



PLAYER'S
HANDBOOK



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Core Rulebook v.1

Based on the Eldarlands Saga, by Levi Samuel

ELDARLANDS LARP PLAYER'S HANDBOOK

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ACKNOWLEDGMENTS

There are many influences throughout my life which attributed to the creation of this handbook, so many in fact that I fear I won't be able to list them all. But I'll try.

I got my start to nerdism when I was a child. I'd steal wooden meter markers out of the ground and use them as swords. But my true beginning was when I received my invitation to my first ever LARP.

Thank you, Alan O'Conner for showing me a D&D character sheet, and inviting me to the park.

I'd like to thank the founders of Eldaraenth LARP for creating a game which, in many ways, helped me to understand what does and doesn't work in a live action roleplaying game.

Thank you, Joshua and Matthew Brotherton. Your commitment and involvement in Eldaraenth taught me much.

Daniel Woodmansee, thank you for showing me what dedication looks like. You hadn't been a member of the game long before I arrived, but I remember feeling like you were someone to listen to. And that feeling proved to be correct. You allowed us the use of your farm for events, and kept the trails, camps, and mundane areas kempt. My experience in Eldaraenth wouldn't have been what it was without you.

Brian Jackson, you've been one of my closest friends and brothers for more than twenty years. I met you at my first event. It was there you invited me to your house to

play D&D. I didn't know anything about the game, or really about being a nerd back then. You've taught me much over the years and I'm happy to have such a dependable and trustworthy ally at my side.

Justin Moore, like Brian, you and I have been friends and brother since my first event, though despite your claims that we knew each other long before that, I don't remember it. I do however remember our adventures since. And while you've settled down in recent years, I'm still glad to have you in my life, and I'm glad our children get to grow up alongside one another as well.

To the staff of Visioncon, past, present, and future: I attended my first ever convention, my first ever Visioncon, with my friends in Eldaraenth LARP. I got to see what it was like to be surrounded by other nerds and learned more about who I was during that one annual weekend in February.

To my mother, Karen Rikard, who always encouraged me to be and believe in myself, even when she didn't understand or fully agree with what I was doing. Thank you, Mom, for driving me to fighter practices and events, and for always being there for me.

And lastly, thank you, my dear reader, for taking interest in my work. It's people like you who make the things I do worth it.

Levi Samuel
May 2022

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PREFACE

Greetings Perspective Players,

If you're anything like I was when I first learned about LARP, my initial question was, 'What's that?'

I was a freshman in high school, just a kid, still learning who I wanted to be. So when my friend, Alan, invited me to this little gathering at the park on Sundays, I was both amazed and a little nervous when I arrived to find thirty plus people gathered with swords, shields, and other various weaponry in hand. Many had armors of all types. And every face had a smile on it.

My anticipation rapidly eased as I was introduced to most everyone, something that wouldn't have set me at ease in any other group. Within a few minutes I was going through weapon training. They had loaner short swords available for me to use and it didn't take long to get a feel for it. After all, I was that kid who pulled wooden meter markers from the ground and pretended they were swords.

It took all of thirty minutes for me to gather the basic motions and learn the safety procedures for fighting with a short sword. Once I had the basics down, I got to spar with my trainer, and then—I was released into the wild to fight with other people.

I fell in love with the sport that day. Much of my family didn't understand. I was constantly belittled by my father because I enjoyed something that wasn't within his definition of 'manly'. What he couldn't understand was that I'd found MY people.

They were normal enough to the outside world. But within the confines of the game, they became heroes, each seeking

adventure and excitement. They got to explore aspects of themselves through the actions of their characters. They got to relieve the stress of the work week by beating on other consenting people.

Understand, these people weren't just other teens like me—some were. But most were adults, young and old alike. There were children too. It was a community of likeminded people who came together every week to share in something amazing.

I begged my mom to bring me again the following week—and the week after that. Before long I was attending every fighter practice, every week. And then I got to experience my first event.

Up to that point I'd only ever seen fighter practices. They were full of combat games, training scenarios, and weapon or armor making. Fighter practices were active and chaotic, yet organized. When I arrived at the farm for my first event, I discovered it was so much more than what I'd expected.

First off, events were so much bigger. The farm on which our events took place was divided into several sections, each bordered by a flowing stream with wooden bridges to cross, or be forced to pay a toll, tree lines, that blocked access to all but a few crossways, or natural terrain barriers that took skill to navigate. There were fields, and forests, and hills, and alcoves—everything a young adventurer needs to explore the world and fight off bandits, monsters, or bond with allies.

Hundreds of people from all over the state had shown up. There were multiple factions from places I'd never heard of. And despite the wide array of people, they were all the

same—Just like I'd found at the park—Just like me.

Trails snaked through the forest paths, joining camp sites. Wooden signs were carved with elegant writings, pointing the way to the next 'town' or tavern. Everyone was dressed in renaissance style clothing, or wearing armor, weapons always at the ready, either in hand or strapped to their hip. There were modern tents for those of us who hadn't had the resources to bring anything different but most of the veteran players had log wall fortified campsites with working gates and watch towers. They had towering canvas tents that may as well have been castles. There were furs laid out for carpet, drinking horns for both decoration and revelry, and so much more.

I don't remember many of the details of my first event but I remember I had a blast. I was inducted into a fighting company. Those guys remain some of my best and closest friends to this day. We've shared our lives for the past twenty something years, gone through trials and tribulations together. They're as close to family as you can get without being blood.

This was my experience in finding and joining a LARP. It's my hope this little creation of mine is even a shadow to what I'd stumbled upon those many years ago. If I can bring even a semblance of the joy I received to new members of this game, I'll consider this endeavor a success.

There are numerous LARP groups out there. A great many of them share similar concepts, rules, and people. I cannot advise you to try my game above any other. I spent decades with my group. Unfortunately, we all grew up and got too busy to LARP. Since

then, I've participated in numerous LARP groups, but none compared to my first.

This game, while unlike my previous in many ways, follows many of the same mechanics. But it's not the game that makes the difference. It's the people involved. With luck you'll find your people.

Levi Samuel

April 2022

INTRODUCTION

You may be asking yourself, what is LARP? LARP is an abbreviation for Live-Action Role-Play. Eldarlands LARP is a game. But more than that, it's a place where players are able to embody fantastical characters of their own design and escape the pressures of mundane life. It's our goal is to provide a safe and fun environment for all players, while learning archaic skills commonly found in survival or medieval situations. The friends you make while playing this game can last a lifetime.

There are numerous LARP games all over the world, some published by major game companies and a great many more created by the people who enjoy playing such games. Eldarlands LARP is the latter.

Live-Action Role-Playing games come in almost every genre imaginable, though the vast majority are medieval era fantasy based. Basically, a bunch of us nerds get together, play dress up in period style clothing and armor, and proceed to beat the crap out of each other with padded weapons.

If you're thinking that sound dangerous, don't worry. Personal safety is our highest priority. We implement a strict, yet simple set of rules which all players are expected to memorize and employ. Safety and Combat Marshals will be present at all functions and events to ensure a fun and safe environment for all. Most LARP games, especially Eldarlands LARP, are often a much safer sport than playing football at the local school.

Our weapons are constructed with safety in mind. Unsafe weapons, armor, and other

potentially dangerous items are not allowed on the field. Combat training and practice teaches players how to control their strength and minimizes the risk of injury. That's not so say injuries don't happen. They do. This is a sport, athletics are involved. But, most of the injuries are as minor as a bruise here or a minor whelp there. Speaking personally, in my more than twenty years of LARPing, I've only ever seen three major injuries which required medical attention. Only one of those happened during combat, and all were the result of the recipient doing something they shouldn't have.

While the risk of injury is slim, we do require a liability waiver be kept on file for all members. Eldarlands LARP is a combat sport. We encourage all participants to maintain health insurance. Neither Eldarlands LARP, its officials, nor the owner of any meeting location will be held accountable for personal injury and/or death in the unlikely event such a thing occurs.

Simply put, Eldarlands LARP is a safe place for people of all ages to come together to work out their frustrations in a contained environment and have a lot of fun doing it.

THE WORLD OF ELДАРLANDS

At the dawn of the 4th Age, in a time which will come to be known as The Wild Age, the remaining gods are young and weak, still recovering from the war that devastated their rank and ended the 3rd Age. In the dust of a desolate terrain, the aftermath of the godly war has left the world all but sundered.

Strange and magnificent creatures wander freely discovering their independence and evolving into this new world which they don't quite remember.

As the oceans recede and the continents begin to settled, new and unexplored lands are being discovered all the time. Such places have become battlegrounds as each race fights for control in a world still recovering from the calamity.

Recently, a new landmass has surfaced from the Reinir Sea.

A vast and unexplored wildland, deemed Taldora, has become a major destination since its discovery. Adventures near and far come in search of ancient ruins, hidden treasure, or seeking fame. More though come for the strange and mysterious power that radiates this unique land and all it produces.

This strange power seeps into the earth, it saturates the food, permeates the air, and has caused the flora and fauna to grow rapid and wild, making it seem almost sentient and more intelligent than is found in other places. But the most mysterious aspect of this power, more mysterious than its effect on the world around it, is the healing properties it bestows upon those in its presence.

Fatally wounded explorers find themselves fully healed. Broken armor is restored and what was damaged mends over time. Thus far, no one has been able to locate the source, though many have tried.

At the edge of the wildlands, a small outpost has been constructed, serving as a staging and training ground for would-be adventurers.

As one of these newly arrived adventures, do you have what it takes to tame the wildlands and make a name for yourself, or will you fall to the unknown, never finding fame or fortune?

Join Eldarlands LARP and experience the answers for yourself!

The world of Eldarlands LARP is based on the written works of the Eldarlands Saga. Though nothing which happens within the Eldarlands LARP game is scripted or influenced in anyway by the written works. The two are entirely separate, though in time the events of the game may provide material for future written works.

HOW TO PLAY

Playing Eldarlands LARP is a near natural process. There are just a few things needed to begin; show up, pick up a sword, try to hit the opponent, and don't get hit yourself. That's it. A player that can manage that is a player who will have no difficulty playing the game. Those are the literal steps almost all players go through when they first arrive.

Beyond that point, it gets a little more detailed, but far from complicated.

Eldarlands LARP is a choose your own adventure style of game. Instead of reading about fictional characters or watching them on TV, or even playing a pre scripted video game, Live-Action Role-Play gives you the chance to fully become the character you want to be. You can face brigands and bandits. You can slay dragons, or fight wars. You can rob unwary travelers if such suits your desire. You aren't restricted as to what you can and can't do, though it's worth mentioning that real-world crime, even committed in a game is still a crime. Just because a character may be unlawful doesn't mean the player is unlawful. Every player should identify and understand the divide between fiction and the real-world.

Eldarlands LARP isn't a cult or a religion, though such aspects can exist in the game, ALL members understand that this is just a game and nothing more.

To build a character, a player must first decide on a name and background. It's helpful to understand where your character comes from and what they were doing before moving into active play. Every character will have a race and class which

determines their abilities and what type of weapons or armor they're able to use. This is done to balance the game.

Once a character is made, attendance and participation are key. Combat is a major aspect of this game but it can function just fine without it. There are plenty of players who build fully detailed characters without the need to ever swing a sword. The intent of the game is to have fun, exercise, and explore a fantasy world through the eyes of your character, whoever they may be.

Every player should strive to memorize the combat rules at the very least. They're designed to provide a safe and fun environment for all involved. Nobody wants to get hurt or be responsible for hurting someone else. By learning and adhering to the rules, we can minimize such a risk.

After that, it's really just a learn as you go sort of thing. Every player creates a character which populates the game world. There are monsters and creatures which are not player characters, but are rather portrayed by the game officials and volunteers. This gives the players something other than each other to fight and gain reward from.

Eldarlands LARP is a character driven game. The stories and game cannot exist without players. Using the framework of the Eldarlands world, it's the characters that establish socioeconomics, politics, and conflict. Characters do not have to like each other. They can be sworn enemies when the game is in session and best friends in the real-world.

With such character driven elements, the game is designed for full immersion. By

becoming a character, each player can build the world around them. The depths of your adventures are solely up to you. And along the way it's entirely likely you'll have the opportunity to make lifelong friends, people of a like-mind who will help to shape you into the person you want to be, both in and out of character.

To play one must simply show up. The rest flows naturally.



GAME OFFICIALS & THEIR DUTIES

In order for Eldarlands LARP to operate smoothly, there are a number of Officer positions which must be present during each and every function. Each position has its own set of duties to which the officers are responsible, ensuring a safe and fun experience for all.

While it's possible for a single person to fill all of these roles simultaneously, Eldarlands LARP strives to include as many people as possible in the regulation and safety of the game. Afterall, one person can't be everywhere and see everything at once, especially when gameplay is happening on a large scale.

The officials or officers in Eldarlands LARP are called Marshals. There are three types of Marshals:

Story Marshals are effectively the game masters of the story. They oversee the plot of the game and include individual character dynamics into world events, bringing a massive character-driven story to life. They make spur of the moment decisions which help to shape the game setting and provide characters the information and items they need to further their adventures. Additionally, Story Marshals assign NPCs, characters which are non-player driven, to create conflict and challenge player characters. Without a Story Marshal, the game is two dimensional and is little more than base combat. There can be only one Story Marshal as a given time. Candidates for the Story Marshal position will have a three-month campaign, beginning on June 1st, to convince players why they'll make the best Story Marshal. Story Marshal elections will be held in October, during the annual Harvest Tournament event.

Safety Marshals are the most important officers of the game, inspecting weapons, armor, shields, and other hazards to ensure all players and visitors remain safe. Safety Marshals are required to have basic medical training, a first aid kit, and complete and total understanding and memorization of all game rules for both combat and item construction. While Eldarlands LARP does not have a hierarchy to denote level of authority of one player or officer above another, Safety Marshals, due to their responsibilities are granted total authority over the game as a whole. If an accident occurs, all other players and officers are expected to obey the Safety Marshal.

Combat Marshals serve as referee and judge of combat exercises. It's the Combat Marshal's job to oversee weapon authorizations and training of new players. They ensure all players know and understand the combat rules, and provide a safe and fun environment for everyone. When an aspect of the Player's Handbook is challenged, be it a poorly written ability or spell, or some other aspect which doesn't make sense, Combat Marshals have the final say on such rulings or judgements. If multiple Combat Marshals are present, a majority vote takes favor. Before a player can become a Combat Marshal, they must first become a Safety Marshal and have mastered all weapon types, as well as proven themselves to be a safe combatant.

CHARACTER CREATION

The reality of this game is, quite a bit of fun can be had by simply showing up and participating in the combat side of the game. Afterall, fighter practices rarely include roleplaying, but are a favored aspect.

Characters are not needed to enjoy this basic thrill. Having a character simply prolongs combat and adds strategy by introducing restrictions and abilities, and gives the player something to work toward. As a player working to grow a character, that character will start to become a piece of you. Oftentimes, it becomes the real you, the you few others get the chance to meet.



A player's first character is one which will typically stay with them for years to come. It's a sentimental experience that is often remembered with fondness and joy.

Some people choose to play characters they wish they were. Others play characters

their exact opposite, using them to explore questions they've always had but never had the opportunity to answer. Sometimes a character is short lived, while others last a lifetime.

A character consists of three primary elements: Race, Background, and Class. These elements will be further discussed in this chapter.

It's recommended for new players to playtest a few character options before settling on the one they want. Different combinations offer different abilities. It's usually best to see what works for each person.

Additionally, it's important for players to fully understand and be comfortable with the character they've created. Players are not limited by the number of characters they can create, though the leveling process, even becoming 1st level, requires real-world time and effort to achieve.

Leveling is experience and achievement based. Experience is gained by attending fighter practices and events. Achievements are gained by participation. While achievements are player awarded, experience is character rewarded. Once experience is applied to a character is it nonrefundable and nontransferable. A character can never lose experience, nor can experience be used to rapidly level a new character by taking it from an old one.

EXPERIENCE & ADVANCEMENT

As players attended fighter practices and events, they gain experience points which are used to advance in level and strengthen their class by unlocking more advanced abilities and helping them stay in the fight longer.

On occasion, certain participation awards or the retrieval of occasional in-game items can also grant experience. Each fighter practice is worth one (1) experience point, and each event is worth ten (10) experience points. All other experience point sources are decided on a case-by-case basis.

Accumulated experience is recorded by the Story Marshal and awarded to players at the start of each event, allowing players to make any character advancements before the event begins.

Any player who disagrees with the amount of experience they've gained may request a full list of their attendance records pertaining to themselves. If an error is

found, the Story Marshal will remedy the situation.

New character levels are achieved by reaching the minimum number of experience points, as well as attaining any prerequisite achievements required for that level.

When a new level is reached, the player may choose which of their characters they wish to apply their experience points toward. Understand that most people only ever have one character with which they play. Multiple characters belonging to the same player are not unheard of but they are rarely advised due to the resources required to fully grow a character beyond the early levels.

Please note: Once assigned to a character, experience points become nontransferable and nonrefundable. If a player chooses to start a new character, that character must begin at 0th level, spending the necessary experience points to achieve 1st level.

LEVEL	TITLE	REQUIREMENTS
1	Peasant	10 EXP Attend an Event
2	Recruit	30 EXP Acquire your own weapons
3	Adventurer	60 EXP Acquire your own garb
4	Page	120 EXP Undergo a quest
5	Esquire	200 EXP Acquire your own armor
6	Knight/Dame	280 EXP Certify with all weapon types
7	Lord	360 EXP Found a Faction (5 members)
8	Baron/Baroness	440 EXP Plan a Tournament
9	Earl/Countess	520 EXP Plan an Event
10	Duke/Duchess	600 EXP Host an Event

CHARACTER RACE

Race is the kind of creature a character is. Human is a race. Elf is a race. Minotaur is a race. These are all creatures which have different appearances, origins, and oftentimes, abilities. The race a of a character will impact everything about them. It has influence on their background and name. It relates to how other characters view them. Race is one of the defining decisions each player must make for their character.

While only the most common of races are available for play, each one has a unique ability which is accessible to their kind. The race a player chooses will have an impact on their character's backstory, their outlook on the world, and in some cases, the way other characters interact with them. If they stem from a race which is largely considered evil or tainted by most others, some characters may hold negative views such as stereotypical or racist opinions against a character of that race. Likewise, they could be respected or even revered for the same reason.

Please understand the object of this game is to have fun. Eldarlands LARP does not condone bullying or hostile actions between players, regardless of race, religion, creed, gender, or other distinguishing factors. We are all equal. Within-gameplay however, some of these discriminations may arise between characters. These situations generate conflict and help to drive story. We understand this can be a fine line. We will do our best to ensure it's never crossed. Any player who feels personally discriminated against should

bring the issue to the attention of any game official. Upon investigation, if a grievance is considered valid, disciplinary action will be taken to reeducate the offending party and minimize the risk of repeated offenses happening in the future.

Players should strongly consider the race and subrace they wish to play before making a permanent decision. Unlike other elements of character creation, which can be changed or upgraded through storyline, Character Race is not easily changed.



The available player races are; Chimera, Dwarf, Elf, Human, Orc, Troll, Weefolk, or some Half Breeds. Many races contain subraces which narrow their racial abilities and promote diverse backgrounds.

A player wishing to make a character belonging to a rare or unheard-of race, or half-breed outside of those approved, would need the approval of the Story Marshal before creating the character.

CHIMERA

Chimera are a strange and interesting race. Being part human and part animal, they tend to exist outside civilized society, sometimes creating societies of their own in the wild places of the world. Many monsters belong to the Chimera race. Due to the limitations of the game, only a select few have been allowed for player characters.

ARTANOS (Are-tan-os) – Known as ratfolk by those outside their kind, Artanos are highly dexterous and evasive creatures. They prefer living in swamps, sewers, or any dark and damp location. They make excellent Rogues and Rangers.

Rapid Strike – Artanos are quick and nimble, granting them rapid attacks which often catch their opponents unaware. Artanos may, once per life, attempt a powerful melee strike which deals one (1) extra damage to an opponent upon a successful hit. Rapid Strike is activated by verbally shouting “Two (2) Points” during a melee attack made with a light or medium weapon. If the attack hits the target, that person must take the announced amount of damage to themselves or their armor. If a shield or weapon is hit, or the attack misses, the ability is wasted.

FELINOS (Fee-lean-os) – Recognized as large cat humanoids that walk upright on their rear legs. Felinos prefer wooded jungles or warm climates over frozen wasteland or dessert regions. Due to their

battle prowess and razor-sharp claws, they make powerful melee Rangers and Fighters.

Rending Claws – When fully extended, Felinos claws are nearly the length of a dagger and hooked to deal as much damage as possible, making bleeding next to impossible to stop. To use Rending Claws, Felinos verbally shout “Bleed” during melee attacks. If the attack wounds the target, that person begins to bleed out and must begin a thirty (30) second count before they die from blood loss, regardless of wounds. A heal effect will stop the bleeding, but it will not restore the limb. If they can't be healed by the end of the duration, they fall dead. Attacks landing on armor, shields, or weaponry do not cause bleed effects.

LACETROS (Less-t-ra-os) – Known as snake or lizard people, Lacetros are a reptile hybrid that finds comfort in desert regions or lower mountainous terrain and rocky bluffs. Due to their appearance and demeanor, they are not trusted by most other races. Few outsiders survive an encounter with them, as they're rarely alone and rarely inviting of guests. Lacetros make powerful Mages, Clerics, or Rogues.

Envenom – The Lacetros secretes a natural toxin which they may, once per life, use to coat their weapons. Envenom is activated by verbally shouting “Poison” during a melee or ranged attack. If the attack wounds the target, that person is considered ‘poisoned’ and must begin a thirty (30) second count as the venom works its way through their body. A heal effect will cancel the venom. If they can't be healed by the end of the duration, they

fall dead. The poison is active until it is used. Attacks landing on armor, shields, or weaponry do not activate the poison.

LYKINTHROS (Lie-kin-thro-s) – The most common of Chimera subraces, Lykinthros are large wolfmen creatures which are believed to take human form outside of the full moon. This of course is a myth. Lykinthros tend to become Fighters or Rangers.

The Wolf's Curse – All Lykinthros have an innate magical illusion which makes them appear human when not hunting.

Wolf Pack – During the hunt, in their true form, when a Lykinthros is engaged in combat with an ally nearby, they gain +1 extra damage to all melee attacks. This is announced by verbally shouting “Two (2) Points” during any melee attack made with light or medium weapons, or “Three (3) Points” if the attack is made with a heavy weapon. If the attack hits the target, that person must take the announced amount of damage to themselves or their armor. If a shield or weapon is hit, or the attack misses, the attack is wasted.

MINOTAUR (Men-oh-tar) – A creature of myth and legend, the Minotaur is the half-man, half-bull Chimera rumored to be guardian of the famed Labyrinth. Exactly which labyrinth, nobody really knows. And the fact that that particular minotaur was slain conflicts with the theory of there being only one. Minotaur are a rare but noble race. They live mostly peaceful lives as farmers and herbalists, though their intimidating features have a tendency to

frighten many other races. If threatened, Minotaur will show no mercy, giving their life in defense of those they care about. Minotaur make deadly Fighters, though a few follow the path of the Mage.

Bull's Rage – When threatened, the Minotaur may verbally shout “Rage”, sending themselves into a berserker's rage for twenty (20) seconds, during which time they gain temporary immunity to all forms of damage and mind control, though hold or slow spells can still affect them. While raging, anyone in their path becomes a target. At the end of the duration, their body gives out and they fall dead.

SATYR (Say-tur) – Rumored to be lesser forest spirits, Satyrs are considered a member of the fae races, though while kindred, are actually Chimera. The half-man half-goat race is known for playing melodic tunes on a set of pipes while chasing the forest nymphs around. They're often a fun-loving bunch who enjoy good company, fine drink, and good herb. They're rarely threatening unless they stumble upon someone desecrating one of the few wild places of the world. Satyrs make powerful Clerics or Rangers.

Nature's Embrace – The Satyr may, once per life, play their pipes to summon entangling vines which sprout from the ground to ensnare a subject, forcing them to remain stationary for ten (10) seconds. The target may use their upper body to defend themselves, but their legs are considered trapped and cannot be moved. At the end of the spell's duration, the subject is released and regains their ability

to move freely. To cast Nature's Embrace, a spell packet must be thrown while verbally shouting "Entangle". If the spell packet hits the target, that person must freeze in place while loudly counting to ten (10). If the attack misses, the spell is wasted. The spell packet itself deals no damage.

VULPINE (Vul-pine) – Elegant and sleek, few races can match the innate beauty of the half-man half-fox Vulpine. They're a clever race who tend to avoid others outside their kind. Unfortunately, their beauty has led to them being hunted for their fur. Vulpine make amazing Clerics or Mages, though a few find themselves drawn to the path of the Rogue.

Vulpine's Seduction – The Vulpine may, once per life, seduce another living creature, taking control of their mind and forcing them to do their bidding for ten (10) seconds. To cast Vulpine's Seduction, a spell packet must be thrown while verbally shouting "Charm". If the spell packet hits the target, including their weapon or shield, that person comes under the control of the Vulpine and must do their bidding for the duration of the spell. At the end of the duration, the target regains their free will and will likely attack the Vulpine. If the spell packet misses, the spell is wasted.

DWARF

Dwarves are a hearty race. They're shorter and stockier than humans and tend to grow long thick beards. They're often suspicious of other races and tend to stick to their own

kind. Their work hard-play harder culture often makes them come across as blunt or even harsh when speaking with other races, and they're quick to anger if insulted. Dwarves are known for their craftsmanship of stonework and metals.

DARK DWARF (Dark Duh-war-f) – There is much speculation surrounding the origin of the dark dwarves. Some believe they were once Mountain Dwarves who got lost in the underdark and were forced to resort to cannibalism. Others believe them twisted by dark magics found somewhere in the depths. Regardless of the truth, their charcoal to ash colored skin and red pupilless eyes tend to send their witnesses running in fear. They often follow the path or the Mage, Cleric, or Rogue.

Psychic Armor – Dark Dwarves spend the majority of their lives in the underdark, harnessing potent psionic powers. The dangers of their upbringing have resulted in a defensive mental barrier that surrounds the subject and absorbs one (1) point of damage from any incoming attack, including magical assaults which would otherwise result in death. Unlike most magical armors, which cannot be stacked, Psychic Armor is not innately magical, and can therefore be paired with a single magical protection.

HILL DWARF (Hill Duh-war-f) – Taller and leaner than their deep-dwelling cousins, Hill Dwarves are often the only breed of dwarves most surface-dwelling races ever see. They are often tradesmen or travelers who enjoy exploration and bringing dwarven craftsmanship to the rest

of the world. Hill Dwarves make excellent Rogues and Fighters.

Merchant – Hill Dwarves are skilled tradesmen and able to find profit in any deal. For this reason, they're able to passively generate income. Each time they gain experience, they also gain an equal amount of silver coin which can be used to purchase in-game items, goods, or services.

MOUNTAIN DWARF – (Mountain Duh-war-f) – Miners, crafters, and laborers, Mountain Dwarves are one of the hardest working, disciplined, and skilled races known to Ur. They take great pride in the achievements of their ancestors, striving to be worthy of such legacy. It's the personal goal of most Mountain Dwarves to add their personal legacy to that of their ancestors. A long and bloody history with Moruk Orcs has led to a centuries old feud between the two races. Mountain Dwarves make great Fighters and Clerics.

Shattering Strike – Hard labor has taught Mountain Dwarves how to harness their strength and accuracy to the highest degree. As a result, Mountain Dwarves may, once per life, attempt a crushing blow with deadly precision that kills any target it strikes. Shattering Strike is activated by verbally shouting "Death" during a melee attack. If the attack hits the target, including their weapons, shield, or armor, except for magical armor, the subject falls dead. If the target is protected by magical armor, Shattering Strike and the magical armor cancel each other out, regardless of the magical

armor's potency or source. If the attack misses, the ability is wasted.

ELF

Elves are often slender and majestic. They have long pointed ears and are known for their skill with magics and nature. They value beauty in all things and possess some of the finest art and music the world has ever seen. Many of the other races find them pompous but they can make great allies.

DARK ELF (Dark El-f) – Reviled by the vast majority of the surface world, most Dark Elves spend their lives in the underdark. While some find their way to the surface, their kind is believed cursed to never set foot into the sunlight, forcing them to raid only at night. Dark Elves, like other elven breeds, are taller than humans and have slender elegant frames and long pointed ears. They have near pitched-black skin and a great many have stringy white hair. Dark Elves make exceptional Rogues, Rangers, and Mages.

Darkness – Once per life, Dark Elves can shroud themselves in darkness. This creates a magical sphere of darkness that surrounds them in their entirety. While under this effect, the dark elf must keep their hands extended out to the sides. If their hands drop for any reason, the effect is broken and they can be seen by others. Darkness used in daylight looks like a large orb of void.

HIGH ELF (High El-f) – Known for their beauty and magics, High Elves are often the

only breed of elf most other races ever see. They're also the standard which the entire race is judged by. High Elves are calculating and distrustful of other races, leading them to come across as arrogant or uncaring. Though those who have gained their trust are respected. High Elves often follow the path of the Mage or Fighter.

Arcane Execution – Once per life, High Elves can release a powerful arcane attack that instantly kills the target upon a successful hit. This effect takes place even if the spell hits the target's weapon or shield. To cast Arcane Execution, a spell packet must be thrown while verbally shouting "Death". If the spell packet hits the target, that person falls dead, regardless of armor, except for magical armor. If the target is protected by magical armor, the arcane attack and magical armor cancel each other out.

WOOD ELF (Wood El-f) – Protectors of the wildlands and natural wonders of the world, Wood Elves are wrath incarnate to trespassers and defilers. They spend their lives in the seclusion of dense forests, thick jungles, and vast swamps, honing their skills and protecting their lands. Wood Elves have a deep hatred for Uroken Orcs, who cut down their trees and hunt their borders. Wood Elves are almost exclusively Rangers, though some among them become Fighters or Mages.

Elven Accuracy – Wood Elves make some of the finest bows available, and they spend centuries honing their skill with them, though experience has taught them it isn't the bow that make a good archer. Once per life, Wood Elves may attempt a

precise shot that instantly kills any target it touches. Elven Accuracy is activated by verbally shouting "Death" during a ranged attack. If the attack hits the target, including their weapons, shield, or armor, except for magical armor, the subject falls dead. If the target is protected by magical armor, the Elven Accuracy and the magical armor cancel each other out, regardless of the magical armor's potency or source. If the attack misses, the ability is wasted.

HUMAN

Humans are the most diverse race in the Eldarlands world. While there are many species of humans, outside of skin, eye, and hair color, the differences between subraces aren't as discernable as they are with other races. Humans can live nearly anywhere and are highly adaptive. Many of the other races don't like them for their industrial ambitions and seemingly impulsive actions. Humans tend to spread like a disease and strip the land of its natural resources. Their adaptability makes them a great choice for any class.

HUMAN (Hue-man) – The vast majority of the world is populated by Humans. They breed rapidly compared to many other races, and have much shorter lifespans, but they're also resilient and quick learners.

Versatility – Humans may select a single trait from any other race to use as their own racial ability. Once selected, this trait cannot be changed.

ORC

Orcs are an honorable and strong race. They stand nearly one to two feet taller than the average human and are of a stocky muscular build. Small to medium tusks jut from their lower jaw, giving them a menacing look that often frightens other races. They have scrunched faces and slightly pointed ears. Depending on their species, Orcs range in color from tan to gray to green. They often live with their own kind, refusing to conform to the laws of other races. Strength is an attribute valued among Orcs which has led many clans to become raiders or conquerors.



GRUNTHAR ORC (G-run-thar Oar-ck) – Also known as Plains Orcs, Grunthar Orcs have rough tan to brown colored skin. Of all

orc breeds, they're the most peaceful, living in nomadic tribes which hunt and farm the land. Like all Orcs, Grunthar Orcs have a code of honor and rarely interact with other races unless provoked. They make great Mages, Fighters, and Rangers.

Natural Armor – Hard labor and evolution has rendered Grunthar Orcs with a tougher than average skin, making them resistant to damage. This grants them a +1 Natural Armor, which stacks with any worn or magical armor.

MORUK ORC (More-ruck Oar-ck) – Ruled by the strongest of their kind, Moruk Orcs, or as they're commonly called, Gray Orcs are easily the most feared Orc species. They have a deadly history of war, violence, and conquest. Their search for strength and worthy adversaries has taken the Moruk Orcs to all corners of the world, birthing the strong dislike and even hatred most races have toward Orcs, regardless of breed. A long and bloody history with Mountain Dwarves has led to a centuries old feud between the two races. Moruk Orcs are almost exclusively Fighters.

Power Attack – Once per life, the Moruk Orc may attempt a powerful melee attack that shatters any armor, weapon, or shield it hits. The Power Attack is activated by verbally shouting "Cleave" during a melee attack with light, medium, or heavy weapons. If the attack hits the target, that person takes five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item in question is broken until it's 'repaired' or a reset has been called. If the attack misses, the ability is wasted.

UROKEN ORC (Er-oak-kin Oar-ck) – Primarily hunters, Uroken Orcs, or Green Orcs as they're known by other races, live in wooded, jungle, or swamp lands. They tend to have a close working relationship with Jungle Trolls, though the opposite can be said about Wood Elves, whom they are in constant conflict with. It's said the two races hate each other more than other races can hate one another. Uroken Orcs make great Rangers and Fighters.

Poison Immunity – Due to their time in the wilds exposed to venomous reptiles and toxic plants, Uroken Orcs have developed an immunity to poison and poison effects.

TROLL

One of the most feared races of Ur, Trolls are dangerous and cunning. They come in a variety of shapes and sizes, the larger species being heavily deformed and monstrous in appearance. Trolls can live in nearly any terrain, though most prefer harsh and unforgiving environments where they can become the top predator in the area. Due to the vast difference in appearance between subraces, Trolls are a source for nightmares and frightening tales by more civilized races.

JUNGLE TROLL (Jun-gul Tr-oll) The most common species of their race, Jungle Trolls stand between six to twelve inches taller than the average Human. They have dark skin ranging in color from green to brown to gray, and a variety of colors in between. Jungle Trolls have large and thick tusks

which jut from their lower jaw, protecting the sides of their angular face. If not for their lean body structures and larger tusks, they could easily be mistaken for orcs. Jungle Trolls make natural Fighters or Rangers, but they have a strong distrust of magics.

Rapid Healing – Extremely resilient, Jungle Trolls do not suffer injury the way other races, or even other Trolls do. When a Jungle Troll loses a limb, they begin a passive thirty (30) second count, which does not have to be spoken aloud. Upon completion, their wound has healed and the limb becomes usable again, making them immune to the three (3) limb death rule. While Jungle Trolls are extremely hard to kill, this healing ability does not cure them of poison or bleed effects, and it cannot revive the dead if killed by a chest wound.

WEEFOLK

Due to their small size, slightly pointed ears, and fair faces, Weefolk are often thought of as Half-Elf children by the larger races. Their simple lifestyles and innocent demeanors have granted them an appreciation for the finer things in life which other races tend to miss out on. Weefolk tend to be laidback in the direst of circumstances, which causes many to distrust or even dislike them, thinking them uncaring or sometimes too bold.

BURALING (Bur-ul-ling) – Thought of as the embodiment of curiosity, Buralings often find themselves in places they don't belong. They have little care for personal

space, and no understanding of personal property. They approach the world with a childlike wonder, seeking to explore every inch of land and collect every bobble, trinket, and knickknack along the way.

Idle Hands – Buralings have a knack for ‘finding’ things. Sometimes these items belong to other characters, sometimes they stumble upon them. In any case, once per event, a Buraling will receive a valuable item which could generate personal wealth, aid in a quest, restore lost or damaged items, heal a wound, or otherwise benefit the Buraling or their allies in some way. What the Buraling does with their finding is up to them. This ability does not require activation. When a Buraling is present, the Story Marshal will see to it they have every opportunity to uncover their treasure.

GNOME (No-muh) – Strange contraptions, odd devices, and things that shouldn’t work but often do are the handywork of Gnomes. Being the largest and visibly oldest looking of the Weefolk races, Gnomes tend to become engineers or inventors, though a great many seek to unlock the mysteries of magic. Gnomes make great Mages, Fighter, and a few answer the call of the Ranger.

Tinker’s Pastime – Gnomes are ingenious tinkerers and inventors. Their innate knowledge of how things work has made them masters of their trade. As a result, they have an affinity for fixing things previously broken. Once per life, a Gnome can restore armor, repair a broken weapon or shield, or to rebuild an in-game item which is in pieces or otherwise destroyed. To mend an item, the Gnome

must place their hands upon the item or its pieces and count to ten (10). Upon completion, the item is restored as if it were never broken. If the count is interrupted for any reason, it must be restarted from the beginning.

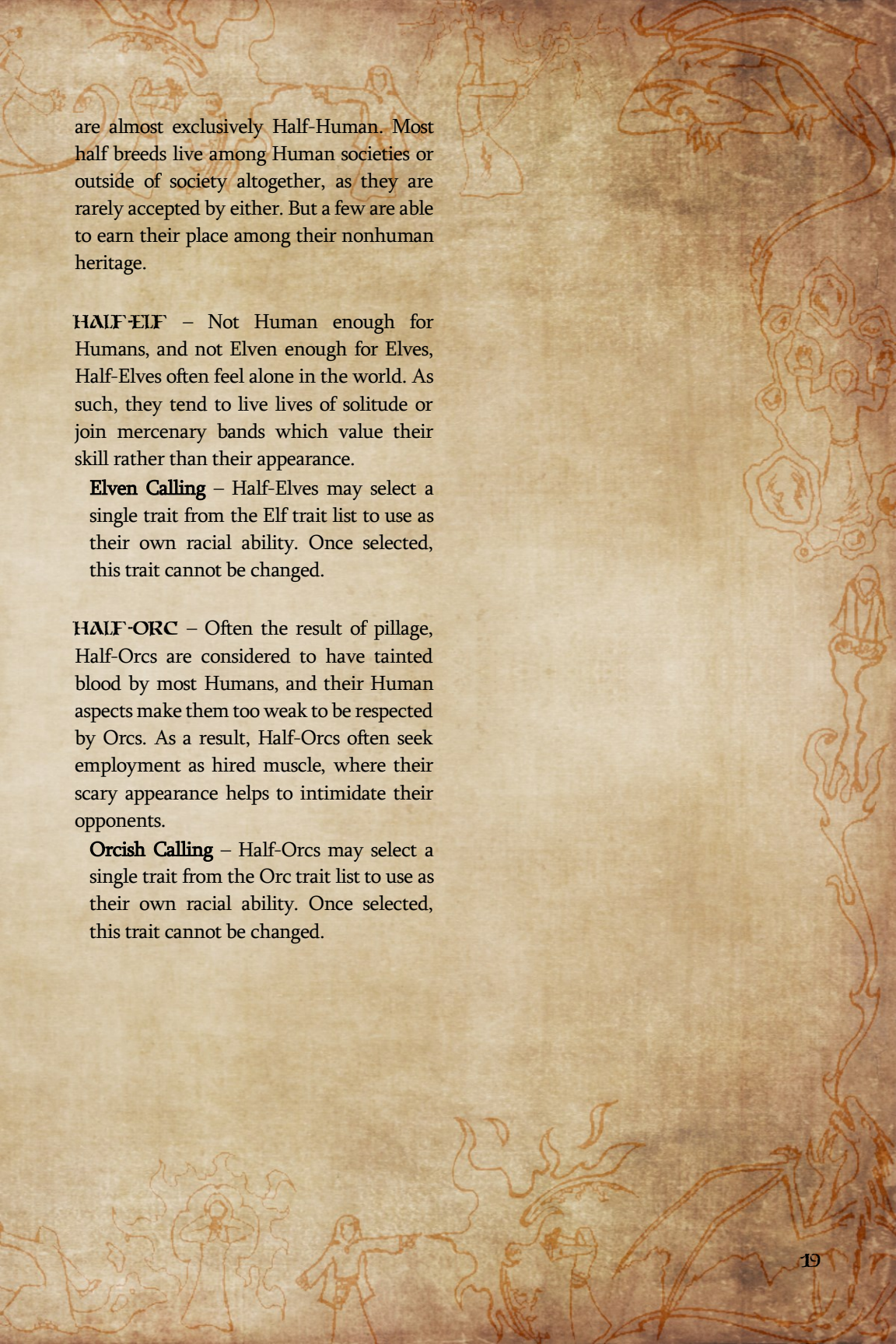
HALFLING (Haf-lean) – Fond of their homelife, few Halflings seek adventure or excitement of any kind. They prefer to tend gardens, carve wood, and work with their hands. Those who find their way into the wider world often seek comforts in aiding others or becoming part of a community. Halflings are natural Clerics, but some also follow the path of the Rogue.

Herbal Remedy – Halflings have a natural affinity toward herbal medicines and remedies. This has taught them how to heal wounds, cure poison, and stop blood loss. Once per life, a halfling may heal a subject, including themselves, by placing their hand on the subject and verbally counting to ten (10). At the end of the count, a single injury, a bleed effect, or a poison effect is removed from the subject. If the count is interrupted for any reason, the spell is wasted and the subject is not healed.

HALF-BREED

Half races are the result of union between two races. While this sometimes happens with races outside those listed below, most don’t survive the birthing process or are killed after birth due to cultural belief or ancient rites.

Half-Elves, and Half-Orcs are the only common half breeds found on Ur, and they



are almost exclusively Half-Human. Most half breeds live among Human societies or outside of society altogether, as they are rarely accepted by either. But a few are able to earn their place among their nonhuman heritage.

HALF-ELF – Not Human enough for Humans, and not Elven enough for Elves, Half-Elves often feel alone in the world. As such, they tend to live lives of solitude or join mercenary bands which value their skill rather than their appearance.

Elven Calling – Half-Elves may select a single trait from the Elf trait list to use as their own racial ability. Once selected, this trait cannot be changed.

HALF-ORC – Often the result of pillage, Half-Orcs are considered to have tainted blood by most Humans, and their Human aspects make them too weak to be respected by Orcs. As a result, Half-Orcs often seek employment as hired muscle, where their scary appearance helps to intimidate their opponents.

Orcish Calling – Half-Orcs may select a single trait from the Orc trait list to use as their own racial ability. Once selected, this trait cannot be changed.

CHARACTER BACKGROUND

While writing a background, it's important for players to blend their unique flare with the base ingredients of their character statistics. Elements such as class and race can add details to strengthen a background. The goal is to create a character that is unlike any other. Is the character destined to become a hero, protecting their village from ruthless invaders? Do they have a fear of spiders? Are they looking to make some coin at the cost of those around them? Regardless of the player's personal morals, the character can be whoever the player wants them to be, hero, villain, or somewhere in between. It doesn't matter if the character is hated by many or loved by all, at the end of the event the player will be embraced as a friend.

CHARACTER HISTORY

Background or backstory is influenced by a great many things, but it's the history of a character that offers insight into where they came from and what kind of life they had before becoming a player character. History helps to realize how or why a character thinks a certain way, or helps to turn a concept into a construct, aiding in both playability as well as immersion.

Every character has a history. Where did they come from? What events shaped them into who they are? Were they orphaned at a young age, or did they grow up noble and wanting for nothing? These are the decisions which shape the personality of a character. It defines how they see the world

and the people around them. A character's background, their history and life events up to this point, and all the adventures that will follow, make the character into who they are and who they will become.

If a character is lacking their family because members of a specific race raided their home, that character is likely going to hold a grudge, especially if they're now forced to work with members of that particular race. It's important to understand, a new character is just starting out as an adventurer. While their history is designed to bring them to life, it's unlikely they were a known bounty hunter or dragon slayer. They do not possess untold wealth, at least not in any form that is recognizable to the rest of the Eldarlands world.

Also, players should avoid using other player characters in their history, with or without consent. Bonds will be formed as gameplay progresses. Stories going forward may contain these characters, but it's best to have a unique and self-sufficient backstory beforehand.

Players should also avoid using characters or concepts from copywritten materials. We understand everyone wants their character to be awesome and do the awesome things every other awesome character can do. Trust me when I say, in time, every character will have plenty of opportunities to do awesome things without mimicking copywritten materials. Be yourself. Be who you want to be. Your character will follow suit.

CHOOSING A NAME

Notably, every character has a name which serves as their personal title. Names are used for identification by other characters or as a means of gaining attention. Much goes into a name. It should be a reflection of the character's race and background, but it should also be easy to pronounce.

Not only is it a name they should still enjoy years down the road, but it's often the name other players will remember them by. In fact, many players refer to each other by their character name exclusively, even in the real-world. In some cases, other players may not even know a player's legal name.

Whatever name is chosen, it should have some serious thought put into it. Nothing's worse than slapping on the first name that comes to mind, only to hate it a few months down the road.

RELIGION

Another attributing factor to a character's background is their religion.

Throughout the history of Eldarlands, religion has played a major role in the development of Ur. While their influence is rarely felt outside the presence of Clerics or worshippers, there's no denying the impact deity has had on the world.

Wars have been won and lost over divine rivalries. Holy crusades have tamed previously unexplored lands in search of religious relics or ancient temples. Earth-shattering threats have been thwarted due to the involvement, or as some would claim warnings, of the gods or their followers.

Whether it's a silent prayer, a sacrificial offering, or an unholy shrine, a great many peoples of Ur hold at least some regard for the deities of the realm.

Clerics gain their power from deity, while some mages are believed to broker dark pacts with equally ancient and powerful beings.

While religion is a major aspect to the Eldarlands world, not every character has, nor requires religion.

Characters of any race or class may choose a patron from the list below, or select another deity altogether, though such choice holds no impact on the character's advancement or abilities.

CELNUNTOS – God of nature and elves, Celnuntos is caring and just. Though he does not forgive those who destroy the wild places of the world. He is commonly worshipped by Wood Elves, Rangers, Halflings, Satyrs, Uroken Orc, and Jungle Trolls.

CORIN – The god of water and sailors, Corin is quick to anger but calms just as quickly. Like the sea, he erodes all in his path, ever expanding his influence. Corin is commonly revered, if not outright worshipped by sailors of every race, Minotaurs, and a great many Humans.

DEIDRE – The god of divine, Deidre is revered as the holy link. He encompasses all who hold faith, regardless of their chosen deity. Deidre is forgiving and calm.

DOLUS – The god of trickery, Dolus is a prankster. He enjoys causing confusion and mayhem. While he's one of the lesser gods, he holds the favor of many Rogues,

assassins, bards, travelers, Buralings, and Lacetros.

FLEATEA – The goddess of air and Halflings, Fleatea is gentle but firm. She is often worshipped by Halflings, sailors, and Rangers.

GROMTUSK – The god of Orcs and strength, Gromtusk is harsh and unforgiving. He demands strength and victory through blood. His worshippers are often exclusively Orcs, though a few Fighters from other races find their way to his influence.

KAHLEE – The goddess of magic, Kahlee is curious and experimental. She takes joy in those who share her passions. Her followers are often Mages, High Elves, and others who embrace the arcane arts.

IZARYLE – The Unspoken One is rarely mentioned outside of a hushed whisper. Not much is known about this banished god other than the evil races of the world tend to gravitate toward it. Izaryle was believed to be one of the three greater gods prior to the godly war at the dawn of time. All that remains are a few desecrated ruins and elusive references.

MELAKA – The goddess of travelers, Melaka is a nomad. She loves exploration and seeing new places. Many of her followers paint her as a child, wide eyed at the sights before her. Her followers are often Rogues, Rangers, and Buralings.

OSIRUS – The god of death, Osirus is patient and ever watchful. He does not get in a hurry. All will eventually be his. His followers are often creatures of the night and dark Clerics, though he does not condone their illicit activities.

OZMODIUS – The King God. The god of time and knowledge. Ozmodius is the sands of time. He sees all and takes little action unless someone disrupts time. Being the King God, his temples are numerous. Ozmodius is most often worshipped by Humans.

RAGNAROUS – The god of fire, dwarves, and war, Ragnarous is hot tempered and unforgiving. Rarely is a war fought without his followers being present. Ragnarous is often worshipped by Dwarves, Fighters, and Mages.

RAHUL – Goddess of the moon and night, Rahul is the twin of Sulis. She is secretive and cunning. Her worshippers are commonly Artanos, Lykanthros, Wood Elves, and Rogues.

SULIS – The god of the sun and law, Sulis is the twin of Rahul. He is outgoing and charismatic. He represents order and justice. His chosen followers are mostly Satyrs, High Elves, and Fighters for justice.

THERATIS – The god of psionics, Theratis is the seeker of knowledge and self-sustainability. He is the left hand of Ozmodius. His followers are often Dark Dwarves or Mages.

CHARACTER CLASS

Class serves as the profession or hobby to which a character has dedicated themselves. It determines the bulk of their abilities and skills, and often plays a major role in a character's background, though rarely will it have as large of an impact as their race. Unlike other elements of a character, class is one of the easiest elements to change, though it must be done through the mechanics of the game.

When a character reaches 1st level they begin to shape and define themselves beyond that of a simple combatant. While combat in and of itself can be enjoyable, it limits the roleplay experience which helps to bring Eldarlands LARP to life.

Classes are best selected by identifying areas a player excels. If they're a strong combatant, they might enjoy the Fighter, which has access to plenty of weapon and armor options to fit their style. A player who finds themselves naturally stealthy and enjoys ranged combat would be a great Ranger or even a Rogue. Someone who doesn't care much for physical combat but wants to be part of the excitement might make a great Cleric or Mage.

All of these classes provide weapon and armor restrictions which help to balance the game, as well as a number of abilities that expand or strengthen as characters level. Class abilities can aid in both combat and roleplay scenarios. Regardless of the class a player selects, it's important to note that all character classes serve as archetypes and are not intended to limit the creativity of a player. Someone wishing to play a shaman or warlock type character would likely find the Mage class appealing. Players wanting to make a death knight or necromancer, the Cleric class provides plenty of spells and abilities to make that happen. Just because a class has a set name with set spells and abilities doesn't mean a character can't envision the way it works differently. The important thing is using the assigned trigger words to ensure other players understand the intention of your spells and attacks.

Remember that while this is a role-playing game, the honing of physical skill can never be replaced. A loud and unstealthy person would not make a good Rogue, even with the Rogue's *Stealth* ability. It's difficult to ignore someone crunching through the woods. It's more difficult to ignore when that person suddenly springs up behind them and starts hitting them in the back. If they were obviously there, no amount of roleplay 'you can't see me' magic is going to stop them from attacking.

At 1st level, players may select to play a; Cleric, Fighter, Mage, Ranger, or Rogue. As a player levels and makes growth decisions for their character, they may deem the path they originally selected no longer fits their goals. If this happens, a player can correct the issue by exploring the option to multiclass once they've reached 3rd level.

Please remember that this is a live-action game. The combat system is designed for fast-paced, easy-flow action. The abilities offered here were tailored with that in mind. Nothing can slow a fight faster than having to stop to explain the effects of a particular spell or attack. As always, it's best if targeted by an unfamiliar spell or attack, take the death and ask questions after combat.

THE CLERIC

Clerics are devout in their convictions and often view the world in black and white. One of the most diverse classes available, Clerics can fill nearly any role. They make fantastic healers, righteous paladins, or terrifying death knights.

Unlike other magic using classes, the Cleric's power is a shared extension from their deity. While a Cleric may not publicly attempt to spread the influence of their deity, they have sworn themselves and their service to upholding the ideals of their patron. A Cleric without faith is a Cleric without power.

LEVEL	CLERIC
1	Heal (5), Blessing of Protection +1
2	Cause Fear - 1/Life
3	Command Undead, Revive
4	Healing Word - 1/Life, Raise Dead - 1/Life
5	Divine Favor, Blessing of Protection +2
6	Healing Word - 2/Life, Raise Dead - 2/Life
7	Cause Fear - 2/Life, Divine Gift
8	Raise Dead - 3/Life
9	Healing Word - 3/Life
10	Cause Fear - 3/Life, Blessing of Protection +3

PROFICIENCIES & RESOURCES

Clerics are proficient with; all armors, all shields, light, and heavy weapons. They may carry up to three (3) spell packets, which are used to deliver spells and effects, and they may carry up to three (3) white cloth strips to signify spell effects.

CLERIC SPELLS & ABILITIES

Spellcasting – At 1st level, Clerics gain the ability to cast divine spells granted by their deity. Clerics may use any spell they have access to, so long as they possess the resources to channel that spell.

Heal (5) – At 1st level, Clerics gain the ability to heal a subject of a single wound, a bleed effect, or a poison effect by laying on hands and verbally reciting a short prayer or counting for five (5) seconds. If the count is interrupted for any reason, the spell is wasted and the subject is not healed. There is no limit to how many times per life a Cleric may cast Heal, and the spell does not require resources to cast.

Blessing of Protection – At 1st level, a Cleric may bless up to three (3) subjects, providing them with a protective aura that absorbs one (1) point of damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. This protective armor is increased to +2 at 5th level, and +3 at 10th level. To cast Blessing of Protection, the Cleric must tie a white cloth band around the arm of a subject, including themselves if self-targeting, while verbally counting to ten (10). If the count is completed without interruption, the spell is successfully cast and the subject receives the allotted point(s) of magical armor until the armor has been used, the blessed character dies, or the end of the event, whichever happens first. A cleric may also remove their blessing from a character to bestow it upon another

character. If the count is interrupted for any reason, the spell is wasted. Blessing of Protection cannot be used in conjunction with the Mage's *Mage Armor* spell, as magical armors cannot stack. However, a character wearing armor which has been imbued by the Mage's *Empower Item* ability can benefit from this spell. Once Blessing of Protection has been used, the band must be removed. The Cleric can bless up to three (3) subjects at the same time, each one requiring a white band which must be collected before the spell can be cast again.



Cause Fear – At 2nd level, a Cleric may, once per life, overload a target's mind with visions of horror, causing them to

flee in a random direction for ten (10) seconds. At the end of the duration, the target regains their free will. This spell may be used twice per life at 7th level, and thrice per life at 10th level. To cast Cause Fear, a spell packet must be thrown with the word "Fear" shouted aloud. If the spell packet hits the target, including weapons, armor, or shield, that person must flee in horror in a safe direction away from the Cleric for the duration of the spell. The spell packet itself deals no damage. If a Cleric has expended their three (3) spell packets, they do not have the resources to cast this spell.

Command Undead – At 3rd level, a Cleric may attempt to take command of an undead creature of any type, so long as it is of an equal or lower level to themselves. To cast Command Undead, a spell packet must be thrown with the word "Command" shouted aloud. If the spell packet hits the target, including weapons, armor, or shield, the undead creature, provided it's of a low enough level, will obey any command given by the Cleric until either the Cleric themselves is slain, or the controlled undead loses three (3) limbs and returns to a state of death. The spell packet itself deals no damage. If a Cleric has expended their three (3) spell packets, they do not have the resources to cast this spell.

Revive – At 3rd level, a Cleric may return a deceased character to life, regardless of how they died. To cast Revive, the Cleric must place their hand on a fallen subject and verbally recite a long prayer or count to thirty (30). If successful, the subject is returned to life with all their wounds

healed, though this does not restore any lost armor, broken items, or spent effects. If the count is interrupted for any reason, the spell is wasted and the subject is not revived. There is no limit to how many times per life a Cleric may cast Revive, and the spell does not require resources to cast.

Healing Word – At 4th level, the Cleric may, once per life, deliver a moderate inspirational speech which includes the phrase, “Let all who hear my words be healed.” or count for fifteen (15) seconds. Upon completion, all subjects within earshot, friend or foe, become instantly healed of any and all wounds, bleed effects, or poison effects. This spell also heals those who are considered critically wounded (the Three (3) Limb Death) and are currently dying but haven’t yet died. This spell may be used twice per life at 6th level, and thrice per life at 9th level. Healing Word does not require resources to cast.

Raise Dead – At 4th level, a Cleric may, once per life, animate a corpse to do their bidding. This spell may be used twice per life at 5th level, and thrice per life at 8th level. To cast Raise Dead, the Cleric must place their hand on a fallen subject and verbally chant a short necromantic summoning, or count to ten (10). At the end of the count, the corpse must get up and do the bidding of the Cleric until either the Cleric themselves is slain, or the risen corpse loses three (3) limbs and returns to a state of death, whichever happens first. If the count is interrupted for any reason, the spell is wasted and the

corpse is not raised. Raise Dead does not require resources to cast.

Divine Favor – At 5th level, the Cleric may request guidance from their deity. To use Divine Favor, the Cleric must inform a Story Marshal of their decision and ask for guidance in the form of a spoken prayer. The Story Marshal will role play the interaction, known only to the Cleric. Depending on the deity, the request could be answered in elaborate detail, minimally truthful, or responded in nonsensical rhyme, though an answer will be given. Once Divine Favor has been used, it cannot be used again during that event.

Divine Gift – At 7th level, when a Cleric is slain in battle, their deity may take pity on them and restore them to life with all their wounds healed, though this does not restore any lost armor, broken items, or spent effects. The Cleric may decline to be revived until a more favorable situation arises, though once the gift is accepted, it cannot be used again during that event.

THE FIGHTER

Fighters are skilled combatants and masters of war. Whether leading an army or brawling in an arena, Fighters are found nearly everywhere. They make great mercenaries or sell swords, soldiers, defenders, and guards. They come in any alignment from the boisterous bad to the opportunistic hero.

What sets Fighters apart from one another is the style of weaponry they choose to use. Being unrestricted in their selection, many find themselves drawn to the Sword and Board style, which is a single melee weapon with a shield. Others prefer to get up close and personal with two-weapon fighting, or firing arrows from a safe and respectable distance. And yet, there's something to be said about the brute carrying the massive two-handed warhammer that could crush the bravest enemy with a single blow. Regardless of style, the Fighter has something for everybody.

LEVEL	FIGHTER
1	Strength of the Warrior - 1/Life
2	Cleave Attack - 1/Life
3	Rage (10), Strength of the Warrior - 2/Life
4	Intimidating Shout - 1/Life
5	Rage (15), Strength of the Warrior - 3/Life
6	Cleave Attack - 2/Life
7	Intimidating Shout - 2/Life
8	Cleave Attack - 3/Life, Rage (20)
9	Intimidating Shout - 3/Life
10	Rage (25), Strength of the Warrior - 4/Life

PROFICIENCIES & RESOURCES

Fighters are proficient with; all armors, all shields, and all weapons, including two-weapon fighting. They may carry up to ten (10) arrows or thrown weapons at any given time.

FIGHTER ABILITIES

Strength of the Warrior – At 1st level, Fighters gain the ability to, once per life, deal one (1) extra damage to an opponent while using a melee weapon. This ability may be used twice per life at 3rd level, thrice per life at 5th level, and four times per life at 10th level. Strength of the Warrior is activated by verbally shouting “Two (2) Points” during a melee attack made with a light or medium weapon, or “Three (3) Points”, if the attack is made with a heavy weapon. If the attack hits the target, that person must take the announced amount of damage to themselves or their armor. If a shield or weapon is hit, or the attack misses, the ability is wasted.

Cleave Attack – At 2nd level, the fighter may, once per life, attempt a powerful melee attack that shatters any armor, weapon, or shield it hits. This ability may be used twice per life at 6th level, and thrice per life at 8th level. The Cleave Attack is activated by verbally shouting “Cleave” during a melee attack. If the attack hits the target, that person takes five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it's ‘repaired’ or a reset has been called. If the attack misses, the ability is wasted.

Rage – At 3rd level, the Fighter may throw caution to the wind by verbally shouting “Rage”. This ability sends them into a

berserker's rage for ten (10) seconds while granting temporary immunity to all forms of damage and mind control, though any hold or slow spell can still affect them. While raging, anyone in the Fighter's path becomes a target. At the end of the duration, their body gives out and the Fighter falls dead. The duration of this ability increases to fifteen (15) seconds at 5th level, twenty (20) seconds at 8th level, and twenty-five (25) seconds at 10th level.

Intimidating Shout – At 4th level, the Fighter may, once per life, frighten any opponent within melee range, forcing them to flee for five (5) seconds. This ability can be used twice per life at 7th level, and thrice per life at 9th level. Intimidating Shout is activated by verbally shouting “Flee”. Any opponent within melee range of the Fighter must turn and flee in a safe direction away from the Fighter for the duration of the effect.



THE MAGE

Skilled in the arcane, psionic, or elemental arts, the Mage is a user of powerful magics. They fire spells which can decimate entire armies or reverse the spells of their enemies. They serve as scholars, teachers, enchanters, and occasionally leaders, though many believe the powers they possess make them unfit to lead, being better suited as advisors to those who do.

Mages come from all walks of life. Some were born with innate magical abilities, others studied to find their focus, a few developed such strong mental control that their powers manifested by sheer will alone. And more than a few made a dark pact with some ancient and powerful being, exchanging their servitude for the mystical masteries they possess. Regardless of the source of their power, Mages are unmatched on the field of battle.

LEVEL	MAGE
1	Bolt (Elemental), Counterspell, Entangle
2	Charm - 1/Life, Empower Item +1, Mage Armor +1
3	Burst (Elemental) - 1/Life, Disenchant, Obscure (Self)
4	Charm - 2/Life, Enfeeble, Mage Armor +2
5	Death - 1/Life, Empower Item +2, Shatter - 1/Life
6	Charm - 3/Life, Obscure (Allies)
7	Burst (Elemental) - 2/Life, Mage Armor +3
8	Death - 2/Life, Empower Item +3
9	Charm - 4/Life, Shatter - 2/Life
10	Death - 3/Life, Empower Item +4

PROFICIENCIES & RESOURCES

Mages are proficient with; light armors, and light or medium weapons. They may carry up to ten (10) spell packets, which are used

to deliver spells and effects. They may also carry one (1) white cloth strip, and up to three (3) green cloth strips to signify spell effects.

MAGE SPELLS & ABILITIES

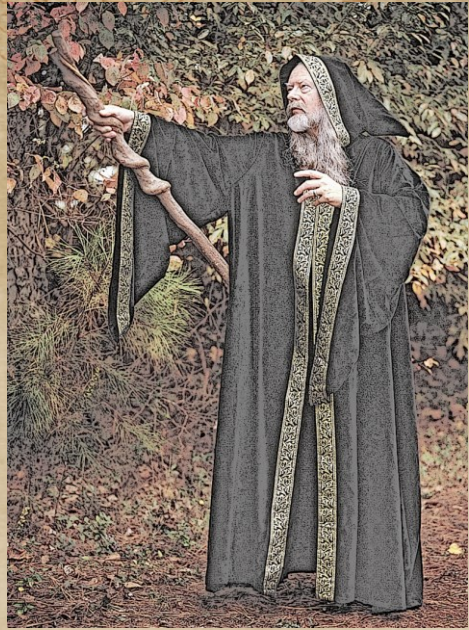
Spellcasting – At 1st level, Mages gain the ability to cast arcane, psionic, or elemental spells and powers. The type and source of this power is for the player to decide. Mages may use any spell they have access to, so long as they possess the resources to channel or cast that spell.

Bolt – At 1st level, the Mage can launch a targeted bolt of elemental energy (Arcane, Fire, Ice, Lightning, Mud, or Psychic) that blasts those it impacts, dealing elemental damage. To cast Bolt, a spell packet must be thrown while verbally shouting “(Elemental Type) Bolt”. If the spell packet successfully hits the target, and isn’t blocked, parried, or deflected by a shield or weapon, that person must take two (2) points of elemental damage to themselves or their armor, as if they were hit by a weapon. If the attack misses, the spell is wasted. For most players the type of element used has no effect, other than dealing base damage. However, some creatures are weak against specific energy types and therefore could take additional damage from specific elemental attacks. There is no limit to how many times per life a Mage may cast Bolt unless they have expended their ten (10) spell packets, in which case they do not possess the available resources to cast this spell.

Entangle – At 1st level, a Mage can summon magical tendrils which sprout from the ground to ensnare a subject,

forcing them to remain stationary for ten (10) seconds. They may use their upper body to defend themselves, but their legs are considered trapped and cannot be moved. At the end of the spell's duration, the subject is released and regains their ability to move freely. To cast Entangle, a spell packet must be thrown while verbally shouting "Entangle". If the spell packet hits the target, including weapons, armor, or shield, that person must freeze in place while loudly counting to ten (10). If the attack misses, the spell is wasted. The spell packet itself deals no damage. There is no limit to how many times per life a Mage may cast Entangle unless they have expended their ten (10) spell packets, in which case they do not possess the available resources to cast this spell.

Charm – At 2nd level, the Mage can, once per life, take control of another living being, forcing them to do their bidding for ten (10) seconds. This spell may be used twice per life at 4th level, thrice per life at 6th level, and four times per life at 9th level. To cast Charm, a spell packet must be thrown while verbally shouting "Charm". If the spell packet hits the target, including weapons, armor, or shield, that person comes under the control of the Mage and must do their bidding for the duration of the spell. At the end of the duration, the target regains their free will and will likely attack the Mage. If the attack misses, the spell is wasted. The spell packet itself deals no damage. If the Mage has expended their ten (10) spell packets, they do not possess the available resources to cast this spell.



Mage Armor – At 2nd level, the Mage can surround themselves or a subject with a defensive magical barrier that absorbs damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. This protective barrier is increased to +2 at 4th level, and +3 at 7th level. To cast Mage Armor, the Mage must tie a white cloth band around the arm of a subject, including themselves if self-targeting, while verbally reciting a short spellwork, or counting to ten (10). If the count is completed without interruption, the spell is successfully cast and the subject receives the allotted point(s) of magical armor until the armor has been used, the protected character dies, or the end of the event, whichever happens first. If the count is interrupted for any reason, the

spell is wasted. Mage Armor cannot be used in conjunction with the Cleric's *Blessing of Protection*, as magical armors cannot stack. However, a character wearing armor which has been imbued by the Mage's *Empower Item* ability can benefit from this spell. Once the protective barrier has been used, the band must be removed. The Mage can cast Mage Armor on a single subject, requiring a white band which must be collected before the spell can be cast again.

Burst – At 3rd level, the Mage can, once per life, unleash an explosion of elemental energy (Arcane, Fire, Ice, Lightning, Mud, or Psychic) that deals damage to a central target and any person(s) within melee weapon range of them. This spell may be used twice per life at 7th level. To cast Burst, a spell packet must be thrown while verbally shouting “(Elemental Type) Burst”. If the spell packet hits the target, including weapons, armor, or shield, regardless of a successful block or deflect, that person must take three (3) points of damage to themselves or their armor, as if they were hit by a weapon. The subject must then raise both arms and weapons out to the sides and spin in a complete circle. Anyone within this radius must also take three (3) points of damage. If the attack misses, the spell is wasted. For most players the type of element used has no effect, other than dealing base damage. However, some creatures are weak against specific energy types and therefore could take additional damage from specific elemental attacks. If the Mage has expended their ten (10) spell

packets, they do not possess the available resources to cast this spell.

Obscure – At 3rd level, the Mage has learned the value of privacy and has discovered how to magically produce it. By creating an orb of compressed air that obscures both sight and sound, the Mage can all but disappear themselves and any small or medium items they carry. Any observer would see little more than what appears to be heat waves in the air as the Mage travels or remains stationary. While using this spell, the Mage must keep at least one hand extended over their head. When/if their arm lowers, the spell is ended. At 6th level, the Mage can extend this cloaking ability to a maximum of five (5) allies by joining outstretched hands to form a complete loop with the Mage at the center. If their hands drop or the link is broken for any reason, the effect is ended and all parties can be seen by others. Other spells or attacks cannot be performed within five (5) seconds of Obscure, in any of its forms, ending. There is no limit to how many times per life a Mage may cast Obscure, and the spell does not require resources to cast.

Enfeeble – At 4th level, the Mage can overload a subject's body, weakening them to the point of exhaustion. To cast Enfeeble, a spell packet must be thrown while verbally shouting “Enfeeble”. If the spell packet hits the target, including weapons, armor, or shield, that person is forced to drop any medium or heavy shields, weapons, or loads they may be carrying, and slow to half speed for ten (10) seconds. At the end of the duration, the target regains their strength and may

retrieve their items and move at full speed. If the attack misses, the spell is wasted. The spell packet itself deals no damage. There is no limit to how many times per life a Mage may cast Enfeeble unless they have expended their ten (10) spell packets, in which case they do not possess the available resources to cast this spell.

Death – At 5th level, the Mage may, once per life, attempt to blast a target with a deadly magical attack that instantly kills upon a successful hit. This spell may be used twice per life at 8th level, and thrice per life at 10th level. To cast Death, a spell packet must be thrown while verbally shouting “Death”. If the spell packet hits the target, including weapons, armor, or shield, except for magical armor, the subject falls dead. If the target is protected by magical armor, the Death spell and magical armor cancel each other out, regardless of the magical armor’s potency or source. If the attack misses, the spell is wasted. If the Mage has expended their ten (10) spell packets, they do not possess the available resources to cast this spell.

Shatter – At 5th level, the Mage can, once per life, unleash a powerful magical attack that shatters any armor, weapon, or shield it hits. This spell may be used twice per life at 9th level. To cast Shatter, a spell packet must be thrown while verbally shouting “Shatter”. If the spell packet hits the target, that person takes five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it’s ‘repaired’ or a reset has been called. If the attack misses, the spell is

wasted. If the Mage has expended their ten (10) spell packets, they do not possess the available resources to cast this spell.

Counterspell – At 1st level, Mages have learned to sense magic in ways few others can. As a result, they’ve learned how to catch and redirect incoming spells. The Counterspell ability is activated when a Mage physically catches the spell packet or thrown delivery device of another spellcaster, except for the Rogue’s *Silence* ability as it is distraction based and not an actual spell. If the Mage catches the spell packet, they may throw it back at the caster or another target of their choosing. The effect of the spell remains that of the original spell and the counterspelling Mage must verbally shout the spell’s name as they’re throwing the spell packet at the new target. A spell can be the subject of counterspell multiple times, until the spell eventually misses its target, is activated by a hit, or is intentionally fizzled by a Mage. No other class can catch a spell packet. To do so would result in the activation of the spell. There is no limit to how many times per life a Mage may use Counterspell, and the ability does not require resources to use.

Empower Item – At 2nd level, the Mage has learned how to force energy into inanimate objects, imbuing them with power. To empower an item, the Mage must verbally recite a short spellwork, or count to ten (10) while tying a green band around the item, signifying it has been magically enhanced. The enhancement last until the item is broken, disenchanting, or the end of the event, whichever happens first. If the count is interrupted for any reason, the spell is wasted and the process must be restarted.

An empowered weapon (any classification) deals an additional one (1) point of damage. The wielder of that weapon must verbally shout “Two (2) Points” for light, medium, or ranged weapons, or “Three (3) Points”, for attacks made with any heavy weapon. If the attack hits the target, that person must take the announced amount of damage to themselves or their armor. Empowered armor (any classification, except natural or magical armor), gains an additional one (1) point of protection against attacks. This enhancement protects against magical assaults which normally bypass armor and would otherwise result in death, but it does not protect against assassination attempts which do the same, on account of the magical enchantment being fixed to the armor itself instead of a protective barrier that shrouds the subject. Empowered shields gain a ‘Reinforced’ status, making them unbreakable from a single use of the Fighter’s *Cleave Attack* or the Mage’s *Shatterspell*. Other empowered items are at the discretion of the Story Marshal and will be assigned their value on a case-by-case basis. Empower Item increases to a +2 value at 5th level, +3 at 8th level, and +4 at 10th level. The Mage must recollect their green band before the spell can be cast again. The Mage can empower up to three (3) items at the same time, but not the same item multiple times. Each Empowered Item requires a green band which must be collected before another enhancement can be placed.

Disenchant – At 3rd level, the time a Mage has spent empowering items has taught them how to undo the process, removing any magical effects from a person or item,

even those empowered by other Mages. To Disenchant a person or item by force, a spell packet must be thrown while verbally shouting “Disenchant”. If the spell packet hits the target, including weapons, armor, or shield, a single enchantment or magical effect is dispelled and any visual indicators, such as a cloth strip or in-game token must be removed and submitted to the Story Marshal. If the target has multiple enchantments, only the one physically closest to the point of impact will be affected. To dispel additional enchantments would require the targeting by another usage of Disenchant. If Disenchant is used against a target who is actively casting a spell, or is the subject of one (verbally counting a magical ability), a successful spell packet hit would result in silencing the caster for a ten (10) second count, during which they cannot use any form of magic. The subject of a harmful spell would have the effects removed, though any wounds or death which have already occurred are irreversible. A nonhostile Disenchant, such as reclaiming a spent *Empower Item*, or removing an effect from an ally requires either the untying of any cloth strip, the chanting of a short spellwork, or a ten (10) count, whichever applies. The spell packet itself deals no damage. There is no limit to how many times per life a Mage may use Disenchant unless they have expended their ten (10) spell packets, in which case they do not possess the available resources to use this ability in a ranged capacity.

THE RANGER

The Ranger is a dexterous combatant who relies on speed, agility, and stealth to get the job done. They often seek employment as hunters, scouts, mercenaries, or archers. Where the Fighter is a master of weaponry and combat, the Ranger is a master of circumstance. They'll subtly shift events to their favor, waiting for the right moment to strike.

While a great many Rangers become renowned archers, a fair amount also specialize in two-weapon fighting, or even prefer thrown weapons opposed to archery or melee. It's not the Ranger's choice of weaponry that makes them dangerous. It's their ability to slip out of most any situation unscathed, only to reappear stronger than before. They make worthy adversaries, deadly defenders, and excellent guides.

LEVEL	RANGER
1	Hunter's Mark - 1/Life
2	Heal (10) - 1/Life
3	Hunter's Mark - 2/Life, Mend Item (30) - 1/Life
4	Explosive Shot - 1/Life
5	Heal (10) - 2/Life, Hunter's Mark - 3/Life
6	Explosive Shot - 2/Life
7	Mend Item (30) - 2/Life
8	Heal (10) - 3/Life, Hunter's Mark - 4/Life
9	Explosive Shot - 3/Life
10	Explosive Shot - 4/Life, Hunter's Mark - 5/Life

PROFICIENCIES & RESOURCES

Rangers are proficient with; light and medium armors, light shields, and light and

medium weapons, as well as ranged weapons, with access to two-weapon fighting. They may carry up to ten (10) arrows or thrown weapons at any given time.

RANGER ABILITIES

Hunter's Mark – At 1st level, Rangers gain the ability to, once per life, deal one (1) extra damage to an opponent while using any ranged weapon. This ability may be used twice per life at 3rd level, thrice per life at 5th level, four times per life at 8th level, and five times per life at 10th level. Hunter's Mark is activated by verbally shouting "Two (2) Points" during a ranged attack. If the attack hits the target, that person must take the announced amount of damage to themselves or their armor. If a shield or weapon is hit, or the attack misses, the ability is wasted.

Heal (10) – At 2nd level, Rangers may, once per life, heal a subject of a single wound, a bleed effect, or a poison effect by laying on hands and verbally reciting a short prayer, or counting for ten (10) seconds. If the count is interrupted for any reason, the spell is wasted and the subject is not healed. This spell may be used twice per life at 5th level, and thrice per life at 8th level.

Mend Item – At 3rd level, the Ranger can, once per life, restore armor, repair a broken weapon or shield, or to rebuild an in-game item which is in pieces or otherwise destroyed. This ability can be used twice per life at 7th level. To mend an item, the Ranger must place their hands upon the item or its pieces and count to thirty (30). Upon completion, the item is restored as if it were never broken. If the count is

interrupted for any reason, the attempt is wasted.

Explosive Shot – At 4th level, the Ranger may, once per life, attempt a ranged attack that explodes on the target, dealing damage to the target and any person within melee weapon range of them. This ability may be used twice per life at 6th level, thrice per life at 9th level, and four times per life at 10th level. Explosive Shot is activated by verbally shouting “Burst” during a ranged attack. If the attack hits the target, including weapons, armor, or shield, regardless of a successful block or deflect, that person must take three (3) points of damage to themselves or their armor, as if they were hit by a weapon. The target must then raise both arms and weapons out to the sides and

spin in a complete circle. Anyone within this radius must also take three (3) points of damage. If the attack misses, the ability is wasted.



THE ROGUE

The Rogue relies on stealth and cunning. They often stalk from the shadows to steal from or assassinate their victims. They have an uncanny knack for disabling traps and finding their way around locks. While many Rogues belong to a criminal element, forming guilds and unions among others of their kind, especially in large cities or crowded settlements, many seek their claim to fame by entertaining at taverns or traveling caravans. They excel with small weapons such as daggers or fist weapons and can make quite a showing by demonstrating their skills.

Many Rogues live their lives in the pursuit of fortune. Some find it by becoming an assassin for hire. Some do so by stealing and fencing whatever they can find. And others prefer a more honest approach, entertaining drunken patrons for tips. The fact those same patrons don't keep an eye on their coin purse is no fault of the Rogue should it end up changing hands during a performance.

PROFICIENCIES & RESOURCES

Rogues are proficient with; light and medium armors, as well as light and ranged weapons. They have access to two-weapon fighting. They may carry up to ten (10) arrows or thrown weapons for delivering ranged ability effects, and up to three (3) clothes pins, which are used to signify certain abilities.

LEVEL	ROGUE
1	Pick Pocket
2	Assassin's Poison - 1/Life, Stealth - 1/Life
3	Silence, Underworld Connections
4	Assassin's Poison - 2/Life
5	Stealth - 2/Life, Uncanny Senses - 1/Life
6	Assassin's Poison - 3/Life
7	Stealth - 3/Life
8	Assassin's Poison - 4/Life
9	Stealth - 4/Life, Uncanny Senses - 2/Life
10	Assassin's Poison - 5/Life

ROGUE ABILITIES

Pick Pocket – At 1st level, the Rogue may attempt to stealthily pick pocket an unsuspecting character. To use Pick Pocket, the Rogue must slip a clothes pin onto a target's person without being detected. If successful, the target's pocket has been picked. The Rogue should then inform a Story Marshal of the deed as soon as possible. The Story Marshal will stop the person and retrieve the clothes pin, as well as a single random in-game item; such as money, potions, magical effects, or other valuable artifacts that person may have had on them. As soon as the victim is clear, the Story Marshal will relinquish the clothes pin and the stolen item to the thief's possession. There is no limit to how many times per life a Rogue may use their Pick Pocket ability, though if the Rogue has expended their three (3) clothes pins, there are no more targets available to pick pocket.

Assassin's Poison – At 2nd level, the Rogue may, once per life, coat a weapon in a deadly poison. This ability may be used

twice per life at 4th level, thrice per life at 6th level, four times per life at 8th level, and five times per life at 10th level. Assassin's Poison is activated by verbally shouting "Poison" during a melee or ranged attack. If the attack wounds the target, that person is poisoned and must begin a thirty (30) second count as the poison works its way through their body. A heal effect will cancel the poison. If the target can't be healed by the end of the duration, they fall dead. The poison is active until it is used. Attacks landing on armor, shields, or weapons do not activate the poison.

Stealth – At 2nd level, the Rogue can, once per life, slip into the shadows, disappearing from sight. While using this ability, the rogue must keep their hands extended out to the sides. If their hands drop for any reason, the effect is broken and they can be seen by others. Attacks cannot be performed within five (5) seconds of Stealth ending. It's also worth noting that Stealth does nothing to hide sound. Prey can just as easily hear footsteps and movement as they can see a person approaching them. This ability can be used twice per life at 5th level, thrice per life at 7th level, and four times per life at 9th level.

Silence – At 3rd level, the Rogue may attempt to silence a spellcaster, interrupting any spells or healing abilities which require a verbal count, while preventing them from casting new spells for the duration. Silence is activated by verbally shouting the word "Silence" during a ranged or melee attack. If the attack hits the target, including weapons, armor, or shield, the effect is activated and the target cannot make any verbal sounds for ten (10) seconds. The

attack deals no damage. If the attack misses, the ability is wasted and the target is not silenced. There is no limit to how many times per life a Rogue may use their Silence ability.

Underworld Connections – At 3rd level the Rogue has spent enough time in their profession to have made friends in low places. These underworld connections can provide a fence for stolen goods, exchanging them for coin or other valuable and 'clean' goods or services. Additionally, a contact might be able to offer advice, insight, information, or even jobs. Though they may demand a price for these favors. To use Underworld Connections, the Rogue must contact a Story Marshal and roleplay the scenario. Once Underworld Connections has been used, it cannot be used again during that event.

Uncanny Senses – At 5th level, a Rogue has gained a fair amount of experience uncovering things most people want to keep hidden. For this reason, they may, once per life, notice a hidden passage, door, or opening that most other would be unable to see. They may spot or disable a trap, bypass a locking device, or use their ingenuity to overcome an otherwise difficult scenario. This ability can be used twice per life at 9th level. To use Uncanny Senses, the Rogue should inform a Story Marshal when they wish to activate it. The Story Marshal will guide them for a short time, acting as their intuition as they work their way through problems they would otherwise be unable to overcome on their own.

MULTICLASSING

Multiclassing allows a character the chance to mix and match the abilities of multiple classes in order to play something otherwise unavailable in the base class options.

Players gain the option to multiclass upon reaching 3rd level in their base class, and may choose to do so anytime thereafter when they attain a new level.

Choosing to multiclass will change the path of a character. Instead of gaining the abilities their base class would offer for the new level, they gain the abilities of the new class they've selected. In addition, they retain the stronger proficiencies and any resources between the classes they've chosen to play.

A multiclassed character has the option to choose which class they wish to level in anytime a new level is reached, though no character may level into more than three (3) classes.

As an example, Kruskar, the Grunthar Orc is a 6th level character. He spent his first three (3) levels as a Fighter, gaining access to all weapons, armors, and shields, as well as Strength of the Warrior – twice per life, Cleave Attack – once per life, and Rage (10). At 4th, he decided to multiclass into Mage. Since his proficiencies from his Fighter class were stronger than those of the Mage class, he retained access to all weapons, shields, and armor, as well as his abilities from his Fighter class. But he also gained the abilities and resources from the Mage class, granting him the use of up to ten (10) spell packets, one (1) white cloth strip, and three (3) green cloth strips, as well as Counterspell, and Spellcasting: Bolt (Elemental), and Entangle. When he reached 5th level, he had the option to level once again into either Fighter or Mage, or he could have multiclassed again to gain his third and final class. He chose to spend that level in the Mage class, granting him Empower Item +1, Spellcasting: Charm - once per life, and Mage Armor +1. Having gained everything he wanted in both the Mage class and the Fighter class, at 6th level, he decided to take a level in the Cleric class. Since his proficiencies were already maxed from his Fighter levels, he didn't gain anything from the Cleric proficiencies, and with his Mage levels, he couldn't gain more spell packets, but he did gain two (2) additional white cloth strips, to max out the maximum three (3) the Cleric class offers. Additionally, he gained abilities; Spellcasting: Heal (5), and Blessing of Protection +1, in addition to the abilities he already had. At this point, Kruskar could continue to level into any of these three (3) classes, but he cannot select any more classes to gain abilities from.

Character do not have to multiclass. In fact, the vast majority should not. Multiclassing is an advanced option for people who wish to play a character which has access to abilities their base class does not. For instance, if someone wanted to play a mage blade, or similar style class, they could play just the Mage, as they still have access to medium and light swords. But to truly master the mage blade class would require at least medium armor, and that would mean taking levels in Fighter, Ranger, Rogue, or Cleric.

Multiclassing allows customization for those instances where the basic setup just can't compete.

PAIRING RACIAL & CLASS ABILITIES

In some cases, a character's race offers an ability that is similar to one of their class abilities. When this happens, the abilities are often stacked or modified to strengthen their effects, rather than render one of them useless. In rare cases, both abilities are joined into an entirely new ability which cannot be gained anywhere else.

ARTANOS FIGHTER: Rapid Strike & Strength of the Warrior

When paired, the Artanos Fighter absorbs their *Rapid Strike* ability, granting *Strength of the Warrior* one (1) additional use per life.

DARK DWARF CLERIC: Psychic Armor & Blessing of Protection

The +1 magical armor bonus granted by *Psychic Armor* stacks with the magical armor bonus granted by the Cleric's *Blessing of Protection*.

DARK DWARF MAGE: Psychic Armor & Mage Armor

The +1 magical armor bonus granted by *Psychic Armor* stacks with the magical armor bonus granted by the Mage's *Mage Armor* spell.

DARK ELF MAGE: Darkness & Obscure

When paired, the Dark Elf Mage has the ability to use either *Darkness*, or *Obscure* as they're written, except the once per life restriction on *Darkness* is lifted, making it an 'at will' ability. Additionally, at 6th level,

when the Dark Elf Mage unlocks the full potential of the *Obscure* spell, they may use their *Darkness* ability to conceal up to five (5) allies as is written in the *Obscure* spell.

GNOME RANGER: Tinker's Pastime & Mend Item

When paired, the Gnomish Ranger absorbs their *Tinker's Pastime* ability, granting *Mend Item* one (1) additional use per life. Additionally, the count time of *Mend Item* is reduced from thirty (30) to ten (10) for all uses.

HALFLING CLERIC: Herbal Remedy & Heal (5)

When paired, the Halfling Cleric uses their knowledge of healing magics to unlock the secrets of their *Herbal Remedy* ability. The result is a new spell which replaces both.

Cure – Through the blending of magic and medicine, the Halfling Cleric may heal a subject of all their wounds, bleed effects, and poison effects by laying on hands and verbally counting for five (5) seconds, returning the subject to perfect health. However, this ability cannot return the dead to life, unless they're suffering from the three (3) limb death rule but have not yet died. If the count is interrupted for any reason, the spell is wasted and the subject is not healed. There is no limit to how many times per life a Halfling Cleric may cast *Cure*, and the spell does not require resources to cast.

HALFLING RANGER: Herbal Remedy & Heal (10)

When paired, the Halfling Ranger absorbs their *Herbal Remedy* ability, granting *Heal (10)* one (1) additional use per life.

HIGH ELF MAGE: Arcane Execution & Death spell

When paired, the High Elf Mage's *Arcane Execution* spell is absorbed, granting their *Death* spell one (1) additional use per life.

LACETROS ROGUE: Envenom & Assassin's Poison

When paired, the Lacetros Rogue absorbs their Envenom ability, granting *Assassin's Poison* one (1) additional use per life.

LYKINTHROS FIGHTER: Wolf Pack & Strength of the Warrior

When the Lykinthros Fighter's *Wolf Pack* ability is active, granting them +1 extra damage to all melee attacks, they may also use their *Strength of the Warrior* ability increasing the bonus damage to +2 for a single attack.

MINOTAUR FIGHTER: Bull's Rage & Rage

When paired, the Minotaur Fighter combines their *Bull's Rage* (twenty (20) seconds) ability with their *Rage* (ten (10) seconds) ability, adding the durations together. For instance, a 3rd level Minotaur Fighter would have a single rage ability that lasts for thirty (30) seconds. The duration of this ability increases to thirty-five (35) seconds at 5th level, forty (40) seconds at 8th level, and forty-five (45) seconds at 10th level.

MORUK ORC FIGHTER: Power Attack & Cleave Attack

When paired, the Moruk Orc Fighter absorbs their *Power Attack* ability, granting *Cleave Attack* one (1) additional use per life.

SATYR MAGE: Nature's Embrace & Entangle spell

When paired, the Satyr Mage blends the magics of their *Nature's Embrace* spell with that of their *Entangle* spell. The result is a new spell, which replaces both.

Bind – A Satyr Mage can call magically infused vines to sprout from the ground, completely encasing a subject in an immovable prison and forcing them to cease any and all action for twenty (20) seconds. During this time, the subject cannot be attacked or harmed in anyway, but they cannot escape either. They're completely helpless. At the end of the spell's duration, the subject is released and regains their ability to move freely. To cast Bind, a spell packet must be thrown while verbally shouting "Bind". If the spell packet hits the target, including weapons, armor, or shield, that person must freeze in place while loudly counting to twenty (20). If the attack misses, the spell is wasted. The spell packet itself deals no damage. There is no limit to how many times per life a Satyr Mage may cast Bind unless they have expended their ten (10) spell packets, in which case they do not possess the available resources to cast this spell.

VULPINE MAGE: Vulpine's Seduction & Charm spell

When paired, the Vulpine Mage absorbs their *Vulpine's Seduction* ability, granting their *Charm* spell one (1) additional use per life.

COMBAT

Eldarlands LARP is Live Action. That means, combat is live action. Nothing is scripted. There are no predetermined outcomes. The winners win through tactics and skill. Nothing more, nothing less. Whatever happens, happens. The outcome of those battles are what shape the storyline for events to come. The good/bad morality clause does not exist here. If the bad guys win, the story going forward will reflect that victory, making future victory all the sweeter if the good guys are able to take it back.

Many LARP games have a combat to roleplay ratio. Some games are as one sides as 90-100% combat, while others are 85-90% roleplay. The trouble with such one-sided ratios is they're tailored to meet the needs of a specific type of person. Combat heavy games are often more physical, sometimes including grappling, wrestling, shield bashing, charge attacks, or unarmed strikes. While these types of combat can be safe when used properly, Eldarlands LARP **does not** allow them.

On the other side of the spectrum, heavy roleplay games have a tendency to rely too much on imagination, requiring physical character sheets and dice to work out random or unpredictable outcomes. They rarely have need for physical combat, as most of their encounters are simulated or verbal only.

While both of these styles of games have their merit, Eldarlands LARP was build to play in the middle range, with physical, yet not too violent combat, and a healthy dose of roleplay. This game was designed to

provide a 60/40 split, meaning it's roughly 60% combat and 40% roleplay.

By donning weapons and stepping into the mindset of a character, players get to explore the game world in a live action simulation. Think of it like a reenactment, only instead of 're'enacting, the player is writing the story themselves. They build allies and make enemies. They can fight monsters (both player character and nonplayer character). They can guard a bridge, forcing any travelers to pay a toll, or fight for the right to pass unmolested. The game world IS roleplay. The means of deciding victory is combat.

In Eldarlands LARP, there are a variety of combat scenarios which may occur during gameplay. The simplest of which is a duel between two characters. This is often achieved by squaring off (facing each other), and raising weapons to the sky to signal each party is ready. This is called "En Guard". Once both parties have signaled, a Combat Marshal serving as referee over the match will call, "Lay On", signaling the battle to begin.

The combatants begin combat, each attempting to hit the other, either as a wounding blow or a killing blow. Depending on the objective of the battle, the fight could be to the death, to first blood (a wounding hit regardless of location), or simply a distraction to interact with an item which was the reward for their skirmish. Whatever the reason, combat ends once one side or the other has won.

Keep in mind, this example is a regulated skirmish. During gameplay it's impossible for a Combat Marshal to be everywhere at once. Oftentimes, players will have to

regulate themselves, both starting the match and deciding victory. Eldarlands LARP uses an honor system to combat, meaning players are expected to fight honorably. If they get hit, by their honor, they should claim it. As players grow accustomed to the combat system, this becomes easy to manage.

Larger scale battles happen in much the same way a one-on-one skirmish does, only there are many more people involved. These larger battles can have multiple sides, and will oftentimes include archers, thrown weapons, and the use of magic. Ranged combat adds a new dynamic to the battle, increasing the excitement as well as the difficulty. Just like being hit by a melee weapon, when struck with a ranged weapon in a legal target location, injury and death occur the same way, with the single exception being certain abilities or spells which augment the effects of the hit.

Players can read the 'Abilities & Spells' section of this chapter for a full list of effects, trigger words, and pertinent information about all spells and abilities. They can also view the full effects in the 'Class' section of 'Character Creation'.

Combat in Eldarlands LARP is designed to be fast pace and easy to learn. It has no dice or written papers which must be consorted to determine an outcome. The outcome is decided when one side wins, and the other is defeated. As an added note, if a player is targeted by an attack, ability, spell, or other factor to which they're uncertain, they would be better off to assume the effect was an instant death than to slow combat by questioning right then and there. They can always ask for clarification after the battle has ended.



COMBAT RULES

A large part of the enjoyment this game brings is the ability to battle your friends. Eldarlands LARP has a predefined set of rules which make combat both safe and enjoyable for everyone involved. All players should memorize these rules and apply them to the best of their ability, on and off the field of battle. Not only will it make them a safe opponent, but it can make them a better person.

RULE #1: SAFETY FIRST

If you think something is dangerous, don't do it. This is a game. Its purpose is to have fun. There's no need to endanger yourself or others. Be sure to learn all the combat rules and don't attempt to build your own weapons or armor until you have a firm understanding of safe weapon or armor construction. By following all game and safety rules, and listening to the Combat and Safety Marshals, everyone will have a good time and go home safe.

RULE #2: FIGHT WITH HONOR

Your character does not have to be a good guy. They don't have to let an opponent retrieve a dropped weapon before attacking. They could be the worst person imaginable, but a divide should exist between player and character. As a player, you should strive to be the best version of yourself you can be. Eldarlands LARP combat is an honor system. If you think you got hit, take the hit. Likewise, if you think you hit your opponent, do not call the shot. Nothing can cause an argument quicker than sluffed shots being called. It's up to the honor of your opponent to claim any hits they receive. In the event they fail to claim multiple hits, simply hit them harder. Some of us have some pretty thick skin and don't always feel a glancing blow. In those regards put a little more behind the swing. Eventually we'll feel it.

RULE #3: THREE LIMBS EQUAL DEATH

Many LARP games use a two (2) limb death system. Eldarlands LARP is not one of them. We implement a three (3) limb death system. It prolongs combat, allows for interesting tactics, and opens the world to healing abilities or the taking of prisoners. It's a pretty simple system. If you get hit in the arm, lose the arm and any item it may be holding. If you get hit in the leg, lose the leg. If you lose both legs, you can't go anywhere. If you lose both legs and an arm, you're in a state of unconsciousness and are bleeding out. At this point, you have thirty (30) seconds to be healed before death occurs. In addition to loss of three (3) limbs, any body hit counts as death. Only a *Revive* spell or a Reset can bring a deceased character back to life. (Don't worry. A character's true death only occurs if the player wishes it.)

RULE #4: WATCH THE JUNK

During combat, there are a few locations which players should avoid hitting. Illegal targets include the crotch, neck and head, wrist to fingertips, and ankles to toes. Legal targets include wrist to shoulder for the arm, ankle to hip for the leg, and any torso (front or back) and butt count as body. A hit in any of these locations should be acknowledged either verbally or by signaling. Some characters have armor, either worn or magical and may not lose a limb or take a death from an obvious hit. Cases like these should be noted during combat to avoid confusion.

RULE #5: NO BASEBALL SWINGS

One of the more difficult things for new players to grasp is how hard to swing. This skill takes practice and experience. To minimize the risk of accidental injury, Eldarlands LARP urges players to never swing more than 90 degrees from the resting position of the weapon to the point of impact. Any greater and the weapon tends to generate too much speed and force, creating a hard impact which can injure your opponent. Be careful to reduce the strength you put into your swings. The goal is to have fun. You don't want to hurt anybody.

RULE #6 AUTHORIZATION

All combatants must authorize in the use of weaponry with a Combat Marshal before they're allowed to use any weapon of that type. This is to ensure proper training with the weapon type and minimize risks of accidental injury. When a player joins Eldarlands LARP, they will be taken aside and taught how to handle a shortsword, along with all combat rules. Before they're allowed to fight another player, they must first prove to the Combat Marshal that they can be safe. Only then will they be able to join the others.

RULE #7: INSPECTION

All weapons and armor must be thoroughly inspected and approved for use before each and every event. Weapons can degrade over time or become damaged through normal use. Armor can rust or get bend, creating hazardous edges. By routinely inspecting weapons and armor, Eldarlands LARP can ensure a safe and fun environment for everyone.

RULE #8: STOP, LOOK, & LISTEN

A lot can happen in the span of a few seconds. This is true especially during combat. Pay attention to your surroundings. Look for hazards. If you see one, call a "Hold". There are many verbal commands during combat. It's the responsibility of each player to learn and understand them. They could make the difference between a flawless and fun adventure or sudden danger for everyone involved. All verbal commands or trigger words can be found in the 'Vocabulary' section of this chapter.

VOCABULARY

ADVANCE

To advance means to continue forward. In combat, it's a command to move forward.

ALIVE

An alive character is any character who is not currently dead. They can interact with the world and other characters, both alive and the corpse of those deceased. When a deceased character has reset or respawned, usually following a timed count during certain-games, the player should shout "Alive" before returning to gameplay.

AMBUSH

To ambush someone means to make a surprise attack while hiding or otherwise concealed.

ARMOR POINTS

All armor, including magical armor, is assigned a point value, or Armor Points. These act like hit points in the fact that each armor point can absorb a single point of damage. For instance, if a player were wearing a leather breastplate, which provides three (3) armor points, and they were to get hit in the side by a shortsword which deals one (1) point of damage, their armor would absorb the hit, but their armor is now worth two (2) armor points until a reset is called or a character with a *Mend Item* ability repairs it for them. If they were to then get hit by a Ranger's *Explosive Shot* ability, which deals three (3) points of damage, the remaining two (2) armor points are unable to absorb the attack and the player's character would die until a reset is

called or a character with the *Revive* spell resurrected them.

BLOCK

Blocking an attack means to stop it from landing, usually with a shield or another weapon. A block rarely allows the ability to return the attack.

COURTESY

The term "Courtesy" is announced either in whisper or simply spoken to the target of a successful sneak attack, an assassination, or a mercy killing. A courtesy kill does not, and should not, require an actual strike to the target. If a player is able to sneak up on a target without discovery, they simply lay their weapon on the target's shoulder and announce "Courtesy". This signifies an assassination and bypasses any and all worn armor, though natural and/or magical armor can negate this attack at the cost of the armor. A courtesy kill can also be called to slay a defenseless opponent, such as a prisoner or one who has been defeated but not yet killed. Any situation which would result in the death of a character without need for an actual attack should be considered a Courtesy Kill.

DAMAGE POINTS

During combat some weapons, abilities, and spells deal more than a single point of damage. In most cases an attack will deal one (1) point of damage, which will claim a limb or death blow on an unarmored opponent, or it will remove one (1) point of armor from an armored one. In the cases where additional damage is being dealt, outside extremely lethal attacks which are named, the aggressor would shout "Two

Points” or “Three Points” during their strike. If the attack is successful, the defender takes the announced amount of damage to themselves or their armor. Loss of limb or death will occur if there is not enough armor in that location to absorb the attack.

DEAD OR DEATH

A dead character is one who has suffered a fatal wound to their torso or butt, lost three (3) limbs and was unable to be healed, or has suffered the effects of a fatal spell or ability. Dead characters cannot interact with the living, unless directed to do so by the Story Marshal. When a character dies, if safe to do so, they should dramatically fall to the ground in a death scene, or if unsafe to do so, they should place their weapons or hands above their head and safely exit the battlefield to the predetermined respawn point. On occasion, a dead character may be revived by a spell, or their corpse might be raised as a controlled undead. In either case, the caster of such a spell will inform the deceased character during the casting. No character can permanently die unless the player of that character wishes it so.

DEFLECT

To deflect an attack means to turn or send it away by means of a shield or weapon. It’s akin to a block but rather than bringing the attack to a full and complete stop, a deflect sends it in another direction.

EN GARDE

When preparing for combat, all combatants should raise their weapons overhead to signal they’re ready. This stance is known as

En Garde, which means “On your guard”, and it is a warning to other combatants.

FLANK

To be flanked means to be surrounded. Anytime opponents are on either side of a character, left and right, or front and back, or all four, that character is flanked. There are no in-game consequences or penalties to being flanked.

HIT

A hit is any time an attack, be it melee, ranged, or a spell, successfully hits the target.

HOLD

When a “Hold” is called a hazard or accident has been identified. When hearing this call, ALL persons on the battlefield should immediately stop what they’re doing and remain in their position with weapons raised overhead. Like pausing a videogame, “Hold” can be called for any reason, but it is often used to alert others of dangerous situations such as an injured player, a broken weapon, dislodged items such as glasses or personal property, to explain a rule to an inexperienced player, or any number of other reasons. Once the situation has been resolved and combat can resume, only the person who called the “Hold”, or a game official in their absence, can issue the “Lay On” to resume the battle.

LAY ON

The official command to begin or resume battle. It follows the call of “En Garde” when preparing for combat, and is the all clear or release signal after a “Hold” has been called. Only the person who called for

the “Hold” or a game official can issue the “Lay On” to resume combat.

LOOTING

When a deceased character is discovered by a living character, the living character may place their hand upon the deceased character and declare they’re “looting” the corpse. After the declaration, the living character then begins a thirty (30) second count, signifying they’re searching the body. If the count is complete, they gain any in-game items the deceased character may have had on them.

PARRY

To parry an attack means to block with a weapon, but unlike a true block, parrying allows the player to immediately return the attack.

REAR OR BEHIND

Rear or Behind is usually shouted as warning when an enemy force is approaching from behind.

RESPAWN OR RESET

Oftentimes when a goal is achieved, or a set timer is used, characters can respawn or reset. When this happens, any dead characters return to life. Any lost abilities or spells are regained, unless otherwise specified, and any lost or damaged items are restored. The rules of a respawn or reset will be given as needed, and can change depending on scenario or event.

SLUFF OR SLUFFING

To sluff a hit means to ignore or not feel a hit. It’s most commonly used during combat when two characters are fighting and one

either ignores or doesn’t feel a successful hit from the other. Sluffing should be avoided at all cost. If a character has armor, they should announce the successful hit by either verbal confirmation or gesture.

SPELLS AND ABILITIES

There are many spells or abilities which have verbal components. These are often, but not always, accompanied by either a thrown spell packet, a fired arrow, a weapon strike, or an enchanted or imbued item, though it’s important to note that not all spells and abilities require physical manifestations to take effect. For instance, the Fighter’s *Intimidating Shout* ability is an area of affect and does not require physical contact to activate. For physical spells and abilities, if the delivery method successfully makes contact and the verbal component is announced, the spell has been successfully cast and the recipient must fall prey to its specific effects. If a player is unsure as to what those effects are, they should consider it an automatic death and exit the battlefield as soon as possible. It’s better to take the death and ask about it later than to slow down combat. A full list of spells and abilities and their functions can be found in the ‘Abilities & Spells’ section of this chapter.

SUBDUED

A subdued character is a defenseless character. This often occurs either by the loss of both arms in combat, or through means of a sneak attack where the aggressor chose to knock unconscious rather than deliver a courtesy kill. They can be taken prisoner or executed through use of a courtesy kill.

SWORD AND BOARD

This is a common combat style, using a single-handed melee weapon and a shield of medium or large size.

TWO-WEAPON FIGHTING

This is a combat style, using dual single-handed weapons to both attack and defend.

VERBAL COUNTING

There are numerous reasons why a player may be counting on the battlefield. If their weapons are raised overhead, they're most likely dead and the count is a death timer before they're able to 'respawn'. If someone is clearly alive and still counting, they're likely under the influence of a spell or ability and able to take or deal incredible amounts of damage, casting a spell or ability, or unable to move until the timer is up. These are situational circumstances and without going into too much detail, it's best, in these instances to either avoid that person until the count is over, or attempt to disrupt their count, resetting any progress they've made.

WOUNDED

A wounded character is any character who is missing one or more limbs. A character missing a single arm or single leg can still function, albeit without the use of the damaged limb. A character with both missing arms is considered subdued and can be taken prisoner. A character missing both legs cannot walk, crawl, or scoot, but they can still defend themselves. A character with three (3) wounded limbs is considered fatally wounded and cannot take any

action. They have thirty (30) seconds to be healed before they bleed out and die.



ABILITIES & SPELLS

The following descriptions have been reduced to their bare minimum to display the intended effect, any identification or trigger words which will help players understand their effects, and the base effects for successful use, as well as their usefulness against weapons, armor, and shields if applicable. Eldarlands LARP recommends locating these features in each race or class description for the most accurate and in-depth understanding of each spell or ability.

ABILITIES

Assassin's Poison – A Rogue ability which can be applied to melee or ranged weapons. Upon a successful wounding hit, the victim begins a thirty (30) second count, during which they must find someone capable of using a healing ability and be healed. A heal effect will stop the poison, but it will not restore the limb. If no healer can be found, or a heal spell cannot be used quick enough, the victim falls dead. A poisoned weapon will always be announced as “Poison” during the attack. This ability **can be blocked** by armor, weapons, and shields.

Bull's Rage – An ability belonging to the Minotaur race. Bull's Rage sends them into an uncontrollable fury for twenty (20) seconds, during which time they become immune to all forms of damage and mind control spells, though hold or slow spell can still affect them. While enraged, anyone in the Minotaur's path becomes a target. At the end of the duration, their body gives out and they fall dead.

Cleave Attack – A Fighter ability which shatters any armor, weapon, or shield it hits. Cleave Attacks will always be announced as “Cleave” during a melee attack. If the attack hits a target, that person must take five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it's 'repaired' or a reset has been called. This ability **cannot be blocked** by armor, weapons, and shields.

Divine Favor – A Cleric ability which they use to request guidance from their deity. During the influence of Divine Favor, a Story Marshal will assist the Cleric through roleplay exchange.

Divine Gift – A Cleric ability which occasionally revives them if they are slain in battle.

Elven Accuracy – A Wood Elf ability used with ranged weapons that instantly kills the target, regardless of where the attack lands, including on shields, weapons, or armor, with the exception of magical armor. Elven Accuracy will always be announced as “Death” during the attack. This ability **cannot be blocked** by armor, weapons, or shields.

Envenom – A Lacetros ability which can be applied to melee or ranged weapons. Upon a successful wounding hit, the victim is poisoned and must begin a thirty (30) second count, during which they must find someone capable of using a healing ability and be healed. A heal effect will stop the poison, but it will not restore the limb. If no

healer can be found, or a *Heal* spell cannot be used quick enough, the victim falls dead. A poisoned weapon will always be announced as “Poison” during the attack. This ability **can be blocked** by armor, weapons, and shields.

Explosive Shot – A Ranger ability which turns an otherwise single-target ranged attack into an area attack, dealing damage to all targets within the area of effect. Explosive Shot will always be announced as “Burst” during a ranged attack. If the attack hits a target, including their weapon, shield, or armor, that person must take three (3) points of damage to themselves or their armor. The target must then raise both arms and weapons out to the sides and spin in a complete circle. Anyone within this radius must also take three (3) points of damage. This ability **cannot be blocked** by weapons or shields.

Herbal Remedy – A Halfling ability which allows them to heal themselves or others. Herbal Remedy will restore a single limb, or stop a single bleed or poison effect. It’s used by placing a hand on the wounded subject and counting to ten (10). If the count is uninterrupted, the subject is healed of a single wound or effect.

Hunter’s Mark – A Ranger ability which deals one (1) extra damage during a ranged attack. Hunter’s Mark will always be announced as “Two (2) Points” during a ranged attack. This ability **can be blocked** by armor, weapons, and shields.

Idle Hands – A Burling ability which allows them to ‘find’ valuable items. The player need not use this ability. The Story Marshal will ensure it’s used at random when a Burling is present.

Intimidating Shout – A Fighter ability which frighten any opponent within melee range, forcing them to flee for five (5) seconds. Unlike most other spells and abilities, this ability does not require physical contact to trigger. The Fighter need simply shout the trigger word and ALL opponents within melee range must turn and flee in a safe direction away from the Fighter for the duration of the effect. Intimidating Shout will always be announced as “Flee”.

Mend Item – A Ranger ability which can restore armor, repair a broken weapon or shield, or to rebuild an in-game item which is in pieces or otherwise destroyed. It’s used by placing their hands upon the item or its pieces and counting to thirty (30). Upon completion, the item is restored as if it were never broken.

Merchant – A Hill Dwarf ability which allows them to passively generate income. Each time experience points are gained, an equal amount of silver coin will be transferred to the Hill Dwarf’s possession.

Natural Armor – An ability exclusive to Grunthar Orcs which grants them a +1 Natural Armor that stacks with any worn or magical armor.

Poison Immunity – An ability exclusive to Uroken Orcs which grants them immunity to poison and poison effects.

Pick Pocket – A Rogue ability which allows them to steal in-game items, such as coin, potions, or magical or quest items from another player character. To use this ability, the Rogue stealthily slips a clothes pin onto the target without being discovered. If successful, the Rogue then informs a Story Marshal, who in turn retrieves the stolen item, if applicable, and anonymously transfers it to the Rogue's possession.

Power Attack – An ability exclusive to Moruk Orcs, which shatters any armor, weapon, or shield it hits. Power Attacks will always be announced as “Cleave” during a melee attack. If the attack hits a target, that person must take five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it's ‘repaired’ or a reset has been called. This ability **cannot be blocked** by armor, weapons, and shields.

Rage – A Fighter ability which sends them into an uncontrollable fury for a set amount of time (determined by their class level). While enraged, the Fighter becomes temporarily immune to all forms of damage and mind control spells, though hold or slow spell can still affect them. Anyone in the Fighter's path becomes a target. At the end of the duration, their body gives out and they fall dead.

Rapid Healing – An ability exclusive to Jungle Trolls which allows them to begin a

passive thirty (30) second count anytime they're wounded, but not outright killed. This ability makes them immune to the Three (3) Limb Death rule, though it does not cure them of poison or bleed effects, and it cannot revive the dead if killed by a chest wound.

Rapid Strike – An ability exclusive to Artanos which deals one (1) extra damage during a single melee attack. Rapid Strike will always be announced as “Two (2) Points” during a melee attack. This ability **can be blocked** by armor, weapons, and shields.

Rending Claws – An ability exclusive to Felinos which creates a bleed effect when wounding a target. Upon a successful wounding hit, the victim begins a thirty (30) second count, during which they must find someone capable of using a healing ability and be healed. A heal effect will stop the bleeding, but it will not restore the limb. If no healer can be found, or a *Heal* spell cannot be used quick enough, the victim falls dead. A bleed attack will always be announced as “Bleed” during the attack. This ability **can be blocked** by armor, weapons, and shields.

Shattering Strike – A Mountain Dwarf ability used with melee weapons that instantly kills the target, regardless of where the attack lands, including on shields, weapons, or armor, with the exception of magical armor. Shattering Strike will always be announced as “Death” during the attack. This ability **cannot be blocked** by armor, weapons, or shields.

Silence – A Rogue ability which interrupts spellcasting and prevents the caster from using any ability which requires a verbal count for ten (10) seconds. Silence will always be announced as “Silence” during a nondamaging melee or ranged attack. This ability **cannot be blocked** by armor, weapons, and shields.

Stealth – A Rogue ability which allows them to become nearly invisible so long as their hands remain extended out to the sides. Attacks cannot be performed within five (5) seconds of Stealth ending.

Strength of the Warrior – A Fighter ability which deals one (1) extra damage to an opponent while using a melee weapon. Strength of the Warrior will always be announced as “Two (2) Points” during a melee attack with light or medium weapons, or “Three (3) Points”, if the attack is made with a heavy weapon. This ability **can be blocked** by armor, weapons, and shields.

The Wolf's Curse – An ability exclusive to Lykinthros which allows them to appear human when not hunting.

Tinker's Pastime – A Gnome ability which allow them to restore armor, repair a broken weapon or shield, or to rebuild an in-game item which is in pieces or otherwise destroyed. The Gnome must place their hands upon the item or its pieces and count to ten (10) to restore an item as if it were never broken.

Underworld Connections – A Rogue ability which can provide them a fence for stolen goods, advice, insight, information, or even jobs. The Rogue must contact a Story Marshal and roleplay the scenario.

Uncanny Senses – A Rogue ability which allows them to notice hidden passages, doors, or openings that most others would be unable to see. They may spot or disable a trap, bypass a locking device, or use their ingenuity to overcome an otherwise difficult scenario. The Rogue must contact a Story Marshal which will serve as their guide for a short time, acting as their intuition as they work their way through problems they would otherwise be unable to overcome on their own.

Wolf Pack – An ability exclusive to Lykinthros which grants them an extra +1 damage to all melee attacks when an ally is present. Wolf Pack will always be announced as “Two (2) Points” during attacks made with light or medium weapons, or “Three (3) Points” if the attack is made with a heavy weapon. This ability **can be blocked** by armor, weapons, and shields.

MAGIC

Arcane Execution – A spell exclusive to High Elves, which releases a powerful arcane blast that instantly kills the target, regardless of where the attack lands, including on shields, weapons, or armor, with the exception of magical armor. Arcane Execution, will always be announced as “Death” as the casting is

released. This spell **cannot be blocked** by armor, weapons, or shields.

Bind – A hold spell exclusive to Satyrs, which completely encases a subject in an immovable prison, forcing them to cease any and all action for twenty (20) seconds. Bind will always be announced as “Bind” as the casting is released. This spell **cannot be blocked** by armor, weapons, or shields.

Blessing of Protection – A defensive spell which enshrouds up to three (3) individual subjects in a protective aura which absorbs damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. The strength of this protection is based on the caster’s level. Subjects protected by magical armor are identified by a white cloth strip tied around their arm. Blessing of Protection cannot be paired with other magical protections.

Bolt – An offensive spell which launches a bolt of elemental energy (Arcane, Fire, Ice, Lightning, Mud, or Psychic) at the target, dealing two (2) points of elemental damage. Bolt will always be announced as “(Elemental Type) Bolt” as the casting is released. This spell **can be blocked** by armor, weapons, and shields.

Burst – An offensive spell which launches a burst of elemental energy (Arcane, Fire, Ice, Lightning, Mud, or Psychic) at the target, dealing three (3) points of elemental damage before exploding to deal three (3) points of elemental damage to anyone

within melee range of them. Burst will always be announced as “(Elemental Type) Burst” as the casting is released. This spell **cannot be blocked** by weapons or shields.

Cause Fear – A mind control spell which overloads a target’s mind with visions of horror, causing them to flee in a random direction for ten (10) seconds. Cause Fear will always be announced as “Fear” as the casting is released. This spell **cannot be blocked** by weapons, armor, or shields.

Charm – A mind control spell which takes control of another living being, forcing them to do the caster’s bidding for ten (10) seconds. Charm will always be announced as “Charm” as the casting is released. This spell **cannot be blocked** by armor, weapons, or shields.

Command Undead – A mind control spell which takes command of an undead creature of any type, so long as it is of an equal or lower level to the caster. A commanded undead will obey any command given until either the caster themselves, or the controlled undead is slain. Command Undead will always be announced as “Command” as the casting is released. This spell cannot be blocked by armor, weapons, or shields.

Counterspell – A defensive magical technique exclusive to Mages, which allows them to physically catch and redirect any incoming spell. If successfully caught, the redirected spell must be announced as the original casting was. Any ranged spell can be the subject of Counterspell. A spell can

be counterspelled multiple times, until the spell misses, is used, or is intentionally fizzled by one of the casters.

Cure – A restorative spell exclusive to Halfling Clerics, which cures a subject of all wounds, bleed effects, or poison effects by laying on hands and verbally counting for five (5) seconds, returning the subject to perfect health.

Darkness – A spell exclusive to Dark Elves, which allows them to shroud themselves in a magical sphere of darkness. The Dark Elf must keep their arms extended to the sides, denoting the sphere of darkness surrounding them. Darkness used in daylight looks like a large orb of void.

Death – An offensive spell which instantly kills its target, regardless of where the attack lands, including on shields, weapons, or armor, with the exception of magical armor. Death will always be announced as “Death” as the spell is released. This spell **cannot be blocked** by armor, weapons, or shields.

Disenchant – A magical technique exclusive to Mages, which allows them to remove any magical effects from a person or item, even those empowered by other Mages. A forced Disenchant must be announced as “Disenchant” as the spell is released. If the target is hit, including their weapons, armor, or shield, a single enchantment or magical effect is dispelled and any visual indicators, such as a cloth strip or in-game token must be removed. A target with multiple enchantments, only the one physically closest to the point of

impact will be affected. A target which is actively casting a spell or one which is under the influence of a spell can be dispelled by a successful hit, which removes the effect from an influenced party, or silences an active caster for ten (10) seconds. Targets of a nonhostile Disenchant require the untying of any cloth strip, or a ten (10) count, whichever applies.

Empower Item – A magical technique exclusive to Mages, which allows them to force energy into inanimate objects, imbuing them with power. An imbued weapon can deal extra damage. Imbued armor will offer extra protection. And an imbued shield will be reinforced to withstand breaking attacks. Other enchantments require the input of the Story Marshal. All empowered items are identifiable by a green cloth strip which is secured to the object.

Enfeeble – An offensive spell which weakens and slows a target, forcing them to drop any medium or heavy weapons, shields, or loads they’re carrying and slowing them to half speed for ten (10) seconds. Enfeeble will always be announced as “Enfeeble” as the casting is released. This spell **cannot be blocked** by armor, weapons, or shields.

Entangle – A hold spell which summons magic tendrils to sprout from the ground to ensnare the target’s legs, forcing them to remain stationary for ten (10) seconds, though they can still defend themselves. Entangle will always be announced as “Entangle” as the casting is released. This

spell **cannot be blocked** by armor, weapons, or shields.

Heal – A restorative spell which heals a subject of a single wound, bleed effect, or poison effect by laying on hands and verbally counting for five (5) seconds or ten (10) seconds, depending on the strength of the caster.

Healing Word – A restorative spell which heals any and all subjects within earshot, friend or foe, of any and all wounds, bleed effects, or poison effects. Healing Word is announced by a short speech which will always include the phrase “Let all who hear my words be healed.”

Mage Armor – A defensive spell which surrounds the subject with a defensive magical barrier that absorbs damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. The strength of this protection is based on the caster’s level. Subjects protected by magical armor are identified by a white cloth strip tied around their arm. Mage Armor cannot be paired with other magical protections.

Nature’s Embrace – A hold spell exclusive to Satyrs which summons thorny vines to sprout from the ground to ensnare the target’s legs, forcing them to remain stationary for ten (10) seconds, though they can still defend themselves. Nature’s Embrace will always be announced as “Entangle” as the casting is released. This

spell **cannot be blocked** by armor, weapons, or shields.

Obscure – An illusion spell which compressed the air around the caster to obscure both sight and sound, making the subject all but disappear. During the channeling to keep Obscure active, the caster must keep at least one hand extended over their head. When/if their arm lowers, the spell is ended. At higher levels, the caster can extend this cloaking ability to a maximum of five (5) allies by having them join outstretched hands to form a complete loop with the caster at the center.

Psychic Armor – A defensive spell exclusive to Dark Dwarves which surrounds the subject with a defensive mental barrier that absorbs one (1) point of damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. Psychic Armor is not innately magical, and can therefore be paired with magical protection.

Raise Dead – A necromantic spell which animates a corpse to do the caster’s bidding. The corpse remains animated and under the caster’s control until either the caster themselves is slain, or the risen corpse loses three (3) limbs and returns to a state of death, whichever happens first.

Revive – A restorative spell which returns a deceased character, regardless of how they died, to life with all their wounds healed, though this does not restore any lost armor, broken items, or spent effects.

Shatter – An offensive spell which shatters any armor, weapon, or shield it hits. Shatter will always be announced as “Shatter” as the casting is released. If the spell hits a target, that person must take five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it’s ‘repaired’ or a reset has been called. This spell **cannot be blocked** by armor, weapons, or shields.

Vulpine’s Seduction – A mind control spell exclusive to Vulpine which takes control of another living being, forcing them to do the Vulpine’s bidding for ten (10) seconds. Vulpine Seduction will always be announced as “Charm” as the casting is released. This spell **cannot be blocked** by armor, weapons, or shields.



TYPES OF COMBAT

In any battle there are many types of combat happening simultaneously. A battle can be as simple as two people sparring each other, or as massive as several different factions having a huge free for all, with hundreds of people waylaying on each other. Fortunately, in this game, we only have three types of combat.

MELEE

The vast majority of combat scenarios are melee based. Melee means hand to hand with weapons. Many characters prefer the use of swords or axes, but some prefer daggers, maces, or even longer reach weapons such as staves or polearms. Whatever the weapon choice, almost all characters use melee weapons at one time or another. Even ranged classes or spellcasters have to set aside their missiles every once in a while to pick up a sword.

There are a great many techniques and styles which can be used during melee combat. The list is too numerous to go into here, but we'll mention a few common styles and combinations which most players are likely to see.

Sword and Board – While the name Sword and Board suggest this style uses a sword, the reality is any combination of single-handed melee weapon can be paired with a medium or large sized shield. The shield covers the bulk of a player's body, often leaving only their legs exposed, and sometimes their main hand when attacking. This style a favorite for many.

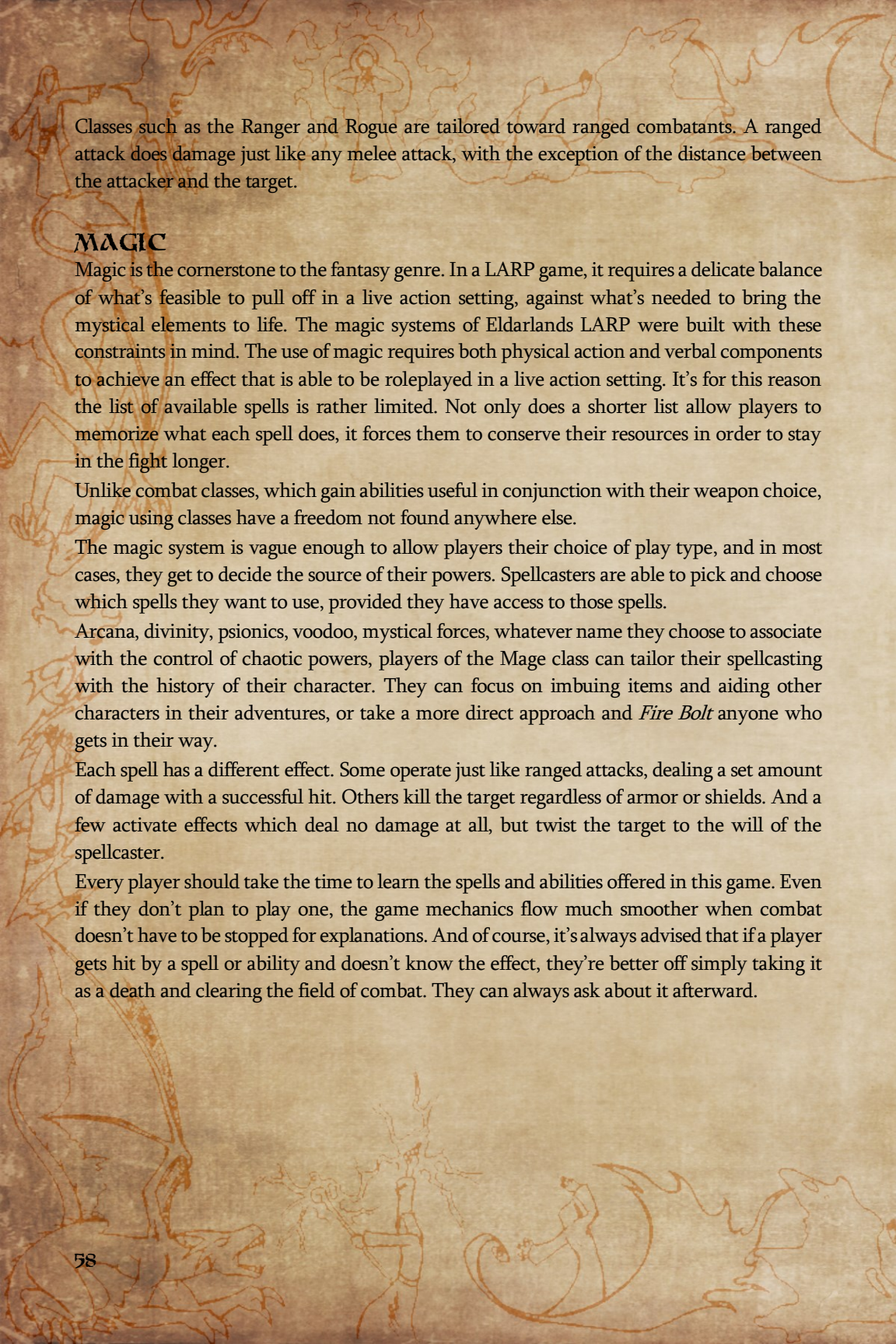
Two-Weapon Fighting – As the name implies, this style relies of dual single-handed weapons, both capable of attacking and both capable of blocking. Sometimes called Florentine or Dual Wielding, Two-Weapon Fighting is great for agile fighters as they can move quickly around an opponent's defenses while keeping them guessing as to where the next attack is coming from. The down side with two weapon fighting, there's a much larger chance to get bound up or overwhelmed during combat.

RANGED

There are always those few characters who want to take combat to the next level. This is done by introducing ranged weapons into the fray. Ranged means anything that can attack from a distance. We've broken ranged combat into two categories; Fired and Thrown.

Fired weapons include bows, crossbows, slings, and any other instrument which is capable of firing a projectile. Any fired weapon which exceeds thirty pounds draw weight is not allowed for use in Eldarlands LARP.

Thrown weapons include certain daggers, axes, shuriken, and any thrown, slung, or tossed weapon or item which is capable of dealing damage. Spell packets, which magic using classes use to deliver their spells and effects are by definition thrown weapons, though due to the nature of their effects, they've been moved to their own category.



Classes such as the Ranger and Rogue are tailored toward ranged combatants. A ranged attack does damage just like any melee attack, with the exception of the distance between the attacker and the target.

MAGIC

Magic is the cornerstone to the fantasy genre. In a LARP game, it requires a delicate balance of what's feasible to pull off in a live action setting, against what's needed to bring the mystical elements to life. The magic systems of Eldarlands LARP were built with these constraints in mind. The use of magic requires both physical action and verbal components to achieve an effect that is able to be roleplayed in a live action setting. It's for this reason the list of available spells is rather limited. Not only does a shorter list allow players to memorize what each spell does, it forces them to conserve their resources in order to stay in the fight longer.

Unlike combat classes, which gain abilities useful in conjunction with their weapon choice, magic using classes have a freedom not found anywhere else.

The magic system is vague enough to allow players their choice of play type, and in most cases, they get to decide the source of their powers. Spellcasters are able to pick and choose which spells they want to use, provided they have access to those spells.

Arcana, divinity, psionics, voodoo, mystical forces, whatever name they choose to associate with the control of chaotic powers, players of the Mage class can tailor their spellcasting with the history of their character. They can focus on imbuing items and aiding other characters in their adventures, or take a more direct approach and *Fire Bolt* anyone who gets in their way.

Each spell has a different effect. Some operate just like ranged attacks, dealing a set amount of damage with a successful hit. Others kill the target regardless of armor or shields. And a few activate effects which deal no damage at all, but twist the target to the will of the spellcaster.

Every player should take the time to learn the spells and abilities offered in this game. Even if they don't plan to play one, the game mechanics flow much smoother when combat doesn't have to be stopped for explanations. And of course, it's always advised that if a player gets hit by a spell or ability and doesn't know the effect, they're better off simply taking it as a death and clearing the field of combat. They can always ask about it afterward.

INJURY & DEATH

Combat in Eldarlands LARP is a simple and easy to master system. Most players have little trouble understanding it within their first five minutes playing the game. While it can feel a little silly at first, it quickly becomes second nature and players will go through the motions without thought.

WOUNDING BLOWS

A player gets hit in the arm, that arm is considered wounded and becomes useless. Any weapons or items being held by that appendage are dropped or placed behind the back. Another hit to that same limb would result in a body shot, which is death. If a player were to lose both arms they are considered helpless, as they cannot attack or defend themselves. They have the option to flee or seek healing, but if an enemy player announces "Subdue" they're effectively trapped and have been taken prisoner.

A player hit in the leg is wounded and loses the use of that leg. If possible, they should take a knee, with the unwounded leg remaining up. Movement with a wounded leg is slow and difficult, but not impossible.

A player who loses both legs cannot move their lower body in any way. They cannot crawl or turn or hop.

KILLING BLOWS

If a player were to lose three (3) limbs, they become unconscious and cannot attack, defend, move, or interact in any way. Upon the loss of a third limb, they have thirty (30) seconds to be healed before they die from blood loss.

A body hit, including the butt, is considered a killing blow and the character should fall to the ground in a dramatic death scene if safe to do so. If such a scene is not safe, the dead character should place their weapons overhead and exit the battlefield to the nearest respawn point.

A deceased character cannot interact with living characters unless specified by the Story Marshal. The body of a deceased character can be looted by the living, or have spells performed on it, such as *Revive*, which would return the character to life, or *Raise Dead*, which would raise the corpse as an undead servant of the caster.

No character can experience true death unless the player of that character wishes it. True deceased characters cannot be revived.

INJURIES & ARMOR

Some characters possess armor, be it worn, natural, or magical. Regardless of the type, all armor provides a set number of Armor Points, which absorb a single point of damage. A character wearing quilted armor, which has an armor point value of one (1), can absorb one (1) point of damage before the armor becomes useless. Another hit in the same location would result in a wounding or fatal blow, depending on location.

Armor is locational. If an attack hits an unarmored location such as an upper arm, armor, except all encompassing armor such as natural armor or magical armor, does not apply and the limb would be wounded.

Natural or magical armor acts as a surrounding energy and is the first armor lost during a successful hit. It loses its value regardless of the impact location.

LOOTING THE DEAD

When a character has fallen in battle, be it a killing blow from a weapon or something more powerful such as the Mage's *Death* spell, the deceased character's corpse becomes an in-game item. This 'item' can be used as a spell component to revive the character, or as fuel for an undead army to protect the caster. But more commonly, it's used as a source of income or for gathering in-game items.

When a living character comes across a deceased character, they may kneel and physically place their hand upon the deceased character and announce they're "looting" the corpse. After announcing their intention, they must perform a thirty (30) second count which cannot be interrupted for any reason.

If successful, any in-game items, coin, potions, or other valuable items the deceased character may have had on them **MUST** be transferred to the looting character's possession. If the count is interrupted, it must be restarted from the beginning, otherwise the search is not complete and any in-game items the deceased character may have had are not found.

Out of game or personal items, including weapons, armor, shields, garb, and trinkets are non-lootable items and cannot be taken through in-game means.

Looting is exclusive to in-game items only.



ITEMS & GEAR

GARB

Garb is the clothing and accessories a character wears. Characters can have many outfits or a single outfit. While armor and weapons are used to enhance gameplay, they also serve as garb.

As a player, dressing up in garb helps to immerse oneself into the story. It helps to become the character. Plus, looking awesome is great for a morale boost.

Many new players struggle with finding or making garb. Keep in mind, it's more than just the clothing a character wears. It's also any personal effects they possess, or a simple brooch or necklace they always have on them. The garb a character wears says something about their personality. A nobleman would have nice vibrant colors and clean boots. A scoundrel is more likely to have a rough thrown together outfit that doesn't fully match. A warrior would look like a warrior all the time, not just when they're in battle. Keep these thoughts in mind when deciding on a character's outfit. Additionally, here are a few tips to help build a beginning set of garb.

- 1) Everyone needs a good pair of boots. The style is irrelevant, though it's important to be able to run in them.
- 2) Scrub pants make excellent garb. They can be tucked into boots to provide a nice poof around the legs.
- 3) Vests are all the rage. If it's leather, all the better.
- 4) You can't go wrong with black clothing.

5) Costume shops have low quality items, but they can be a nice start to building an outfit.

6) Make tailor friends. Patterns are cheap and they often appreciate the practice.

7) With the right layers, a dress shirt can look dashing.

WEAPONS

Combat is impossible without weapons. Every character should have a good weapon, even if it's a simple dagger. While the following list is by no means a complete list of weapons, we've included the basics. Many of the listed weapons are available in multiple styles and may even have different names depending on the country of origin. Regardless of the name, a sword remains a sword.

Additionally, new players should avoid attempting to build their own weapons until they understand all the details that go into weapon construction. Weapons must be built properly in order to pass all safety inspections and ensure safe combat.

MELEE WEAPONS

LIGHT: Light weapons require a single hand to wield, except for the quarterstaff and spear which can use one or two hands, and deal one (1) point of damage. They're useable by all classes and require the least amount of training to gain authorization. All players are first authorized in light weapons.

Club

Dagger

Fist Weapon
Handaxe
Mace
Quarterstaff
Shortsword
Spear

MEDIUM: Medium weapons can be used with one or two hands, and they deal one (1) point of damage. Only select classes gain access to medium weapons. All medium weapons require authorization with that weapon type before use.

Battleaxe
Light Flail
Longsword
Maul
Polearm

HEAVY: Heavy weapons deal two (2) points of damage. They require the use of both hands to safely operate. If a wound results in the loss of an arm, heavy weapons can no longer be used, even to defend. Anytime an attack is made with a heavy weapon, they wielder should verbally shout "Two Points".

Great Flail
Greataxe
Greatclub
Greatsword
Warhammer

RANGE WEAPONS

FIRED: Fired weapons deal one (1) point of damage. Only the ammunition of a fired weapon may be used to attack. The weapon itself is a delivery device and should never

be used in melee combat to attack or defend, though specially made fired weapons may be considered for such if approved by both the Combat and Safety Marshal. Up to ten (10) arrows or bolts may be carried by a player at any given time. Fired weapons may have no more than thirty (30) pounds of draw weight. Compound bows are not allowed.

Crossbow
Longbow
Shortbow
Sling

THROWN: Thrown weapons deal a single (1) point of damage. Players using thrown weapons may carry up to ten (10) at a given time. Thrown weapons must not have any protrusion smaller than two (2) inches, and must be properly constructed.

Javelin
Throwing Axe
Throwing Dagger
Shuriken
Spell Packet

ARMOR

The armor system provides protection to the wearer by offering a set amount of armor points, up to a maximum of six (6). These points negate weapons damage of an equal value, until the armor reaches zero (0) remaining points and is considered broken. At that time the armor becomes useless until it's been 'repaired' or reset through game mechanics. Like melee weapons and shields, armor is categorized into three (3) groups; Light, Medium, and Heavy. Light

armors provide one (1) to two (2) armor points. Medium armor provides three (3) to four (4) armor points. And heavy armor provides five (5) to six (6) armor points.

Armor can be made of cloth, plastic, rubber, foam, leather, or metal. Care should be taken to ensure no sharp points or edges are exposed which can damage weapons or cause injury. Period materials such as quilted cloth, leather, and metal are recommended for the best visual aesthetics, but armors made from more modern materials are acceptable so long as they're deemed safe by the game officials.

Armor points are determined by the game officials at the start of each event. Armor is locational. Someone wearing only bracers will gain their armor points to their forearms only. Such armor will not apply to their entire body unless they have another armor in those places.

Armor values do not stack. While it's traditional for someone wearing full platemail to have quilted armor, leather, and chainmail beneath for added protection, only the highest value armor is recognized. However, someone wearing a breastplate over their body, and light leather bracers will have locational armor points of six (6) to their body, and two (2) points to their forearms.

LIGHT: Light armors are soft and oftentimes made of either quilted or padded cloth, or thin leathers. They can be as simple as a thin leather coat or as extravagant as an ornate gambeson.

Padded Cloth (One (1) armor point)

Foam Breastplate (Two (2) armor points)

Light Leather (Two (2) armor points)

MEDIUM: Medium armors consist of reinforced or studded leather, chainmail, ringmail, or false platemail. While the materials used to craft these armors vary, the patterns remain similar.

Leather (Three (3) armor points)

Chainmail (Four (4) armor points)

Ringmail (Four (4) armor points)

Falseplate (Four (4) armor points)

HEAVY: Heavy armors contain the strongest designs and materials available. They're almost exclusively made of metal and weigh quite a bit more than medium or light armors.

Scalemail (Five (5) armor points)

Splintmail (Five (5) armor points)

Platemail (Six (6) armor points)

SHIELDS

LIGHT: Light shields can be no larger than fifteen (15) inches at their longest point. They can be strapped to an arm or held in hand with a centralized handle on the back side that allows the wielder to 'punch' incoming attacks. The small size and light weight make them useful for agile or encumbered combatants.

Punch Buckler

Small Shield

Strap Buckler

MEDIUM: Medium shields are round, oblong, square, or crest shaped. They are no larger than thirty-six (36) inches at their longest point and are typically secured by a two-point strap and handle on the forearm

and wrist or forearm and hand. Medium shields are excellent for personal defense but lack the size to easily protect others.

Crest Shield

Round Shield

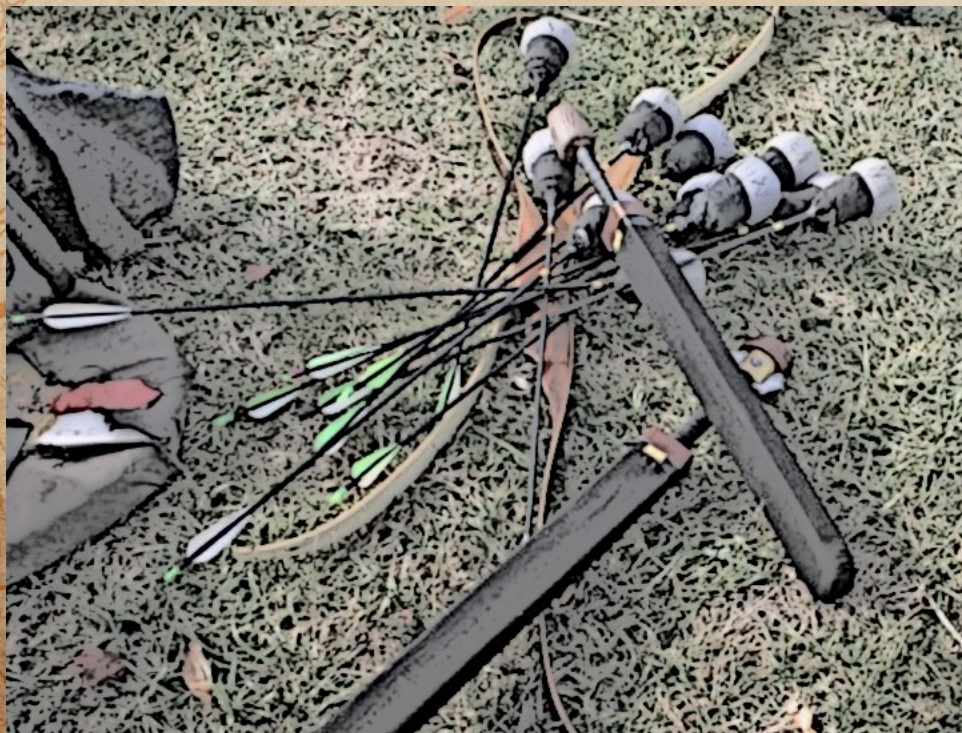
Targe Shield

HEAVY: Heavy shields are large and cumbersome, measuring more than thirty-six (36) inches in any dimension. They're often rectangle in shape or tapered to a dull point at one or both ends. Unlike medium shields, heavy shields aren't typically used during rapid movement combat. They're better suited for stationary situations, as the size and weight can be difficult, if not outright dangerous, to maneuver. The benefit to heavy shields, outside of the largest area for personal protection, is they

are also capable of protecting people on either side of the wielder.

Kite Shield

Tower Shield



ARTIFACTS & IN-GAME ITEMS

During gameplay it's important to know and understand the difference between types of items. In general, there are two main classifications; In-Game, and Out of Game.

The bulk of items players will encounter are Out of Game items. These are personal effects such as clothing, sun glasses, tents, cell phones, and pretty much anything that is not used to drive or add to the game. Personal weapons, armor, and all garb items are usually Out of Game items, though these can be a little more difficult to identify as they're actively used in game.

This brings the conversation to Artifacts.

Artifacts are in-game items which have been placed into circulation by the Story Marshal.

These items can be anything, though they're often trinkets, weapons or shields, or another easily carried item which is being used as a plot device.

Artifacts serve to strengthen the storyline of an event or quest by giving characters something to look for or use to achieve their goals.

Sometimes artifacts will remain in circulation for multiple events, while other times they may be a temporary thing, destroyed once used. Always check with the Story Marshal before assuming an artifact is useful beyond its original intended use.

In addition to artifacts, the world can sometimes contain Wonderous Items.

Like Enchanted Items as created by the Mage class, Wonderous Items contain additional effects which a player can activate or use. The effects of a Wonderous Item will be provided by the Story Marshal when such an item is placed into circulation.

Wonderous Items are often the result of storyline influence and can remain in the game for quite some time even after their initial use has been fulfilled.

Wonderous Items are often weapons which deal extra damage, or massive damage to a specific creature type, contain limited spells, or grant the user some wonderous ability. They can also be a piece of armor or any in-game item which holds similar abilities.

Wonderous Items can be stolen during gameplay. Game mechanics which result in the theft or discovery of in-game items, such as the Rogue's *Pick Pocket* ability or looting the dead which is available to every player, can result in the acquisition of a wonderous item.

It's important to note that no character may wield more than one Wonderous Item at a time. If a character were to attempt to wield more than one, both items would be stripped of their wonderous abilities and reverted to mundane items.

Other in-game items include potions, coin, scrolls, and other single use or gathered items. In some cases, an in-game item or magical effect may be written on a card which a player may carry with them, rather than its own physical item like in the case with coin. All in-game items can be stolen if carried on a person or found unguarded.

GAINING MONEY

Money in Eldarlands LARP consists of four rare and valuable materials which are minted into equally rare and valuable coins. For obvious reasons, the actual coins that are distributed through the game world are prop coins, but their value remains true nonetheless.

Characters will have many opportunities to gain coin, such as finding treasure, looting the fallen, robbing unwary travelers, taking odd jobs, enlisting in service to another, or receive them as reward for completing quest objectives and tournaments, and so much more. The four in-game coins by order of value are Platinum, Gold, Silver, and Copper. Value and conversion rates can be found below.

ELDARLANDS LARP COIN CONVERSION RATE			
1 Platinum	=	10 Gold	= 100 Silver = 1000 Copper
		1 Gold	= 10 Silver = 100 Copper
			1 Silver = 10 Copper
			1 Copper

Coin allows characters the ability to purchase usable in-game items, including potions, scrolls, enchantments, and goods or services one character may perform for another. It's also important to understand that in-game money is an in-game item and therefore it can be stolen or looted during gameplay by other characters.

At the start of each event characters will be informed of their current coin balance and will be able to withdraw any amount they desire, though each character has a mandatory minimum withdraw of at least ten (10) silver at the start of the event,

provided they possess as much. It will be up to the character to protect the coin they have in their possession, by any means they deem necessary. Coin can be hidden, though anyone who finds it can claim it as their own. It can be fought over, looted, stolen, or transferred to another character or back to the game by purchasing goods and services. At the end of an event, all characters should deposit any coin they've accrued to the game bank for safekeeping and tracking.

The bank keeps record of all transactions.

What makes gaining coin in Eldarlands LARP different from other games is that it can be exchanged through the in-game bank for another out of game currency, which can be used to purchase real-world items such as weapons, armor, garb, trinkets, or other merchandise from game authorized vendors and craftsmen. This will be discussed in greater detail in the 'Goods & Services' section of this chapter.

GOODS & SERVICES

In-game currency can be used to purchase a number of in-game items such as potions and scrolls, but it can also be used to hire other characters to serve as mercenaries, or pay to have a job performed. In-game currency opens the game world to a marketplace where the wealthy can make things happen and those without have plenty of opportunities.

If a player wishes to spend their earned coin on goods or services within the game, they may see the Story Marshal who will

exchange their coin for other in-game items.

A full list of in-game purchases can be found in the in-game store at the end of this chapter.

The real value of earning in-game coin is the fact that it can be traded for real-world value through another currency called Drastol. Like in-game currency, drastol has four tokens. In order of value, they are Link, Kron, Bit, and Flax. Their value and conversion rates can be found below.

DRASTOL CONVERSION RATE			
1 Link	=	10 Kron	= 100 Bit = 1000 Flax
		1 Kron	= 10 Bit = 100 Flax
			1 Bit = 10 Flax
			1 Flax

UNIVERSAL CONVERSION RATE			
1 Silver	=	1 Flax	= \$0.10
1 Gold	=	1 Bit	= \$1.00
1 Platinum	=	1 Kron	= \$10.00
10 Platinum	=	1 Link	= \$100.00

Understandably, in-game currency worth real-world value would be a major disappointment if it were lost or stolen. It's for this reason characters may deposit their in-game money into the game bank, though they're required to retain a minimum of ten (10) silver to keep the economy going. The looting system would collapse if no one carried any coin on their person.

If the character wishes to exchange their coin for Drastol, they must see the game bank.

Drastol serves as a go-between for in-game currency and real-world currency. Simply put, characters can complete quests to generate in-game coin. They then deposit this in-game coin to the bank. When they've accrued enough coin to make an authorized real-world purchase, they exchange their game-earned coin for drastol, which is protected and cannot be stolen as it is not considered an in-game item. The drastol can then be traded to an authorized vendor for real-world purchases such as a new sword, a suit of armor, a meal, or some other available trinket or bobble. The vendor will then return the drastol to the game bank and collect its real-world value in legal tender.

It's important to note that while in-game money can be converted to drastol, and drastol can be traded for real-world money, the reverse is not true. Players cannot spend real-world money to purchase in-game coin. Eldarlands LARP is not and never will be a pay to win, or even a pay to play game. The exchange system is designed to aid newer players by equipping them with weapons, garb, and armor which they earn through gameplay, while simultaneously ensuring the craftsman who made the items is properly compensated for their time, effort, and materials.

Any vendor, merchant, or craftsman who wishes to participate in the use of the game bank, and thereby exchange collected Drastol for legal tender would have to sign a waiver stating their understanding that this is simply an exchange program and not intended as a work around for conducting

legal business. Any fees or taxes should always be reported by the vendor. Eldarlands LARP holds no responsibility for any illegal activity which takes place beyond our control.

As an example; if Christian, a 2nd level Human Fighter wants a new sword but doesn't have the money to buy one, he could visit Keldor, another player of the game who runs a side business making and selling swords for \$10.00. To purchase one of Keldor's swords, Christian would need to come up with one Kron, which has a real-world value of \$10.00. One Kron, at the game bank cost 1 Platinum, which is equal to 10 Gold, 100 Silver, or 1000 Copper. Christian could adventure and quest and perform jobs for other characters to eventually earn 100 silver, which they could then trade to the game bank for their

1 Kron. Since Drastol cannot be stolen or looted as it is not an in-game item, they can safely take it to Keldor and exchange it for the sword they were wanting. Keldor would then trade the 1 Kron to the game bank where they would receive their real-world cash of \$10.00.

CONVERSION RATE BREAKDOWN		
10 Copper	=	1 Flax = \$0.10
1 Silver	=	1 Flax = \$0.10
100 Copper	=	1 Bit = \$1.00
10 Silver	=	1 Bit = \$1.00
1 Gold	=	1 Bit = \$1.00
1000 Copper	=	1 Kron = \$10.00
100 Silver	=	1 Kron = \$10.00
10 Gold	=	1 Kron = \$10.00
1 Platinum	=	1 Kron = \$10.00
10000 Copper	=	1 Link = \$100.00
1000 Silver	=	1 Link = \$100.00
100 Gold	=	1 Link = \$100.00
10 Platinum	=	1 Link = \$100.00



IN-GAME STORE

Like all games, the ability to buy goods, services, upgrades, or other useful items and effects is a major reason to accumulate coin.

The game is able to sell a few in-game items for in-game coin, but the bulk of coin usage is dependent on character interactions.

For instance, some characters can charge for use of their abilities, such as healing, mending items, enchantments, or professional theft. Additionally, characters could offer coin in exchange for protection, they could hire a mercenary to perform a task, or arrange a guard unit. Provided players use it, there are always ways to both make and spend in-game money. And for those wishing to purchase real-world items such as weaponry or armor, but don't have real-world currency to do so, in-game coin can be exchanged for drastol, which can be used to make real-world purchases with authorized vendors.

All purchases or exchanges outside character interactions must be made through the game bank or the Story Marshal.

POTIONS

Fortify Constitution: Cost: 20 - 80 Silver

Upon using this potion, the imbiber is empowered with vitality, gaining one (1) point of natural armor and immunity to poison effects until death, or the end of the event, whichever happens first. This potion can be boosted to provide additional natural armor, up to four (4) points. Each point of natural armor increases the cost by an additional 2 Gold.

Fortify Strength Potion: Cost: 5 Silver

Upon using this potion, the imbiber is temporarily empowered with additional strength, dealing one (1) additional point of damage with all melee attacks for ten (10) seconds. All attacks during this time must be accompanied by verbally shouting "Two (2) Points" during melee attacks made with a light or medium weapon, or "Three (3) Points", if the attacks are made with a heavy weapon. If any attack hits a target, that person must take the announced amount of damage to themselves or their armor. At the end of the duration, the imbiber suffers fatigue as if they were the subject of the Mage's *Enfeeble* spell. They must drop any medium or heavy weapon, shield, or load they're carrying, and slow to half speed for ten (10) seconds. At the end of the duration, they may reclaim any dropped items.

Greater Health Potion: Cost: 20 Silver

Upon using this potion, the imbiber is instantly healed of all their injuries and wounds, any bleed effects, and any poison effects, returning them to perfect health. Health potions cannot restore a dead character to life, but they can revive a character who has fallen unconscious from a three (3) limb death and has not yet died.

Greater Mana Potion: Cost: 20 Silver

Upon using this potion, the imbiber instantly regains up to ten (10) spell packets from their previously exhausted spellcasting. These restored spells may be used for any spellcasting purpose.

Health Potion: Cost: 2 Silver

Upon using this potion, the imbiber is instantly healed of a single wound, a bleed effect, or a poison effect. Health potions cannot restore a dead character to life, but they can revive a character who has fallen unconscious from a three (3) limb death and has not yet died.

Mana Potion: Cost: 2 Silver

Upon using this potion, the imbiber instantly regains up to three (3) spell packets from their previously exhausted spellcasting. These restored spells may be used for any spellcasting purpose.

Poison Vial: Cost: 2 Silver

A vial of single use poison which can be used to coat a melee or ranged weapon. The poison is activated by verbally shouting "Poison" during a melee or ranged attack. If the attack wounds the target, that person is poisoned and must begin a thirty (30) second count as the poison works its way through their body. A heal effect will cancel the poison. If the target can't be healed by the end of the duration, they fall dead. The poison is active until it is used. Attacks landing on armor, shields, or weapons do not activate the poison.

Rage Potion: Cost: 5 - 30 Silver

Upon using this potion, the imbiber goes into a reckless rage for five (5) seconds, granting temporary immunity to all forms of damage and mind control, though any hold or slow spell can still affect them. While enraged, any person within sight becomes a target. At the end of the duration, their body gives out and they fall dead. This effect is announced by verbally shouting "Rage". This potion cannot be stacked with other rage abilities. This potion can be boosted to provide a longer duration by an additional five (5) seconds for each additional 5 Silver, up to thirty (30) seconds for 3 Gold or 30 Silver.

SCROLLS

Scroll of Charm: Cost: 8 Silver

"As it is written, so must I say, let power come forth, thy will it obey. I cast Charm!"

The reader of this scroll unleashes the contained power within to take control of another living being, forcing them to do their bidding for ten (10) seconds. To use this scroll, the reader must prepare a spell packet while verbally reciting the inscription aloud, accentuating "Charm". If the spell packet hits the target, including weapons, armor, or

shield, regardless of a successful block or deflect, that person comes under the control of the reader and must do their bidding for the duration of the spell. At the end of the duration, the target regains their free will. If the attack misses, the scroll is wasted. The spell packet itself deals no damage.

Scroll of Elemental Burst: Cost: 15 Silver

“As it is written, so must I say, let power come forth, thy will it obey. I cast (Elemental) Bolt!”

The reader of this scroll unleashes the contained power within to launch an explosion of elemental energy (Arcane, Fire, Ice, Lightning, Mud, or Psychic) that deals damage to a central target and any person(s) within melee range of them. To use this scroll, the reader must prepare a spell packet while verbally reciting the inscription aloud, accentuating “(Elemental) Bolt”. If the spell packet hits the target, including weapons, armor, or shield, regardless of a successful block or deflect, that person must take three (3) points of damage to themselves or their armor, as if they were hit by a weapon. The subject must then raise both arms and weapons out to the sides and spin in a complete circle. Anyone within this radius must also take three (3) points of damage. If the attack misses, the scroll is wasted. For most players the type of element used has no effect, other than dealing base damage. However, some creatures are weak against specific energy types and therefore could take additional damage from specific elemental attacks.

Scroll of Enfeeble: Cost: 7 Silver

“As it is written, so must I say, let power come forth, thy will it obey. I cast Enfeeble!”

The reader of this scroll unleashes the contained power within to overload a subject’s body, weakening them to the point of exhaustion. To use this scroll, the reader must prepare a spell packet while verbally reciting the inscription aloud, accentuating “Enfeeble”. If the spell packet hits the target, including weapons, armor, or shield, that person is forced to drop any medium or heavy shields, weapons, or loads they may be carrying, and slow to half speed for ten (10) seconds. At the end of the duration, the target regains their strength and may retrieve their items and move at full speed. If the attack misses, the spell is wasted. The spell packet itself deals no damage.

Scroll of Entangle: Cost: 10 Silver

“As it is written, so must I say, let power come forth, thy will it obey. I cast Entangle!”

The reader of this scroll unleashes the contained power within to summon magical tendrils which sprout from the ground to ensnare a subject, forcing them to remain stationary for ten (10) seconds. To use this scroll, the reader must prepare a spell packet while verbally reciting the inscription aloud, accentuating Entangle. If the spell packet hits the target, including weapons, armor, or shield, that person is forced to freeze in place while loudly counting to ten (10). They may use their upper body to defend themselves, but their legs

are considered trapped and cannot be moved. At the end of the spell's duration, the subject is released and regains their ability to move freely. If the attack misses, the spell is wasted. The spell packet itself deals no damage.

Scroll of Invisibility: Cost: 5 Silver

"I open the doorway between darkness and light, to slip away, hidden from sight. You won't see me, that much is true, but no matter what, I'll still see you!"

The reader of this scroll unleashes the contained power within to shroud themselves in a magical illusion which renders them invisible. To use this scroll, the reader must extend their hands out to the sides, while verbally reciting the inscription aloud. If the inscription is read without interruption, the spell is successfully cast and the subject vanishes from sight. If the reading is interrupted for any reason, the scroll is wasted and the subject is not granted invisibility. If the reader's hands drop for any reason, the effect is broken and they can be seen by others. Attacks cannot be performed within five (5) seconds of Invisibility ending. It's also worth noting that invisibility does nothing to hide sound. Prey can just as easily hear footsteps and movement as they can see a person approaching them.

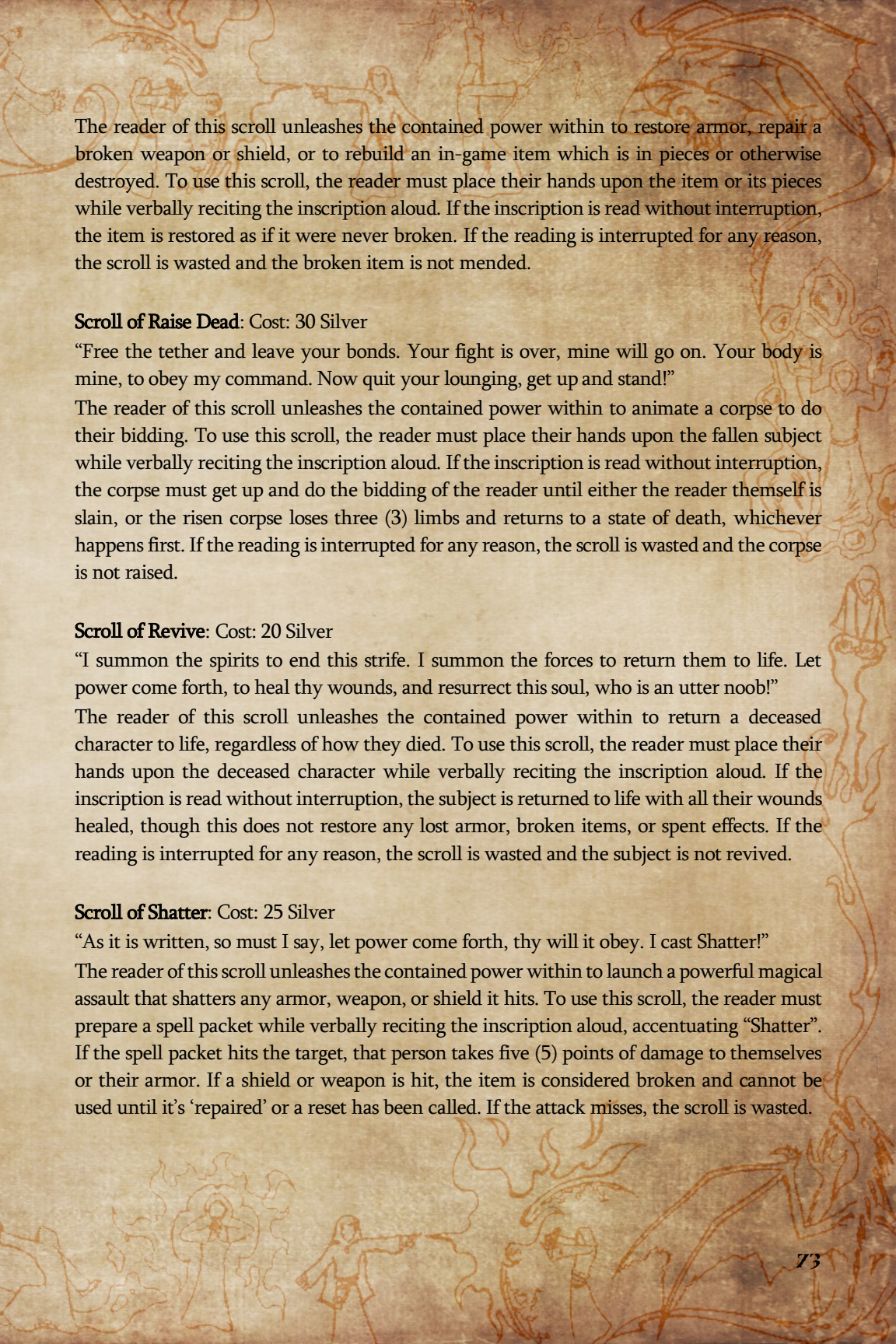
Scroll of Mage Armor +1: Cost: 20 - 80 Silver

"Power within, hear thy call. I seek protection before thine fall. Let blades glance off, and arrows too. For clothed I am, my armor is you!"

The reader of this scroll unleashes the contained power within to surround themselves or a subject with a defensive magical barrier that absorbs damage from any incoming attack, including magical assaults or assassination attempts which would normally bypass armor and otherwise result in death. To use this scroll, the reader must tie a white cloth strip around the arm of a subject, including themselves if self-targeting, while verbally reciting the inscription aloud. If the inscription is read without interruption, the spell is successfully cast and the subject receives one (1) point of magical armor until the armor has been used, the protected character dies, or the end of the event, whichever happens first. If the reading is interrupted for any reason, the scroll is wasted and the subject is not granted Mage Armor. Mage Armor cannot be used in conjunction with the Cleric's *Blessing of Protection*, as magical armors cannot stack. However, a character wearing armor which has been imbued by the Mage's *Empower Item* ability can benefit from this spell. Once the protective barrier has been used, the band must be removed. This scroll can be boosted to provide additional mage armor, up to four (4) points. Each point of mage armor increases the cost by an additional 2 Gold.

Scroll of Mend Item: Cost: 5 Silver

"I call upon the broken and the damned, to restore the item I hold in my hand. Make it whole, as it was before. For fixing's my business, as it was once yours!"



The reader of this scroll unleashes the contained power within to restore armor, repair a broken weapon or shield, or to rebuild an in-game item which is in pieces or otherwise destroyed. To use this scroll, the reader must place their hands upon the item or its pieces while verbally reciting the inscription aloud. If the inscription is read without interruption, the item is restored as if it were never broken. If the reading is interrupted for any reason, the scroll is wasted and the broken item is not mended.

Scroll of Raise Dead: Cost: 30 Silver

“Free the tether and leave your bonds. Your fight is over, mine will go on. Your body is mine, to obey my command. Now quit your lounging, get up and stand!”

The reader of this scroll unleashes the contained power within to animate a corpse to do their bidding. To use this scroll, the reader must place their hands upon the fallen subject while verbally reciting the inscription aloud. If the inscription is read without interruption, the corpse must get up and do the bidding of the reader until either the reader themselves is slain, or the risen corpse loses three (3) limbs and returns to a state of death, whichever happens first. If the reading is interrupted for any reason, the scroll is wasted and the corpse is not raised.

Scroll of Revive: Cost: 20 Silver

“I summon the spirits to end this strife. I summon the forces to return them to life. Let power come forth, to heal thy wounds, and resurrect this soul, who is an utter noob!”

The reader of this scroll unleashes the contained power within to return a deceased character to life, regardless of how they died. To use this scroll, the reader must place their hands upon the deceased character while verbally reciting the inscription aloud. If the inscription is read without interruption, the subject is returned to life with all their wounds healed, though this does not restore any lost armor, broken items, or spent effects. If the reading is interrupted for any reason, the scroll is wasted and the subject is not revived.

Scroll of Shatter: Cost: 25 Silver

“As it is written, so must I say, let power come forth, thy will it obey. I cast Shatter!”

The reader of this scroll unleashes the contained power within to launch a powerful magical assault that shatters any armor, weapon, or shield it hits. To use this scroll, the reader must prepare a spell packet while verbally reciting the inscription aloud, accentuating “Shatter”. If the spell packet hits the target, that person takes five (5) points of damage to themselves or their armor. If a shield or weapon is hit, the item is considered broken and cannot be used until it’s ‘repaired’ or a reset has been called. If the attack misses, the scroll is wasted.

SAFE CRAFTING TECHNIQUES

THE HISTORY OF BOFFER WEAPONS

Foam weapons, also known as boffer or padded weapons, have been around since the late fifties, back when reenactment groups started growing in popularity. Boffer weapons are mock weapon used for simulated handheld combat. They're a much safer alternative to than live steel or wooden weapons, and while most groups allow the use of armor, it is not required with boffer weapons.

Over the years boffer weapons have evolved. Not only have the designs become sleeker and more durable, but the materials being used have improved as well. In the 80s and 90s most weapons were round and bulky. They often contained a PVC core and were covered in pipe insulation foam which provided a safe barrier between the striking surface and the core.

When pipe insulation became scarce, many groups resorted to foam pool noodles as they were easier to find and lacked the seam common among pipe insulation.

The trouble with this particular design was the core often did not fit tight inside the foam, which allowed it to move around and rapidly breakdown the foam padding from the inside. It also made the weapon fairly bulky and unrealistic.

In the early 2000s, flat blades started to circulate. They were made from layers of blue closed-cell camp foam (camping pads). With this new material weapons became

increasingly realistic in design and a new age of weaponry was born.

Around 2010, as the cosplay scene began to increase in popularity and more people started experimenting with materials, a new foam came into use. Ethylene Vinyl Acetate (EVA) was quickly sought after because of its density, texture, and ability to retain shape after being heated and warped. It was less porous than the blue camp foam used previously, but it provided a comparable level of protection from a weapon's core. EVA foam was easier to cut, shape, and mold, making it one of the more commonly used materials in foam smithing. It retains that status today.

MELEE WEAPONS

The use of boffer weapons is the heart of many LARP games. It's difficult to have an immersive storytelling experience without the threat of combat. Even non-combatant players benefit from the existence of combat in such games. It allows the use of strategy and tactics against one's opponents. It brings a sense of realism to the simulated setting. And quite frankly, it's a lot of fun to go out and beat on each other.

That said, all weapons, regardless of size, type, or classification must adhere to specific safety regulations before they can be used in-game.

To meet these regulations, all weapons should have at least three common elements. That is, they all have a core, foam, and a covering or seal layer. With a little skill, time, and proper materials, a safe and reliable weapon can be easily crafted.

WEAPON MATERIALS

Core

The core of a weapon serves as the skeletal structure. Some weapons require a single central core while others are a bit more advanced, providing a general shape to what will become the final weapon. The object of a core is to provide a ridged frame with enough flexibility for the weapon to resist breaking during a swing. It also serves to add weight and balance. A weapon with too little weight can be either too light to be felt or swung too hard. A proper core should also be resilient enough to handle multiple impacts without breaking.

The material a core is made from is selected by the properties of that material during a break. A broken core must not result in jagged shards. For this reason the approved core materials are; PVC pipe (1/2", 3/4", or 1"), Graphite Rod (3/8" or 1/2"), ABS Plastic, cardboard, beans, or sand. Illegal core materials are; wood, metal, bamboo, fiberglass, plexiglass, marbles, glass beads, or anything sharp or jagged.

Foam

The key to safe weaponry is the foam used during construction. There are many types of foam but boffer weapons require a specific few. The most commonly used foams are polyolefin, polyethylene, or Ethylene Vinyl Acetate. These are all closed cell foams which are commonly used as camping pads, yoga mats, floor mats, pipe insulation, or pool noodle. These specific foams are rigid enough to be cut into shape but soft enough to absorb repeated impacts.

While foams such as expanding foam or foam insulation sheets are great for prop building, they are not suitable for boffer weapons as they tend to breakdown rapidly under repeated impact.

In addition to the closed cell foam required for all weapons, any piercing weapon should also have an open cell foam 'thrusting tip' of at least two inches thick. This foam is often referred to as couch cushion foam. It creates an air cushion upon impact to lessen the force of the strike, minimize impact, and avoid injury.

All boffer weapons must have a minimum of one-inch-wide striking surfaces, with a minimum of 5/8" thickness from the surface to the core.

Non striking surfaces must have a minimum of 3/8" thickness from the surface to the core.

Glue and Sealant

The construction of a weapon, especially flat blades, often requires multiple layers of foam to be adhered together. This is often achieved with either a spray glue, or a rubberized contact cement. Whatever adhesive you choose, it should remain flexible once completely cured. Hard or brittle glues or cements are unacceptable adhesives for weapon construction.

Coverings

The main goal of covering your weapon should be to ensure the foam cannot separate at the seams. Regardless of the covering you choose, a sealed weapon is a safe weapon. Advanced covers allow the

most customizable appearances and sleek designs, but sometimes basic is best.

A weapon's covering is one of the most controversial topics in weapon making across the boffer world. Many games require the use of a cloth 'condom' which covers the blade or striking surface in its entirety. Eldarlands LARP is not one of these games. Here, you only have to use a condom if you want to. Our protection is called armor!

The purpose of a cover is to ensure the foam stays intact during combat. A poor seal or improper design can allow the core to exit the foam and cause harm. By paying special attention to the following section, your weapons will be safe to use with or without a cloth cover to keep everything inside.

Weapons can be finished or covered by a number of materials. Keep in mind, regardless of the cover you choose, each must be properly applied. Improper application can result in an unsafe and game disqualified weapon. In many cases, once a cover has been applied, either properly or improper, it cannot be removed and the entire weapon must be scrapped.

Cloth Covers

A cloth covering can be made from almost any cloth material, though often the simplest option is securing either a tube sock or panty hose over the finished blade. Other options include a tailored cloth which was cut and sewn to match the shape of the blade perfectly. In any case, these coverings are a single layer which keep the foam and core contained. If a cloth covering were to tear, it's

unlikely for it to tear enough to allow the weapon to come apart.

Tape Covers

There are three (3) commonly used tapes for covering foam weapons. Packing tape, duct tape, and cloth tape. Electrical tape is also commonly used, though not as a covering.

It's important to mention that tape covers must be run the length of the weapon and NOT wrapped around. Wrapped tape compresses the foam beneath and makes a hard surface that is not safe for combat. Additionally, tape should be applied in as few layers as possible. Repeated layers can create a hard surface which can cause injury, especially during cold weather.

Packing tape is often used as an initial layer. It holds the foam layers together, ensuring any seams are properly secure. Due to the fact that most players prefer for their weapons to have a real-world aesthetic, packing tape is rarely used as an outer layer.

Duct tape has been the primary covering for a great many boffer groups since the sport began. It's easy to come by and resilient enough to survive repeated beatings. It comes in a variety of colors which can give a tape covered weapon a slightly more realistic appearance.

Cloth tape has replaced duct tape in many groups. It serves as a loophole for many games which require cloth coverings, allowing the player to use cloth tape instead of a sock or pantyhose. Like duct

tape, it comes in several colors and can provide the added bit of realism many of us are looking for.

Electrical tape is great for wrapping handles, securing transition points, or accentuating weapons, though, like duct tape, the emergence of cloth tape has replaced it in many games.

Plasti Dip

Plasti Dip is a commercial product which can be sprayed, dipped, painted, or rolled directly onto the foam of weapons. It forms a strong rubber coating that surrounds the entire surface and seals everything inside. Many weapons require multiple layers with drying time in-between to assure a proper seal. Plasti Dip weapons are durable and long lasting, provided proper core and foam rules were followed. It comes in many colors, allowing foam smiths to get the perfect looking weapons without the unsightly seams found with tape.

Liquid Latex

Like Plasti Dip, liquid latex covers seal directly against the foam, providing a strong, rubber-like barrier that surround and contain the entire weapon. Latex requires multiple layers in order to achieve a safe and durable seal. What makes it better than Plasti Dip is the diversity and cost. A tub of liquid latex cost about the same amount as a single can of Plasti Dip. In its wet form, latex is water soluble which makes it possible to mix with acrylic paints, allowing smiths the ability to achieve the perfect colors.

CRAFTING CONSIDERATIONS

Uncovered/Exposed Core

Uncovered weapons or exposed cores should be minimized as much as possible. Some games allow a portion of the weapon's core to remain exposed. Eldarlands LARP is not one of them. Exposed cores provide stress points which could break during combat and are a leading cause of accidental injuries during play. Not every inch of a weapon has to be covered in foam, but the weapon's builder should take special care on areas such as the handle to cover as much as possible, even if it's minimal.

Tips and Protrusions

It's a general rule that tips or protrusions should not be able to pass more than a single inch through a two-inch ring. This minimizes facial injuries, specifically to the eyes, and reduces the risk of cuts from unnecessarily sharp edges.

Thrusting Tips

Any weapon with a thrusting tip must have a breathable cover, allowing air to rapidly escape as the foam is compressed during impact. If a tape cover is used, this can be achieved by making several small incisions through the tape and into the foam. A similar process must be followed with a liquid latex or Plasti Dip seals.

Handles and Handguards

It's not uncommon for weapon handles to be a simple piece of tape wrapped around the weapon's core. While this is technically legal, especially when the wielder's hand covers the handle, caution should still be used. Nobody intends to hurt their

opponent, but uncovered handles are a leading cause of hand injuries during combat. It's also extremely likely an uncovered handle which is too large can hit an opponent during combat. For this reason, we urge all weapon makers to cover their handles to some degree. Leather wraps are acceptable, as is a thin layer of foam and tape. Regardless of how a handle is covered, it should remain easy to wield without fear of accidentally throwing the weapon during a swing.

Handguards are not mandatory. Few people aim for hand shots, but they happen all the time. This is the primary reason handguards exist. Weapon makers need to be extremely careful about the designs and materials they use in their handguards. Not only can they get smashed during combat, hurting the wielder, but they tend to stick out and can accidentally hurt someone else. Handguards should be made of flexible or soft materials which can bend without breaking, and they should adhere to the tips and protrusions section of rules.

RANGED WEAPONS

Ranged combat adds a level of difficulty to the game. It's one thing to be standing in a field and swinging a sword against a bunch of other people swinging swords. When arrows start flying, the battle becomes real.

Bows and Arrows

The presence of bows and arrows has evolved drastically over the years. They used to be big and bulky, made out of PVC pipe and golf club tubes, which made their use cumbersome and greatly reduced

accuracy. As designs have advanced, they've become lighter weight and easier to manage, increasing in both range and accuracy. Most children's long bows meet game requirements right out of the box.

The maximum draw weight for any bow, crossbow, or similar device should be no more than thirty pounds. This is enough force to fire an arrow accurately across the field of battle, or shoot someone at a full draw within a few feet without hurting them, though the latter should be minimized if possible. This also minimizes risk of injury in the event a bow breaks under draw, or an improperly crafted arrow is fired.

Compound bows or bows with exposed metal are NOT allowed.

Unlike melee weapons, bows do not have to be covered in foam, though minimal covering is advised to minimize the risk of injury. A bow should never be used to block a melee attack, or as retaliation if a melee combatant comes charging up.

Arrows shafts, like weapon cores, should be made of safe materials. Metal or wooden arrows are not allowed.

Arrowheads must be at minimum a two-inch diameter and provide at least two-inches of open cell foam followed by one-inch of closed cell foam. The arrowhead must have a breathable cover, allowing air to rapidly escape as the foam is compressed during impact. Arrow shafts must be capped and secured to prevent push through.

Thrown Weapons

Often smaller than their handheld counterparts, thrown weapons must be able to pass the two-inch ring test where they do

not protrude through the ring more than one-inch in any location. Thrown weapons must not contain a hard core. Instead, they may use ABS plastic, cardboard, beans, or sand to provide rigidity and weight. All cores must be contained entirely behind at minimum 5/8" closed cell foam, and secured to prevent movement. Sharp or hard edges on cores should be rolled, removed, or capped to minimize tear through.

Spell Packets

What amounts to essentially bean bags, spell packets are used to signify targeted magic usage during gameplay and combat. A spell packet is generally a fist sized cloth sack filled with either beans or sand, though it can be as simple as weighted foam wrapped in tape.

ARMOR

If there's one element of live-action role-playing that brings immersion to the game, it's seeing people dressed in period garb and decked out in various styles of armor. Of course, armor should never replace the need for defensive tactics. The primary purpose for armor is to prolong combat, granting those involved the maximum chance to make epic memories of their wide array of adventures.

Crafting armor can be a fun and enjoyable process. It brings an authenticity to gameplay which helps immerse players into the story. But, like weapons, building armor needs to be done correctly to minimize risk of injury. Additionally, heat or cold have an added effect while wearing armor. Be sure to drink plenty of fluids and pay attention to your body.

Whether it's a quilted gambeson or canvas long coat, cloth or padded armors need to be fitted properly. They're the most flexible of all armors allowing easy movement, but they also tend to trap heat.

Leather armors are often somewhat flexible, though this is dependent on design. Like cloth armors they can trap heat. Be sure to size them correctly to minimize chaffing or rubbing. Additionally, make sure you have a layer of cloth beneath to reduce skin contact.

Chainmail, ringmail, and scalemail regulate heat well but are weak against cold temperatures. Like leather, be sure to wear a layer of clothing beneath to minimize skin contact. When crafting these armors, be sure to close all links fully to minimize snagging weapons or slipping rings.

Platemail, falseplate, and splintmail are the least mobile and most ridged of armors. Fitting must be perfect in order to move efficiently without risk of injury. Like the other metal armors, they tend to amplify cold. Make sure to wear layers beneath to avoid skin contact. All edges must be rolled and blunted to avoid weapon snags or accidental injury. If possible, edges should be capped with leather, rubber, or similar material to minimize the risk of accidental impact and/or injury.

Armors can be made from almost any material, however, Eldarlands LARP is a fantasy setting. Proper appearance will help to ensure immersion. Nothing would throw a game offtrack faster than having Master Chief and a bunch of Stormtroopers running around a medieval village.

SHIELDS

Worn, carried, or slung, shields are used to block incoming attacks, deflects arrows, or protect others. Unlike armor, shields do not provide armor points and therefore do not 'break' after taking a set amount of damage, though certain abilities or spells are capable of 'breaking' them. Additionally, some spells and effects still activate even if they hit a shield.

Unlike weapons, shields can be made from wood, metal, cardboard, foam, or just about any other sturdy material. The caveat being, the outer edge of the shield must be capped and covered with at minimum 5/8" foam. Ideally, the entire shield should be cover with foam to minimize weapon damage or injury but this is more of a guideline than an actual rule.

Shields are categorized as light, medium, or heavy based on their physical size.

MASTERWORK BONUS

Building your own gear is one of the most enjoyable experiences of playing a live-action role-playing game. There's nothing quite like putting forth effort to finish your armor on time, or revealing your new sword at the upcoming event. In addition to the pride of a job well done, Eldarlands LARP recognizes the time, money, and effort put forth to craft the items that bring this world to life. As such, most crafted items are eligible to receive a Masterwork Bonus.

Any crafted weapon, armor, trinket, or other garb piece can be awarded 'Masterwork' status by the game officials. In

order to receive this status, the player must meet three requirements.

- 1) The item must have been created entirely or mostly by the person submitting it for inspection.
- 2) The item must be crafted from era appropriate materials.
- 3) The item must be well constructed and able to pass all safety checks for gameplay.

An item awarded 'Masterwork' status gains a permanent bonus to its assigned properties.

Masterwork armor gains one (1) additional armor point.

Masterwork weapons, trinkets, garb, or other items are awarded a single in-game bonus, which will be decided by the game officials at the time of submission.