful craft but pull a Discord effect that is harmful in some other manner. The odds of having a Discord Catalyst affect you are only slight but if it should happen it is more likely to bring a positive effect to the caster then it is a negative.