Chronicles of Ashenfall

Core Rulebook

Special Thanks To:

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Core Rules

Welcome, brave adventurer, to Chronicles of Ashenfall- a gritty medieval fantasy roleplaying game. Set in our world of Aldwa, you'll immerse yourself in epic battles, embark on intriguing quests, and interact with dynamic characters. Prepare to leave the mundane behind and step into the action where your choices shape the destiny of your character and those around you.

Whether you are an experienced LARPer or a newcomer to the world of live action role play, Chronicles of Ashenfall offers an unparalleled experience that combines rich storytelling, a vibrant community, and a gritty fantasy setting.

Each of our events is a carefully crafted weekend-long adventure, where players become integral parts of an evolving narrative. Equipped with costumes and foam weapons, you will interact with a world brought to life by our talented team of writers and directors. Your character's decisions, actions, and inaction will influence the story and direction of this campaign-style game.

So gather your courage, ready your gear, and prepare to enter the world of Aldwa!

Getting Started

You should read this guide before arriving at a Chronicles of Ashenfall event. While it may take some time to learn all the rules of the game, the more you understand them and the more comfortable you are navigating the game mechanics - the more enjoyable your game will be! At the very least, every participant is expected to be familiar with the Core Rules and Keywords, so we suggest you prioritize those. More detailed information about the game setting, cultures, etc. can be found on our website and digital resources. This guide is intended to present the critical information you may need to know to successfully participate in the game!

A Friendly Guide

Throughout this rulebook, you may see a friendly Mothkin character (depicted below) along with some notes provided to clarify particular aspects of the game or a nuance in the rules.
Keep an eye out for her!

Core Values

We have 8 Core Values that each Player and Non-Player Character are expected to abide by. These apply both in- and out- of game, including interactions between community members in online or digital spaces. They are listed here in no particular order:

Respect

We accept people for who they are and value their viewpoints, skills, and ideas. We expect members of the community to be respectful towards each other both during and between events.

Personal Responsibility

Each person is accountable for themselves. At the end of the day, each person is responsible for how they decide to engage with the community and the game. As an 18+ game, we expect everyone to participate in a responsible and adult manner.

Lifting Up Others

Our community is stronger when we help each other shine. We expect that folks strive to make space for others both in and out of the game. The community celebrates the successes of others along with their own.

Self-Policing Community

We expect that members of our community are active participants in maintaining the high standards of the community. We hold ourselves to high standards and expect folks to address concerns and bring things to Staff's attention if there are repeat or egregious violations of our community standards.

Interesting / Engaging Stories

We come to LARP to tell amazing stories. As a community, we strive to create something immersive, engaging, and rewarding. We encourage players to make "the interesting choice" and be active collaborators in the narrative!

Serious About Fun

LARP should be fun. Although the stakes are high and the choices may seem impossible, it's important to remember that this is a game– and games are fun! We want our players, cast, and staff to all enjoy this time we share together.

Character- vs. Player- Conflict

Conflicts between characters may happen, but we're committed to keeping these conflicts in the game. If it's starting to feel personal, let's take a step back and evaluate whether the roleplay is appropriate. Please keep in mind that a character is not always representative of the person playing them, and vice versa.

Be Open to Feedback

Feedback is an important part of learning and growing. We accept feedback, analyze data, and assume that those providing it have good intentions in mind. Feedback is love and demonstrates that the person giving it cares about something enough to critique it.

Eligibility to Participate

Chronicles of Ashenfall is an application-based, 18+ game. Our game and world setting is epic, gritty, and dark medieval fantasy. All participants, both Players and Cast (what we call our incredible actors portraying the Non-Player Characters) alike must have an approved application to be eligible to register for and attend an event. Applications are reviewed by our team on a rolling basis and in batches, with status updated at least weekly. We welcome folks who are interested in attending as Cast all or part of a weekend event.

Registration for events must be completed in advance and may be done on our website. Additionally, Players must have an approved character backstory before they can register for an event.

The 8 Truths of the World

The world of Aldwa is a vast, inscrutable one. Much has been lost to time and much more is yet to be discovered. Above the fog of the unknown stand 8 immutable truths of this world, which inform all that exists in our setting.

1. The Veil Sundering

The cataclysm known as the Veil Sundering fundamentally changed the world of Aldwa forever. The exact effects of the Sundering varied significantly from place to place. Environments shifted or were forever altered, natural disasters occurred or were enhanced magically, and flora and fauna were twisted even as horrific creatures appeared from the other side of the Veil.

2. The Evolution of Magic

Magic existed before the Sundering, but was different- only Runic magic existed (as far as it is commonly believed) prior to the cataclysm. Post-Sundering, new forms of magic appeared the world over and there may be more yet to be discovered.

3. A Land of Turmoil

Strife and conflict exist within many of the geopolitical powers in Aldwa. Some conflicts are unique within their borders and some are shared across some or all of these cultures. The wilderness beyond established borders is deadly- filled with the danger that followed the Sundering.

4. The Gods

It is well known that a pantheon of deities once walked our world. The various stories passed down in every culture as well as artifacts and records of the before times make this clear. There have been no confirmed sightings or encounters with them since the Sundering, though there are many rumors and speculative claims as such. Some folks still cling to worship or belief in one or more of the gods, but most are pantheistic- invoking prayer relevant to the request at hand. Some folks have even begun worship of other entities or beings.

5. The Ascendants

Ascendants are powerful, mysterious, non-deific entities that people encounter from time to time in the world. Some of these claim the title, Ascendant, while others hold on to other titles or descriptors. Most adventurers have experienced an encounter with one such entity after dying and entering The Crossroads, a liminal space of Death. Some of the entities there claim to be representatives of, serving, or otherwise connected to the deity of Death.

6. Life and Death

The cycle of life and death was shattered in the Sundering. Spirits are now semi-commonplace around the world. Undead are a real and regular danger that people face, especially in the wilderness. This is true throughout the known world.

7. One World, Many People

Each of the Player Character species exist, in varying quantities, in each of the various cultures. While some may be unusual in a particular culture, it is possible to be of any species from any culture.

8. Arcano-Clockworks

Clocks and watches exist, but they're powered by magic, not by clockwork gears. You may utilize analog clocks and watches in-game without being considered anachronistic.

"You can find more specific information about the cultures and species of the world later on in this book!

If you're really interested in the 'DEEP LORE' then I suggest you check out the website:

www.ashenfall.com

OH! or even better, if you want the 'DEEEEEP LORE' then you should give our World Anvil a read through. You can find A LOT more nuance and flavor there. And while it isn't necessary to know to play the game, I figured you might want to know about it!

Hmmmmm, what else should I tell you?

Oh, I know! The eight truths outlined here are basically meta-information that are immutably true throughout the world. These are things that you can take as fact and that are true no matter which culture you might encounter a character from."

How to Make a Character

Interested in playing the game? Follow these steps!

Step 1: Apply to the Community

Create a profile on our website to access your Character Portal. Within this portal you can manage the various decisions and logistics about your character! To start, you'll need to decide whether you want to join our community as a Player or as a Cast member. The questions for this application step are the same either way; once you've decided you can submit the application right in your Character Portal.

Step 2: Pick a Culture

Once you've gotten an accepted application, you'll need to start thinking about where your character is from. The cultures of Aldwa are ideologically and historically distinct from one another. A character's culture is one of the largest influences on how that character is likely to present, the values they hold, and even the experiences they've had prior to showing up in-game.

Step 3: Pick a Species

Once you've decided what culture your character is from, it's time to decide on what species you'd like to portray. While species do not convey different mechanical benefits to your character, they do come with differing expectations in terms of costuming. Make sure to check the costuming requirements for any species you are considering.

Step 4: Create Character in Portal

Now that you've decided on a culture and a species for your character, you can lock in those choices in your Character Portal on the website. You will need to both Create a Character in the portal and submit a backstory for them (see below). Part of creating a character will be naming them, so make sure to think about what you want to be called!

Step 5: Character Backstory

With a character created and named, you're ready to flesh out the details of their backstory. Just like the application process, you'll be able to submit a character backstory in the portal on our website. Prompts and guidelines are offered there to help you with this process. Elements of this backstory will inform how your character acts and is perceived in the game world, and may even be used by our plot writing team as we draft various stories and scenarios to unfold.

Step 6: Select a Pathway

When creating a new character, you'll need to select one of the skill pathways. The pathways are thematic, linear progressions that follow a skill-tree format. Your choice of pathway will determine what skills are available to you during the course of your character's journey. Points along the skill tree are called Roots, Trunks, or Branches.

Step 7: Select your Skill(s)

Once you've selected a pathway, you will unlock the Root and Rank 1 Trunk Skills of that path. Then you will need to choose one of the Rank 1 Branch Skills on that path. These skills inform what you are able to represent with your character within the fiction of the game world, in addition to the Rank 0 skills that all characters have. Alternatively, you may choose 2 Pathways at Character Creation to start with the Root only from each of those Pathways.

Backstory Guidelines

Concept

- **Be original.** *Original character concepts are best. We will not accept character concepts that are direct copies of characters from popular culture or other intellectual properties/franchises nor will we accept characters brought to Aldwa from another plane of existence.*

- **Belong.** *You must fit your character into the world setting. The established lore and setting of the game offers a wide spectrum of themes and concepts for you to springboard off of.*

- **Believability.** *Play a character that is at least believably close to you in age or that you can believably portray visually. Many character concepts could believably include "childlike wonder" in a way that is more effectively portrayed than "an actual child".*

Tone & Scope

- **Shades of gray.** *The world is fantastical, gritty, and full of nuance. It is a dark fantasy, not a heroic fantasy. You are welcome to play a heroic character, but we encourage folks to embrace some shades of gray.*

- **Humble beginnings.** *New characters are only slightly more powerful than your run-of-the-mill merchant, farmer, or town guard. Creatures encountered in the wilderness are incredibly dangerous to most people.*

- **Equality.** *Character backstories do not convey any sort of mechanical advantage over other Player Characters. While you are welcome to play a concept such as "the scion of a fallen house" or "a noble in hiding," you will need to include elements in your backstory to help explain why or how your character is coming into the game world in a similar situation to other Player Characters. (What happened to all of their money? Why are they out of favor or in hiding? Etc.)*

- **Lost history.** *Player Characters do not have knowledge of what the world was like pre-Sundering. This knowledge may be developed or discovered in the course of the game.*

Naming

- **Originality.** *We highly encourage you to select an original name for your character! Take care to avoid character names from popular culture, such as "Aragorn" or "Geralt," as they are likely to shift folks' perspectives on your character and may create unintended associations.*

- **Close to home.** *Some in-game cultures have predefined naming conventions that you should consider when designing a character. Diverging from these conventions may give you an opportunity to build in a backstory element to explain why your character's name is the way it is!*

- **Be earnest.** *Medieval fantasy style names are great, but not strictly required. Meme or meta-joke names are not acceptable (no "Boaty McBoatface").*

Restricted Species

- **Scarcity.** *You must receive plot approval to play a soulforged or undying. These species are very limited in number to reflect the in-game setting. If you are interested in creating a character that is either of these species, please discuss with the game leadership team before submitting your backstory.*

Core Rules– How to Play

LARP by its very definition involves RolePlay- the "RP" of "LARP", Events happen Live and involve Action like - like combat, spellcasting, or tense negotiations. In Chronicles of Ashenfall you will be playing the part of a fictional character much like in a videogame or Tabletop rolePlaying game (TTRPG). Players act as a persistent Player Character (PC) until they either retire from the adventuring life or meet their untimely demise. Cast, on the other hand, portray a wide variety of Non-Player Characters (NPCs). Both PCs and NPCs are beholden to the same set of rules and game mechanics therein.

Generally speaking, you can do things in a LARP medium that you can perform in real life and those that you can reasonably convey within the fiction. Many things, like fighting a monster with a sword, could reasonably be conveyed in real-life... provided there was a monster (we assume you all have swords lying about). Some aspects of LARP can not be reasonably physically conveyed, such as throwing magic spells around. This is where the Skills and Effects of the game rules come into play.

Simply put, the rules outline the fiction within which we all play. These rules describe what the character and environment <u>can</u> do. At times, they may specify that a character can't do something in particular. The rules are interpreted and enforced by staff with the intention of balance, fairness, and sportsmanship in mind. **All** of the fictional abilities and skills exist within the keyword system; there are no Effects that do not rely on one or more keywords. The intent of the rule matters most and we expect folks to be adults while navigating the rules system.

General Combat Rules

Combat is an inherent part of this game that you will experience directly or be around during the course of play. The rules in this section help set expectations and parameters for engaging in this aspect of the game in a safe manner; all Players and Cast are expected to abide by them.

Called vs. Uncalled Effects

Uncalled Effects are those that happen without requiring a Verbal Call stating the effect. The most common example of this would be Uncalled Damage - i.e. regular sword swings or arrows shot. Called Effects are those that have a Verbal Call associated to state the Effect being delivered. These calls will always include one or more Keywords.

Example: "From Ice, Damage 2" indicates an Ice Spell that is doing 2 points of Damage to the target.

Don't Worry, It's Not All Combat

A significant portion of this rulebook is dedicated to outlining the game mechanics and effects as they relate to combat, as that is one of the most prominent scenarios in which one character may be attempting to affect another. Social interactions and roleplay are a significant part of the game, too; some Effects specifically involve non-combat interactions with other characters, the environment of the game world, or structures and objects.

Rules as Written vs. Rules as Intended

LARP as a medium occupies a unique gray area between what people can perform physically and the fantasy being portrayed. The fantasy being portrayed by a character may include elements that the person playing them can't represent with "What You See Is What You Get" (WYSIWYG). In terms of game design, videogames and TTRPGs define the parameters of their fiction through either positive/negative framing or inclusive/exclusive approach, wherein they design the things a character can do or put guardrails in place to prevent a character from doing something they shouldn't be able to do. Similarly, debates often arise in TTRPGs about whether a rule should be implemented or enforced as-written, as-intended, or as-interpreted.

It is impossible for our rules to account for all of the possible "what if?" scenarios that may come up in the course of play. Skills do what they say, not more or less. When reading the rules and skills, please disfavor readings based on the absence of prohibition (i.e. "it doesn't say I can't do XYZ"). Reading the rules and skills in context is also important, we're not trying to hide any elephants here. If you come across some absurdly powerful interaction or "loophole" please feel free to seek clarification. Significant synergies within the skill paths and keywords exist and are intended; unlimited Healing, Hit Points, Stamina, Damage, etc. are not.

Lastly, if there is something that can be conveyed in a WYSIWYG manner within the context of the rules, but has not been explicitly identified, it is likely something your character can do.

Lightest Touch Combat

We are a "lightest touch" game, meaning that the lightest practical touch to a valid target area counts as a hit. This means using only enough force to contact your opponent. If you think you felt a strike against you, count the hit. Excessively hard attacks are not allowed against a person, weapon, or shield. If someone is hitting too hard, you may state to them "check your swing;" if you are the recipient of this statement, you are expected to adjust accordingly.

Valid Target Locations

A person's arms, legs, and torso are valid target locations. Hands, feet, groin, and head (including neck) are not valid target locations. While the head is not a legal target area, errant melee swings, arrows, or spell packets may strike you. In the event that you are struck in the head or any other non-legal target area, you do not count the hit. If eye safety is a concern for you, you may use safety glasses.

Bows, Shields, Spells, and Swords

Combat action happens in real-time. We use foam and latex weapons, often referred to as "boffers", to represent melee weapons like swords, axes, and spears. Spells are represented with Verbal Effect Calls and often delivered using Spell Packets to physically repesent the magic being thrown. Shields are used to block incoming blows. Real bows are used to shoot real arrows, which must be boffer / LARP-safe.

See the equipment section for more information.

Melee Combat

Melee weapons come in a variety of shapes and sizes. Melee attacks are one of the most common forms of attack in the game and have some specific rules associated with them.

All Melee attacks that do not have a call associated with them are considered Uncalled Damage. Uncalled Damage from Melee attacks does 1 point of Damage. When making a Called Melee attack, you must finish the call prior to your weapon making contact with the target.

Making a Melee Attack

In order to make a Melee attack, you must pull back at the elbow at least 45 degrees before making a swing. Swings made by purely wrist-flicking are not acceptable. You must adhere to the Lightest Touch rules at all times, so be aware that certain biomechanics can impart more force than you think. Attacks made after spinning or running can hit harder than usual, so you are encouraged to slow down before swinging. Additionally, blindly spinning around and swinging at a target behind you can result in injury, such as striking them in the face, and is not permissible.

Beat Attacks, Binds, and Pushing Through

When making an attack, it is permissible to strike an opponent's weapon or shield on purpose to disrupt their line of attack, but you may not use more force in doing so than you would use to strike another character. It is also not permissible to push through a block to hit your target nor to trap their weapon with your weapon or a body part. Any strike that lands without being blocked by a weapon or shield must be taken.

Machine Gunning

Machine Gunning involves rapidly striking an opponent in the same target area in quick succession and is generally unsportsmanlike. You may only strike the same legal target area on an opponent one time before pausing for 1 second or striking a different target area. Once you strike a different legal target area, you can hit the first area again.

Stabbing

While all weapons undergo a safety check prior to each event, some designs are inherently not safe to use for stabbing / thrusting manuevers wherin the tip is jabbed directly at your opponent. Only weapons that are stab-safe should be used in a thrust/stab manner.

Bows and Thrown Weapons

Bows include any weapon that fires a projectile, such as a Bow or Crossbow. The projectile delivers the Effect, called or uncalled, to the target. Throwing weapons can come in many shapes, most commonly knives and axes.

Uncalled Bow and Thrown Weapon Damage

Uncalled Damage from Bow projectiles does 2 Damage. This is not considered the same as a Called "Damage 2" Effect for the purposes of Skills and Effects. Throwing weapons do the standard Uncalled Damage of 1.

When making a Called attack with either, you must finish the call prior to throwing your weapon or shooting your projectile. Arrows and other projectiles can never be wielded by hand to make attacks, they must be thrown/fired.

Close Range Safety

Caution is required when using Bows at close range. Bows that are drawn may only be used at half-draw or less against any target within 20 ft., regardless of what type of Bow you are using.

When making an attack with a Bow, we advise you to aim for center mass and be aware of any other targets you may hit accidentally.

Throwing weapons must never be thrown with excessive force and we advise you to avoid aiming high to avoid accidental face hits.

Ranged Weapons at Night

Both forms of ranged weapons - Bows and Thrown weapons, are allowed to be used at night. Extra caution is advised should you choose to use these weapon types at night. We also recommend attaching some glow-in-the-dark tape or paint to your ammunition so that you can find it after using it or in the morning after.

Spell Casting

A Spell is any Skill that uses the "From" Keyword in its Verbal Call. A Spell will always have an Element or source of power attached to it (e.g., "From Blood, Grant 2 Temp Hit Points").

Spells are delivered in a vareity of ways, but the most common is via Packet. Packets can be thrown or Touched to a target to impart an Effect, depending on the delivery method specified in the Skill / Spell being used.

No Uncalled Spells

Packets with no call associated don't do any Damage.

Incant Before Throw

You must complete the Spell's incant (Verbal call) prior to throwing the Packet or Touching the Packet to the target. If Touching the Packet to the target, you must let go of the Packet before starting your next Spell. You must have the Packet in a free hand in order to use it.

Casting a Spell

To cast a Spell, you must stand still, plant both of your feet, speak your incant loudly and clearly enough for your intended target to hear it, and then deliver the Spell. You must deliver your Spell immediately after speaking the incant. Stamina Points for Spells are expended the moment the Packet leaves your hand for thrown Spells or upon touching the Packet to a target for Touch Spells, not when you start the incant.

Interrupting Spellcasting

Your incant can be interrupted if you take Damage or an Effect that stops you from casting, such as a Maim on your Packet arm or Silence. You must restart the incant before you are able to cast. Some Skills may allow people to ignore some of these requirements.

When do Spells Take Effect?

Spells take effect if they hit any part of your body, Weapons or Shield. Spells with Damage calls are subject to the Shield blocking rules as stated in the Shields section; Damage 1s have No Effect on a Shield. Spells do not take effect if the Packet clearly misses the target's body, but hits a trailing piece of clothing like a cloak or belt. If a target gets hit with a Spell but doesn't realize they were hit, your Stamina Point or use of the Skill is not expended. If you aren't sure whether you were hit with a Spell, assume you were and take the Effect.

Shields

Shields protect the user from basic strikes and can block a limited number of heavy hits before becoming useless. Shields may only be used while actively wielded in a hand.

Blocking With Shields

By default, Shields block all Uncalled Damage that hits them, including projectiles such as arrows or thrown weapons. Additionally, Shields block Called 'Damage 1' Effects that hit them, including those from Spells. Blocking is done by physically intercepting the weapon, projectile, or packet with the Shield and is not the same as expending a use of the Absorb defense.

Absorb

Shields provide the user with a pool of special defense called "Absorb" which may be expended to defend against a Damage Effect of 2 or higher that hits the Shield, including those from Spells. Shields start with 5 Absorbs by default; some skills or other in-game benefits may increase this number. You may choose when to expend an Absorb; when using this defense the verbal call is 'Absorb'.

Breaking A Shield

A shield is broken when it takes a Destroy Effect OR upon expending its last Absorb. Strikes to a broken shield count as if they hit the limb holding the shield. Some Skills or in-game benefits may grant exceptions to this. A broken shield has 0 Absorbs and must be Repaired in order to be used again.

Bypassing A Shield

Any Effect with the Pierce or Critical Keywords fully bypass Shields as though they phased through it entirely and struck the target in their limb or torso. Spells, indicated by the "From" Keyword, take Effect on the target if they strike any part of the target including their equipment such as their weapon or Shield. Spells do not bypass shields, but the act of blocking a Spell Packet with a Shield does not prevent the Spell from taking Effect.

Can't Disarm Shields

Shields are unaffected by the Disarm Effect. If your shield is struck by one, state "No Effect."

Using your Shield Arm

Any hand that is holding a Shield may be used for Skills that target Self. It may not be used for any other purpose.

Carrying Backups

You may carry a single backup Shield. Carrying this extra Shield does not convey any protective benefits unless actively wielded in a hand. Shields do not block Effects while unequipped.

Hit Points, Death, and Stamina

Hit Points

Hit Points (HP) are a measure of your character's tenacity and toughness in combat. As you lose HP, your character starts taking on more injuries. When you run out of HP, your character may even die!

Starting Hit Points

Every character starts with 3 HP. You may receive more as you progress throughout the Pathway system. Lost HP can be returned by taking a Heal Effect or by completing a Long Rest. When you reach 0 HP, you take the Dying Effect.

Dying

While under the Dying Effect, you are Unconscious and may be Searched or Executed. This Dying Effect lasts until you are Executed or 5 minutes have passed, whichever comes first; you may also choose to end this timer early and go to Spirit if it appears unlikely you will be saved. Receiving a Heal Effect while Dying will return you to life at the amount of HP healed (up to your maximum HP).

Stabilizing

The Stabilize Effect pauses the Dying Effect; when you become Stabilized you must remember what your Dying count was. If you take Damage or lose the Stabilized Effect, you must resume counting again from where you left off.

Spirit

When you become a Spirit from Dying, you typically lose all Grants and Effects. Only Curses or Effects that explicitly state they persist through Spirit will continue. All other Traits, including Living, are suppressed while a Spirit. As with Death, characters do not retain memories of what they see or hear while a Spirit. Spirits may remain in the area of their Death for up to 5 minutes, after which they must proceed directly to the Crossroads. You may choose to end this timer early and proceed to the Crossroads at any point as a Spirit. Spirits may not interact with anyone or anything unless they have a specific Skill that allows them to do so or they are targeted by an Effect such as those that are "...To Spirit...".

Spirits appear as faceless shades to those without the Skill to interact with them; anyone may choose to see a Spirit, however only those with specific Skills may interact with them and perceive their identity. To denote that you are a Spirit, cross your hands in an X over your chest.

Stamina Points

Stamina Points (SP) are a measure of your character's endurance and are spent to perform certain Skills. Stamina Points Restore fully upon taking a Short Rest. A "Restore Stamina" Effect may also Restore a number of Stamina Points as specified in its call.

Starting Stamina

Every character starts off with 3 Stamina Points. You may receive more as you progress through the Pathway system. When you are at 0 Stamina Points, we encourage you to roleplay being winded and needing a break, but this has no mechanical effect on you other than preventing the use of any more Stamina Point based Skills. Skills requiring Stamina Points are denoted in the Skill.

Restoring Stamina

Both Short Rests and Long Rests fully Restore your Stamina. Some Skills or Effects may be used over the course of a Short Rest which may prevent Restoring Stamina from that rest, these are specified in the Skill / Effect.

Taking Damage

There are two ways to take Damage in our game. The first is being hit with an Uncalled Weapon strike; the second is through the Damage Effect. Uncalled arrow hits count as 2 points of Uncalled Damage and all other Uncalled Weapon strikes are always 1 point of Uncalled Damage. Called Damage Effects always have a number that follows the Damage keyword, which denotes the amount of Damage you take.

Hierarchy of Taking Damage

When you take Damage it removes resources from your overall durability pool. This durability pool is made up of the combination of Temporary Armor, normal Armor, Temporary Hit Points, and normal Hit Points.

The order in which Damage removes these is:

1. **Temporary Armor**
2. **Armor**
3. **Temporary Hit Points**
4. **Hit Points**

Temporary benefits are always removed before their normal counterpart in the case of Armor, Hit Points, Stamina Points, Absorbs, etc.

Temporary Effects: "Grants"

Some Skills Grant beneficial Effects temporarily. Temporary Effects cannot be Healed or Restored except by receiving a new Grant for that Temporary Effect; once they are used, they are gone.

Temporary Effects are always Grants and follow the rules specific to Grants:

- You may not benefit from the same Grant Effect more than once at a time.
- Grants last until they are expended or Dispelled, you die and go to the Crossroads, or the event ends.
- You may always decline a Grant by stating "Decline, No Effect."
- Receiving a new Temporary Effect overwrites the previous.
- You may only have 3 total Grant Effects active at the same time.

Example: *If you have 3 Temporary Armor and receive an Effect that Grants 2 Temporary Armor, you now have 2 Temporary Armor and lose the original 3, unless you decline the Grant.*

Resting

Rests come in two forms: Long Rest and Short Rest. These are times when your character can recuperate from the hard life of being an adventurer.

Long Rests

Long Rests occur overnight when you are sleeping. There is no prerequisite amount of time you are required to sleep in order to gain the benefits. The benefits of a Long Rest occur at 8:00 am each morning. Long Rests fully Restore all of your Stamina Points and fully Heal all of your HP. Additionally, any Skill marked as a Long Rest Skill is refreshed as well.

Long Rests Restore Stamina, Hit Points, and Long Rest Skills

Short Rests

A Short Rest is a period of 15 minutes in a safe location such as the tavern, your cabin or tent, another place specified as a Short Rest location, or as specified in a Skill. You cannot benefit from a Short Rest if combat is occuring in your location or is visible from where you are. Additionally, you may not use Skills or exert effort beyond light activity such as reading, writing, etc. during a Short Rest unless specified by a Skill / Effect.

The benefits of a Short Rest occur upon completion of the Short Rest timer. Some Skills may be able to change the duration of a Short Rest.

Short Rests Restore Stamina and Short Rest Skills.
Short Rests do not Restore HP nor Armor unless specified by a Skill / Effect

Rest Skills

Some Skills or Effects occur over the duration of a Short Rest. A Skill that can be used during a Short Rest is listed as a Rest Skill. You may only perform one Rest Skill over a Short Rest.

Interacting with Other Characters

Searching, Carrying, and Restraining are all things your character can do to another character.

Searching

When a target is helpless to prevent you from doing so, you may Search their body for loot. You may find treasure, hidden letters, money, or even a trapped pouch!

To Search a target, it must be one of the following:

- Unconscious
- Paralyzed
- Fully Bound (all limbs)
- Fully Maimed (all limbs)

When you Search a target, huddle over them or kneel next to them, hover your hands over their body, and roleplay the act of searching them.

Search Verbal Call

While Searching a target, state "I search your <item> 1, I search your <item> 2, I search your <item> 3". You must continue roleplaying during this process.

What to Search

The targeted item can be something like a bag, coat, boot, etc. You may only state one object at a time and must wait for the target's reply, positive or negative, before specifying a new area to search.

Interrupting a Search

Should you come under attack while conducting the search, you may pocket any items in hand, but the search immediately stops until you repeat the call and roleplay your search again.

Search Results

Upon completing the roleplay and 3 count Verbal Call, the Searched target will either reply "you find nothing" or hand over loot that was stored in the searched area. At times, a target may inform you of a clue or other notable observation that your search uncovered instead of conveying physical loot.

Being Searched

Should you find yourself on the receiving end of a Search and there is something in the area the searcher targeted, hand it over. Any in-game items in that area must be given up. You must retrieve the items with reasonable speed. Any area that is specified is considered searched, including inside pockets on a coat and other hard to reach places.

Carrying

Sometimes you may need to move a Paralyzed ally from harm or carry an Unconscious person into town for Healing. To carry somebody, you must first have a free hand. With a free hand, you should reach towards the person you intend to carry and state, "I carry you", and then roleplay picking them up.

Limits

While carrying someone, you may only move at a casual walking pace unless you have a Skill that specifically allows you to move as normal. Additionally, you must continuously roleplay appropriately to indicate the physical act of carrying them, such as holding an arm out towards the person being carried. If they consent to physical roleplay, this can mean maintaining physical contact with them, such as a hand on shoulder. Do not actually physically carry another person unless you have both explicitly agreed to that physical roleplay prior to attempting to do so (see physical contact rules).

Being Carried

If you are being carried, you must continue to roleplay whatever Effect or condition was preventing you from moving on your own. If the Effect you are under prevents movement, you must bow your head and keep your arms to your sides to indicate this. You must also remain as close to the person carrying you as reasonably possible.

Attacked while Carrying or Being Carried

If the carrier or person being carried gets hit with an attack, the carrier must take that Effect. If that Effect stops the carrier from carrying the person, they must repeat the roleplay before attempting to carry the person again.

Restraining

Sometimes you may wish to restrain a target instead of killing them. Regardless of your reasons, you can only restrain a target who is Unconscious, Paralyzed, fully Maimed, or willing to be restrained.

To restrain someone, you must first have an in-game item that conveys the Bind Effect. The item tag will tell you what roleplay is required to use it. Under no circumstances are you allowed to actually tie someone up as it is a safety concern. Simply hand them the item that you used and state the associated call.

Additionally, using your own rope or similar prop alone is not allowed, you must have the proper in-game item. If you are tied up, you are under the Bind Effect on either your arms or legs, as specified by the call associated. You may not slip out of this Bind Effect without the appropriate Skill.

Other Calls

Sometimes, out-of-game clarity is required to help keep the game on track.

"Clarify"

Clarify is used to ask what an effect does or what an effect was in instances where a person didn't hear the call. Clarify may not be used to ask whether a person is a PC or an NPC. This call should be used only when necessary. It is performed by putting your hand on your head, stating, "Clarify" and then making your statement or question.

Example: *"Clarify, what does Poison do?"*

Example: *"Clarify, what was that Effect?"*

"I think I may have lost that in the Mists"

This call is used when a Cast member doesn't know the answer to the question, but the character they are portraying should know the answer. Although we strive to give our Cast members all the information they need to play a specific NPC, we cannot plan for every possible question or circumstance. Assume that the character who uses this does know the answer and isn't purposefully being shady.

"Has the Veil clouded your judgement?"

This call is used to inform somebody that they are talking about out-of-game things and to gently remind them to return back to being-in character.

"Can we speak in tongues for a moment?"

This call is used when someone needs to give you out-of-game information while the game is running.

"The Mystguard Watch is starting"

This call (or an indication similar to it such as "we're starting the Watch") is used by NPCs to convey to Players that they may safely travel back to their sleeping areas for the night; there will be no more plot-driven combat. PCs and NPCs who are still awake are welcome to continue roleplaying past this.

> *"In the shadow of the Veil Sundering, we walk a world where magic seeps from every crack and corner, and the spirits of the past whisper secrets to those who dare to listen. To wield such power is to dance on the edge of madness, but in that dance lies the key to our salvation - or our doom."*
>
> - Seraphina Duskweaver

Armbands

We use specific color Armbands worn by people to designate certain things. These Armbands help delineate special rules to keep the flow of roleplay and interactions moving smoothly.

Blue Armbands

Blue designates a character in disguise. If you see a person wearing this color Armband, treat them as if they are a totally different person or creature. Unless you have a Skill or Effect that allows you to see through disguises, you perceive them to be the person or thing they are disguised as.

Yellow Armbands

Anybody wearing a yellow Armband cannot partake in combat for medical reasons. If you come across a character with a yellow Armband that you feel the need to kill, get within striking range of them, point your weapon or spell packet at them, and state "I kill you." In the case of ranged weapons, get within 10 ft. of them. The individual is then under the Dying Effect and may be Executed or Healed as normal. If you do not carry weapons or packets, you cannot Execute them.

Safety

LARPing is a fun and exciting hobby that we all share. Together, we do our best to make sure it stays as safe as possible. These rules will ensure the most safe and fun time for everybody involved! In this section you will find information about accessibility, general safety calls, physical roleplay, general ettiquette, and specific rules for folks who can't safely participate in combat.

Accessibility

Although LARP is a physical activity, we want our game to be as accessible as reasonably possible. If you require a cane, walking stick, or similar device to aid you in your adventures in the woods, you are allowed to use one without needing to wear a yellow armband. You must mark this device with bright or reflective yellow tape to denote that it is not a boffer.

Should you find yourself in combat, you may not use the device to block attacks; we encourage you to place it off to the side to avoid any accidents, if possible. Failure to abide by these rules will result in being required to wear a yellow armband and follow those safety rules instead.

Some Skills or Effects require you to kneel, fall, or generally do things that require you to abuse your knees. We understand that not everyone has that kind of mobility and we do not expect you to hurt yourself to perform a Skill or take an Effect. Should you be hit with an Effect that requires you to fall, it is acceptable to bow your head, place your hands on the back of it, and count out loud to 3 to convey the Effect if you are not physically able to do so. For Effects that last longer than 3 seconds, such as falling Unconscious, hold the pose for the duration of the Effect. When the Effect ends, count out loud to 3 to simulate you standing up from the Effect.

General Safety Calls

These calls denote an unsafe condition. Listen carefully for Cautions and Game Stops to help keep the game as safe as possible for everyone involved.

"Caution"

This call is to bring attention to someone who is in immediate risk of potential injury, such as if they are about to back over a body, stairs, or other tripping hazard. This call is performed by stating, "Caution! <hazard>" and pointing out the hazard. If you are in combat, let the individual adjust accordingly before continuing. Don't use safety calls, such as "Caution", to get the jump on another person. Be sure all parties involved are ready to get back to combat after a Caution.

"Game Stop"

This call represents a serious medical emergency that requires the game to stop and staff to intervene. This call is performed by shouting "Game Stop!" and standing in place to mark where the emergency is. If you hear a Game Stop, you must also yell "Game Stop!" and take a knee so the staff can find the emergency quickly. Once a Game Stop is resolved, the game will resume with a "Game On" call by a director.

Physical Roleplay and Touch

There are no instances in which physical contact between two persons should occur without first requesting consent to physical roleplay. Any Skills or Spells with a range of "Touch" should use a Packet in hand to deliver that Effect to the person. In instances of carrying a person or other instances where consent has been acquired, you must always be aware of and ensure you are making such contact appropriately. Consent to physical roleplay does not convey consent to other forms of physical contact nor touch. Consent to physical roleplay can be revoked at any time.

Proximity

You must maintain a safe distance from opponents in combat. As a general rule, if you are within arms-length of an opponent's torso and could reach out and touch them, you are too close.

Non-Combat: Yellow Armbands

LARPing is a contact sport, but we understand some medical conditions may make it dangerous. If a medical condition prevents you from taking part in physical combat, you may wear a yellow armband to visually demonstrate this. This armband should be a bright, reflective yellow and have LEDs for night time use. If your clothing choices blend with this, we ask that you place a contrasting color armband between the yellow armband and your clothing.

Limitations

Wearing a yellow armband means you cannot take part in combat, not even by being in the backlines. Errant arrows or packets may accidentally hit you and your presence in a combat situation may cause confusion that can result in an unsafe condition for you. We do have a number of ways you can still take part in the game, but you must do what you can to reasonably avoid combat. Pathways that work well for a non-combat player are: Courtier and Rune Scholar. Pathways that have some great synergy with this playstyle are: Sawbones, Skald, and Thief. Although you are not required to choose one of these, they do offer a plethora of Skills that can be used without ever being involved in combat.

Being Attacked while Yellow Armbanded

No one should be directly attacking you while you are wearing a yellow armband. If someone does intentionally direct an attack at you, state "Clarify, Yellow Armband means it is not safe for me to be in combat". If someone is within striking distance of you, points their weapon at you, and states "I kill you", then you die- you take the Dying Effect. While under the Dying Effect you can be Executed, Searched, or Healed as normal. A person who is not carrying weapons or packets can not kill you nor Execute you in this way.

Weapon Safety

All Melee weapons must be soft to the touch, made of foam or latex, and contain no protruding pieces that may accidentally injure someone. We encourage you to massage the edges of latex weapons to help soften them up, as brand new latex weapons tend to be too hard. All weapons are checked upon checking into the game for safety and theming. Staff reserves the right to deny any weapons we deem unfit.

All Weapons are required to be safety checked prior to each event.

Shield Safety

Shields may be made with a wood or plastic core. Wood cores must be at least 1/4" plywood or thicker. All edges must be covered in foam; any exposed hardware on the front / striking surface of the shield must be smooth and not able to catch on clothing or props. Foam Shields are highly encouraged for safety and ease of approval.

All Shields are required to be safety checked prior to each event.

Etiquette

- Although this is a game where we must attack and compete against people, we should all understand where our limits lie. If you feel your emotions flaring uncontrollably, we ask that you take a break and understand everybody is just here for a good time.

- Cheating may happen accidentally or on purpose. We ask that you learn from mistakes and strive to be a trusted member of the community. Continued cheating may result in action from Staff. Always assume best intent and offer friendly clarification where possible. If an issue appears to stem from malicious intent or purposeful cheating please inform a staff member.

- There may be instances where your character disagrees with another character in the game. Do your best to keep these disagreements in character and be aware of the crossover from in-game character opinions, feelings, etc. and your out-of-game player reaction.

Core Rules: Keywords & Game Ethos

Keywords

Keywords are a way to convey an Effect in game without requiring a full description of the action your character is attempting to convey. We use Keywords as a form of short-hand. Most of them exist in an out-of-game manner to clarify the in-game fiction.

Keywords are used in Verbal Calls; each keyword in a call conveys a certain aspect about the Skill that uses it. Keywords are split into the following categories: Traits, Modifiers, Delivery Methods, Effects, Timed Effects, and Cure-Only Effects. All abilities, Skills, or Effects exist within the framework of the Keyword system. There are **NO** terms that convey in-game fiction through Verbal Calls other than those listed in the Keyword system. There may be in-game items that provide specific roleplay instruction or have durations other than the typical duration modifiers, these will be clearly listed on the item tag.

Traits

Traits are a representation of what something is. They are both descriptive and mechanical aspects of a person, creature, or thing in the game and describe the basic categories of things in the world.

Traits describe:
- Creature Type
- Conditions
- Components
- Professions
- Species

All player characters have the Traits: Adventurer and Mortal. Additionally, each PC has a trait that corresponds to their Species, Culture, Pathway, and Sub-Path (if applicable). While alive, Player Characters have the Living Trait.

If you come across an Effect or Item Tag that requires a certain Trait, you may interact with it if you have that Trait. If you do not have the Trait, you may roleplay as though you are aware that there is something there and call attention to it, however your character would not be familiar with the exact Trait needed.

Modifiers

Modifiers are additions to Verbal Calls that affect how a Spell or Skill functions. They can change how an Effect is alleviated, specify how an Effect is Delivered, indicate the source of an Effect, expand or limit the target(s) of an Effect, or set a duration for which an Effect is in place.

Delivery Methods

Delivery methods define how an Effect may be delivered to a target. Certain Skills, Spells, and Effects may be limited to one or more specific Delivery methods. These include: Weapon (general), Ranged, Melee, Bow, Sidearm, Packet, Thrown, Touch, Self, By Voice, By Gesture, Ambient, Recoil, and Reflect.

Effects

Effects in general are untimed and take place immediately. If a Duration is called with an Effect, the Effect ends at the conclusion of that duration. Effects represent the bulk of the things that are possible to represent in the fiction of our game. Some Effects include a baseline duration; these are called Timed Effects. A few specific Effects persist until they are Cured; these are called Cure-Only Effects.

Timed Effects

These Effects take place for a specified amount of time. If no time is stated in the call, the length of these Timed Effects is a baseline of 10 Seconds. If a duration is included in the Verbal Call, use that duration instead.

Cure-Only Effects

These Effects persist until they are Cured. They essentially have a duration of "until removed" and will persist until that point. Any effect in this category can only be removed with the Cure Effect, unless it is stated with a duration in the Verbal Call. Cure-Only Effects that include a Duration will end at the conclusion of the specified Duration or upon receiving a Cure, whichever comes first.

Modifiers

Keyword	Description
Critical	Cannot be blocked or negated by any defense unless that defense specifically allows for defending against "Critical".
Curse	Represents an Effect that is maintained due to a Curse. The Effect remains until the Curse is Cured.
Duration	Specifies the Duration of an Effect, overwriting any condition that would typically end that Effect otherwise. Cure-Only Effects with a Duration Modifier end at the conclusion of the specified Duration OR if targetd by a Cure, whichever comes first.
From < Element >	Represents a Spell. This Modifier is always followed by an Element.
Pierce	Strikes through a Shield as though the Effect struck the target's body.
Poison	Represents an Effect that is maintained due to a lingering Poison. The Effect may only be removed with a Cure Poison call.
To < Target >	Specifies the target of an Effect. It may specify a single person, group, area, Trait, or group of people under a different Effect. Effects with a "To" Modifier that strike a target other than those specified in the call do nothing.

Example: "By Voice, _To_ Mortals, _From_ Ice, Damage 2"

Verbal Calls: Order of Ops

For the sake of clarity in the chaos of combat, you should use any Verbal Calls as written. They generally follow the following formula:

1. Delivery Method
2. "To" Modifier Option 1
3. "From" Modifier followed by the Element
4. Other Modifiers (Poison, Curse, Etc.)
5. Effect
6. Duration, Damage Quantity, or Specified Limbs
7. "To" Modifier Option 2

The "To" Modifier may be used in one of two places (see above).

Example Verbal Calls

Non-Targeted Damage Spell
"From Fire, Damge 5"

Targeted Effect
"Ambient Weakness, To Humans"

Silencing Poison
"Poison, Silence"

Non-Spell Elemental Effect
"Rot, Slow"

Delivery Methods

Keyword	Description
Ambient	Represents an Effect that is environmental or ever-present. Only affects those in the targeted room, building, or encounter as specified in the call.
By Gesture	Skill is Delivered by forming a gesture with your hand at a target or pointing your weapon at a target. Not looking at the gesture does not prevent it from taking effect. This call is unaffected by Silence unless the From Modifier is included in the call.
By Voice	An Area of Effect which is not blocked by walls or obstructions. If accompanied by a range To Modifier, only those within that range from the source of the call are affected. The Effect takes place immediately at the end of the Verbal Call.
Melee	Skill must be Delivered via a melee weapon.
Recoil	An Effect that occurs in response to a different triggering Effect. This delivery occurs after the associated trigger and therefore may be prevented by that triggering Effect such as Weakness.
Reflect	Bounces back a Skill or Spell at its original user. State "Reflect" and point at the target who used the triggering Effect. The user of Reflect is unaffected by the original call and the recipient then treats it as if they were hit by the triggering Effect.
Packet	Skill must be Delivered by throwing a packet. Packets are not considered Weapons for the purpose of Weapon-Delivered Effects.
Self	Skill may only affect the caster and is delivered by simply stating the call and touching your chest.
Weapon <General, Melee, Ranged>	Skill must be delivered via a weapon. These can be specific to weapon categories such as Melee or Ranged. Weapon Delivered Effects that do not require a specific category or type of Weapon can be delivered using any weapon.
Weapon <type>	Skill must be delivered via a specific type of weapon. These include: Bow, Sidearm, or Thrown. Some Skills may require even more specific types of weapon.
Touch	Skill must be delivered by touching your target with a handheld Packet.

Effects & Keywords

Keyword	Description
Absorb	Indicates a defense against an Effect that strikes your Shield. Shields only have a certain amount of Absorbs before they break.
Bind	You are restrained. You must keep either your arms behind your back or your feet together, depending on the call. This does not stop you from moving, just limits the specified limbs.
Concealed	You are hidden from sight. While under this effect, you must crouch or kneel and place one hand over your mouth. Expose will end the Concealed Effect.
Cure	Removes the specific Effect stated in the call. Cure "All" will remove Poison and all effects under the Timed and Cure-only sections. Cure "All" may remove Curses if specified in the Curse.
Damage	Reduces the Armor or Hit Points of the target by the amount specified. If you get hit with this Effect, you must make an audible response or roleplay in pain. "Damage 2"
Diagnose	This keyword is used to find out if you are under a specific effect or some other health related question. You must respond honestly to this call.
Death	You immediately drop to the ground Dead. After 5 minutes, you gain the Spirit Trait and go to The Crossroads. You are considered Dead, not Dying, when hit with a Death effect.
Destroy	The item is destroyed and must be repaired. Does not affect Armor. Destroyed objects that are held do not protect you from attacks and may not be used in any way.
Disarm	You must drop the item or weapon in your affected hand. You may pick it up after five seconds. Disarm takes effect when an item or weapon is hit or when the arm holding something is targeted. Disarm does not affect Shields.

Keyword	Description
Disengage	You are forced to quickly back-step. You must step 3 paces away from the person who used this call. You do not have to move if you are already 3 paces away.
Dispel	Removes specific types of Grants or Effects as stated in the call. Dispel "All" removes all Grants. "From Void, Dispel Temporary Armor"
Dying	You are Unconscious. After 5 minutes, you gain the Spirit Trait and your body dissipates.
Expose	Specifies a Trait to reveal in the area. If you have the Trait, you must call out audibly at a volume that is loud enough for the caster to hear you. You must call out regardless of any other Effects you may be under, including Silence, unless you are a Spirit. Spirits only respond to "Expose Spirit".
Grant	Delivers a magical buff. You may only have 3 total Grant effects active at any time. You may not benefit from the same Grant Effect more than once at a time. Grants last until they are expended or Dispelled, you go to the Crossroads, or the event ends. You may always choose to decline a Grant by stating "Decline, No Effect". "From Bone, Grant 3 Temporary Armor".
Heal	Restores a number of Hit Points as stated in the call. This will not take you above your max Hit Points. "From Blood, Heal 2"
No Effect	Indicates that the target can never be affected by that particular Effect.
Prone	You are knocked to the ground and must either touch the ground with three points of contact or fall to your chest or back. Your feet do not count as points of contact.
Resist	Indicates a defense against an Effect. This call represents expending a use of a defense and indicates that the Effect would have taken Effect otherwise.

Effects & Keywords

Keyword	Description
Restore	When hit with this Effect, you regain the called amount of the specified attribute. If you do not have the target of the Restore, you do not gain a use of it and you cannot be Restored over your maximum.
Shell	This call indicates a defense against a specified Effect. Shells remain active regardless of any effects, only ending after the duration or if Dispelled. "Dispel All" or "Dispel Shell" will end this Effect.
Spin	You must spin a number of times stated in the call. You are not required to stay in place and may still act while spinning.
Stabilize	This effect will pause your Dying count. If you take damage while Stabilized, you lose the effect and continue your Dying count from the point of pause.
Unconscious	You have been knocked out. You drop to the ground. You cannot use any Skills unless specified and you are entirely unaware of what is going on around you while under this effect. Passive Skills are unaffected.

Cure-Only Effects

Blight	State "No Effect" to any Heal, Stabilize or Cure Effect other than "Cure Blight".
Maim	Your limb is broken and unusable until restored with a Cure Maim Effect. If hit in the leg, you must drop to that respective knee. Outside of combat, you may drag your leg.
Rend	You are gravely injured. State "No effect" to any Heal or Stabilize. If you are not cured of a Rend, you will enter the Dying state at the end of your next Short or Long Rest.

Timed Effects

Keyword	Description
Agony	You are wracked with pain. You cannot use offensive Skills or uncalled strikes. You can still move, block attacks with a weapon or shield, and use Recoil and Reflect Skills, but you must roleplay the intense pain for the duration.
Dominate	Someone else has gained control of you. You must take no action until commanded. Once commanded, you must obey the command as best as you can. Once the command is completed, you must ask the user of this Effect, "What is your next command?" If the user dies, the Effect breaks when you complete the last order given. You are still allowed to defend yourself should you come under attack. You remember everything that you did while under this Effect.
Frenzy	You fall into a blind rage. You must attack the closest target to you, including allies. If more than one target is attacking you, you are free to switch to whichever is most convenient. You are not required to use Skills and you ignore targets that appear to be Unconscious. You don't remember anything that happened while under this Effect.
Pacify	You are pacified. You cannot take any hostile action whatsoever, nor can you do anything that may aid someone in combat. Damage ends this effect.
Paralyze	You are frozen in place. You must remain still and locked in your current pose for the duration. Your pose cannot be changed, but you can be picked up and moved to a different location. Any Effect that would force you to move does not override this effect, including falling Unconscious. Passive Skills are unaffected.

Timed Effects

Keyword	Description
Repel	You are overcome with a force that prevents you from interacting with the source of this Effect. You must stay at least 10 paces away from the source of the Effect. You may not take any action against it.
Root	You may not move one or both feet, as stated in the call. If both feet are not specified, choose one of your feet and keep it in place. You can pivot on that single foot, but you cannot move it. If both feet are called, you cannot pivot.
Silence	You may not talk or use Skills with "By Voice" or "From" keywords. Any attempt to make noise to get attention is Silenced, including noise from instruments or other objects. By Gesture calls are unaffected.
Slow	You can only walk at a heel-toe pace for the duration. This only affects your walking speed.
Slumber	You fall Unconscious. You can only be awoken by taking damage, the first count in an Execute, or receiving a Cure Slumber.
Taunt	If you are affected by a Taunt, you must attack the source of this call for the duration. You can only be affected by one Taunt at a time; state "No Effect" if someone else tries to Taunt you. Taunt ends when the user is Executed.
Weakness	You are drained of energy. You cannot use any Skills for the duration. Passive Skills are unaffected.

Taunt Sidebar: Taunt is not a blind rage. You are only forced to pursue the source of the Taunt, you may still defend yourself from other attackers, and you aren't required to take the most direct path. This call **IS NOT** to "kite" a target and run from it. If you taunt a target and then run from it to avoid fighting it, the Taunt will break.

Frenzy **IS** a blind rage.

"If you're having trouble remembering what these Effects do, that's okay! I've got a secret for you... just, well... don't get hit by them and you'll be fine! That's what I do!!!"

Game Ethos

Our primary goal is to tell interesting and engaging stories together, build community, and have fun in a welcoming and safe environment. To that end, we want to explore a few of the key concepts that guide our game's overall ethos:

Our community is the lifeblood of our game. We want to cultivate a community of people–Players, Cast, and Staff–who support, challenge, and uplift each other.

As a game, we will always prioritize safety, but we may not prioritize comfort. We believe that comfort and safety are two different things. Safety is paramount; comfort is not. We want to tell stories that are rich in drama, tension, and conflict, all of which can feel uncomfortable at times. While there is no such thing as being too safe, we hope that our community will explore outside of its comfort zones.

The stories we tell together may explore dark themes and uncomfortable topics. Many of our players and staff enjoy this type of content. Our stories may contain elements of trauma, systemic and personal abuse, mental illness, self destruction, addiction, and other difficult topics. If a plot you are on delves into territory that is intolerable to you, you are always welcome to leave the encounter. It is our goal to handle difficult topics tastefully and in a manner that adds rather than takes away from the experience of the game.

Our stories will never involve themes like racism, homophobia, transphobia, sexual assault, or sexism.

As a game, we will engage with the actions and inaction of Player Characters and Non-Player Characters alike. We believe that the community crafts the world and its stories collaboratively. After all, a world without consequence is a very boring one indeed.

At the end of the day, we want you to have fun, be a good sport, respect one another, and enjoy playing this game together with the community.

Character Creation

How to Make a Character

Interested in playing the game? Follow these steps!

Step 1: Apply to the Community

Create a profile on our website to access your Character Portal. Within this portal you can manage the various decisions and logistics about your character! To start, you'll need to decide whether you want to join our community as a Player or as a Cast member. The questions for this application step are the same either way; once you've decided you can submit the application right in your Character Portal.

Step 2: Pick a Culture

Once you've gotten an accepted application, you'll need to start thinking about where your character is from. The cultures of Aldwa are distinct in history and ideology from one another. A character's culture is one of the largest influences on how that character is likely to present, the values they hold, and even the experiences they've had prior to showing up in-game.

Step 3: Pick a Species

Once you've decided what culture your character is from, it's time to decide on what species you'd like to portray. While species do not convey different mechanical benefits to your character, they do come with differing expectations in terms of costuming. Make sure to check the costuming requirements for any species you are considering.

Step 4: Create Character in Portal

Now that you've decided on a culture and a species for your character, you can lock in those choices in your Character Portal on the website. You will need to both Create a Character in the portal and submit a backstory for them (see below). Part of creating a character will be naming them, so make sure to think about what you want to be called!

Step 5: Character Backstory

With a character created and named, you're ready to flesh out the details of their backstory. Just like the application process, you'll be able to submit a character backstroy in the portal on our website. Prompts and guidelines are offered there to help you with this process. Elements of this backstory will inform how your character acts and is perceived in the game world, and may even be used by our plot writing team as we draft various stories and scenarios to unfold.

Step 6: Select a Pathway

When creating a new character, you'll need to select one of the skill pathways. The pathways are thematic, linear progressions that follow a skill-tree format. Your choice of pathway will determine what skills are available to you during the course of your character's journey. Points along the skill tree are called Roots, Trunks, or Branches.

Step 7: Select your Skill(s)

Once you've selected a pathway, you will unlock the Root and Rank 1 Trunk Skills of that path. Then you will need to choose one of the Rank 1 Branch Skills on that path. These skills inform what you are able to represent with your character within the fiction of the game world, in addition to the Rank 0 skills that all characters have. Alternatively, you may choose 2 Pathways at Character Creation to start with the Root only from each of those Pathways.

Backstory Guidelines

Concept

- **Be original.** *Original character concepts are best. We will not accept character concepts that are direct copies of characters from popular culture or other intellectual properties/franchises nor will we accept characters brought to Aldwa from another plane of existence.*

- **Belong.** *You must fit your character into the world setting. The established lore and setting of the game offers a wide spectrum of themes and concepts for you to springboard off of.*

- **Believability.** *Play a character that is at least believably close to you in age or that you can believably portray visually. Many character concepts could believably include "childlike wonder" in a way that is more effectively portrayed than "an actual child".*

Tone & Scope

- **Shades of gray.** *The world is fantastical, gritty, and full of nuance. It is a dark fantasy, not a heroic fantasy. You are welcome to play a heroic character, but we encourage folks to embrace some shades of gray.*

- **Humble beginnings.** *New characters are only slightly more powerful than your run-of-the-mill merchant, farmer, or town guard. Creatures encountered in the wilderness are incredibly dangerous to most people.*

- **Equality.** *Character backstories do not convey any sort of mechanical advantage over other Player Characters. While you are welcome to play a concept such as "the scion of a fallen house" or "a noble in hiding," you will need to include elements in your backstory to help explain why or how your character is coming into the game world in a similar situation to other Player Characters. (What happened to all of their money? Why are they out of favor or in hiding? Etc.)*

- **Lost history.** *Player Characters do not have knowledge of what the world was like pre-Sundering. This knowledge may be developed or discovered in the course of the game.*

Naming

- **Originality.** *We highly encourage you to select an original name for your character! Take care to avoid character names from popular culture, such as "Aragorn" or "Geralt," as they are likely to shift folks' perspectives on your character and may create unintended associations.*

- **Close to home.** *Some in-game cultures have predefined naming conventions that you should consider when designing a character. Diverging from these conventions may give you an opportunity to build in a backstory element to explain why your character's name is the way it is!*

- **Be earnest.** *Medieval fantasy style names are great, but not strictly required. Meme or meta-joke names are not acceptable (no "Boaty McBoatface").*

Restricted Species

- **Scarcity.** *You must receive plot approval to play a soulforged or undying. These species are very limited in number to reflect the in-game setting. If you are interested in creating a character that is either of these species, please discuss with the game leadership team before submitting your backstory.*

Character backstories are an integral part of participating in our game as a Player. Your backstory must be approved before you can register to play an event and may be submitted for approval using the form on our website. After your backstory is received, we'll reach out to refine the concept with you and make sure it fits into the game world.

Have fun with your character backstory and be flexible. We suggest you keep the following in mind as you pull together their story:

1. **Comfort**

    Design a character that you feel comfortable playing or embodying for an entire weekend.

2. **Purpose**

    Give your character a reason to stay in or around Mysthaven, or to be open to it.

3. **Engagement**

    Give your character reasons to engage with other characters or plot. If your character has a built-in reason to not engage with these elements of the game, you'll only be robbing yourself of fun.

4. **Flexibility**

    This is only the beginning of your character's story - leave room for it to unfold and for your character to grow.

Chronicles of Ashenfall is a gritty, dark fantasy game, and your character should reflect that. While we are pretty open about what we will let you play, we do require that every player character has an approved backstory before that character can exist in the game world. Characters should aim to fit the tone and scope of the game world wherever possible.

Character Cultures

All Player Characters come from one of the seven established cultures in the world of Aldwa. These cultures are thematically distinct and have risen to power in the wake of the Sundering. Each culture represents a fictional kingdom or organized group of peoples who have had some semblance of success establishing order and civilization. A character's culture informs a great deal about their perspective and values when navigating the world.

Folan Hegemony

Overview

There is one thing upon which the baronies of Fola agree: greatness is found only through the arcane arts. All things are possible through their mastery. Why hammer at the forge when magic can cut through your enemies? Why lay brick when you can command the earth to form a desired shape? Those born without affinity deserve nothing more than pity and charity. Fola is a land where magic rules.

Founded by the infamous Blood King, the land was originally divided into 18 baronies whose borders are enforced by magical oaths sworn to their rulers. No changes may be made to this structure without the explicit permission of the king, who no one has seen in nearly 50 years. While the hegemony's leaders keep the horrors of the post-Sundering landscape at bay, they play chess with mortal lives. The power of the great houses and the magic of the Blood King's Peace maintain the borders of the hegemony and its citizens.

Those with magic occupy the highest echelons of society; those without it, known as "Inerts" or "Nerts," toil in the fields outside of the capital city and within the estates of the nobility. Not that Hightower takes much notice; the plight of the Nerts persists well beneath their gaze, and any ugliness of life is well hidden from the comforts of their lofty studies. Everyone knows that those who are worthy will rise on Proving Day, an annual test of magical prowess, and those who do not are exactly where they belong. While not all members are born to the house, the leadership follows bloodlines that date back to the retinue of the Blood King himself. The power of the great houses is tied to their strength and knowledge of magic, so competition to recruit the unmarried and gifted is particularly fierce. From the dredges of the city streets and toils of the fields, some hold out hope that their affinity for magic can earn them a seat at the table and a place inside the embrace of a great house.

CAL   FEL   NIR   TOR

At present, the hegemony is ruled by one duke and six barons from the four remaining great houses: Cal, Fel, Nir, and Tor. These nobles make up a council which renders decisions in the king's absence. Many of the great house members think this system works just fine; some chafe under its limits and yearn to be free to rule as they wish.

House members are often called to spy upon or sabotage members from other houses; trust between houses is exceedingly rare. There is a strong bond between members within the same great house, where the success of one member is the success of all.

In stark contrast, the Nert peasantry, though safe from the horrors of the post-Sundering world, live in extreme poverty and daily toil.

Commoner Name Structure:	\<Given First Name\> \<Given Last Name\>
Provisional House Member Name Structure:	\<Given First Name\> \<Given Last Name\> ' \<House Name\>
Accepted House Member Name Structure:	\<Given First Name\> \<House Name\> ' \<Given Last Name\>
Feminine Names:	Annette, Diana, Isabella, Liv, Mai, Marguerite, Simone, Vivienne
Masculine Names:	Alex, Alphonse, Bertram, Ivar, Marcus, Mikael, Soren, Thans
Government:	Fola is a Magocracy governed by Noble Houses in the absence of their King.
Common Careers:	Rune Scholar, Rune Blade, Channeler, Farmer, Apothecary
Common Attitudes:	Ambitious and Knowledge Seeking, Political Squabbles, Honor, Restoring Past Glory, Elite Bloodline/Caste, Magical Prowess, Personal Prowess

Bound by Blood

Citizens of the Hegemony exist and persist at the pleasure of the Blood King. All members of the Great Houses are bound to him, and his magic is absolute within their borders. To defy the King would mean accepting a horrific fate for yourself and those you are connected to.

Strength of Blood and Bone

The first power to rise in the wake of the Sundering, The Folan Hegemony rose to provenance through the will and power of The Blood King. After carving out the borders of his kingdom, a strict system of magocracy was established and baronies were awarded to the great mages of the Hegemony. Within their borders, a blood oath binds the familial lines of the baronial houses, extending to those inducted into those houses and sharing their surname.

The Folan House member: Ambitious, academic, insular, dismissive of their lessers and submissive to their betters. Glory to their house and glory to the king, long may he reign! Through magic all things are possible.

The Folan peasant: Impoverished, hardworking, ignorant of the horrors of the world. Hungry for more in life. Hopeful for a better future. Hopeful for the blessings of Seren and Illom should Tharanis and The Veilmother not smile upon them.

Lotus Empire

Overview

Nothing ever goes wrong in the Lotus Empire, and nothing ever will go wrong in the Lotus Empire. Led by the enigmatic Masked Emperor, the Empire has stood strong against the horrors and madness of the Sundering and the Ashes since time immemorial. Over the years, all manner of peoples and species have flocked to the Empire. Over 90% of the diverse populace lives in the fortress city of Lianhua, a grand, multi-walled city that overlooks and commands the Jintu River valley. The Empire has begun to expand outside of the city in an effort to better access and communicate with the outside world.

The Masked Emperor believes in a meritocracy wherein the most competent individuals rise to the top and lead the various areas of government. Much of the day-to-day running of the empire is thus conducted by a large, stable bureaucracy, leaving the emperor to contend with only the most pressing issues. Little else is known about this mysterious person except that they have lived since time immemorial and have continuously led the Empire since before the Sundering. The titular Masked Emperor obscures their identity, which remains unknown to all but their closest advisors.

Common Surnames:	Acuna, Atshushi, Dawamet, Khairi, Razavi, Zhang
Feminine Names:	Asha, Esma, Rama, Saleh, Sayang, Yunus
Masculine Names:	Alim, Guanyu, Moran, Ozcan, Razi, Shanti
Government:	Meritocracy- The Emperor controls all facets of government and they empower government officials to act as needed for the proper running of the state.
Common Careers:	Apothecary, Expeditionary Force Soldier, Farmer, Guard, Gardener, Merchant, Miner, Scout, Skirmisher, Warrior, Worker (General Labor)
Common Attitudes:	Loyalty, Unity, Hard-Working, Devoted

Districts and an Isolated City

Almost all citizens of the Lotus Empire reside within a specific home district that is self-contained and well protected from the monsters that are a perennial and endemic part of Lotus life. While districts primarily consist of residential buildings, each district also offers an array of basic services. A district usually contains a central government building, a warehouse for storage, stores like grocers and markets, schools, and basic police and fire stations. Workplaces and some manufacturing sites are also present in each district, allowing most citizens the opportunity to live their entire lives in a single district without the need to leave. These districts are all capable of self-sufficiency for several weeks in case neighboring districts are breached or contact with them is lost.

Historically, Lianhua and the Lotus Empire have had little communication with the greater world. The initial years of the Sundering overwhelmed and destroyed nearby encampments and cities, leaving the empire to defend itself against the unending horde of monsters attacking the valley. It was not until 22 AF that the city of Lianhua was secure enough to begin exploring the outside world. The Empire quickly met many outside cultures and has existed mostly peacefully with them since that time. In 38 AF, Lianhua faced a large horde of attackers who managed to breach three districts. Fortunately, the efforts of the Lotus military and local garrisons managed to retake these districts. As a precaution, a small expeditionary force was sent to prevent further incursions. So far, the city has resisted any further attacks, and this incident remains the last major breach of the city walls.

Visitors

Stories of what goes on inside the city abound. Visitors to Lianhua are very limited and must obtain a royal seal of assent to enter, and only a handful of citizens ever seem to leave its walls. The scant few foreigners who have visited Lianhua report that although the populace tends to avoid them, they seem happy, hardworking, and live in relative prosperity compared to the rest of Aldwa. The Emperor's various police and military forces maintain order and decorum within the bustling city districts; they help those citizens most in need of assistance and bravely protect them from the monsters that regularly attempt to lay siege and destroy the city.

Grace and Triumph

The grace of the Emperor and the industrious and ever-loyal citizens have triumphed over the Empire's enemies and brought prosperity and happiness throughout the land. May the Emperor guide and protect the people forever and may its enemies falter and fail.

The Kafervolk

Overview

The Kafervolk are traders, explorers, wanderers, and alchemists. Years ago, they embraced the road and the bounty it brings. They travel and live in the shadow of the jatziri, a swarm of deadly, giant bugs like army ants that emerged after the Sundering. Their caravan follows the jatziri's yearly migration and lives off of their bounty, trading with Settlevolk along the way to gain what they can't from the bugs. Their way of life, called The Path, shackles them to the swarm; they cannot stop, they cannot slow, and getting left behind in the wrong place means certain death. The caravan itself is made up of caravels, wheeled vessels that look like boats complete with masts and sails. The caravels creep across the wilds at a slow pace, propelled by ritually-summoned winds. The jatziri protect the Kafervolk from the other monsters in the dark, but only so long as they can fool them. The Kafervolk use alchemy to hide their presence from the colony. With the right mixture, a person can alter their scent so they appear to be a jatziri, allowing them to lure the flow of the swarm away from permanent settlements. The Kafervolk live in constant danger of becoming bug food; their harsh reality forges strong family bonds and fosters respect for the traditions that have helped them survive in a world full of new horrors.

Naming Convention:	<Current Cluster- Auntie's Name> <Title> <Given Name> <Caravel Mother's Name>
Feminine Names:	Chimalli, Mocel, Sugey Tecapan, Tepi, Teyauh, Xochitl
Masculine Names:	Coatl, Ecaton, Mito, Poton, Temilo, Tenan, Tenoch, Tototl
Government:	A Matriarchal Confederacy consisting of many clusters and caravels.
Common Careers:	Depends on the Cluster- Alchemist, Explorer, Gardener, Gatherer, Trader. Every Cluster needs a good Storyteller as books are not worth the weight.
Common Attitudes:	Collaborative, Loyal, Unity, Community-Oriented, Industrious, Hard-Working, Down to Earth, Exploring, Knowledge-Seeking

"Hayot!"

- A Kafervolk call of celebration for the life you still have! -

Clusters

The Kafervolk live under a matriarchal confederacy. Every caravel is owned and run by its Mother, her partners, and their children. The Mothers vote for the cluster's Auntie, and the Aunties in turn gather to vote for the Grandmother of the caravan. An Auntie has the right to impose whatever rules she wishes on her cluster, and a Mother has the right to impose additional rules upon her caravel. Conflicts between clusters are brought to the Grandmother for judgment. Anyone can appeal laws or rules to the next authority figure higher up on the chain. This has served them well and has been stable for the last hundred years.

Lest ye be Burdens

To outsiders, they appear as easygoing and gregarious revelers. In truth, the Volk are incredibly hard working people that rely on each other to survive. The greatest taboo in Kafervolk society is to become a burden. Their superstitions and many of their laws stem from this idea. Becoming a burden risks your life and the lives of the rest of the caravan that rely on you. Internally, the Volk share freely with one another, much in the way the jatziri do; to outsiders the shrewd attitudes of the trade clusters' representatives are famous.

The Founding of The Path

There are many stories of this time and they all vary wildly. Some clusters spread the tale of a great hero of The Golden Road who led them to a settlement that was once a grand harbor. The sundering tore the ground and stole the sea, grounding all of its ships–ships that went on to become caravels.

It was then that, in the distance, people witnessed the living road that was the jatziri: a physical embodiment of The Golden Road. They watched in awe as it carved a path into the world, a path that they would learn to follow after much trial and error.

Always Moving

To be Kafervolk means to have strong bonds to those around you forged by survival in a harsh, unforgiving world. To work hard and rely on the hard work of others. To embrace the tenants of The Golden Road. To always be ready to leave your burdens for the road behind you and keep moving forward for the benefit of the collective. To be clever. To be kind, and to never forget to celebrate the life you still have.

Marshhelm

Overview

The people of the Salt-Touched Foothills are industrious and honorable. They work hard and party harder. They value strength and tenacity in combat over other traits and prefer to face their problems head-on instead of skirting around in the shadows. Legal disputes can be unforgiving and punishment can be harsh, but the values of the land dictate an honorable living and most people see no problem with this severity. The people here can be rough, blunt, and suspicious of outsiders, but you will find no better friend than a Salty who respects you.

The Region

The region is dominated by foothills and mountainous ridgelines, with many rivers cutting through the land to find their ends at the magnificent sea that the Salt-Touched people revere so strongly. The sea surrounds most of the region and is an important part of the Marshhelm lifestyle. The best ships are built in the Salt-Touched Foothills and the best captains are born and raised here.

The region boasts five strongholds where people live. Each stronghold has unique characteristics shaped by the environment where it resides, but they all share common cultural touchpoints. You may find a rough and tumble miner from Snowrend deep in the frozen mountains or a superstitious fisher from Marshfoot in the marsh-choked lowlands. If you're looking for a more laid back, farming lifestyle, you can travel to Crushfeather with its gentle rolling foothills and many grasslands. In contrast, the people of Fogburrow are a secluded and quiet bunch who are unwelcoming to outsiders. They produce much of the region's lumber and woodworks. Despite the splendor of these four strongholds, none compare to the might and majesty that is Dragon's Maw, the current seat of the High Jarl and the crown jewel of the region's fishing and boating industries. Regardless of which stronghold you visit, you will find many similarities in beliefs between them all.

Jarls

The region is ruled by a council of Jarls known as The Marshhelm League, with each Jarl ruling over their own stronghold. One of the five Jarls is referred to as the High Jarl; they have power to veto others and are typically deferred to for extreme issues in the region. A typical political meeting may seem to be nothing more than a feast filled with drunken laughs or brawls, but this is how things are done. That perception of chaos makes it difficult for outsiders to the political landscape to make inroads with these people.

The Jarls of the region have little concern about what is going on outside of their borders and are too focused with internal issues to split their efforts. Ashtouched monsters and nests plague the region; travel from stronghold to stronghold requires armed guards and large numbers to ensure safe and timely delivery of goods. Living outside of a stronghold is unheard of and will likely result in death at the maw of a monster. This cloistered lifestyle gives strength to the close-knit and community oriented mentality that is common in the land.

Common Surnames:	Surnames are uncommon in this region. Instead, " of <Parent Name> ", nicknames, or titles gained throughout life are used.
Feminine Names:	Brynhild, Helga, Liv, Ragnhild, Sigrid, Yngvild
Masculine Names:	Balthur, Bjorn, Oin, Olaf, Thorin, Thorstein
Government:	A council of five Jarls with one serving as High Jarl. Each Jarl controls day to day matters in their individual stronghold.
Common Careers:	Fisher, Lumberjack, Mercenary, Miner, Shipwright, Warrior
Common Attitudes:	Honor, Strength, Community

Beliefs

The Marshhelm people can be fairly superstitious and many regional beliefs exist, but the predominant religious belief is in The Three, a trio of deities that they believe watch over them and give them strength in various ways. They refer to them as The Mother, The Storm, and The Meadow. The Mother is said to have founded the Salt-Touched region and given birth to their very way of life. The Storm is a mighty foe that is called upon to challenge a would-be hero and give them courage. The Meadow is called upon to bless a party and make sure the alcohol has the punch you need after a hard day of work.

Strength and Honor

Regardless of your birth status, skills chosen throughout life, and personality, the Salt-Touched people welcome all who contribute to society. They stick to a strict core value system of honor, and a certain level of trust and respect exists amongst all of the people of the region because of it.

Pelolia

Overview

The people of Pelolia are known as the Li'ah or the people of the vault. Before the Sundering, the people who became the Li'ah lived in a small mining village. They witnessed the Sundering from afar, giving them the precious time they needed to seal themselves inside the mountain, turning their mine into a bunker safe from the horrors of the Ash and the outside world. In the Great Forge, the pride of Pelolia, the people melted down all available metals and formed a large vault door. Runic symbols of strength and protection were inscribed in the door, ensuring nothing would harm what was on the other side. After 62 years underground, they emerged to a terrifying world full of monsters, chaos, and new magics.

Aufield and its Districts

Pelolia is made up of two main cities and a few districts. The city under the mountain is known as Aumun; the city they built on the plains outside of it is called Aufield. Although the Li'ah have pushed back out into the world, the great walls of Aufield are a testament to their desire to keep barriers between themselves and potential threats.

The city of Aufield is led by the Au'Righ and district families. They are leaders, not rulers. To call them rulers is considered an insult to them and to the people of Pelolia. Since the day the vault was sealed, the Li'ah have looked to them for guidance, leading them through several life altering catastrophes.

The district families may seem as noble houses to the outside eye, but there is a feeling that no family is considered above another and they all must contribute equally. They take pride in working together, building relationships among those around them and enjoying the simple pleasantries of life. With the need to stockpile food and farm slowly lessening and incoming trade introducing new goods into the city, the citizens have started to reembrace the arts. This is very present in the vibrant colors of the clothing worn by younger generations and the parties and gatherings hosted by local communities. As they move into the future, they do so slowly and with the path back to the vault clear and present in their minds.

Life and Outlook of the Li'ah

Pelolia stands ready to embrace this new age while remaining watchful for the dangers of the past and the outside world. The Au'Righ and the district families have begun to welcome guests from outside their walls. Together, they keep a pulse on the world and potential threats while ensuring that if the city ever needs to retreat into the mountain, they will be better prepared than before. The Li'ah have mixed opinions on the world. The older generation is more xenophobic and fearful and the younger generation is more open to exploring, socializing, and welcoming guests. Regardless of age, everyone is in agreement that the community and the city come before the individual. Fear of famine is ever present within the city; supplies were limited when the vault was closed and this left a mark on the minds of the Li'ah people. Hedgerows of berries and personal farms are common, with most families growing crops for rationing. The Li'ah work hard at providing for their community, family and friends.

Naming Convention:	<First Name> <Family Name>
Feminine Names:	Aine, Aislinn, Bronwen, Bryn, Ceana, Innis, Isolde, Niamh, Rhona, Riona
Masculine Names:	Caradoc, Cormac, Eoghan, Eoin, Finn, Lugh, Mervin, Riordan, Tiernon, Wynn
Government:	A traditional feudal system with respected nobles governing districts in the city. They ensure the needs of their people are met and the city is prepared should the Sundering strike again.
Common Careers:	Farmer, Miner, Rune Scribe, Tailor, Weaver
Common Attitudes:	Community-Oriented, Down to Earth, Unity, Hard-Working, Industrious, Personal Sacrifice
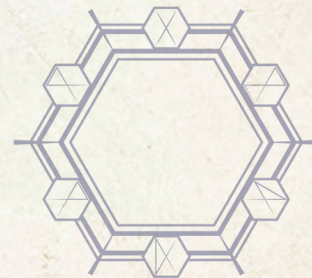
The Great Famine and the Soulforged Sacrifice

The Li'ah faced new dangers inside the vault. As food supplies dwindled, The Great Famine threatened their very survival. Through a secret method, a number of citizens chose to sacrifice their bodies and become soulforged. This sacrifice allowed life to move on, but the loss of life and knowledge during the famine was felt for generations to come.

The Gate Opens

With the wall and gate in place, the citizens of Pelolia begin to move out of the vault and into the lands beyond. They named this new land Aufield.

Piccarda

Overview

Piccarda is a city-state isolated from the rest of Aldwa by steep mountains and rocky terrain on all sides. The Lotamos River cuts underneath to allow for trade and travel out of the valley, but most of what's available in the area comes from the valley itself. Piccarda is exceptionally wealthy due to the rare minerals nearby. Unfortunately this wealth is not evenly dispersed. Some sections of the city-state are left in ruins for years while others have statues gilded in gold. Every species is represented in the city. Sylvans are the least common group by far, but are not completely absent.

The city-state is governed by Il Corpus–a collection of representatives from the ten guilds currently operating in the city. At the head of this fifty-member voting body is the Grand Vizier, who only votes to break ties. They serve for life; upon their passing, Il Corpus elects a new Grand Vizier from the pool of all guild members. Despite their title, the Grand Vizier is little more than a figurehead and is beholden to the will of the Guilds.

Common Surnames:	Altimari, Darzi, De Luca, Galilei, Katsaros, Marangoz, Palladino, Scola, Umar
Feminine Names:	Anastasia, Elena, Galene, Inez, Jasmine, Kosima, Natalia, Oria, Sanem
Masculine Names:	Amir, Ciro, Demetrious, Farid, Marcellus, Nicholas, Seth, Thales, Valentino
Government:	Five members from each guild form the voting body of Il Corpus. It is led by a Grand Vizier who is more of a figurehead than a leader.
Common Careers:	Artist, Banker, Carpenter, Farmer, Miner, Researcher, Soldier, Warrior, Defender
Common Attitudes:	Ambitious, Elite, Refined, Vindictive

The Guilds

Ten guilds make up Il Corpus. There are currently three major alliances, though those break and reform often. The Vorato alliance is made up of the Paramonos, Maestri Scrivantico, and Operatia guilds, all of whom value tradition and seek to restore the order that existed pre-Sundering. Regia consists of Maestria dell'Arte, Casa d'Oliara, and Maestri Scambio, who focus on building the wealth of Piccarda in resources, status, or culture. The Ash Gleaners, Kiklos, and Soldatore form the Barashi alliance. They often work in concert to handle threats posed to the city, whether they be magical, undead, or mundane. La Cambita is the newest and only unaligned guild currently operating in the city, but they control all of the production in the valley and are a power in their own right. Guilds manifest when there is a strong commonality among people–usually an ideal or occupation–that is then recognized by the existing guilds and incorporated into a new guild. Nearly every citizen belongs to one of the guilds that rule the city-state and contribute to its success, in one way or another.

Values and Presence

Care and intention go into every aspect of life for a Piccardan, from their appearance to their values. They value personal achievement, preparedness, and individuality above all, but are known to band together when ideologies match. These values manifest within the guilds as well. They are all fiercely competitive for resources and influence–disagreements sometimes turn deadly. Combine this with frequent attacks by elementals and undead, and visitors quickly realize it takes a certain kind of person to survive the streets of Piccarda.

It's impossible to mistake someone from Piccarda as being from anywhere else in the world. They carry themselves with purpose and command the attention of every room they enter. Regardless of guild affiliation, Piccardans are proud of what they have built and see themselves as a bastion of culture and civilization in an otherwise broken world.

Conflict with the Lotus

In 37 AF, two misfortunes happened at once. A bad storm caused massive flooding along the Lotamos and destroyed a large section of crops; at the same time, large waves of undead emerged from the still-ruined sections of the city and overran the streets. Albiz Caverado, the Grand Vizier, argued for expansion outside the valley to escape these dangers. This expansion brought them into conflict with the Lotus Empire, with whom they remained at war with for several years. Though their initial advance was successful, Caverado was no tactician, and the Soldatore–then acting as the city's army–was under-equipped for a sustained campaign against a fortified area. Eventually the force had to retreat and Caverado signed the Treaty of Danfa, which greatly disadvantaged Piccarda.

As part of the agreement, the Soldatore was limited to 2% of the city's population and 25% of all raw materials from the valley must be sent as a tithe to help the invaded areas recover. The Lotus Empire also occupied the city to ensure the treaty was followed. This led to the creation of the Attawa District, a section of the city that is officially part of the Lotus Empire.

Totemreach

Overview

Totemreach is made up of a collection of tribes known as Plemya inhabiting a diverse and harsh wilderness. Totemreach was founded in response to the Sundering to save and preserve nature that was damaged by the Ashes. The name derives from the practice of leaving cairn-like totems when a Plemya moves, symbolizing their deep connection with the land. The Plemyans are known for their loyalty, creativity, and resilience, necessitated by the demanding environment. They include various species, notably Sylvans, Humans, and Beastkin, but rarely the undying and soulforged.

Totemreach operates under a tribal system with chieftains and privy councils. Each Plemya typically consists of no more than 50 members, allowing for personalized governance. Villages form when multiple Plemya unite, necessitating the election of a new chieftain and an expanded council. Governance styles vary, with the Gardener's tribes leaning towards democracy, the Pioneer's tribes centralizing leadership, and the Nieuwereld tribes having large councils due to smaller populations and a focus on equality.

Balance with Nature

Plemyans value a balance between order and the chaotic wilderness. Although many prefer minimal political leadership, they acknowledge the necessity of leaders to maintain order. The Gardener's followers favor frequent elections to reflect the people's will, while the Pioneer's followers emphasize strong, charismatic leadership. Nieuwereld tribes, viewed as ecological extremists by Old World Tribes, prefer intellectual meritocracy in their council members.

Plemyans believe their mission is to restore the wilderness to its pre-Sundering state. They are dedicated and cooperative, often attracting individuals from other cultures who share their environmental goals. They generally avoid external political affairs unless nature is threatened, focusing on their mission within Totemreach. Despite their different approaches, all Plemyans share a commitment to preserving and revitalizing nature.

Common Surnames:	Al' <First Name of Father or Mother>, Bevan, Ivanov, Jansen, Llewellyn, Owain, Petrovic, Rafiq, Van- <Last Name of allied, respected, or married-into family>, Wyn
Feminine Names:	Adria, Alina, Annaliese, Anwen, Beatrix, Bronwen, Carys, Daria, Fayruz, Hafsa, Maud, Rosina
Masculine Names:	Abel, Alexei, Dmitri, Esmond, Fabian, Hassan, Khalid, Levi, Osian, Rasuul, Rhys
Government:	A Totemreach Plemya is led by a tribal Chieftain supported by an appointed privy council. The majority of Chieftains are elected by their tribe, but each tribe decides the method of appointment.
Common Careers:	Artisan, Builder, Elder, Hunter
Common Attitudes:	Cooperation, Harmony with Nature, Personal Sacrifice to Restore Nature

Values

Plemyans value cooperation, dedication, and respect for nature. They practice sustainable living, with an emphasis on hunting, gathering, and basic agriculture. Artistic expression is also important, with pottery and art being significant exports. Their clothing reflects their environment, with southern Plemyans wearing cotton tunics and northern Plemyans favoring wool. Architecture is modest, often featuring thatched roofs and clay walls, with gardens being a common feature.

Restoration and Formation

In 20 AF, druids and shamans began restoring the wilderness, leading to the formation of Totemreach. The Year of the Gardener in 30 AF saw the rise of a cult-like following dedicated to environmental preservation. The Salidarah Reformation in 55 AF marked a split, with the Pioneer advocating for proactive environmental efforts. In 97 AF, the Nieuwereld Tribes emerged, believing the ashes from the Sundering represented a new form of nature to be respected.

Totemreach embodies a unique blend of dedication to environmental restoration, tribal governance, and cultural richness. Its people are resilient and united by their mission to heal the land. Despite differing ideologies and practices, the Plemyans share a deep respect for nature and a commitment to a sustainable future. The culture of Totemreach is one of harmony with the wilderness, resilience in the face of adversity, and a vibrant community spirit

Species

There are several distinct species that exist in the world of Ashenfall. For organizational purposes, they are placed in 3 categories: Humanoid, Chimeric, and Aetherial.

Each Species section outlines a basic overview, any costuming requiements for that species, notes and suggestions for costuming, and concept art of sample concepts to help provide some ideas.

Species mainly convey the look and biology of the character you are creating. In contrast, the culture of your character informs their outlook and approach to the world. As a reminder, a character may be of any species from any culture, though some are more prevalent in certain cultures. We recommend creating your character with this in mind and incorporating any species choice that is less prevelant in your selected culture into your character's backstory.

"Hey!

Did you know that the Species categories are roughly in order of how simple to how complex their makeup requirements are?

Humanoids are the simplest, with Human as the easiest - no requirements at all!

Chimeric have more requirements than Humanoids and Aetherials have the MOST requirements - Soulforged and Undying even have a special approval process!"

Humanoid

Humanoids consist of the Humans, Elves, and Kynn. They are some of the most populous people in the world of Ashenfall. Of note, Humans are the oldest of the humanoids – Elves and Kynn did not appear until the time of the Sundering.

Chimeric

The chimeric people are bipedal creatures that feature some aspects similar to or directly connected to animals and mystical creatures. While they are similar in shape, they are not directly related to humanoids. They may have fins, fur, scales, and everything in between.

Aetherial

The Aetherial people are rare, unusual, and magical in origin. They are the result of some intense magical forces such as the broken cycle of life and death or nature itself.

Human

The most populous people on Aldwa. Humans live in every corner of the world and are as varied as the places they hail from. Humans are mainly differentiated from one another by their manner of dress.

Costume Requirements

Humans have no makeup requirements, you are encouraged to costume appropriate to the culture selected for your character. There are no correlations to out-of-game ethnicities and in-game cultures.

Sample Concepts

Elven

Overview

When the ashes fell, they changed everything they touched–even humans. Elves are an Ashtouched humanoid variant that appeared after the Sundering. They are distinguished by their long, pointed ears.

Costume Requirements

- Pointed or lengthed ears (size varies per player preference)
- Woven or metal band around forehead or necklace

Notes & Suggestions

- May be of any coloration, but must avoid anything that is or could be construed as blackface
- Ear bands to hide the seam from fake ears

Sample Concepts:

Kynn

Overview

Like the Elves, the Kynn are an Ashtouched humanoid variant that appeared after the Sundering. They are born with tattoo-like marks on their skin and often tattoo prominent runic marks on their faces that carry deeply personal meanings. Some markings are specific to familial lines, while others represent personal values.

Costume Requirements

- Facial marking of repeating pattern or a geometric shape (large) of any color

Notes & Suggestions

- Continue the use of the repeating pattern or geometric shape on exposed skin other than face

Sample Concepts:

Tidewalker

Overview

Tidewalkers emerged from the sea long ago; they are an ancient species that pre-dates the Sundering. These people are visibly aquatic or amphibian, often covered in scales or sporting fins. They are typically found in coastal or wet regions.

Costume Requirements

At least 3 of the following:
- Ear 'fins', or fake ears that look like fins
- Gills on neck or face
- Scale pattern on face, neck, hands, showing skin
- Sclera lenses or bright contact lenses
- Glitter
- Streaks of color in hair

Sample Concepts:
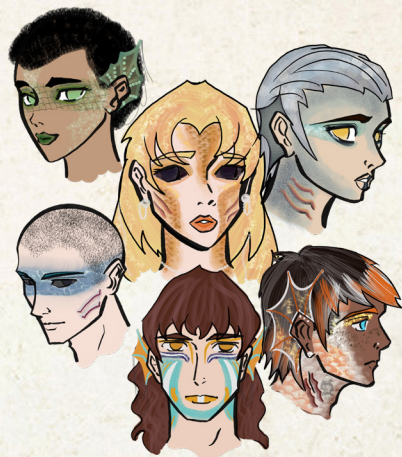
Drakari

Overview

The Drakari are an ancient species descended from dragons. They are unmistakable in appearance: all Drakari have horns and are often covered in scales. Despite popular rumors, not all Drakari have tails.

Costume Requirements

- Horns
- Choice of either: (a) Full Mask or (b) scale pattern makeup covering face/neck

And at least 2 of the following:

- Claws
- Fangs
- Reptile eye contact lenses
- Tail
- Scale pattern on hands and other skin showing besides face/neck

Notes & Suggestions

- If you choose to wear one, full face masks must be worn at all times in-game except for times that game is off or during emergencies

Sample Concepts:

Beastkin

Overview

Beastkin is a collective term for humanoids with animal features. In the beginning, some were humans twisted by the ashes; others were literal animals who were awakened by the Sundering. Known varieties include Avian (bird), Murine (Rodent), Canine (including wolf and fox), Feline (cat), Ursine (bear), and Hircine (goat).

Costume Requirements

- Choice of either: (a) Ear cuffs with feathers or fur, fake ears of corresponding animal type or (b) Animal facial feature that is clearly identifiable (nose, etc.)
- Choice of either: (a) Full Mask or (b) fur, feather, or other pattern on face

And at least 2 of the following:

- Claws
- Fangs
- Colored contact lenses or animal eye shape lenses
- Tail

Notes & Suggestions

- If you choose to wear one, full face masks must be worn at all times in-game except for times that game is off or during emergencies

Sample Concepts:

Mothkin

Overview

Mothkin lived peacefully underground until the Sundering made their cavern homes uninhabitable. These bizarre, moth-like creatures may have wings, antennae, and soft fur. They are renowned for the beautiful silk spun from their cocoons.

Costume Requirements

- Wings
- Facial make up in colors matching the moth type

And at least 2 of the following:

- Antenna
- Colored contact lenses
- Glitter
- Head wings
- Face pattern of wings
- Fake Eyelashes

Notes & Suggestions

- Antenna must be of an appropriate costuming quality, i.e. not just pipe cleaners

Sample Concepts:

Undying

Overview

The undying are reanimated dead and stand out in contrast to typical undead. These creatures still retain some semblance of who they were before they died. Neither fully dead nor fully alive, this species appeared after the cycle of life and death was broken.

Costume Requirements

- Full face make up of bruised, decaying, rotting, skeleton, bones, ethereal/ghostly

And at least 3 of the following:

- Make up or gloves that show a decaying, rotting, or skeletal appearance
- White out sclera colored contact lenses
- Colored or missing teeth
- Extremely Unkempt hair

New Undying Character Limits

Player Characters wishing to start the game as an Undying must receive leadership team approval. We intentionally limit the amount of new characters who can start as Undying to reflect their scarcity in the game world. If you start the game as an Undying, you must be a Human Undying. Additionally, Undying interact with the Death system differently, in that they are not able to become Undying again. This is a mechanical drawback that all Undying should be aware of. It is possible to become Undying through the course of play.

Sample Concepts:

Sylvan

Overview

Sylvan are plantfolk attuned to the nature around them. Their bodies and dress are representative of the flora they are connected to. There are sylvan of all kinds; it isn't unusual to see flowers, vegetables, trees, fungi, and even weeds.

Costume Requirements

- Fake plants, petals, mushrooms, coral, branches, thorns, vines, moss or flowers on skin/face/body
- Choice of either: (a) Plant print make up on face, body, and skin or (b) Full mask

And at least 1 of the following:
- Vines and flowers in hair and costuming
- Bright vibrant contact lenses
- Plant ear cuff wraps
- Green or brown toned fingers

Notes & Suggestions

- If you choose to wear one, full face masks must be worn at all times in-game except for times that game is off or during emergencies

Sample Concepts:

Soulforged

Overview

A Soulforged is a construct inhabited by one or more souls. They can be anything from animated suits of armor to doll-like constructs and are always very obviously a fabricated body of some sort. They are created or forged by a spellcaster, not born.

Costume Requirements

- Must appear to be fabricated; either as a living set of armor or similar
- Must wear armor or have all skin covered by costuming elements, no exposed
- Any skin visible around armor should be covered with makeup or clothing

Notes & Suggestions

- Wearing big or heavy armor can help obscure or hide any possible exposed skin and convey the soulforged concept

New Undying Character Limits

Player Characters wishing to start the game as a Soulforged must receive leadership team approval. We intentionally limit the amount of new characters who can start as Soulforged.

Sample Concepts:

Pathways, Skills, and Advancement

Before you begin your life as an adventurer, you need to choose a Path. The Pathway system is a deliberate layout of the archetypes within our game. The Pathways progress the way you might train a new skill- starting with the basics and foundational abilities and then working your way up from there. The Paths follow a Skill Tree pattern, with Skills divided into a hierarchy of: Roots, Trunks, and Branches.

Skill Tree

Character Advancement occurs along a Skill Tree with nine main Paths and four crafting Paths to choose from. The Skill Tree follows a Root > Tree > Branch pattern. All Paths start at the Root and advance along the Trunks, with each Trunk having multiple Branches to choose from.

- The maximum amount of Trunks any character can have is 15.
- Trunks 13, 14, and 15 are the same across all pathways.

Advancing Your Character

You earn Character Points (CP) for attending an event, submitting feedback after an event, and supporting the game in other ways such as helping with clean up or donations. After each game you play, you will be able to spend CP to advance your character. The choices you make along the way help define your character and their role in the game world.

Some choices give your character more versatility or ways to interact with the game world, while others may convey more prowess in combat scenarios.

Main Paths & Crafting Paths

The nine main paths represent the bulk of the skills in the game that convey what a character can do and how they can interact with the fiction of the game world through their character. These paths focus on adventuring and include: Channeler, Defender, Naturalist, Rune Scribe, Sawbones, Scoundrel, Skirmisher, Socialite, and Warrior.

In addition to these, we have four paths that focus on crafting. These crafting paths include: Acolyte, Apothecary, Blacksmith, and Survivalist. While it is possible for a character to be built solely around crafting, we suggest that players plan to take one or more of the main path options. Crafting is a supplementary element of our game, not the main focus. Crafting paths stop at Trunk 6 along their path and contain no sub-paths.

Skills beyond the Paths

The skills outlined in this section include the most commonly known and accessible skills or abilities that characters throughout the world possess. There may be skills that exist in the game outside of those listed here, which must be discovered and learned in-game. It is possible to discover secret skills, paths, or sub-paths during the course of play. Such secret skill options require CP, similar to the standard Skill Tree system in the Paths. If you uncover an opportunity to learn such a secret, you will be informed and it will unlock as an option for character advancement.

Pre-Requisites & Sub-Paths

Some skills have Pre-Requisites that your character must have before you are able to select that skill. Most commonly these define points along the Paths where the Path splits into two sub-paths. Each of the nine main Paths have at least two sub-paths, though some may have as many as four. To select a skill within a sub-path, you must have the main path trunks that lead up to that sub-path, and the prerequisite branch skill along that path. The sub-paths for each path are:

Channeler
Evoker & Warlock

Defender
Bulwark & Veil Warden

Naturalist
Shaman & Totemic Warrior

Rune Scribe
Rune Blade & Rune Scholar

Sawbones
Flesh Weaver & Healer

Scoundrel
Assassin & Thief

Skirmisher
Hunter & War Archer

Socialite
Courtier & Skald

Warrior
Champion, Duelist, Berserker, & Warlord

Skills for new Characters

When creating a new character you will need to choose between two options of starting skills:

- **Unlock the Root and Rank 1 Trunk Skill of one Path, then choose one of the Rank 1 Branch Skills in that path**
- **Unlock the Root Skill of one Path, then choose the Root Skill of a second Path.**

In addition to your choice of the above, every character begins the game with all of the Rank 0 Everyman Skills.

Skill Descriptions

Skills are outlined in this section with the Skill name, followed by the type of Skill it is. If a Skill requires Stamina points to use, it will be listed in the Skill description. Skills that are used over the course of a Rest are listed as "Rest Skill". The delivery method, if applicable, will also be noted in the Skill description. Skills noted as Passive may be used regardless of Effects you may be under, they are not suppressed by Weakness, Silence, etc.

Example:
Skill Name - *Stamina/Limits* - **Delivery Method** - Description

Any Skill that has a Verbal Call will list the Call within the Description. Some Skills will also include an example to provide clarification or clarifying statements such as whether a Skill can stack on itself. Skills noted as a Rest Skill may only be used during a Rest. Skills noted as Long Rest or Short Rest refresh at the conclusion of the next Short Rest or Long Rest as noted.

Rank 0 - Everyman Skills

Basic Diagnosis - You may diagnose the following: Maim, Slumber, Stabilized, Dying, or Dead. To diagnose, ask a yes or no question about the condition. Example: "Diagnose, are you Dying?"

Everyday Fortitude - Every character starts with 3 Hit Points. At 0 HP, you take the Dying Effect.

Everyday Endurance - Every character starts with 3 Stamina Points.

Untrained Armor Usage - You may benefit from Tier 1 Armor.

Everybody's Got a Knife - You may wield a Sidearm.

Apply Pressure - You may temporarily Stabilize someone. To do so, roleplay placing both hands on your target or touch your target with a packet in each hand and State, "You are Stabilized as long as I am applying pressure." They remain stabilized as long as both of your hands are on them. You may Apply Pressure while carrying a person.

Execute - You may Execute an Unconscious, Paralyzed, fully Bound, or fully Maimed target using a weapon. Targets under the Slumber effect will wake up once you start this call. State, "I Execute you 1, I Execute you 2, I Execute you 3." You may also Execute a target using a Damage Spell or a Skill that uses an Element. State, "From <Element>, I Execute you 1, I Execute you 2, I Execute you 3." If you use a Spell or Skill that takes Stamina Points, you must expend that Stamina Point to add the element to your Execute.

Basic Repair - *Rest Skill* - You may repair Tier 1 Armor. Roleplay tending to a piece of Armor during a Short Rest. At the end of the Short Rest, its Armor Points are restored. This does not prevent you from gaining Stamina Points during the Short Rest, but you cannot do any other Rest Skills during this time. You may repair weapons, Shields, or Tier 2 and 3 Armor by spending a Short Rest roleplaying those repairs at a forge or other piece of equipment that specifically allows for this.

Channeler

Announcement for Proving Day, 114 AF -
"*...Preliminary aptitude tests will be conducted as part of the registration process. You must be proficient with at least Force magic to qualify for the full event. The use of other magical elements is encouraged, but not required. As a reminder, Nerts are not permitted at any Proving Day event without special permission from their local House.*"

For those who seek to manipulate the forces of magic and wield its boundless energies. As Spell weavers, Channelers can manipulate the new energies of the world, casting Spells with unparalleled power and precision. Their use of the arcane grants them the power to spread both destruction and ruin to those that stand in their way.

Root

Magic Missile - **Packet** - You may deliver a 1 Damage Spell which does not cost Stamina Points. State, "*From Force, Damage 1*"

Trunk Rank 1 - Spell Shield

Stamina - You may Resist a From Effect.
- **Branch 1 - Evoker: Bone Shroud** - *Stamina* - **Self** - You may weave Bone magic to Grant 1 Temporary Armor. State, "*From Bone, Grant 1 Temp Armor*".
- **Branch 2 - Warlock: Void Step** - *Stamina* - **Packet** - You may tap into Void magic to Repel a target. State, "*From Void, Repel*".

Evoker – Pre-Req: Bone Shroud

Evokers are masters of battlefield magic, able to cast spells in even the most adverse conditions. Ice spikes drive through enemy armor; Bone shrouds block incoming blows; and Blood magic manipulates health and stamina. An Evoker standing in the heat of battle can bring down devastating magical force.

Trunk Rank 2– Battle Focus

You may use your Magic Missile or Call Fire Spells while moving, ignoring the requirement to stand in place.

- **Branch 1: Ice Spike** - *Stamina* - **Packet** - You may deliver a damaging Ice Spell. State, "From Ice, Damage 2"
- **Branch 2: Blood Empowerment** - You may expend 1 Hit Point to increase your next Damage Effect by 1. Temporary Hit Points may not be expended for the purposes of this Skill.

Trunk Rank 3– Novice Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Arcane Redirection

Whenever you Resist a From effect, you may immediately throw a Magic Missile or Call Fire Spell which deals an additional +1 Damage.

- **Branch 1: Ice Trap** - *Passive* - **Per Short Rest** - Whenever someone attempts to Search or Execute you, you may Recoil a Paralytic Ice Spell. State, "Recoil, Ice, Paralyze 5 minutes"
- **Branch 2: Blood Boil** - *Stamina* - **Packet** - You may deliver a Spell that boils your target's blood, causing Agony. State, "From Blood, Agony"

Trunk Rank 5– Basic Fortitude

+1 maximum Hit Points.

- **Branch 1: Leftover Bone Shards** - **Touch** - Whenever you use Bone Shroud, you may also Grant that same Effect to another person within 5 seconds of casting. State, "From Bone, Grant 1 Temp Armor".
- **Branch 2: Channeler's Class** - *Per Event* - You may hold an exhibition of intellect and skill that involves channeling. The exhibition can involve some light drills, sparring, or teaching people how to properly cast a spell. The exhibition should last for at least 10 minutes. At the end, you may empower some of your participants. State "Grant Resist a From effect" to a number of people who participated, equal to the Trunks you have in the Channeler and Evoker Paths. Multiple Evokers with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Evokers are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

Trunk Rank 6–Extra Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7– Improved Battle Focus

Taking Damage no longer interrupts your Magic Missile or Call Fire Spells.

- **Branch 1: Frostbite** - After successfully Damaging a target with an Ice Effect, you may immediately deal 1 Damage to the same target by Gesture. Form a Gesture at the target and State, "By Gesture, Ice, Damage 1".
- **Branch 2: Life Steal** - *Stamina* - **Packet** - You may attempt to steal the life force from a target. State, "From Blood, Damage 1." If this Spell successfully damages a target, you immediately take a Heal 1 Effect. Increasing the Damage of this Effect does not increase the healing.

Trunk Rank 8– Evoker's Magic

You can designate a trinket of some sort of magical aesthetic, such as a staff, an orb, or a spellbook and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the trinket before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you may use Ice, Bone, or Blood as the element for your Magic Missile Spell. You may change this element at any time.

- **Branch 1: Ice Shield** - *Stamina* - You may Recoil an Ice Spell to Damage a target that struck you with a melee weapon. State, "Recoil, From Ice Damage 2" to a melee strike.
- **Branch 2: Blood Battery** - You may expend 1 Hit Point to Restore 1 Stamina Point.

Trunk Rank 9– Advanced Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10– Penetrating Blast

If one of your Packet-delivered Spells is Resisted you may immediately cast the same Spell again at the same target, without expending Stamina Points.

- **Branch 1: Icy Coffin** - *Stamina* - **Packet** - You may deliver a Spell that Roots a target's feet using Ice. State, "From Ice, Root both feet."
- **Branch 2: Inflict Wounds** - *Stamina* - **Packet** - You may Rend a target using Blood magic. State, "From Blood, Rend."

Trunk Rank 11– Supreme Battle Focus

You may now cast any Spell while moving, ignoring the requirement to stand in place.

- **Branch 1: Lingering Frosts** - *Stamina* - Whenever one of your Ice Spells successfully Roots, Slows, or Paralyzes a target, you may immediately deliver Ice Damage by Gesture. Form a Gesture at the target and state, "By Gesture, Ice Damage 3."
- **Branch 2: Bathed in Blood** - *Self* - When you successfully Rend a target, you immediately Grant yourself 1 Temporary Hit Point. State, "From Blood, Grant 1 Temp Hit Point" on self.

> *"Magic has always existed in Aldwa. Runes, of course, are the oldest and purest form of it. I believe all the different elements of magic we know today were accessible through runes even before the Sundering, but there are others who would debate me on that."*
>
> - Scholar Vana Chazan

Trunk Rank 12- Master Spell Channeler

Long Rest - You gain +1 maximum Stamina Points. Additionally, after planting both feet for at least 5 seconds, you may attempt to deliver an Effect with a Packet without spending Stamina Points. You may continue to do so, without spending Stamina Points, as long as both feet remain planted. This effect ends if you move your feet, use any Skill other than a Defensive one, or are prevented from continuing to attack by an Effect such as Weakness or Maim.

- **Branch 1: Exoskeleton** - *Long Rest* - *Self* - You may Shell yourself against uncalled strikes using Bone magic. State, "*From Bone, Shell to uncalled strikes, 1 minute.*"
- **Branch 2: Energy Vampire** - Whenever you Execute a target using a Blood Effect, you Restore 1 Stamina Point.

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Warlock – Pre-Req: Void Step

All Channelers direct magic outwards at their foes, but a Warlock uses it to bend enemies to their will. Those who suffer the misfortune of facing a Warlock find themselves rooted in fear, unable to speak, or even forced to turn their blades on an ally, their minds bent to the Warlock's bidding. Warlocks can also see beyond the mundane and interact with the Void itself.

Trunk Rank 2- Void Armor

Stamina - You may Resist a Void effect
- **Branch 1: Time Dilation** - *Stamina* - *Packet* - You may Slow a target with a Gloom Spell. State, "*From Gloom, Slow.*"
- **Branch 2: Larynx Crush** - *Stamina* - *Packet* - You may Silence a target with a Rot Spell. State, "*From Rot, Silence.*"

Trunk Rank 3- Novice Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Void Siphon

Self - Whenever you successfully deliver a Disengage or Repel Spell, you may immediately Grant yourself 1 Temporary Armor by tapping into the Void. State, "*From Void, Grant 1 Temp Armor*" on self.
- **Branch 1: Project Depression** - *Stamina* - *Packet* - You may deliver Weakness with a Gloom Spell. State, "*From Gloom, Weakness.*"
- **Branch 2: Muscular Atrophy** - *Stamina* - *Packet* - You may Maim a target's limb with a Rot Spell. State, "*From Rot, Maim <left/right> <arm/leg>.*"

Trunk Rank 5- Master of Doom

Your Silence Effects and Slow Effects may now last for 30 seconds. Append "...30 seconds" to these Effects.
- **Branch 1: Energy Absorption** - Whenever you use your Spell Shield to Resist a From Effect, you may cast one Spell in the next 5 seconds without expending Stamina Points.
- **Branch 2: Energy Cannibalization** - *Self* - You may Dispel one Grant Effect currently on you to Restore 1 Stamina Point. State, "*From Void, Dispel Grant and Restore 1 Stamina*" to self.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Void Walker

Stamina - You can now interact with Void Pockets. Void Pockets can come in two styles: small and large. Void Pockets are represented by envelopes, you may spend a Stamina Point to read and carry out the effect inside of them. Small Void Pockets typically contain an item, a switch, or anything small enough to operate with your hand. Large Void Pockets are typically portals that allow you to step through and bring a certain amount of people with you. When using a Void Pocket, state, "*From Void, I open this Void Pocket.*"
- **Branch 1: Crippling Indecision** - *Stamina* - *Packet* - You may Root a target's legs with a Gloom Spell. State, "*From Gloom, Root both feet.*"
- **Branch 2: One with the Rot** - *Stamina* - You may Resist a Blight Effect.

Trunk Rank 8- Warlock's Magic

You can designate a trinket with a magical aesthetic such as a staff, orb, or a spellbook and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the trinket before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you may add Void, Rot, or Gloom as the element for your Magic Missile Spell. You may change this element at any time.
- **Branch 1: Gloom Conduit** - *Passive* - Whenever you take a Gloom Effect delivered by an enemy, you may immediately voice cast that same Effect to your enemies. State, "*By Voice, to my enemies, From Gloom, <the Effect>.*"
- **Branch 2: Agonizing Spores** - *Stamina* - *Packet* - You may Agony a target with a Rot Spell. State, "*From Rot, Agony.*"

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Void Strider

Stamina - You may tap into the Void to Disengage a melee strike that hits you. When hit by a melee strike, State, "*Recoil, Void Disengage.*"
- **Branch 1: Induced Slumber** - *Stamina* - **Packet** - You may put someone to sleep for 30 seconds with a Gloom Spell. State, "*From Gloom, Slumber 30 Seconds.*"
- **Branch 2: Nerve Pinch** - *Stamina* - **Packet** - You may Paralyze a target with a Rot Spell. State, "*From Rot, Paralyze.*"

Trunk Rank 11- Anti-Magic Field

Long Rest - Self - You may Shell against all spells for 1 minute. State, "*From Void, Shell to From Effects, 1 Minute.*"
- **Branch 1: Master of Rot** - Your Paralyze Effects and Agony Effects may last for 30 seconds. Append, "*...30 seconds*" to these Effects.
- **Branch 2: Nightmare Maker** - *Stamina* - Whenever you successfully Slumber a target, you may immediately deliver Gloom Damage by Gesture. Form a Gesture at the target and state, "*By Gesture, To Slumbered, Gloom Damage 2.*"

Trunk Rank 12- Master Void Manipulator

You gain +1 maximum Stamina Points.
Stamina - Additionally, you may now Reflect a From Effect.
- **Branch 1: Night Terrors** - **Long Rest - Touch** - You may deal significant Damage to a Slumbering target using a Gloom Spell. Touch a packet to a target under the effect of Slumber and state, "*From Gloom, To Slumbered, Damage 8.*"
- **Branch 2: Frenzying Fungus** - *Stamina* - **Packet** - You may Frenzy a target for 30 seconds using a Rot Spell. State, "*From Rot, Frenzy 30 Seconds.*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Defender

Journal entry dated 39 AF, from Shi Wutian of Lianhua - "*The District walls are but our first defense, not our only or best. That honor lies with the Weishu. It is they who have finally stalled the enemy's advances and kept the citizens safe. I see the Masked Emperor's strength in every blocked blow and arrow that falls upon our army's shields–it is only a matter of time until Caverado realizes he was never going to win this war.*"

For those who wish to stand as unyielding guardians on the battlefield, embodying the essence of resilience and protection. Masters of heavy armor and shields, Defenders excel in absorbing damage and shielding their allies from harm, serving as a bulwark against their foes.

Root

Basic Defender Training - You may use a shield and wield a single one-handed weapon larger than a Sidearm.

Trunk Rank 1 – Intermediate Armor Training

You may benefit from Tier 2 Armor.
- **Branch 1 - Forced Duel** - *Stamina* - "*By Gesture, Taunt, 1 minute*"
- **Branch 2 - Startling Shout** - *Stamina* - "*By Voice, Disengage*"

Trunk Rank 2- Basic Shield Mastery

Stamina - Your Shields now have 1 additional Absorb
- **Branch 1: Parry** - *Stamina* - **Shield** - You may Resist a weapon delivered effect. State, "*Resist.*"
- **Branch 2: The Best Defense...** - *Stamina* - **Shield** - You may Recoil a Disarm to a melee weapon strike that hits your Shield. State, "*Recoil, Disarm.*"

Trunk Rank 3- Novice Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Basic Fortitude

+1 maximum Hit Points.
- **Branch 1- Bulwark: Fight in the Shade** - When engaged in melee with a Taunted opponent, you may Shell any ranged weapon attack. This Shell cannot be removed with a Dispel. State, "*Shell*".
- **Branch 2- Veil Warden: Elemental Shield Mastery** - *Stamina* - **Shield** - You may Resist a From effect that strikes your shield. State, "*Resist.*"

Did you know?

"*Pathways that heavily feature magic such as Channeler, Naturalist, Rune Scribe, and Socialite all split into Sub-Paths after Trunk 1.*

Pathways that focus on Martial Skills such as Defender, Scoundrel, Skirmisher, and Warrior all split into Sub-Paths after Trunk 4.

Sawbones also splits at Trunk 4, I don't know what that says about Healers here!"

Bulwark- Pre-Req: Fight in the Shade

Bulwarks seek to interpose their heavily-armored selves and shields between their friends and anyone who would do them harm. Capable of withstanding blows that would fell lesser combatants, Bulwarks can be found on the front lines of any conflict. Let the Warriors come - they will break themselves upon a Bulwark's shield.

"The Veil Wars–is that what they're calling it? I would've called it chaos. Never knew who was attacking us. Friends one day were enemies the next. Most days I forgot what the point was besides trying to stay alive."

- Tris Delhal

Trunk Rank 5- Master Armor Training

You may benefit from Tier 3 Armor.
- **Branch 1: But What About Helmets?** - *Stamina* - You have made special adjustments to a helmet. While wearing it, you may Resist to weapon-delivered Slumber Effects. State, "*Resist.*"
- **Branch 2: Shield Class** - *Per Event* - You may hold an exhibition of strength and skill that involves using shields and one-handed weapons. The exhibition can involve light drills, sparring, or shield instruction. The exhibition should last for at least 10 minutes; at the end, you may state, "*Grant 1 Temporary Shield Absorb*" to a number of people who participated equal to the Trunks you have in the Defender and Bulwark Paths. Multiple Bulwarks with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Bulwarks are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Shield Mastery

Shield Mastery - *Passive* - Your Shields now have +2 additional Absorbs. Additionally, you can designate a shield and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or practicing with the shield before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. This shield is immune to being Destroyed. State "*No effect*" to Destroy Effects targeting it.
- **Branch 1: Heaving Slam** - *Stamina* - *Shield* - You may knock melee attackers who strike your Shield off their feet. State, "*Recoil, Prone*" to a melee strike that hits your Shield.
- **Branch 2: Group Taunt** - *Stamina* - "*By Voice, to my enemies, Taunt 30 seconds*"

Trunk Rank 8- Intermediate Fortitude

+1 maximum Hit Points.
- **Branch 1: Immovable Object** - *Passive* - You are immune to the effects of Disengage and Repel. State "No Effect" when hit with them.
- **Branch 2: I Didn't Hear No Bell** - *Stamina* - *Self* - You can heal yourself by pumping yourself up. Roleplay a quick muscle pump, such as rolling your shoulders, cracking your neck, or quickly stretching, then state, "*Heal 1*" to self.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Legendary Shield Master

Your Shields now have +1 additional Absorb.
- **Branch 1: Titan's Resolve** - *Passive* - Your attuned Shield can still block Uncalled attacks after it is out of Absorbs.
- **Branch 2: Unstoppable Bulwark** - *Stamina* - *Shield* - You may Resist an Effect with the Critical keyword that strikes your shield. When you do, you are hit with the Prone effect instead.

Trunk Rank 11- I can do this all day

I Can Do This All Day - *Passive* - *Per Short Rest* - If hit with an effect that would bring you to 0 Hit Points, you may choose to go to 1 Hit Point instead. This includes an uncalled strike.
- **Branch 1: Blitzkrieg** - *Stamina* - "*By Voice, to my enemies, Repel*"
- **Branch 2: ...Is a Good Offense** - *Stamina* - When a melee weapon strikes your shield, state "*Recoil, Maim Arm*".

Trunk Rank 12- Legendary Constitution

+1 maximum Stamina Points and maximum Hit Points.
- **Branch 1: Armored Titan** - When in melee with a Taunted enemy, you may now state "*Shell*" to melee strikes against your back. This Shell cannot be removed with a Dispel.
- **Branch 2: Lone Person On the Bridge** - *Long Rest* - You can lock down an area with deadly ability. Choose a choke point such as a path with trees on both sides or a doorway, plant both feet and state, "*Grant Shell All*" to self. This Effect ends if you move more than 5 feet from the point of Skill activation. State, "*Shell*" to all.

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Veil Warden—
Pre-Req: Elemental
Shield Mastery

Veil Wardens protect their allies not just in body, but also in spirit. They are empowered by their connection with the Veil, using it to extend benefits to their wards and interact with the recently departed. The closer they move towards shedding their mortal coil, the stronger they become, and the more likely they are to pass beyond the Veil themselves.

Veil Wardens gain Skills that allow them to designate Wards. Wards are designated during a Short Rest. To designate a Ward, state to them, "*I Designate you as my Ward, Grant <Warded Group> Trait.*" You should come up with a clever and unique name for your Warded Group that stands out, as you will be making calls to them during combat. When you assign a Ward, you gain your own <Warded Group> Trait. A person can only benefit from one Warded Group Trait at a time. If a Ward dies and does not return from the Crossroads, you may designate a replacement Ward without taking a Short Rest.

Trunk Rank 5— Spiritual Bond

Passive - You can designate a single Ward per Short Rest. The first time your Ward drops to the Dying state, they shout, "*I have fallen! To <Your Name>, Restore 1 Stamina Point.*" Wards refresh this ability after a Short Rest.
- **Branch 1: Silencing Blow** - *Stamina* - **Melee** - You may deliver a Silence effect with a melee weapon. State, "*Silence.*"
- **Branch 2: Master Armor Training** - You may benefit from Tier 3 Armor.

Trunk Rank 6— Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7— Veil Touched

You can designate a charm or item that represents your connection to the Veil. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can designate 2 more Wards.
- **Branch 1: Spiritual Attunement** - **Passive** - You can now see and interact with Spirits. When interacting with a Spirit, state "*Spirit, I see you*" prior to engaging in conversation. The Spirit is under no obligation to regard you.
- **Branch 2: Ancestral Shield** - **Self** - Whenever you Resist a Spell, you may immediately cast "*From Bone, Grant 2 Temp Armor*" to self.

Trunk Rank 8— Intermediate Fortitude

+1 maximum Hit Points.
- **Branch 1: Stay of Execution** - **Passive** - While you are alive and within 30 feet, any of your Wards may state No Effect when they are Executed. When you drop to Dying, you must yell "*<Warded Group>, My Watch has Ended!*" so your Wards know they lose this benefit.
- **Branch 2: Soul Well** - You can designate 1 additional Ward for every Mark on your soul.

Trunk Rank 9— Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10— Legendary Shield Master

Your Shields now have +1 additional Absorb.
- **Branch 1: Guardian Spirits** - *Stamina* - Your Shield is imbued with ghostly power. When you expend a Shield Absorb, you may state "*Recoil, Spirit Damage 1.*"
- **Branch 2: Soul Exchange** - *Long Rest* - **Touch** - You may sacrifice yourself to save someone else. Touch a Packet to a Spirit and state, "*From Spirit, Cure Spirit and Heal 1 Hit Point.*", This Spirit is Restored to Life with 0 Stamina Points and 1 Hit Point. You immediately take the Death Effect.

Trunk Rank 11— Life Insurance Policy

Long Rest - You may siphon the energy out of a Spirit and dissipate it. State, "*From Spirit, I siphon your essence and dissipate you*" and Touch the Spirit with a weapon or a packet. When you do, you are Granted 4 Temporary Armor and regain all of your Stamina Points and Hit Points.
- **Branch 1: Ferryman of the Dead** - *Stamina* - You can escort a Spirit to the Crossroads and help sway the decision on the Spirit. If the decision results in a Mark on the Spirit, you may choose to take this Mark onto yourself instead.
- **Branch 2: Not While I Am Standing** - **Passive** - As long as you are alive and within 30 feet, any of your Wards may pause their Dying counts until you leave the area or drop to Dying yourself. When you drop to Dying, you must yell "*<Warded Group>, My Watch has Ended!*" so your Wards know to start counting.

Trunk Rank 12— Legendary Constitution

+1 maximum Stamina Points and maximum Hit Points.
- **Branch 1: Stalwart Protector** - *Stamina* - You can empower yourself to protect one of your Wards. State a phrase at least 6 syllables long that projects the intention of this Skill (such as "take cover behind me!") and designate one of your Wards. State, "*Grant Shell All and Pacify while you remain within arm's reach behind me.*"
- **Branch 2: One Foot in the Veil** - **Passive** - *Long Rest* - After ending your Dying count or taking the Death effect and becoming a Spirit, you can manifest your Spirit onto the battlefield. Your Spirit form starts with 3 Hit Points and 3 Stamina Points; these totals increase by 1 for each Mark you have on your soul. While a Spirit, you are immune to Rend, Blight, Maim, Heal, Slumber and Poison. Once combat is over, your Spirit dissipates.

Trunk Rank 13— Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14— Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15— Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Naturalist

Excerpt from the Totem of Rastimya, interpreted by Elder Farwe- "*...from the pit emerged Zaknyk, who had been changed. They were now as large as the trees and their eyes were black as the sky on a moonless night. Zaknyk bowed their head to the child, who stared in wonder, and made their way into the woods.*"

For those who seek harmony with the natural world, becoming conduits for its raw and untamed power. Manipulating the natural elements of the world, these practitioners embrace the ancient wisdom of elemental and totemic might. They embody nature's resilience and diversity to influence the tide of battle and protect their allies.

Root

Call Fire - Packet - You may Damage a target using a Fire Spell. State, "*From Fire, Damage 1.*"

Trunk Rank 1 – Druid's Camp

You can initiate a Short Rest in the Deep Woods for you and 3 others. To do so, roleplay finding a nice place to sit off the trail for 5 minutes. You may not perform this while combat is within sight. The Short Rest begins at the end of the 5 minutes.

- **Branch 1 - Totemic Warrior: Advanced Martial Training -** Grants the ability to wield one-handed weapons longer than a Sidearm and two-handed weapons.
- **Branch 2 - Shaman: Gust of Wind -** *Stamina* - **Packet -** You may Disarm a target using an Air Spell. State, "*From Air, Disarm.*"

Shaman – Pre-Req: Gust of Wind

Wielders of natural forces, Shamans draw forth the energies of Aldwa to protect it from interlopers. Shamans develop a deep understanding of the world and are able to accomplish intricate rituals unlike any other path. Masters of Elemental magics, Shamans are equally capable of destruction and creation. They are the rainstorm, the earthquake, the wildfire and the cyclone.

Trunk Rank 2– Elemental Acolyte

Choose one element from Air, Earth, or Water. You may now use the chosen element with your Call Fire Spell.

- **Branch 1: Stone Skin -** *Stamina* - **Touch -** You may Grant 1 Temporary Armor to a Target using an Earth Spell. State, "*From Earth, Grant 1 Temp Armor.*"
- **Branch 2: Call Bonfire -** *Stamina* - **Packet -** You may Damage a target using a Fire Spell. State, "*From Fire, Damage 2.*"

Trunk Rank 3– Novice Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Grasping Vines

Stamina - **Packet -** You may Root a target for 30 seconds using an Earth Spell. State, "*From Earth, Root both feet, 30 seconds.*"

- **Branch 1: Purify -** *Stamina* - **Touch -** You may Cure Poison using a Water Spell. State, "*From Water, Cure Poison.*" This can also target an item to remove any Poison on it.
- **Branch 2: Fire Shield -** *Stamina* - **Touch -** You may Grant a defensive Fire shield that Recoils Damage to a melee strike using a Fire Spell. State, "*From Fire, Grant Recoil Fire Damage 2.*" The target affected by this Grant states "*Recoil, Fire Damage 2*" when struck by a melee weapon.

Trunk Rank 5– Vortex

Stamina - **Packet -** You may cause a target to Spin using an Air Spell. State, "*From Air, Spin 5 times.*"

- **Branch 1: Nature's Postal Service -** *Post Event* - You may commune with nature and send a message via an animal or plant avatar to an NPC Shaman of your choice. You can use this message to ask a question or invite them to town to meet with you. You will be expected to host them and provide appropriate hospitality. You must have met the NPC you are inviting to town. A response isn't guaranteed; you will receive a response corresponding to your current relationship with the NPC.
- **Branch 2: Afterburn -** Whenever a target takes Damage from your Call Bonfire, you may immediately cast Call Bonfire again on the target without spending Stamina Points. This effect does not stack.

Trunk Rank 6–Extra Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7– Druidic Focus

You can designate a Staff or a charm representing something from nature and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can now act as the focus for Lesser Shamanistic Rituals as long as you have your attuned item on you.

- **Branch 1: Lightning Rod -** *Passive* - Whenever you are struck by an elemental Effect from an enemy, you Restore 1 Stamina Point. This Restore occurs regardless of whether you take the Effect or Resist it.
- **Branch 2: Stone Weaver -** *Stamina* - **Touch -** You may Repair Armor and Grant Temporary Armor to a target using an Earth Spell. State, "*From Earth, Restore 1 Armor and Grant 1 Temp Armor.*"

Trunk Rank 8– Elemental Adept

You may choose an additional element from: Air, Earth, or Water that you did not already learn. You may now use either of the two elements with your Call Fire Spell

- **Branch 1: Waters of Life -** *Stamina* - **Touch -** You may Heal a target using a Water Spell. State, "*From Water, Heal 1.*"
- **Branch 2: Latent Energies -** Whenever one of your Spells is Resisted, you may immediately cast that same Spell again at a new target without expending Stamina Points.

Trunk Rank 9– Advanced Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10– Elder Shaman
You can now perform Greater Shamanistic Rituals as a focus point.
- **Branch 1: Cleansing Rains - Long Rest -** You may voice cast a Cure Poison, Blight, and Rend Spell using Water. Roleplay presenting your Druidic Focus and drawing upon the forces of the natural world then State, "*By Voice, 30 feet, From Water, Cure Poison, Blight, and Rend.*" Any Poisoned items being held by targets who take this effect have their Poison removed.
- **Branch 2: Searing Flame - *Stamina* - Packet -** You may Maim a target's arms or legs using a Fire Spell. State, "*From Fire, Maim <Both Legs/Both Arms>.*"

Trunk Rank 11– Elemental Master
You may choose the remaining element from: Air, Earth, or Water that you did not already choose
- **Branch 1: Repelling Winds - *Stamina* -** You may Repel a target by Gesture using an Air Spell. State, "*By Gesture, From Air, Repel.*"
- **Branch 2: Practiced Meditator - *Per Event* -** You may suppress the negative Effects of a Greater Ritual that you are a focus point for. The Effects of the suppression are based on the strength of the Ritual.

Trunk Rank 12– Bringer of Storms
You gain +1 maximum Stamina Points.
Long Rest - Additionally, you may voice cast a Damaging Lightning Spell. Roleplay presenting your Druidic Focus and drawing upon the forces of the natural world then State, "*By Voice, 20 feet, From Lightning, Damage 4.*"
- **Branch 1: Fireball -** When you hit a target with your Call Bonfire Skill, you can immediately Damage a target by Gesture using Fire. Form a Gesture at a target and State, "*By Gesture, Fire Damage 1*" to another target within 10 feet of the initial target. This Effect stacks with Afterburn.
- **Branch 2: Torrent -** When you hit a target with your Gust of Wind, you may deliver a Prone Effect by Gesture to the same target. Regardless of whether they Resist or take the effect, form a Gesture and state, "*By Gesture, Air, Prone.*"

Trunk Rank 13– Strong Constitution
+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14– Master Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15– Godly Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Totemic Warrior– Pre-Req: Advanced Martial Training
Totemic Warriors embody the essence of a chosen animal to bolster themselves against the dangers of the world. Their bond protects them and grants unique abilities depending on the characteristics of their path. Totemic Warriors are martial experts who augment their skills in combat by taking on aspects of nature to create devastating effects on the battlefield.

Totemic Warriors are Naturalists who find themselves drawn to one or more Primal Beasts. This attachment develops during their training; eventually, it can evolve into full attunement.

Primal Beasts
Primal Beasts come in many shapes and sizes. These creatures are revered in Totemreach, but can be found throughout Aldwa.

To attune to a Beast, you must typically defeat it in combat. Primal Beasts cannot be killed by normal means. These creatures are incredibly deadly, so proper care must be taken when confronting them. Once defeated, a Totemic Warrior may interact with them to attune one of their charms.

Attuning to a Primal Beast allows you to gain a benefit from one of three different totems: Tenacity, Ferocity, or Acrity. Each time you attune to a Beast, you may attune to a different totem. You must wear a charm to represent each totem you attune to. Attuning to any Primal Beast allows you to gain the benefits from any of the totems, regardless of what type of Beast it was.

Trunk Rank 2– Intermediate Armor Training
You may benefit from Tier 2 Armor. Natural materials such as wood, bone studs and other replacements for metal components on reinforced leather are encouraged.
- **Branch 1: One With Nature - Passive - Self -** When you finish a Short Rest under the effects of Druid's Camp, you may immediately Grant yourself 1 Temporary Hit Point using a Water Spell. State, "*From Water, Grant 1 Temp Hit Point*" on self.
- **Branch 2: Predator's Strike - *Stamina* - Weapon -** You may deliver a Damage 2 Effect with a weapon. State, "*Damage 2.*"

Trunk Rank 3– Novice Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Totemic Charm

You can designate a charm representing an animal (tooth necklace, bone bracelet, etc.) and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the charm before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can now interact with and attune to Primal Beasts.

- **Branch 1: Tough as a Stone -** *Stamina* - You may Resist a Maim Effect.
- **Branch 2: Nature Glide -** *Stamina* - You may Resist a Root Effect.

Trunk Rank 5- Master of Beasts

Stamina - You may Pacify a Beast for 30 seconds by Gesture. Form a gesture at your target then State, "*By Gesture, Pacify To Beast, 30 Seconds.*" You may also Expose a Beast without expending a Stamina Point. Form a gesture at your target then State, "*By Gesture, Expose Beast.*"

- **Branch 1: Shield Training -** You may wield a shield. Shields made of natural material are encouraged.
- **Branch 2: Nature's Remedy -** *Stamina* - **Self -** You may Heal yourself using an Earth Spell. State, "*From Earth, Heal 1.*"

Trunk Rank 6-Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Call of the Wild

You gain the Rank 1 Benefits of a Primal Beast that you attune to in game. See the Primal Beasts Table at the end of the Pathways.

- **Branch 1: Thorny Hide -** **Passive -** *Stamina* - You may deliver a Damaging Earth Effect by Recoil to a melee strike. When struck, state, "*Recoil, Earth Damage 1.*"
- **Branch 2: Intimidating Roar -** *Stamina* - You may taunt a target by Gesture. Form a Gesture at a target then State, "*By Gesture, Taunt.*"

Trunk Rank 8- Predator's Fortitude

+1 maximum Hit Points.
- **Branch 1: Nature's Empowerment -** **Passive -** Whenever you are Granted Temporary Armor or Temporary Hit Points, add +1 to the number Granted.
- **Branch 2: Nature's Might -** Choose a pair of either:
    1) Earth and Fire or 2) Air and Water.
    You may choose to add either element from your choice to any melee attack, including melee delivered Skills.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Aspect of the Beast

You gain the Rank 2 Benefits of a Primal Beast that you attune to in game. See the Primal Beasts Table at the end of the Pathways.

- **Branch 1: Nature's Avatar -** Choose the element pair that you didn't select in Nature's Might. You may choose to add any of these elements to any melee attack, including melee delivered Skills.
- **Branch 2: Shield Specialist -** +2 maximum Shield Absorbs

Trunk Rank 11-Nature's Warrior

+1 maximum Hit Points.
- **Branch 1: Strength of Aldwa -** Whenever successfully defend with a Resist or No Effect Call, you immediately Grant yourself 1 Temporary Armor. State, "*From Earth, Grant 1 Temp Armor*" on self.
- **Branch 2: Return to Sender -** *Stamina* - **Self -** You may Grant yourself the ability to Reflect a ranged attack. State, "*From Air, Grant Reflect to a Ranged attack*" on self.

Trunk Rank 12- Heart of the Forest

You gain +1 maximum Stamina Points. Additionally, you gain the Rank 3 Benefits of a Primal Beast that you attune to in game. See the Primal Beasts Table at the end of the Pathways.

- **Branch 1: Refreshing Waters -** **Touch -** Whenever you successfully Execute a target, you can immediately Restore 1 Stamina Point to up to 3 targets. Touch a target with a packet and state, "*From Water, Restore 1 Stamina Point.*" You cannot cast this on yourself. Any unused casts are lost after 1 minute or upon using another Skill.
- **Branch 2: Inferno Strike -** *Stamina* - **Melee -** You may Destroy a target with a Fire melee attack. State, "*Fire, Destroy.*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Primal Beasts

Each Totemic Warrior and Hunter hopeful generally feels drawn to a particular Primal Beast, such as a Great bear, fox, shark, or eagle. This sense of attachment can form very early on in the particular person's training and can eventually evolve into a full attunement to a totem that represents that beast. As you progress, you may find yourself drawn to more than one beast.

You must wear a charm representing each totem you have attuned to. Each type of beast falls into one of three totems: Tenacity, Ferocity, and Acrity. The animals listed in each category are just examples and are not an all encompassing list of possibilities.

Tenacity

Primal Beasts in the Tenacity category can be bears, boars, rhinos, or whales.

Rank 1: Tenacious Fortitude - +2 maximum Hit Points

Rank 2: Stampede - Passive - You are now unstoppable. State, "*No Effect*" to Root or Leg Maims

Rank 3: Primal Tenacity - *Long Rest* - You may call upon your Totem Spirit to protect you from weak strikes for a set time. For the next minute, state "*Shell*" to uncalled strikes. Additionally, you have +1 maximum Hit Points.

Ferocity

Primal Beasts in the Ferocity category can be wolves, tigers, sharks, or eagles.

Rank 1: Primal Assault - When a target is affected by one of your weapon delivered effects, you may immediately use the Skill again without expending an additional Stamina Point. This effect does not stack with itself, it allows you to use the Skill 2 times total for the cost of 1 Stamina as long as the first Skill use was successful.

Rank 2: Ferocious Strike - If one of your weapon delivered Skills is Resisted, you may immediately use the Skill again without expending an additional Stamina Point. You cannot repeat this benefit if the secondary Skill use is also Resisted.

Rank 3: Predator's Pounce - *Long Rest* - You may call upon your Totem Spirit to aid your attacks for a set time. For the next minute, all called Damage Effects are done with +1 Damage

Acrity

Primal Beasts in the Acrity category can be raccoons, rats, squid, or snakes.

Rank 1: Primal Stealth - You may Grant yourself the Concealed Effect. Roleplay hiding behind something that could reasonably hide your body, such as a tree or some brush, for 5 seconds. You cannot do this while engaged in combat. This Concealed Effect lasts as long as you remain in place and don't perform any actions.

Rank 2: Serpent's Ambush - *Stamina* - Melee - You may deliver a Damage 4 to a target from behind.

Rank 3: Venom - *Stamina* - Weapon - You may deliver a venomous strike to a target. State, "*Poison, Weakness, 1 Minute*"

Rune Scribe

Observations by Archivist Zhoran, 32 AF - "*On an expedition into the ruins surrounding Mysthaven, one adjunct discovered the following message on a piece of paper: '...der to control the f...e Runes should keep the wors...ooking for sp...' I sent the artifact to the Grand Archive. Perhaps on my next trip I'll find out what it's referring to.*"

For those who dedicate their lives to the pursuit of knowledge and the mastery of Runic arts. As scholars of the world, Rune Scribes delve into ancient texts and arcane symbols, uncovering the secrets of the universe through the meticulous study and application of Runes. These masters of the Runic arts wield the power to shape reality, inscribe spells, and imbue objects with their Runes.

The Runic language is an ancient one that requires careful study and practice to use. Transferring a Rune isn't as simple as just writing or carving it down, either: you need to know what the essence of a particular Rune is to transfer it onto an item. This is represented in the game by studying the Rune between events. Once studied in this way, you may freely expend Stamina Points to transfer the Rune to an item in the form of a Grant.

Transferring a Rune is done using roleplay. First, draw or carve your Runes onto a medium. This can be done by carving wood or stone, drawing on paper, etc. Next, hold this medium up to the object and call out to the words that the Rune represents. Finally, state the verbal call associated and expend any necessary Stamina Point(s). You may only transfer a Rune that you have studied. Sometimes, you may find an ancient Rune that was transferred long ago. After using the appropriate linguistics Skill to decipher it, you may copy this Rune and study it after an event to learn how to use it.

Root

Basic Rune Linguistics - *Stamina* - You may decipher Apprentice Runes. These Runes appear as envelopes with a single Rune written on it. To decipher the Rune, expend a Stamina Point, then open the envelope. The tag inside of the envelope will provide further instructions, information, or abilities.

Trunk Rank 1 – Apprentice Runecrafter

You may create and transfer Apprentice Runes. Additionally, if you find an Apprentice Rune that you haven't studied, you may study it Post Event to learn how to use it.
- **Branch 1 - Rune Blade: Runic Offense Training** - You may wield a one-handed weapon longer than a Sidearm and a two-handed weapon. You are encouraged to decorate your weapon with Runes
- **Branch 2 - Rune Scholar: Runic Guard** - *Stamina* - **Apprentice Rune** - You may apply a protective Rune to a shield. Touch the Rune to a shield and state, "*From Force, Grant 1 Temp Absorb.*"

Rune Blade- Pre-Req: Runic Offense Training

Rune Blades augment their martial prowess with ancient Runic techniques to become powerful warriors. They channel powerful blows through the runes on their blades and absorb both magical and physical blows using protective runes on their armor and shields. The most powerful of Rune Blades can even redirect such attacks back at their foes to devastating effect.

Runes used for Rune Blades are unique. Rune Blades have a special attunement to their gear. Rune Blades typically are found with Runes all over their weapons, Armor, and Shields. Instead of transferring a Rune onto another person, they are a projection of a Rune Blade's will through their gear. These Runes manifest in a way that is unique to the person and don't follow any particular formula. We encourage Rune Blades to roleplay recharging their Runes whenever they take a rest. Rune Blade specific Runes are "recharged" during a Short Rest in contrast to Runes accessed in other ways which follow the method for Transferring a Rune.

Trunk Rank 2- Runic Fortification

Stamina - **Apprentice Rune** - You may apply a protective Rune to Armor. Touch the Rune to Armor and state, "*From Force, Grant 1 Temp Armor.*"
- **Branch 1: Journeyman Rune Linguistics** - *Stamina* - You may decipher a Journeyman Rune. These Runes appear as envelopes with two Runes written on them. To decipher the Rune, expend a Stamina Point and open the envelope. The tag inside of the envelope will provide further instructions, information, or abilities.
- **Branch 2: Martial Prowess** - *Stamina* - **Weapon**- You may Disarm a target using a weapon. State, "*Disarm.*"

Trunk Rank 3- Novice Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Intermediate Armor Training

You may benefit from Tier 2 Armor. You are encouraged to decorate your Armor with Runes.
- **Branch 1: Runic Energy Guard** - *Stamina* - **Rune Blade Rune** - You may Resist a From effect.
- **Branch 2: Runic Smash** - *Stamina* - **Rune Blade Rune** - You may deliver Damage empowered by a Rune. State, "*Force, Damage 2*"

Trunk Rank 5- Runic Attunement

Passive - You may designate a weapon and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or practicing with the weapon before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, this weapon is immune to being Destroyed. State "*No effect*" to Destroy Effects targeting it.
- **Branch 1: Shield Training** - You may wield a Shield. You are encouraged to decorate this shield with Runes.
- **Branch 2: Runic Vanguard** - *Stamina* - You may Recoil a melee strike to Disengage a target. State, "*Recoil, Disengage*" to a melee strike.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Spellblade

Whenever you Resist a Packet or Touch delivered Spell, you immediately gain a use of that Spell which must be delivered on your next weapon strike.
- **Branch 1: Parry** - *Stamina* - **Melee** - You may Resist a weapon delivered effect.
- **Branch 2: Forceful Blowback** - *Stamina* - **Rune Blade Rune** - Whenever you Resist or are Immune (No Effect) to a melee-delivered Disarm or Destroy Effect that targets your Runic Blade, you may Recoil a Destroy Effect to one of the target's weapons. State, "*Recoil, Force Destroy weapon*". If the target has more than one weapon you may specify which one to target. State "*Recoil, Force Destroy <left/right> weapon*" instead.

Trunk Rank 8- Basic Fortitude

+1 maximum Hit Points.
- **Branch 1: Runic Redirection** - Whenever you are hit with an Element, you may use that element on your next attack regardless of whether or not you take the effect. If your next attack is a Rune attack, you may replace "*Force*" with this element. Append "*<Element>...*" to the call.
- **Branch 2: Runic Phalanx** - Whenever you use a Rune to Grant a target Temporary Armor, you also gain the same benefit.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Lingering Runic Static

After Damaging a target with a Force Effect, you may immediately use Force to Damage them by Gesture. State, "*By Gesture, Force, Damage 1*" to the same target.
- **Branch 1: Runic Shield** - *Passive* - Whenever you receive a Grant Temp Armor or Grant Temp Shield Absorb, add +1 to the number granted.
- **Branch 2: Runic Riposte** - **Melee** - Whenever you Resist a From effect, you may immediately swing "*Force, Damage 2*" without expending Stamina Points.

Trunk Rank 11– Runic Juggernaut

Passive - You are immune to the effects of Paralyze. State "*No Effect*" when hit with it.

- **Branch 1: Shield Specialist** - +2 maximum Shield Absorbs.
- **Branch 2: Runic Blast** - *Long Rest* - **Rune Blade Rune** - You may channel Runic power through your attuned weapon to deliver significant Damage with it. State, "*Force, Damage 5.*" This may only be done with your attuned Runic Blade.

Trunk Rank 12– Runic Legend

You have +1 maximum Stamina Points. Additionally, you may Reflect a Recoil or Reflect Effect.

- **Branch 1: Shield Breaker** - Your weapon delivered Force effects may Pierce through defenses. Append, "*Pierce...*" to any Effect That includes "*Force.*"
- **Branch 2: Haptic Feedback** - *Stamina* - When someone breaks your equipment, they suffer the fallout. When your Armor reaches 0 Armor Points or your Shield breaks, you may Recoil Force Damage to the triggering attack. State, "*Recoil, Force Damage 3*" to the attack that triggered this Skill.

Trunk Rank 13– Strong Constitution

+1 max Hit Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14– Master Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15– Godly Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

> *"I'm just popping in to remind you about some of the limitations on Skills and what the words mean next to the Skill names!"*
>
> Some Skills are listed as:
> - Long Rest -
> - Short Rest -
> - Per Event -
> - Post Event -
>
> These designations refer to how frequently those Skills can be used and also when or how they are refreshed. If a Skill indicates Short Rest or Long Rest, then any expended uses of that Skill will refresh upon completion of the next Rest of the type indicated. The start of game counts as completing a Short and Long Rest for applicable skills.
>
> Post Event Skills are used after attending an Event, with results of that Skill shared with the Player at the following Event.

Rune Scholar– Pre-Req: Runic Guard

Rune Scholars focus on unraveling the secrets of the world by researching the forces that shape it. Through intense study, these Scholars gain insight on the nature of magic itself and push the boundaries of what's possible with rituals. Experimentation must be done carefully, for there are dire consequences should they make a mistake.

Trunk Rank 2– Journeyman Rune Linguistics

Stamina - You may decipher a Journeyman Rune. These Runes appear as envelopes with two Runes written on it. To decipher a Rune, expend a Stamina Point and open the envelope. The tag inside of the envelope will provide further instructions, information, or abilities.

- **Branch 1: Scholar's Neutrality** - *Stamina* - You may Recoil a Disarm Effect to a melee strike. State, "*Recoil, Disarm*" to a melee strike.
- **Branch 2: Unshakeable Focus** - *Stamina* - You may Resist a Slumber Effect. State, "*Resist.*"

Trunk Rank 3– Novice Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Journeyman Runecrafter

You may create and transfer Journeyman Runes. Additionally, if you find a Journeyman Rune that you haven't studied, you may study it Post Event to learn how to use it.

- **Branch 1: Runic Shoring** - *Stamina* - **Apprentice Rune** - You may apply a Rune to a Shield or Armor to Resist Prone. Touch the Rune to a Shield or Armor and state, "From Force, Grant Resist Prone."
- **Branch 2: Academic Pursuits** - *Post Event* - You may send a single letter to a Rune Scholar or other academic for free. You can use this letter to ask a question or invite them to town to meet with you. You will be expected to host them and provide appropriate hospitality. You must have met the NPC you are inviting to town. A response isn't guaranteed; you will receive a response corresponding to your current relationship with the NPC.

Trunk Rank 5– Scholar's Implements

You may designate a book or writing implement and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or studying the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can now act as the focus for Lesser Runic Rituals as long as you have your attuned item on you.

- **Branch 1: Protected Thesis** - You may Shell to weapon strikes, including both called Effects and Uncalled Damage, if you are actively writing with or in your attuned item. The Shell Effect ends if you stop writing or if you move.
- **Branch 2: Latent Runic Energies** - When you use a Rune on someone else, you also gain that effect.

Trunk Rank 6– Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Runic Projection

You may apply your Runes at a distance instead of by Touch. Append, "*By Gesture, To your <item you are applying it to>...*" to any of your Rune Effects. You must hold the Rune Prop in between you and the target.
- **Branch 1: Runic Transference** - *Stamina* - **Touch** - You may transfer a Grant from one person to another. You must know the Grant's Effect and associated Verbal Call is to do this. State, "Dispel <Grant Effect>," then state, "From Force, Grant <Dispelled Grant Effect>."
- **Branch 2: Runic Class** - *Per Event* - You may hold a Class of intellect and linguistics that involves using Runes. The class can involve some light lectures or teaching people how to properly draw a Rune. The class should last for at least 10 minutes. At the end, you may empower some of your participants. State, "<the associated call for a Rune that you know>" to a number of people who participated equal to the Trunks you have in the Rune Scribe and Rune Scholar Paths. Multiple Rune Scholars with this Skill may hold their exhibitions together to increase the number of people who receive this benefit. (e.g., 10 people can benefit if 2 Rune Scholars are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

Trunk Rank 8- Master Runecrafter

You may create, transfer, and decipher Master Runes. Additionally, you can research new Runes after an event. You can use this Skill to experiment with a combination of Runes to discover their Effect. If you find a Master Rune that you haven't studied, you may study it after an event to learn how to use it. Be warned: experimenting with Runes can be dangerous. Some Rune combos may result in unexpected consequences. Master Runes appear as envelopes with three Runes written on them. To decipher a Rune, expend a Stamina Point, then open the envelope. The tag inside of the envelope will provide further instructions, information, or abilities.
- **Branch 1: Runic Repair** - *Stamina* - **Touch** - **Journeyman Rune** - You may use a Rune to Repair Armor. Touch the Rune to a piece of Armor, then state, "*From Force, Restore 2 Armor Points.*"
- **Branch 2: Positive Mindset** - *Stamina* - You may Resist a Gloom Effect

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Master Runic Ritualist

You may perform Greater Runic Rituals as a focus point as long as you are carrying your attuned item.
- **Branch 1: Split Runic Energies** - Whenever you use an Apprentice or Journeyman Rune on a target, you may immediately use that same Rune again on a second target for free. This second use does not stack with your Latent Runic Energies Skill.
- **Branch 2: Academic Breakthrough** - *Post Event* - You may pursue intense research into a topic of your choice. If successful, you will receive insight into that topic before the next game. If the research leads to a dead end, it will be made clear in the response.

Trunk Rank 11- Master of Runes

Stamina - You may Resist a Dispel Effect. State, "*Resist.*"
- **Branch 1: Curse Crusher** - *Long Rest* - You may suppress the effects of a Curse. State, "*Cure Curse*"
- **Branch 2: Careful Writer** - *Per Event* - You may suppress the negative Effects of a Greater Ritual that you are a focus point for. The Effects of the suppression are based on the strength of the Ritual.

Trunk Rank 12- Practiced Runescribe

You gain +1 maximum Stamina Points. Additionally, you may ignore side effects from Apprentice and Journeyman Runes when deciphering or experimenting.
- **Branch 1: Against the Tides of Darkness** - *Long Rest* - You may Repel Ashtouched Targets for 30 seconds by voice. State, "*By Voice, To Ashtouched, Force Repel, 30 seconds*"
- **Branch 2: Manipulator of the Physical** - *Long Rest* - **Touch** - You may rapidly repair a target's Armor, Shields, weapons, or items. Touch a packet to the target and state, "*From Force, Restore All Armor Points, Repair Destroyed items, and Restore All Shield Absorbs*" This may only repair one set of Armor, Restore all Absorbs on up to two Shields, and Repair up to four additional Destroyed items.

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Example Magic Circle used in a Runic Ritual

SAWBONES

An excerpt from *Dr. Moribund's Guide to Surgery on Soulforged*: "*...and thus, Soulforged are still affected by the ailments of the world as much as any other mortals are. It is important for us to note that these ailments do require slight modifications to our usual means, as they are beings of handmade material. Bandaging still works, but suturing is a bit more difficult and may require a hammer and nails instead of a needle and thread.....*"

For those who balance life and death, serving as the field doctors and medics of the world with a mastery over both the physical and ethereal aspects of health. Sawbones are adept at manipulating health and spirit, using their profound knowledge to heal wounds, cure diseases, and even venture into the realm of spiritual healing to mend unseen scars.

ROOT

Basic Trauma Care Training - *Rest Skill* - You may perform healing and care on up to 3 people. To do so, roleplay tending the targets' wounds during a Short Rest. If the targets are Dying, their Dying count is paused while you tend to them. State to your 3 patients, "*You are now under my care, Stabilize and Heal 3 at the end of your Short Rest as long as I remain here.*" When a target completes their Short Rest while you tend to them, they Heal 3. You cannot gain the benefits of a Short Rest while you do this and the effect ends if you come under attack.

TRUNK RANK 1 – TRIAGE TRAINING

Stamina - **Touch** - You may apply a device to aid a target that is Dying. Roleplay applying a tourniquet to a target for 20 seconds and then state, "*Stabilize, 10 Minutes*". Additionally, without spending Stamina Points, you may Diagnose Rend, Blight, Poison, and Paralyze. State, "*Diagnose, <Rend / Blight / Poison / Paralyze>*". Furthermore, when you Diagnose Dying on a target, you may ask for their Dying count. State, "*Diagnose, Dying, what is your Dying count?*"

- **Branch 1: Surgeon Training** - *Stamina* - **Touch** - You may Cure a Maim Effect after 1 minute of roleplay resetting the break and tending to the injury. After 1 minute of roleplay, state, "*Cure Maim*"
- **Branch 2: Suture Training** - *Stamina* - **Touch** - You may Cure a Rend Effect after 1 minute of roleplay stitching the wound. After 1 minute of roleplay, state, "*Cure Rend*"

TRUNK RANK 2– FIELD DRESSING

Stamina - **Touch** - You may field dress wounds after 1 Minute of roleplay bandaging them. After 1 minute of roleplay, state, "*Heal 1*". Note: While performing this roleplay, you are not considered to be Stabilizing the target.

- **Branch 1: Smelling Salts** - *Stamina* - **Touch** - You may wake a Slumbered target. Roleplay using smelling salts over the target's face, then state, "*Cure Slumber*".
- **Branch 2: Plague Training** - *Stamina* - **Touch** - You may Cure Blight Effect after 1 minute of roleplay cleaning and applying poultices and medicines. After 1 Minute of roleplay, state, "*Cure Blight*".

TRUNK RANK 3– NOVICE CONDITIONING

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

TRUNK RANK 4– TRAUMA CARE TRAINING

Your Trauma Care Skill may now target up to 6 people.
- **Branch 1 - Healer: Heal** - *Stamina* - **Packet** - You may Heal a target using Blood magic. State, "*From Blood, Heal 1.*"
- **Branch 2 - Flesh Weaver: Plague Spreader** - *Stamina* - **Packet** - When you Cure Blight you may preserve some in a bottle after cutting it out of a target. To do so, roleplay scooping the Blight into a bottle. You may later expend the bottled Blight to throw it at a target. Roleplay emptying the bottle onto a packet in your gloved hand, then State, "*Rot, Blight.*" Regardless of when the Blight was bottled, it expires upon completion of your next Long Rest.

FLESH WEAVER– PRE-REQ: PLAGUE SPREADER

Flesh Weavers certainly can heal someone who's injured, but that's not their main concern. They tend to be more interested in the recently departed and the possibilities there, often using them as subjects for their "academic" pursuits. A Flesh Weaver's methods may not be conventional, but they do get results.

TRUNK RANK 5– ACIDIC OOZE

Stamina - **Packet** - You may Damage a target with a Rot Spell. State, "*From Rot, Damage 2.*"
- **Branch 1: Kidney Shot** - *Stamina* - **Sidearm** - You may Paralyze a target from behind with a Sidearm. State, "*Paralyze, 30 Seconds*" from behind
- **Branch 2: Bone Stitch** - *Stamina* - **Touch** - You may Cure Maim instantly, but the process hurts your patient. Touch a packet to a target and state, "*From Bone, Cure Maim. Agony 30 seconds.*"

TRUNK RANK 6– EXTRA CONDITIONING

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

TRUNK RANK 7– PLAGUE MASTERY

Passive - You are immune to the Blight Effect. State "*No effect*" when hit with Blight.
- **Branch 1: Conduit of Pestilence** - *Stamina* - You may Resist a Rot Effect.
- **Branch 2: Healing Spores** - *Stamina* - **Touch** - You may Heal a target with a questionable Rot Spell. Touch a packet to a target and state, "*From Rot, Heal 2 and Weakness 30 seconds.*"

TRUNK RANK 8– CORPSE BOMB

Stamina - **Touch** - Instead of Executing a Dying entity, you may convert it to a pestilent bomb. After 5 seconds roleplaying "modifying" a Dying target, State, "*In 10 seconds, end your Dying count and State 'By Voice, 20 Feet, Rot Damage 2.'*"
- **Branch 1: Tendon Cutter** - *Stamina* - **Sidearm** - You may deliver a Maim Effect with a Sidearm.
- **Branch 2: Toxin Taster** - *Stamina* - **Touch** - You may Cure Poison and preserve some in a bottle after extracting it from a target. To do so, roleplay extracting the Poison into a bottle and state, "*Cure Poison.*" You may later expend the bottled Poison Effect to deliver it to a target. Roleplay emptying the bottle onto a Packet in your gloved hand, then Touch the packet to your target and State, "*Poison, <Effect that you extracted>.*" Regardless of when the Poison was bottled, it expires upon completion of your next Long Rest.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Pestilent Being

Passive - Per Short Rest - Whenever someone attempts to Search or Execute you, you may Recoil a Blight Effect with a Rot Spell. State "*Recoil, From Rot, Blight*".

- **Branch 1: Scaly Hide** - *Passive* - **Self** - Your experiments have twisted your body. You must add appropriate costuming such as makeup or prosthetics to represent an experiment gone wrong. This may include a single horn in an odd location, patchy spots of scales, etc. The more obvious that this modification is abnormal, the better. While wearing this, you have +1 additional Armor Points that Restore whenever you complete a Short Rest. Soulforged may use this ability, however you will need to be creative to ensure that the modification is apparent.
- **Branch 2: Lobotomize** - *Stamina* - **Sidearm** - You may Pacify a target for 30 seconds with a Sidearm. State, "*Pacify, 30 seconds.*"

Trunk Rank 11- Improved Corpse Bomb

Stamina - After Executing a Dying target, you may convert it into a walking pestilent bomb. At the end of the Execute, state, "*From Rot, I raise your corpse. Dominate, run to your nearest ally, or nearest living target if no ally is around, and state, 'By Voice, 20 Feet, Rot Damage 2' then take the Death Effect*". You may not give any other commands.

- **Branch 1: Ashen Eyed** - *Long Rest* - You may modify your eyes, removing one or both to replace them with the eyes of an Ashtouched creature. To do so, you must wear at least one contact to give yourself an otherworldly or inhuman appearance. You may focus your sight to Expose Ashtouched targets. State "*Expose Ashtouched.*" Additionally, you can see Concealed beings passively. State, "*By Gesture, Expose Concealed*" at a Concealed target. If you have an aversion to contacts, you may use makeup such as eyeshadow to create a similar effect. Soulforged may use this ability by covering their eyes with a special visor, monocle, etc.
- **Branch 2: Patient Zero** - Whenever you successfully deliver a "*Rot, Blight*" Effect, you may immediately throw Rot at another target to Blight them without spending Stamina Points. State, "*Rot, Blight*".

Trunk Rank 12- Create Zombie

You gain +1 maximum Stamina Points.

Long Rest - You may Execute a target and raise it as a husk under your control. At the end of the Execute, State "*From Rot, I raise your corpse with 3 Hit Points, Dominate and Blight 5 minutes. You may only use uncalled strikes and at the end of 5 minutes immediately take the Frenzy Effect.*"

- **Branch 1: Mold Eater - Self** - Whenever you Resist Rot or No Effect Blight, you immediately Grant 3 Temporary Hit Points to yourself. State, "*From Rot, Grant 3 Temp Hit Points*" to self.
- **Branch 2: Rotting Corpse - Passive** - Whenever your Dying count ends and you become a Spirit, including when you end it prematurely, you may immediately detonate your own corpse. State, "*By Voice, 20 feet, Rot Damage 2*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Healer - Pre-Req: Heal

Experts in accelerating the healing process, Healers draw forth the restorative properties of Blood to bring their patients back from death's door. They are able to cure almost anything that a person could fall victim to and even protect those they heal from further harm. Among the most skilled, their connection to their patients persists past death: Healers can give boons to those who walk The Crossroads and heal others even when they themselves have passed on.

Trunk Rank 5- Master Trauma Surgeon

Your Basic Trauma Care Training Skill now fully heals your patients. After performing Trauma Care, State "Heal All". Additionally, you now gain the benefits of a Short Rest while you use the Trauma Care Skill.

- **Branch 1: False Life Transference - Self** - You may Dispel any Temporary Hit Points on yourself. State, "*From Blood, Dispel Temp Hit Points*" to self. Whenever you do, you may immediately Heal 1 with Blood Magic without expending Stamina Points, State, "*From Blood, Heal 1*"
- **Branch 2: Refreshing Cure** - *Stamina* - **Packet** - You may Cure Weakness with a Blood Spell. State, "*From Blood, Cure Weakness*"

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Doctor's Neutrality

You can designate a charm, a set of surgeon's tools, or another item that represents healing and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you and your patients state "*Shell*" to all while you are performing your Trauma Care Skill. Inform your patients of this benefit when speaking the Trauma Care call.

- **Branch 1: Honey Tea -** *Stamina* **- Packet -** You may Cure Silence using a Blood Spell. State, "*From Blood, Cure Silence.*"
- **Branch 2: Spiritual Attunement -** *Passive* **-** You may now see and interact with Spirits (including Dead players). To do so, state, "*Spirit, I see you*" prior to engaging in conversation. The Spirit is under no obligation to regard you.

Trunk Rank 8- Improved Field Dressing

Your Field Dressing is more effective, State "*Heal 2*"

- **Branch 1: Milk of Poppy -** *Stamina* **- Packet -** You may Cure Agony using a Blood Spell. State, "*From Blood, Cure Agony.*"
- **Branch 2: Spirit Siphon - Touch -** You may end a Dying entity's suffering to empower your healing. To do so, touch the target with a packet and state, "*From Spirit, I end your suffering 1, I end your suffering 2, I end your suffering 3.*" This Executes the target. Whenever you do this, your next Heal 1 Blood Spell is empowered. State, "*From Spirit, Heal 2*" instead of "*From Blood, Heal 1.*"

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Healing Burst

Long Rest - You may voice cast any Cure or Heal Spell. Whenever you do, you also take the Effect.

- **Branch 1: Spirit's Reprieve -** *Stamina* **- Touch -** You may Grant a Spirit a reprieve that improves their fortune at The Crossroads. Touch a packet to a Spirit and state, "*From Spirit, Grant Spiritual Reprieve*". When that Spirit arrives at The Crossroads, they should inform the entity of their boon.
- **Branch 2: Healing Rays -** Whenever you cast a Cure or Heal Spell, you may immediately cast that same Spell again on another target without expending Stamina Points. This does not stack with your Healing Burst Skill.

Trunk Rank 11- Saviour's Protection

You may Shell to all Effects while Field Dressing a Dying target. State, "*Shell*"

- **Branch 1: Gaze Into the Veil -** *Post Event* **-** You may attune your mind to the Veil and discover the fate of a specific individual. True names, important titles, or relations with the target can help improve the accuracy of the response. The information you receive may include: whether the target has passed on from the Crossroads, how many Marks a target has on their soul, or some circumstances about the target's death. Note that the stronger your connection to the target is, the more likely you will receive information.
- **Branch 2: Shroud of the Veil -** *Self* **-** Whenever you Heal a Dying target, you may immediately Grant Temporary hit points to yourself using a Blood Spell. State, "*From Blood, Grant 2 Temp Hit Points*" to self. The Spell cast in this way does not expend Stamina Points.

Trunk Rank 12- Trauma Savant

You gain +1 maximum Stamina Points.

Touch - Whenever you use your Trauma Care Skill, you also take the Heal Effect. After successfully Healing targets with your Trauma Care, you may immediately Grant Temporary Hit Points using a Blood Spell. State, "*From Blood, Grant 2 Temp Hit Points*" to any targets Healed.

- **Branch 1: Spiritual Outburst -** *Passive* **-** Whenever you enter the Dying state, you may immediately end your count to enter the Spirit state. When you do, you may immediately voice cast, "*By Voice, To my Allies, Heal 3.*"
- **Branch 2: Miracle Weaver -** *Long Rest* **-** You may Cure All by voice casting a Blood Spell. State, "*By Voice, From Blood, Cure All*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Scoundrel

Note found on the ground of an empty hideout-
"You found us once. We let you live. Do not search for us again."

For those who operate from the shadows, where stealth and precision converge to define the art of the silent kill or the perfect heist. Embracing the roles of thief and assassin, followers of this path hone their skills with throwing knives and Sidearms, becoming masters of both distance and close-quarters combat. Scoundrels value subtlety and guile over brute force and seek to outmaneuver their opponents with finesse and deception.

Root

Basic Rogue Training - *Stamina* - You may pick locks. To do so, expend a Stamina Point and attempt to pick the lock. Additionally, you can Pickpocket NPCs by removing a clothespin from them and expending a Stamina Point once successful. Not all NPCs will have a clothespin on them and getting caught may have consequences. These clothespins represent contraband or stolen goods (see Loot, Item Tags, Currency, and Stickers section for more detail).

Trunk Rank 1 – Scoundrel's Strike

***Stamina* - Sidearm** - You may deliver a Damage 2 Effect from behind a target.
- **Branch 1: Throwing Weapons** - You may carry up to 5 Throwing weapons.
- **Branch 2: Pilferer** - You search faster than the average person. When searching, you may skip the countdown and associated roleplay. State, "Quick search, <thing being searched>" and describe the target of your search, such as a pouch, boots, hat, or area of the target.

Trunk Rank 2– Waylay

***Stamina* - Melee** - You may deliver a Slumber Effect from behind a target.
- **Branch 1: Sidearm Specialist** - You may dual-wield Sidearms.
- **Branch 2: Disguise** - You may don a new look and wrap a blue armband around one of your arms in order to mask your true intentions. This look should include a change of clothing, but may also include makeup or masks to appear as if you are a different species or creature. Other people cannot recognize you for who you really are, but they do not have to believe you are who you say you are and may react to you with suspicion.

Trunk Rank 3– Novice Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Cloak and Dagger

Stamina - You may Grant yourself the Concealed Effect. Roleplay hiding behind something that could reasonably hide your body, such as a tree or some brush, for 5 seconds. You cannot do this while engaged in combat. This Concealed Effect lasts as long as you remain in place and don't perform any actions.
- **Branch 1 - Assassin: Scoundrel's Strike II - *Stamina* - Sidearm** - You may deliver a Damage 3 from behind a target.
- **Branch 2 - Thief: Advanced Rogue Training - *Stamina*** - You may disarm traps. To do so, expend a Stamina Point and deactivate the trap. Each trap disarmed in this way uses 1 Stamina Point. Some traps are easier to disarm than others.

Assassin – Pre-Req: Scoundrel's Strike II

There is nothing deadlier than an Assassin. They are masters of penetrating defenses and avoiding opponent's attacks. Whether it's a well-placed Sidearm or a knife flying through the air, an Assassin's blade always finds their target.

Trunk Rank 5– Weak Point Perception

***Stamina* - Weapon** - You may deliver a Piercing Damage 1 Effect with a weapon, state "Pierce, Damage 1".
- **Branch 1: Extra Blades** - You may carry an additional 2 Throwing weapons.
- **Branch 2: Stifle - *Stamina* - Weapon** - You may deliver a Silence Effect with a weapon.

Trunk Rank 6– Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7– Toxic Strike

***Stamina* - Weapon** - You may coat one of your weapons or a piece of your ammunition with a paralytic Poison. To do so, roleplay smearing an oil onto one of your weapons or ammunition for 5 seconds. On your next attack with that weapon, state, "*Poison, Paralyze, 1 minute*." The oil loses its potency upon completion of your next Short Rest.
- **Branch 1: Ward Dodger - *Stamina*** - You may Resist an effect delivered by Recoil.
- **Branch 2: Strong Throw - *Stamina* - Thrown** - You may deliver a Damage 2 Effect with a Thrown weapon.

Trunk Rank 8– Spinal Strike

***Stamina* - Sidearm** - You may deliver a Damage 5 to a target from behind.
- **Branch 1: Assassin's Strike** - If one of your Skills is Resisted, you may immediately use the Skill again without expending an additional Stamina Point. You cannot repeat this benefit if the secondary Skill use is also Resisted.
- **Branch 2: Evade - *Stamina*** - You may Resist a From effect.

Trunk Rank 9– Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10– Tools of the Trade

Passive - You can designate a Sidearm and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or practicing with the weapon before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, this Sidearm can not be Disarmed while you wield it, state "*No effect*" to Disarms targeting this Sidearm.

- **Branch 1: Improved Stifle** - Your Silence Effects can have a duration of 30 seconds. State, "*Silence, 30 seconds*".
- **Branch 2: More Blades** - You can carry 2 additional Throwing weapons

Trunk Rank 11– Hit and Run

Stamina - After delivering a Skill with a Melee weapon while behind the target, you may immediately become Concealed for 10 seconds. You may move while Concealed in this manner, but you are under the Pacify effect while Concealed in this way.

- **Branch 1: Skulker** - If you make a called effect with a ranged weapon and miss, you can repeat that Effect Without expending a Stamina Point. This can only occur when attacking from the Concealed effect.
- **Branch 2: "One L, No E"** - *Stamina* - You may Resist a Dominate Effect

Trunk Rank 12– Master Assassin

Long Rest - Sidearm - You may deliver a Damage 8 Effect to a target from Behind.

- **Branch 1: Barrier Breaker** - *Stamina* - Weapon - You may tap into the Void to Dispel a Shell Effect. State, "*Void, Dispel Shell*".
- **Branch 2: Fan of Knives** - *Thrown* - When you throw a Throwing weapon with a Damage Effect, you may repeat it with a second Throwing weapon without expending additional Stamina Points. The Skulker Skill applies to both weapons Thrown in this way.

Trunk Rank 13– Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14– Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15– Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Thief – Pre-Req: Advanced Rogue Training

Whether by sticking to the shadows or distracting a threat, a good Thief is only seen if they wish to be. They can escape binds, traps, and enemies as easily as walking through a garden. Objects left unattended in their view mysteriously disappear, never to be seen again.

Trunk Rank 5– Sleight of Hand

Passive - *Stamina* - You can palm an item to make it impossible to find. As long as the item is equal to or smaller than your fist and the item is in your hand, state, "*You find nothing*" when searched there. As long as you have the item in your hand prior to falling, being unconscious doesn't end this Skill. Dropping the item or moving it from your hand ends this effect.

- **Branch 1: Lucky Break** - *Stamina* - You may Resist an Effect from a trap.
- **Branch 2: Slippery Devil** - *Stamina* - You may remove bindings with 30 seconds of roleplay. After 30 seconds of roleplay, take a Cure Bind Effect to self. You do not need to verbally state this effect.

Trunk Rank 6– Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7– Black Network

Post Event - You may send a single letter to a smuggler, fence, or other character of the criminal world for free. You can use this letter to ask a question or invite them to town to meet with you. You will be expected to host them and provide appropriate hospitality. You must have met the NPC you are inviting to town. A response isn't guaranteed; you will receive a response corresponding to your current relationship with the NPC.

- **Branch 1: Hasty Getaway** - *Stamina* - You may Disengage by Gesture. Form a Gesture at a target and State, "*By Gesture, Disengage*".
- **Branch 2: Sure Step** - *Stamina* - You may Resist a Root Effect or Slow Effect

Trunk Rank 8– Secret Stash

Passive - You may keep a small pouch on you that is so cleverly hidden that only those with exceptional skill can find it. State, "*You see nothing*" whenever someone attempts to search this pouch. The sum of each dimension (Length+Width+Depth) of the pouch can be no larger than 12 inches.

- **Branch 1: Smoke Bomb** - *Stamina* - Packet - You may disappear in a puff of smoke. Throw a packet down on the ground as if using a smoke bomb and State, "*From Void, Grant Concealed*". You may move while Concealed, but the Concealed effect only lasts for 10 seconds. Targeting another person with an attack or Skill ends this Effect.
- **Branch 2: Shade** - *Stamina* - You may Resist an Expose Effect.

Trunk Rank 9– Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10– Concussion Maker

Your Waylay Effects can have a duration of 30 seconds. State, *"Slumber, 30 seconds"*

- **Branch 1: Nimble Fingers** - Picking Locks, Picking pockets, and Disarming Traps no longer consume Stamina Points.
- **Branch 2: Quick Reflexes** - *Stamina* - You may state *"Shell"* to an Ambient Effect., when you do- you may continue to Shell further instances of that same Effect for up to 5 minutes.

Trunk Rank 11– Reverse Pickpocket

Stamina - You may affix a Trap Tag to a clothespin and clip it onto a pocket or bag. You must provide the prop, including a Trap Tag that reads *"Upon reading this card, immediately state, "By Voice, 10 feet, Damage 3". You also take this Damage unless you are able to Resist it. Remove this tag after."* This counts as a Trap and is Disarmed by removing the clip from the target with the appropriate Skill. You may only have two active tags at any given time and cannot use this on yourself.

- **Branch 1: Trap Master** - *Stamina* - You can now place Trap Tags to ward a door or doorway. You must provide the associated Trap Tag, using one of the effects listed here, affix some bells to it, and place the Tag on the targeted door/doorway. The Effect may be: Damage 2, Slumber, or Repel. You may only have two traps placed at any given time. This counts as a Trap and you may bypass your own Traps without activating them.
- **Branch 2: Master of Shadows** - *Stamina* - You may now become Concealed while it is night time. Performing any Skill other than pickpocketing, lock picking, or disarming traps will break this Concealment. You cannot become Concealed while in combat.

Trunk Rank 12– Misdirection

You gain +1 maximum Stamina Points.

Stamina - You can distract a person in order to get past them. You may *"By Gesture, Dominate To Mortal, look over there!"* You may not give any other commands.

- **Branch 1: Sleep Powder** - *Long Rest* - **Packet** - You may put a crowd to sleep. Throw a packet at the ground and State, *"By Voice, 15 Feet, Slumber"*.
- **Branch 2: Shared Shadow** - **Touch** - When you use one of your Concealment abilities, you can share the effect with one other person without spending Stamina Points. This person must remain within arm's reach of you. State, *"From Void, Grant Concealed"* and touch the target with a packet.

Trunk Rank 13– Strong Constitution

+1 max Hit Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14– Master Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15– Godly Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Skirmisher

Said by Chimalli Archer Eline Karlian to new archers of the Chimalli Cluster - *"If something gets close enough to this caravel for you to hit it with a sword, you're already dead, so don't let them get close. Each arrow is the difference between life or death on the road, whether you're defending or hunting. And if you're on the ground, remember to keep up. We're not stopping for anything"*

For those who pursue the art of ranged combat and guerrilla warfare. Skirmishers embody the essence of both the archer who strikes from afar and the tactician who employs strategic positioning. As masters of archery, they employ ambush tactics and hit-and-run strategies. The skirmisher focuses on outmaneuvering opponents and delivering lethal blows before vanishing into cover.

Root

Archer Training - You may wield a Bow.

Trunk Rank 1 – Leg Shot

Stamina - **Ranged** - You may deliver a Slow Effect with a ranged attack that lasts 30 seconds. State, *"Slow, 30 seconds"*.

- **Branch 1: Walloping Shot** - *Stamina* - **Bow** - You may deliver a Piercing Prone Effect with an arrow, state *"Pierce, Prone"*.
- **Branch 2: Swift of Foot** - *Stamina* - You may Resist a Slow Effect or Root Effect

Trunk Rank 2 – Thread the Needle

Stamina - **Bow** - You may deliver a Piercing Damage 1 Effect with an arrow, state, *"Pierce, Damage 1"*.

- **Branch 1: Basic Martial Training** - You may wield a one-handed weapon longer than a Sidearm.
- **Branch 2: Quick Step** - *Stamina* - You may Disengage with a Gesture. Form a Gesture at your target and state, *"By Gesture, Disengage"*.

Trunk Rank 3– Novice Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Follow Up

Bow - If you use an Effect with a Bow and hit a target, you may repeat that Effect immediately without expending a Stamina Point. This does not stack.

- **Branch 1 - War Archer: Trapping Shot** - *Stamina* - **Bow** - You may deliver a Root Effect that lasts 30 seconds with an arrow. State, *"Root, 30 seconds"*
- **Branch 2 - Hunter: Ranger** - *Post* - When you check in to the game, you will receive hints on what types of creatures may be prowling the woods during the event.

Hunter- Pre-Req: Ranger

No prey can evade the Hunter; even those who disappear into the shadows can't escape their gaze. Hunters use every weapon and skill at their disposal to dispatch their foe. They stalk their enemies and analyze them before anything knows they're there. Hunters are skirmishers who find themselves drawn to one or more Primal Beasts. This attachment develops during their training; eventually, it can evolve into full-on attunement.

Primal Beasts come in many shapes and sizes. These creatures are revered in Totemreach, but can be found throughout Aldwa.

To attune to a Beast, you must typically defeat it in combat. Primal Beasts cannot be killed by normal means. These creatures are incredibly deadly , so proper care must be taken when confronting them. Once defeated, a Hunter may interact with them to attune one of their charms.

Attuning to a Primal Beast allows you to gain a benefit from one of three different totems: Tenacity, Ferocity, or Acrity. Each time you attune to a Beast, you may attune to a different totem. You must wear a charm to represent each totem you attune to. Attuning to any Primal Beast allows you to gain the benefits from any of the totems, regardless of what type of Beast it was.

Trunk Rank 5- Intermediate Armor Training
You may benefit from Tier 2 Armor.
- **Branch 1: Basic Poison Training** - *Stamina* - You may Resist an Effect with the Poison modifier.
- **Branch 2: Hunter's Perception** - *Stamina* - You Expose those who are Concealed. You cannot directly see nor interact with Concealed people, but may roleplay having a sixth sense or a hunch that something is there. If you do, state "*Expose Concealed.*"

Trunk Rank 6- Extra Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Hunter's Charm
You can designate a charm representing an animal (tooth necklace, bone bracelet, etc.) and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the charm before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can now interact with and attune to Primal Beasts.
- **Branch 1: Fangs of the Predator** - You may deliver any Ranged Skill you know with a Melee weapon instead.
- **Branch 2: Hunter's Blind** - *Stamina* - You may spend 15 seconds of roleplay using natural material to Conceal yourself. After you do, you are Concealed. This Concealment ends if you move from that spot or use a Skill.

Trunk Rank 8- Basic Fortitude
+1 maximum Hit Points.
- **Branch 1: Intermediate Poison Training** - *Stamina* - You may apply a Weakness Poison to one of your weapons or a piece of ammunition. To do so, roleplay smearing an oil onto one of your weapons or a piece of ammunition for 5 seconds. Your next attack with that weapon is delivered as "*Poison, Weakness, 1 minute.*" The oil loses its potency upon your next Short Rest.
- **Branch 2: Survivalist** - *Stamina* - **Self** - You may Cure a maimed limb on yourself. After 1 minute of roleplay, state, "*Cure Maim*" to self.

Trunk Rank 9- Advanced Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Call of the Wild
You gain the Rank 1 Benefits of a Primal Beast that you attune to in game. See the Primal Beasts Table at the end of the Pathways.
- **Branch 1: Ambush Predator** - *Stamina* - You may deliver a Damage 3 effect within 5 seconds of a Concealment Effect ending on you.
- **Branch 2: Bear Trap** - *Stamina* - You may only use this Skill while you are Concealed. You may Root a target by Gesture for a duration of 30 seconds. Form a Gesture at a target, then state, "*By Gesture, Root, 30 seconds*". The target must be within 20 feet.

Trunk Rank 11- Thrill of the Hunt
When you successfully perform an Execute, your next two called strikes do not use Stamina Points. These free uses expire at the end of combat.
- **Branch 1: Antidote** - *Stamina* -You may Cure Poison. To do so, roleplay drinking or administering an anti-venom from a vial. State, "*Cure Poison*"
- **Branch 2: Forest Stalker** - You may incorporate natural camouflage into your garb. Additionally, whenever you incorporate natural camouflage into your garb, you may move after using Hunter's Blind as long as you stay in the Deep Woods.

Trunk Rank 12- Master Hunter
You gain +1 maximum Stamina Points. Additionally, you gain the Rank 2 Benefits of a Primal Beast that you attune to in game. See the Primal Beasts Table.
- **Branch 1: Master Poison Training** - *Stamina* - You may apply a Bleeding Poison to one of your weapons or a piece of ammunition. To do so, roleplay smearing an oil onto one of your weapons or a piece of ammunition for 5 seconds. The next attack with that weapon is delivered as, "*Poison, Rend.*" The oil loses its potency upon your next Short Rest.
- **Branch 2: Hunter's Insight** - *Long Rest* - Your experiences as a Hunter have led you to always be ready for anything when hunting a creature. When you come across a target, you may study it for 5 seconds to gain "*Shell to Non-Damage Effects*" against that creature for 5 minutes.

Trunk Rank 13- Strong Constitution
+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

War Archer- Pre-Req: Trapping Shot

War Archers rain damage onto their foes with devastating precision. Whether from high ground or low, they can keep enemies at a distance and send them to the ground. An expert Archer with a full quiver can take down almost any force they come across.

Trunk Rank 5- Broadheads

Stamina - **Bow** - You may deliver a Damage 3 Effect with an arrow. State, "*Damage 3*"

- **Branch 1: Silencing Shot** - *Stamina* - **Ranged** - You may deliver a Silence Effect that lasts 30 seconds with a ranged weapon. State, "*Silence, 30 seconds*"
- **Branch 2: Archery Class** - *Per Event* - You may hold an exhibition of agility and skill that involves using ranged weapons. The exhibition can involve some light drills, target practice, or teaching people how to properly aim and use their weaponry. The exhibition should last for at least 10 minutes. At the end, you may empower some of your participants. State "*Grant Damage 3 by ranged weapon*" to a number of people who participated equal to the Trunks you have in the Skirmisher and War Archer Paths. Multiple Skirmishers with this Skill may hold their exhibitions together to increase the number of people who receive this benefit. (e.g., 10 people can benefit if 2 War Archers are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Practiced Archer

You can designate a Bow and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or practicing with the weapon before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, your Follow Up Skill can now stack with itself.

- **Branch 1: Disarming Strike** - *Stamina* - **Weapon** - You may deliver a Disarm Effect with a weapon.
- **Branch 2: Magical Ammunition** - **Self** - You may Dispel a Grant on yourself to empower your next Ranged attack. If you do so, you may add the element associated with that Grant to your next Ranged attack. If no element was involved with the Grant, add "*Force*" instead. You may add this element onto your next Uncalled or Called Ranged attack.

Trunk Rank 8- Iron Grip

Stamina - You may Resist a Disarm Effect.

- **Branch 1: Archer's Positioning** - *Stamina* - You may Repel a target by Gesture. Form a Gesture at your target and State, "*By Gesture, Repel*"
- **Branch 2: Skirmisher's Sprint** - *Stamina* - You may Resist a Maim to one or both legs.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Eagle Eyes

Long Rest - **Bow** - You may roleplay lining up a shot, Form a Gesture at your target, and shout "*By Gesture, Damage 4!*"

- **Branch 1: Improved Leg Shot** - You may add a duration of 1 minute to your Slow and Root Effects. State, "*<Slow/Root>, 1 minute*".
- **Branch 2: Countermeasures** - You may Disengage in response to a melee strike. When hit, State, "*Recoil, Disengage*"

Trunk Rank 11- Agonizing Shot

Stamina - **Bow** - You may deliver an Agony Effect that lasts 30 seconds with an arrow. State, "*Agony, 30 Seconds*"

- **Branch 1: Explosive Arrow** - When you hit a target with a Called Damage Effect from your Bow, you may immediately deliver a Damage 1 by Gesture to another target within 10 feet of the initial target. Form a Gesture and state, "*By Gesture, Damage 1*".
- **Branch 2: Grazing Shot** - When you attempt to deliver an Effect using your Bow but miss your target by 5 feet or less, you may immediately Damage 1 by Gesture. Form a Gesture at your target and state, "*By Gesture, Damage 1*". You may only use this on a single target per arrow fired.

Trunk Rank 12- Master Archer

You gain +1 maximum Stamina Point.

Bow - When you miss a called shot, you may repeat it without expending a Stamina Point. This does not stack.

- **Branch 1: Archer's Focus** - *Long Rest* - **Bow** - After planting both feet for at least 5 seconds, you may attempt to deliver an Effect with a Bow without spending Stamina Points. You may continue to do so, without spending Stamina Points, as long as both feet remain planted. This effect ends if you move your feet, use any Skill other than a Defensive one, or are prevented from continuing to attack by an Effect such as Weakness or Maim.
- **Branch 2: Block Out the Sun** - *Long Rest* - Roleplay taking a knee and firing your Bow into the air. After you do, State, "*By Voice, to my enemies, 30 feet, Damage 2*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Socialite

Overheard at a party in The Palotta, Piccarda -
"The dell'Arte skalds do it right–they know how to throw a party! I can't believe I convinced Giana to invite us. Now if only I could find... There he is. Excuse me, I have a reputation to ruin."

For those who thrive in the spotlight of both the tavern's warmth and the palace's grandeur, embodying the roles of musicians, courtiers, and the life of every party. Socialites are masters of wit and persuasion; their words are as captivating as their music, weaving influence and charm into every interaction.

Socialites are equally at home sitting around a campfire or canvasing a ballroom. Masters of wit and song, Socialites typically focus on either song or social intrigue

Root

Cutting Words- *Stamina* - After making a silly insult to a target you may deliver Gloom Damage by Gesture. Direct your silly insult at your target and state, *"By Gesture, Gloom Damage 1."* You may only use this Skill to affect a particular target once per Short Rest.

Trunk Rank 1 - Resting Melody

Stamina - You may quicken the pace of recovery by entertaining others. You may designate up to 4 Targets and expend a Stamina Point, then play a song, tell a story, read poetry, or provide some other form of entertainment for at least 5 minutes. At the end of this duration state, *"Reduce your Short Rest Timer by 5 minutes"* to your designated targets. Additionally, you may choose to use this as a Rest Skill once during a Short Rest, targeting yourself and up to 3 others, without expending Stamina to reduce its duration to 10 minutes. A target may only benefit from 1 Resting Melody at a time.
- **Branch 1 - Skald: Song of Mental Focus** - *Stamina* - You may play music, sing, or recite verse during combat to affect your Troupe. To do so, expend a Stamina Point and state, *"To <Troupe>, while I perform, state No Effect to Taunt or Frenzy."*
- **Branch 2 - Courtier: Social Butterfly** - You may attempt to gather rumors during an event. After one minute of roleplay with an NPC, place 2 fingers to your lips and ask a question such as *"What are the rumors around town?"* Not every NPC will have rumors for you, and some may respond negatively if you continue to bother them. This Skill may sometimes convey rumors to you at the start of the game as well.

Courtier- Pre-Req: Social Butterfly

Some people have perfected the art of social interaction and wield words better than any Warrior with a sword–these are Courtiers. There is no door that the Courtier can't open, no news that escapes their notice, and no person who could stand in the way of their goal.

Trunk Rank 2- Well Connected

Post Event - You may send a single letter to a merchant, noble, or important public figure for free. You can use this letter to ask a question or invite them to town to meet with you. You will be expected to host them and provide appropriate hospitality. You must have met the NPC you are inviting to town. A response isn't guaranteed; you will receive a response corresponding to your current relationship with the NPC.
- **Branch 1: Noble's Armament** - You may wield a one-handed weapon longer than a Sidearm. You should own a weapon that represents your actual or aspirationally high social status in your culture.
- **Branch 2: Verbal Stonewall** - *Stamina* - You may Silence a target who interrupted you by Gesture. Form a Gesture at the target and state, *"Excuse me, I was <performing/talking>, By Gesture, Silence."*

Trunk Rank 3- Novice Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Gossip Monger

Post Event - You may spread a single rumor in an effort to sway an NPC. This gossip is not guaranteed to have an effect, and some NPCs may be able to figure out who is spreading rumors .
- **Branch 1: Experienced Fencer** - *Stamina* - *Weapon* - You may Disarm a Target using a weapon. State, *"Disarm."*
- **Branch 2: Well Tailored** - You may gain the benefits of Tier 1 Armor while wearing extravagant or opulent clothing instead of leather or simple padded Armor. This follows the standard Armor rules for Repair if damaged.

Trunk Rank 5- Pomp and Circumstance

Per Event - You may hold a tea party, wine tasting, charcuterie party, or other social function. The get together should include plenty of elbow rubbing and well-to-do conversation. The get together should last for at least 10 minutes. At the end, you may empower some of your attendees. State, "*Grant 2 Temp Hit Points*" to a number of people who participated, equal to the Trunks you have in the Socialite and Courtier Paths. Multiple Courtiers with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Courtiers are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

- **Branch 1: Courtier's Decorum** - *Stamina* - You may Resist a Taunt Effect.
- **Branch 2: Commanding Presence** - *Stamina* - You may say a phrase of at least 3 syllables, such as "*Calm yourself!*" to Pacify a target. To do so, state your phrase, then form a Gesture at a target and state, "*By Gesture, Pacify To Mortal, 30 seconds*"

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Patron of Education

After attending an event that allows the event organizer to Grant an Effect to the participants, you may Grant yourself the Effect immediately, without requiring the organizer to Grant the Effect to you.
- **Branch 1: Ballroom Quickstep** - *Stamina* - **Weapon** - You may Disengage a target using a weapon. State, "*Disengage.*"
- **Branch 2: Unshakable Posture** - *Passive*- **Self** - Whenever you Silence or Pacify a target, or are unaffected by a Taunt or Frenzy Effect by any means, you may Grant yourself Temporary Armor. State, "*From Force, Grant 1 Temp Armor*" on self.

Trunk Rank 8- Noble's Finery

Passive - You can designate a piece of opulent jewelry, clothing, or symbol of status and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or otherwise interacting with the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you are now immune to Frenzy. When hit with a Frenzy Effect, state "*No Effect.*"
- **Branch 1: Courtier's Splendor** - *Stamina* - **Self** - You may Restore 1 Armor Point after roleplaying brushing dust off of both shoulders.
- **Branch 2: Improved Verbal Stonewall** - Your Verbal Stonewall may last 30 seconds. Append, "*...30 seconds*" to the Effect.

Trunk Rank 9- Advanced Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Attention Seeker

Long Rest - You may charm someone into listening to you. Form a Gesture at the target and State, "*By Gesture, Dominate, pay attention to me.*" You cannot perform any other actions other than keeping the attention of the Dominated person for the duration of this Skill. You may not give any commands.
- **Branch 1: Calming Presence** - *Long Rest* -You have a way of calming a rowdy group. State, "*By Voice, Pacify, 30 seconds.*"
- **Branch 2: Rebounding Presence** - *Stamina* - You may Recoil a Disarm against a melee strike that hits you. State, "*Recoil, Disarm*" to a melee strike.

Trunk Rank 11- Realign Thoughts

Stamina - You may Cure a Dominate Effect on a target. Admonish a target with a phrase of 3 or more syllables, then form a Gesture and state, "*By Gesture, Cure Dominate.*"
- **Branch 1: Repelling Voice** - *Stamina* - You may Repel a target by Gesture. Form a Gesture at a target then State, "*By Gesture, Repel.*"
- **Branch 2: Heart of Ice** - *Stamina* - You may Resist an Ice Effect.

Trunk Rank 12- Chained Insult

You gain +1 maximum Stamina Points.
Long Rest - After planting both feet for at least 5 seconds, you may attempt to deliver your Cutting Words Skill on a single target without spending Stamina Points. You may continue to use Cutting Words against the original target without spending Stamina Points, as long as both feet remain planted and you do not repeat any previously used insults. This effect ends if you move your feet, reuse an insult, use any Skill other than a Defensive one, or are prevented from continuing to attack by an Effect such as Weakness or Silence.
- **Branch 1: Enemies to Lovers** - *Long Rest* - You may force a target who hit you with a weapon strike to defend you. State, "*Recoil, Dominate, defend me*" to a weapon strike. You may not give any other commands.
- **Branch 2: Demanding Presence** - *Stamina* - You may knock targets Prone with the sound of your voice. State, "*By Voice, 20 feet, Prone.*"

Trunk Rank 13- Strong Constitution

+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Skald- Pre-Req:
Song of Mental Focus

Skalds fill Aldwa with tales of heroic deeds and great love that inspire their allies to victory. Their songs bolster their patrons' energy and protect their minds from outside interference. Some Skalds have such masterful control over their audience that they can put listeners to sleep or freeze them in place with one note.

Some Skills in this Sub-Path refer to individuals known as your Patrons. You can designate 3 people as Patrons of your Troupe. You can designate Patrons during a Short Rest. To designate a Patron, state to them, "*I Designate you as my Patron, Grant <Troupe> Trait.*" You should come up with a clever and unique name for your Troupe that stands out, as you will be making calls during combat to them. An individual person can only benefit from one Troupe Trait at a time. If a Patron dies and does not return from the Crossroads, you may designate a replacement Patron without taking a Short Rest.

Songs are Skills that can be played over a certain amount of time in order to give an Effect to your Troupe. These may include performances of: instruments, poetry, ballads, epics, etc. To play a Song, you must first expend a Stamina Point and make the appropriate call to your Troupe. Then, you may begin performing to keep the Effect going. Taking Damage or an Effect that prevents you from performing, such as Silence or a Maim that targets your instrument arm, will end the Song prematurely, requiring you to spend another Stamina Point to start your Song again. Using any other Skill while performing does not end your Song. All Song Skills may be played for 5 minutes; you may expend another Stamina Point at the end of that 5 minutes to continue performing without dropping the Effect. Whenever your Song ends, state, "*To <Troupe>, My Song has ended!*" When you begin playing a Song, you gain your own *<Troupe>* Trait.

Trunk Rank 2- Song of Fortitude
Stamina - You may protect your Patrons from Rend and Weakness with your performance. State, "*To <Troupe>, while I perform, state 'No Effect' to Rend and Weakness.*"
- **Branch 1: Clear Mind** - *Stamina* - You may voice cast a Cure to a specific person. State, "*By voice, To <Character Name>, Cure Taunt.*" You must know the name of the individual you are using this on.
- **Branch 2: The Show Must Go On!** - Taking Damage does not interrupt your Songs.

Trunk Rank 3- Novice Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Music from the Veil
Passive - Whenever you become a Spirit, you may linger and perform one last Song Skill for your Patrons. After 5 minutes, you dissipate and report to the Crossroads. While performing this Song, you state, "*No Effect*" to any Effect that isn't "*To Spirit.*"
- **Branch 1: Words of Encouragement** - *Stamina* - You may voice cast to Restore Stamina to a specific Patron. State, "*By Voice, To <Patron Name>, Restore 1 Stamina Point.*" You cannot target yourself with this Skill.
- **Branch 2: Practiced Dancer** - *Stamina* - "*Recoil, Disengage*" to a melee strike while performing a Song Skill.

Trunk Rank 5- Skaldic Concert
Per Event - You may put on a show, play, or concert to entertain a crowd of people. The show should involve live music, acting, comedy, or some other form of entertainment. The show should last for at least 10 minutes. At the end, you may empower some of your attendees. State, "*Grant Resist <effect you have a song for>*" to a number of people who participated, equal to the Trunks you have in the Socialite and Skald Path. Multiple Skalds with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Skalds are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.
- **Branch 1: Induce Dance** - *Stamina* - You may cause a target to Spin. Form a Gesture at a target then state, "*By Gesture, Spin 5 times.*"
- **Branch 2: Protected Performance - Self** - Whenever you begin to perform a song Skill, you may immediately Grant yourself Temporary Armor. State, "*From Force, Grant 1 Temp Armor*" on self.

Trunk Rank 6- Extra Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Master Musician
You can designate an instrument (or a necklace if you sing/read poetry) and attune to it. This item is special to you and powers your Long Rest abilities. You must spend 5 minutes every night cleaning, repairing, or tuning the item before bed to recharge its magical attunement to yourself, thus refreshing your Long Rest Skills. Additionally, you can now stack two performance effects once per Long Rest. You may only extend one of these songs after the initial 5 minute performance is complete.
- **Branch 1: Expert Dancer** - *Stamina* - You may Recoil a Repel Effect to a target while you are performing one of your Song Skills. State, "*Recoil, Repel*" to a melee strike while performing a Song Skill.
- **Branch 2: Motivational Speaker** - Your Words of Encouragement Skill now Restores 2 Stamina Points. State, "*By Voice, To <Patron Name>, Restore 2 Stamina Points.*"

Trunk Rank 8- Song of Empowerment
Stamina - You may protect your Patrons from Dominate and Pacify while you perform. To do so, expend a Stamina Point and State, "*To <Troupe>, while I perform, state, 'No Effect' to Dominate and Pacify*".
- **Branch 1: Unbreakable Voice** - *Stamina* - You may Resist a Silence Effect.
- **Branch 2: Unshakeable Groove** - *Stamina* - You may Resist a Root or Slow Effect while performing a Song Skill.

Trunk Rank 9- Advanced Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 10- Improved Resting Melody
Your Song of Rest affects +3 additional people.
- **Branch 1: Encouraging Presence** - *Stamina* - You may Restore Stamina to your Patrons by voice casting. State, "*By Voice, To <Troupe>, Restore 1 Stamina Point.*"
- **Branch 2: Reflecting Performance** - *Stamina* - You may Reflect a Spell while you are performing one of your Song Skills. State, "*Reflect*"

Trunk Rank 11- Song of Soothing
Stamina - You may protect your Patrons against Agony and Paralyze Effects while you perform. To do so, expend a Stamina Point and State "*To <Troupe>, while I perform, state, 'No Effect' to Agony and Paralyze.*"
- **Branch 1: Paralyzing Gaze** - *Stamina* - You can Paralyze someone with a Gesture. Striking a dramatic pose, form a gesture at your target, and State, "*By Gesture, Paralyze*".
- **Branch 2: Soothing Voice** - *Stamina* - You may Grant Temporary Hit Points by voice to your Patrons. State, "*By Voice, To <Troupe>, Grant 2 Temp Hit Points.*"

Trunk Rank 12- Lullaby
You gain +1 maximum Stamina Points.
Long Rest - You can cause an entire audience to Slumber with your voice. State, "*By Voice, Slumber, 30 seconds.*"
- **Branch 1: Unending Performance** - Your performances now last as long as you can keep playing. Stopping or switching to a different song will end the performance.
- **Branch 2: Group Dance** - *Stamina* - You may cause targets to Spin using your voice. State, "*By Voice, 30 feet, Spin 5 times.*"

Trunk Rank 13- Strong Constitution
+1 max Hit Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

> "*When the Blood King's Peace came down, there was no warning for those on the field. The soldiers on the front lines burst open as they killed their enemies. Within a moment there was a hundred yard gap between forces with a pile of corpses between them. The commanders got the hint pretty quickly after that.*"
>
> - Rekhiv Haridhil

Warrior
An excerpt from "Slest'sla: Of the Slaying of the Beast":

"....From high above the water he fell. The Beast's doom approached, For so too fell the bolt that Zephyrak held, And it was this that pierced the Beast's eye. It bellowed in agony and thrashed about its face, Until mighty Zephyrak swung the bolt through its other eye...."

For those who embrace the art of combat, specializing in the mastery of two-handed weapons and dual wielding to dominate the battlefield. As weapon masters and skilled melee combatants, Warriors are adept at delivering devastating blows. Warriors seek the thrill of close-quarters combat and wish to become the epitome of martial prowess.

Root
Weapon Master - You may wield a one-handed weapon larger than a Sidearm, a Two-Handed weapon, or two One-Handed weapons.

Trunk Rank 1 - Precision Attack
Stamina - **Melee** - You may deliver a Damage 2 Effect with a melee weapon
- **Branch 1: With a Flick of the Wrist** - *Stamina* - **Melee** - You may deliver a Disarm effect with a melee weapon.
- **Branch 2: Hamstring** - *Stamina* - **Melee** - You may deliver a Slow Effect with a melee weapon.

Trunk Rank 2- Sweep The Leg
Stamina - **Melee** - You may deliver a Prone Effect with a melee weapon.
- **Branch 1: Iron Grip** - *Stamina* - You may Resist a Disarm Effect.
- **Branch 2: Strong Stance** - *Stamina* - You may Resist a Prone Effect.

Trunk Rank 3- Novice Conditioning
+1 maximum Stamina Points.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Intermediate Armor Training
You may benefit from Tier 2 Armor.
- **Branch 1 - Duelist: Parry** - *Stamina* - **Melee** - You may Resist a weapon-delivered effect.
- **Branch 2 - Champion: Mighty Swing** - **Melee** - You may now add "*Pierce*" to any Prone Effect you deliver with a melee weapon.

Trunks 5 - 8: Refer To Sub-Paths
The Warrior Pathway is unique in how it splits and recombines to provide a variety of sub-path options. Trunks 5 - 8 are nested within their specific sub-paths, but come back together at Trunk 9.

Trunk 9- Advanced Conditioning
+1 maximum Stamina Points.
- **Branch 1 - Warlord:** Warshout - Stamina - You may now designate members of a Warband. Refer to the Warlord intro paragraph for info on Warbands. When you rally your Warband, state, "*By Voice, To <Warband Name>, Grant 2 Temp Hit Points*". You also benefit from this effect.
- **Branch 2 - Berserker:** Just See Red - Per Short Rest - You can inflict yourself with a Frenzy that lasts till the end of combat. Roleplay going into a blind rage. During this Frenzy, you can distinguish friend from foe and Execute downed enemies, but you MUST attack every enemy (perceived or otherwise) you find. For the duration of this Frenzy, your maximum and current Hit Points are doubled. When the rage ends, your max Hit Points returns to its normal amount and your current Hit Points drops to 1.

Trunk Rank 10 – Refer to Sub-Paths

Champion- Pre-Req: Mighty Swing

Champions are the mightiest Warriors to walk Aldwa, capable of feats of terrifying strength and ferocity. Favoring powerful attacks and overwhelming force, they wade into any fight with confidence. In the mind of a Champion, they are never surrounded - they've merely found a target rich environment.

Trunk Rank 5- Cleave

Melee - Whenever you use a melee weapon to successfully hit a target with a Damage 2 Effect, you may use an additional Damage 2 immediately on a different target without spending Stamina Points. This does not stack with itself.
- **Branch 1: Weapons Class - *Per Event* -** You may hold an exhibition of strength and skill that involves using melee weapons. The exhibition can involve some light drills, sparring, or teaching people how to properly use their weaponry. The exhibition should last for at least 10 minutes. At the end, you may empower some of your participants. State, "*Grant Damage 2 by melee*" to a number of people who participated, equal to the Trunks you have in the Warrior and Champion, Berserker, and Warlord Paths. Multiple Champions with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Champions are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.
- **Branch 2: Giant's Strength - *Passive* -** For the purposes of Strength tags, you now count as a Strength of 2 people. Additionally, you can carry bodies without any penalty to your walking speed.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Basic Fortitude

+1 maximum Hit Points.
- **Branch 1: Unstoppable Force - *Stamina* -** You may Resist a Paralyze Effect.
- **Branch 2: As Strong as an Oak - *Passive* -** You are immune to the Prone Effect. State, "*No Effect*" to any Prone Effects.

Trunk Rank 8- Blood Frenzy

When you have no Temporary Hit Points, Temporary Armor, or Armor, and are at 1 Hit Point- increase all of your Damage 2 Effects by 1; state, "*Damage 3*" instead.
- **Branch 1: Overwhelming Force - Melee -** Whenever you successfully deliver a Prone or Maim Effect to a target, you immediately gain one use of "*Damage 2*" that may be used on that same target.
- **Branch 2: Crushing Blow - *Stamina* - Melee -** You may deliver a Maim effect with a melee weapon. State, "*Maim*".

Trunk Rank 9 – Refer to Warrior Path

Duelist- Pre-Req: Parry

Duelists embody martial grace and precision. Every enemy attack leaves an opening for the Duelist to take advantage of. Crossing blades with one is a mistake not many live to regret.

Trunk Rank 5- Riposte

Melee - Whenever you use your Parry Skill to Resist a melee weapon strike, you may immediately swing a Damage 2 Effect that costs no Stamina Points. You must use this Damage 2 immediately on the target who's attack you Parried.
- **Branch 1: Quick Maneuver - *Stamina* - Melee -** You may deliver a Disengage Effect with a melee weapon.
- **Branch 2: Dueling Class - *Per Event* -** You may hold an exhibition of agility and Skill that involves using weapons. The exhibition can involve some light drills, sparring, or teaching people how to properly use their weaponry. The exhibition should last for at least 10 minutes; at the end, you may state, "*Grant Resist to a weapon delivered Damage effect while holding a weapon*" to a number of people who participated, equal to the Trunks you have in the Warrior, Duelist, Berserker, and Warlord Paths. Multiple Duelists with this Skill may hold their exhibitions together to increase the number of people who receive this benefit (e.g., 10 people can benefit if 2 Duelists are teaching, etc.). You cannot Grant yourself this benefit. If a participant is a stranger to you or is at their first game, you may Grant them this benefit without it counting against your total.

Trunk Rank 6- Extra Conditioning

+1 maximum Stamina Points.
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 7- Basic Fortitude

+1 maximum Hit Points.
- **Branch 1: Bloodlust -** After Executing a target, you may add +1 to your next Damage Effect. This bonus does not persist after combat ends.
- **Branch 2: Fighter's Focus - *Stamina* -** You may Resist a Weakness Effect.

Trunk Rank 8- Fancy Footwork

Self - Whenever your Riposte successfully hits a target, you immediately cast "*From Bone, Grant 1 Temp Armor*" on self.
- **Branch 1: Twin Strike - Dual Wield -** You can hit two separate foes simultaneously with one use of a Weapon delivered Skill.
- **Branch 2: Buckler Training -** You may use a small, buckler sized shield. The sum of the length and width of the shield can be no larger than 32 inches. Neither dimension can exceed 20 inches.

Trunk Rank 9 –Refer to Warrior Path

Berserker- Pre-Req: Just See Red

It's tempting to reduce the Berserker to nothing more than a chaotic force on the battlefield, but their resilience and drive are unmatched by anyone else. Berserkers shrug off enemy attacks and wreak havoc on any foe unfortunate enough to be nearby. They're not nice when they're angry.

Trunk Rank 10- Adrenaline Surge
Passive - Whenever you are hit with a Called Damage Effect and take the Effect, you Restore 1 Stamina Point.
- **Branch 1: Bloody Mary - Self -** Whenever you successfully Execute a target, you may immediately cast "*From Blood, Grant 1 Temp Hit Point*" on self.
- **Branch 2: Gashing Wound -** *Stamina* - **Melee -** You can deliver a Rend effect with a melee weapon. State, "*Rend*"

Trunk Rank 11- Endless Rage
Passive - Your Only See Red Skill cannot be ended prematurely. State, "*No effect*" to Pacify and Cure Frenzy while using your Just See Red ability. Additionally, Unconsciousness does not end your Frenzy, it only ends once the battle is over.
- **Branch 1: Explosive Rage -** *Passive* - Whenever you take a Taunt or Frenzy Effect, your next Damage Effect is made with +1 Damage.
- **Branch 2: War Stomp -** *Stamina* - You can knock over others with the force of your mighty stomp. Roleplay a massive stomp or jumping and slamming your feet down. State, "*By Voice, 15 feet, Prone.*"

Trunk Rank 12- Savage Attacks
You have +1 maximum Stamina Points.

Additionally, while Frenzied, your Precision Attack is increased to Damage 3. If you are also under the effect of Blood Frenzy, it is increased to Damage 4.
- **Branch 1: Controlled Anger -** *Passive* - You may choose to ignore Frenzy or Taunt. State, "*No Effect*" to these.
- **Branch 2: Spell Absorption -** *Passive* - Whenever you are hit by a Spell from an enemy, you also take a Heal 1 Effect. This Heal 1 occurs even if you Resist the Spell.

Trunk Rank 13- Strong Constitution
+1 max Hit Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning
+1 max Stamina Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Warlord- Pre-Req: Warshout

Warlords are the pinnacle of excellence in battle. They are at the forefront of every assault, throwing down enemies and piercing through the hardest defenses. In action and word, Warlords lead their allies to victory.

Some Skills in this Pathway refer to individuals known as your Warband. You can designate 3 people as members of your Warband. You can designate Warband members during a Short Rest. To designate a member, state to them, "*I Designate you as my Warband, Grant <Warband Name> Trait.*" You should come up with a clever and unique name for your Warband that stands out, as you will be making calls during combat to them. When you assign a Warband member, you gain your own <Warband> Trait. An individual person can only benefit from one Warband Trait at a time. If a Warband member dies and does not return from the Crossroads, you may designate a replacement Warband member without taking a Short Rest.

You can rally your Warband by blowing a horn or shouting a battle shout of at least 8 syllables.

Trunk Rank 10- Deadbutt
Stamina - When hit by a melee strike, you may Recoil a Prone Effect. State, "*Recoil, Prone*".
- **Branch 1: Blood of the Covenant -** You may heal members of your Warband at the cost of your own vitality. You may cast, "*By Voice, To <Warband Member's Name>, From Blood, Heal 1.*" When you use this Skill, you immediately take 1 Damage to self.
- **Branch 2: Torturous Strike -** *Stamina* - **Melee -** You can deliver an Agony effect with a melee weapon.

Trunk Rank 11- Punishing Riposte
Stamina - If one of your weapon-delivered Damage Effects is Resisted, you may immediately swing that Damage Effect again and add, "*Critical...*" to the Effect.
- **Branch 1: Strike Them Down -** Your Warshout Skill makes your Warband more powerful. You may append "*...and Grant Damage 2 on your next swing*" to your War Shout call.
- **Branch 2: With Strength of Arm - Passive -** You are now immune to having your arms Maimed. State, "*No effect*" to any Maim targeting your arms.

Trunk Rank 12- Legendary Warrior
You have +1 maximum Stamina Points.

Melee - You may stack Cleave with itself. Additionally, you may Riposte or Punishing Riposte twice on the same target instead of once.
- **Branch 1: Marauding Martyr -** *Passive* - *Per Short Rest* - Your Warband gains power to avenge you. When you fall into the Dying state, you may yell something like, "*avenge me!*" When you do, state, "*By Voice, To <Warband>, Grant Damage 3 on your next swing*".
- **Branch 2: Devastating Slam -** *Stamina* - **Melee -** You can deliver a Destroy Effect with a melee weapon.

Trunk Rank 13- Strong Constitution
+1 max Hit Points
- **Branch 1: Multi-Path -** Choose a Root Skill for another Pathway.
- **Branch 2: Backfill -** Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 14- Master Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 15- Godly Conditioning

+1 max Stamina Points
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Acolyte

Observational Notes from Ash Gleaner Sophia Agosti:

"The practitioners tend to operate in two ways- an individualist approach or a community informed practice. The individualists have discovered how to channel magic into the weave of a special paper through meditative practices like prayer or repetitive gestures. The community leaders seem to manipulate the energy of others through spoken word and crude, unrefined ritualistic behavior. They claim that these effects are 'blessings' from the gods, their ancestors, or natural forces but in reality I think it's a clever manipulation of..."

Root

Acolyte Initiate - You gain the traits Acolyte and Condenser

Trunk Rank 1 - Apprentice Acolyte

You may use Acolyte equipment such as an established shrine to condense essence or generate a blessing for your shrine. Spend at least 5 minutes roleplaying at the appropriate crafting equipment, at the conclusion of the 5 minutes roll one crafting die to determine the Item Tier table you are able to produce.
- **Branch 1: Shrine Craft -** *Per Event* - You may establish a shrine to an entity you worship. Spend at least 5 minutes conducting rites to sanctify the shrine and attach the appropriate tag to it. The shrine can produce a blessing for you and one other person.
- **Branch 2: Minor Scroll Craft -** *Per Event* - You may craft a minor scroll. To do so, spend at least 5 minutes in meditation at your shrine condensing energy and knowledge into a paper, then expend 1 use of a Skill. The Skill expended is copied into the scroll - tag the scroll with the following, *"Minor Scroll. This item may only be used by its creator. Scroll of <Skill Name>"*. You may destroy this Scroll to use 1 instance of the Skill listed." When storing a Skill into a scroll, that Skill use is expended as normal and restored as normal. When using a Skill from a scroll, it does not require a Stamina Point to use as the cost has already been paid when storing the Skill.

Trunk Rank 2- Skilled Acolyte

Long Rest - while crafting with this path, you may adjust the outcome of your highest crafting die by +2. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.
- **Branch 1: Sanctify -** *Long Rest* - You may spend at least 5 minutes roleplay in dedication to a shrine to refresh its benefits (Charges and any active Blessing on the Shrine).
- **Branch 2: Reduce, Reuse, Recycle -** *Per Event* - You can use a basic scroll without consuming it. This can only be done once per scroll (a maximum of two uses per basic scroll).

Trunk Rank 3- Guided Hand

While crafting with this path, you may adjust the outcome of your highest crafting die by +3. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.
- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4- Improved Acolyte

While crafting with this path, you roll two dice and take the greater of the two numbers rolled as your outcome.
- **Branch 1: Devout** - Your Shrine benefits may be extended to 2 additional persons per purchase. Multi-purchasable up to 4 times.
- **Branch 2: Enhanced Crafting -** *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 2 or greater, you may instead choose to craft from the tier 1 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk Rank 5- Expert Acolyte

While crafting with this path, you roll three dice and take the highest number rolled as your outcome.
- **Branch 1: Dedicated Focus -** *Long Rest* - While crafting with this path, you may adjust the outcome of one of your crafting dice by up to +3. Multi-purchasable up to 4 times.
- **Branch 2: Back to Basics -** *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 3 or greater, you may instead choose to craft from the tier 2 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk 6- Master Acolyte

You gain the "Master Crafter" trait. Additionally, select the Root Skill of another pathway.
- **Branch 1: Major Scroll Craft -** *Per Event* - You may store the use of any Non-Crafting Pathway Skill from yourself or another person into a holy writ. This expends the use of the Skill, which refreshes normally. Writs created in this way expire 4 events after the event in which it was created. This scroll can only be used by the appropriate pathway.
- **Branch 2: Jack of All Trades** - You may select 1 Multi-Purchasable Skill from this path to gain 1 additional use of that Skill. Moving forward, you may purchase additional uses of any multi-purchasable Skill in this path for the CP indicated: 10, 20, 30, 40

"O Master of Time, Changemaker, The Harbinger, and Tender of Lives–Great Tharanis, who we call on at the precipice of this great working's success, guide us towards this new era with grace and clarity. Let these souls move peacefully into their next stage of life so that we all may survive the challenges of today, and tomorrow, and all days henceforth."

- Fáheirg Daelmog

~ A Prayer to Tharanis ~

Apothecary

Notes from the margins of A Visual Guide of Spring Flora: *"In the early days of spring; bright yellow flowers line the roads in such abundance one can simply reach out and grab what they need. The children especially enjoy gathering these blossoms while hanging precariously from the sides of the caravel. They come to the apothecary covered in pollen to receive sweet treats as payment."*

Root

Apothecary Initiate - You gain the traits Apothecary and Herbalist

Trunk Rank 1 – Apprentice Apothecary

You may use apothecary equipment such as a mortar/pestle or vials to attempt to mix a compound such as a potion or tincture. Spend at least 5 minutes roleplaying at the appropriate crafting equipment, at the conclusion of the 5 minutes roll one crafting die to determine the Item Tier table you are able to produce

- **Branch 1: Alchemical Kit** - You can create a kit to hold your compounds. You gain 3 Azoth components that may be used with your Apothecarist Skills or crafts. Your Azoth is fully refreshed at the start of each event.
- **Branch 2: Extended Shelf Life** - *Per Event* - You may extend the expiration of 1 Salve, Oil, or Potion by up to 1 event past its original expiration date. Multi-purchasable up to 2 times.

Trunk Rank 2– Skilled Apothecary

Long Rest - while crafting with this path, you may adjust the outcome of your highest crafting die by +2. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Restore Stamina** - *Per Event* - If you receive a "Restore Stamina Points" effect, you may instead Restore the same amount of Azoth.
- **Branch 2: One for Me, One for You** - Whenever you consume a potion, tincture, or brew, you may designate one other person to also receive its effects; State *"Grant [Item Effects]"*. The range of delivering this effect is Touch to the other person and Self to you.

Trunk Rank 3– Guided Hand

While crafting with this path, you may adjust the outcome of your highest crafting die by +3. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Improved Apothecary

While crafting with this path, you roll two dice and take the greater of the two numbers rolled as your outcome.

- **Branch 1: Increased Azoth Capacity** - Your maximum Azoth is increased by 1 per purchase. Multi-purchasable up to 3 times.
- **Branch 2: Enhanced Crafting** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 2 or greater, you may instead choose to craft from the tier 1 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk Rank 5– Expert Apothecary

While crafting with this path, you roll three dice and take the highest number rolled as your outcome.

- **Branch 1: Dedicated Focus** - *Long Rest* - While crafting with this path, you may adjust the outcome of one of your crafting dice by up to +3. Multi-purchasable up to 4 times.
- **Branch 2: Back to Basics** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 3 or greater, you may instead choose to craft from the tier 2 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk 6– Master Apothecary

You gain the "Master Crafter" trait. Additionally, select the Root Skill of another pathway.

- **Branch 1: Savant** - *Post Event* - You may attempt to design a new compound such as a potion or tincture. Pending plot approval, you may then purchase the recipe and build it for the next event. Invented recipes are "owned" by the inventor and cannot be duplicated for at least 2 events by another player after they are first designed. Some attempts may be complicated and require multiple uses of this Skill before succeeding. Alternatively, between events, you may study or reflect on the design of an item that could be produced with this craft and that you have seen, and then attempt to make it. There is no guarantee the attempt will succeed, and some items are simply too complicated or do not fit the crafting type.
- **Branch 2: Jack of All Trades** - You may select 1 Multi-Purchasable Skill from this path to gain 1 additional use of that Skill. Moving forward, you may purchase additional uses of any multi-purchasable Skill in this path for the CP indicated: 10, 20, 30, 40

Azoth

Azoth is a special component that skilled Apothecaries can use to substitute for other components when crafting their recipes. It may only be used to substitute for Apothecary crafting recipes on a 1:1 ratio of Azoth : Component.

Blacksmith

Journal Entry dated from 10 AF:

"In the beginning we were simple farmers, miners, and smiths. Many of us had forged tools, vessels, and ingots, but few had actually made a blade let alone wielded one. But the craft is the craft and there's not much difference between a spade and a blade. In the days after the Sundering, before the new magics were known, it was the short swords and the fortified armor that kept Pelolia safe. The Li'ah would be gone if it weren't for the blacksmiths."

Root

Blacksmith Initiate - You gain the traits Blacksmith and Miner

Trunk Rank 1 – Apprentice Blacksmith

You may use blacksmithing equipment such as an anvil or forge to attempt to smith an item. Spend at least 5 minutes roleplaying at the appropriate blacksmith equipment, at the conclusion of the 5 minutes roll one crafting die to determine the Item Tier table you are able to produce.

- **Branch 1: Skilled Repair** - *Rest Skill* - You may use blacksmithing equipment such as an anvil or forge to repair Armor more effectively than the average adventurer. You may expend 1 Stamina Point or 1 Iron Ore (up to 3 total), to repair that many sets of Armor, Shields, or weapons during a Short Rest. Any Stamina Points spent this way do not recover at the end of this Short Rest.
- **Branch 2: Efficiency** - You may shorten your repair time by five minutes. In addition, your Basic Repair Skill can be performed outside of a Short Rest.

Trunk Rank 2– Skilled Blacksmith

Long Rest - while crafting with this path, you may adjust the outcome of your highest crafting die by +2. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Multi-Tasking** - *Long Rest* - You may spend at least 5 minutes roleplay in dedication to a shrine to refresh its benefits.
- **Branch 2: Working Pace** - You may shorten your repair time by five minutes. You cannot reduce your repair time to less than five minutes total. In addition, you may now repair Tier 2 Armor without being at the forge.

Trunk Rank 3– Guided Hand

While crafting with this path, you may adjust the outcome of your highest crafting die by +3. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Improved Blacksmith

While crafting with this path, you roll two dice and take the greater of the two numbers rolled as your outcome.

- **Branch 1: Speedy Patch Work** - *Long Rest* - You may spend 5 minutes at the forge creating 3 Armor repair patches out of scraps. Each patch Restores 1 Armor Point to a set of Armor. You can apply these through 10 seconds of roleplay jerry rigging the patch onto the Armor. You can split these up or apply all 3 to a single set. Each patch takes 10 seconds to apply and they can only be applied by their creator.
- **Branch 2: Enhanced Crafting** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 2 or greater, you may instead choose to craft from the tier 1 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk Rank 5– Expert Blacksmith

While crafting with this path, you roll three dice and take the highest number rolled as your outcome.

- **Branch 1: Dedicated Focus** - *Long Rest* - While crafting with this path, you may adjust the outcome of one of your crafting dice by up to +3. Multi-purchasable up to 4 times.
- **Branch 2: Back to Basics** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 3 or greater, you may instead choose to craft from the tier 2 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk Rank 6– Master Blacksmith

You gain the "Master Crafter" trait. Additionally, select the Root Skill of another pathway.

- **Branch 1: Savant** - *Post Event* - You may attempt to design a new smithing item. Pending plot approval, you may then purchase the recipe and build it for the next event. Invented recipes are "owned" by the inventor and cannot be duplicated for at least 2 events by another player after they are first designed. Some attempts may be complicated and require multiple uses of this Skill before succeeding. Alternatively, between events, you may study or reflect on the design of an item that could be produced with this craft and that you have seen, and then attempt to make it. There is no guarantee the attempt will succeed, and some items are simply too complicated or do not fit the crafting type.
- **Branch 2: Jack of All Trades** - You may select 1 Multi-Purchasable Skill from this path to gain 1 additional use of that Skill. Moving forward, you may purchase additional uses of any multi-purchasable Skill in this path for the CP indicated: 10, 20, 30, 40

"Where did the Sundering start?

A question that every historian since has tried to answer.

The Archive holds many of the first-hand accounts - I've poured over them as I've been allowed to - but none of them point to a consistent location. What I have noticed is a significant lack of records from the Fola region at that time, which leads me to believe that anyone who was alive to see what happened there didn't have time to escape. I believe that was the epicenter.

This is only conjecture though. I'd have to confer with the scholars in Hightower before I can say my theory is correct."

- Archivist Isabella Garné

Survivalist

Interview with an expert from "The Art of Surviving":

"Surviving? Most people can survive off the land at this point. Fire, water, shelter, and food are all basic skills everyone should have. A true savant can thrive anywhere she goes! It just takes a keen eye, some creativity, and some company doesn't hurt. Muffin? Tea?"

Root

Survivalist Initiate - You gain the traits Survivalist and Gatherer

Trunk Rank 1 – Apprentice Survivalist

You may use Survival equipment such as a tanning rack, shears, a loom, or butcher station to produce an item helpful in survival or homesteading. Spend at least 5 minutes roleplaying at the appropriate crafting equipment, at the conclusion of the 5 minutes roll one crafting die to determine the Item Tier table you are able to produce.

- **Branch 1: Scavenging** - *Long Rest* - When crafting an item that requires animal parts or leather, you may retain 1 of the components that would otherwise be consumed in the craft.
- **Branch 2: Forager's Sense** - You know what it takes to survive in a variety of situations and are especially well-tuned to disturbances in the environment. You will passively receive information at check-in about changes to the area such as resources that may be available to gather.

Trunk Rank 2– Skilled Survivalist

Long Rest - while crafting with this path, you may adjust the outcome of your highest crafting die by +2. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Architect** - You are able to glean insight from the structure and design of buildings, you may interact with Architect tags and craft items that require the Architecture Skill.
- **Branch 2: A Meal is Better Shared** - When consuming a crafted foodstuff or drink, you may designate one other person to also receive its effects; State "*Grant [Item Effects]*". The range of delivering this effect is Touch to the other person and Self to you.

Trunk Rank 3– Guided Hand

While crafting with this path, you may adjust the outcome of your highest crafting die by +3. You may use this ability a number of times equal to the amount of Trunks you have unlocked in this pathway.

- **Branch 1: Multi-Path** - Choose a Root Skill for another Pathway.
- **Branch 2: Backfill** - Choose a Branch Skill from a previous Rank that you didn't choose.

Trunk Rank 4– Improved Survivalist

While crafting with this path, you roll two dice and take the greater of the two numbers rolled as your outcome.

- **Branch 1: Rub Some Dirt in it** - *Long Rest* - You may expend a nature-based crafting component (wood, herbs/plants, animal parts, etc.) and spend 30 seconds roleplay applying pressure or otherwise treating the wound with the component to a target and extend their Dying count for up to 15 minutes.
- **Branch 2: Enhanced Crafting** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 2 or greater, you may instead choose to craft from the tier 1 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk Rank 5– Expert Survivalist

While crafting with this path, you roll three dice and take the highest number rolled as your outcome.

- **Branch 1: Dedicated Focus** - *Long Rest* - While crafting with this path, you may adjust the outcome of one of your crafting dice by up to +3. Multi-purchasable up to 4 times.
- **Branch 2: Back to Basics** - *Long Rest* - Upon completing your crafting roll, if your outcome was for tier 3 or greater, you may instead choose to craft from the tier 2 table and produce an improved outcome (see recipes). Multi-purchasable up to 4 times.

Trunk 6– Master Survivalist

You gain the "Master Crafter" trait. Additionally, select the Root Skill of another pathway.

- **Branch 1: Preserves** - *Post Event* - You may utilize your Skill and knowledge of preserving natural materials to extend the expiration of a nature-based component (wood, herbs/plants, animal parts). Attach the appropriate effect card to the component to indicate its new expiration date (1 year from the event this Skill was used). A component may only be extended 1-time in this way.
- **Branch 2: Jack of All Trades** - You may select 1 Multi-Purchasable Skill from this path to gain 1 additional use of that Skill. Moving forward, you may purchase additional uses of any multi-purchasable Skill in this path for the CP indicated: 10, 20, 30, 40

"I don't know why scholars are still so eager to figure out what caused the Veil Sundering over 100 years later. Yeah, a lot of people died, the whole world was shattered, everything changed– I'm not saying it wasn't a big deal–but I don't see how knowing what happened could lead to anything but another Sundering, except worse...

I tried to warn her but it was too late. The ash from the Rift fell on her and she... she turned gray and her arms splintered out... I've never heard anyone scream like that, before or since...

Some secrets are better left buried in the past."

- Gunja Graelin

Spending Character Points

During the event, and for some period of time near the event (typically 2 weeks prior and up to 1 week after), character sheets will be locked and no changes may be made. Outside of that lockout period, CP can be spent at any time!

CP Caps / Progression Limits

While there is no cap to the amount of CP you may accrue, there is a limit to the amount of Trunk Skills that each character can obtain in the Skill Pathways (15 total). Additionally, there is a limit to the rate of progression: Characters may have a number of Trunk Skills equal to the total number of events + 2.

Of Note: Secret or Hidden Pathways / Skills do not count towards the maximum Trunk Limit unless explicitly noted in the Trunk Skill description.

Character Advancement:

Characters advance through both narrative and mechanical means. Action or inaction in the game world may lead to a variety of outcomes, some of which might advance a character's goals, motivations, or pursuits. Mechanical progression is primarily done through advancement in the skill pathways, which convey Skills and Effects that the character can use. Advancement or progression along these pathways requires a certain amount of Character Points (CP). The pathways are designed such that it should be possible for a given character to advance after each event played, assuming the Player also submitted feedback.

Gaining Character Points

Attending an event grants 10 CP. Submitting feedback after attending an event also grants 10 CP. CP may also be acquired through donation of time, materials, or items to the game. Staying to help cleanup at the end of an event and/or helping with event setup is one way to earn CP, and there is typically a CP bonus offered for efficient cleanup at the end of events. Fulfilling donation requests for items or materials needed to run the game is another method for gaining CP; these requests use a standard ratio of $5 : 1 CP based on the cost listed in the request. At times, there may be opportunities offered to earn additional CP through the donation of time such as assisting with crafting or build days to construct boffers/costuming or help organize game supplies.

CRAFTING

Generally, crafting in a LARP game requires a certain amount of abstraction or suspension of disbelief. The crafting options available in our game provide opportunities for folks to engage in this particular flavor of roleplay, but they are not the primary focus of our game system and as such do not have the same depth of progression as the other adventuring skill pathways. In order to engage with the crafting system of our game, you must have an appropriate crafting Trait. These Traits are conveyed most commonly through character creation or character progression by selecting one of the crafting pathways and associated skills therein. Crafting Traits may also be conferred through the use of in-game items, often temporarily or for a certain number of uses.

Recipes

The crafting recipes contained in this section are widespread knowledge in the world of Aldwa and accessible to any crafter so long as they have the requisite materials. New recipes may be developed or discovered over the course of play or through the use of certain Post Event Skills such as the Blacksmith's Savant Skill.

Abstraction & Gamification

The abstraction used for our game is simply time and is represented by a dice roll following a set period of roleplay to indicate how well prepared the crafter is for the crafting attempt they are about to make. Time spent crafting does not count as resting for the purposes of Short Rests.

Crafting Dice

All crafting requires some amount of preparation. Whether that be arranging your tools, sterilizing vessels, preparing reagents, sharpening a chisel, or focusing your energy; this is represented by a default of 5 minutes of roleplay by the crafter. At the end of this roleplay duration, you roll a d6 die or dice based on your crafting pathway skill(s) to see how effective your preparation was. The outcome corresponds to the Crafting Tier that is achievable by that attempt (see the Crafting Outcomes Table).

Players are encouraged to bring crafting dice and make them a part of their kit if playing a character engaging with the crafting pathways. A dice set will be available at the crafting area if you forget to bring one.

Always take the Highest Value

When rolling multiple dice, you always take the higest value rolled as the outcome! Having multiple dice in your pool means you are more likely to be able to achieve higher tier crafts more consistently.

Critical Success

Rolling two 6's during the same crafting attempt indicates a Critical Success. You may not achieve a Critical Success when rolling only 1 die. There is no such thing as a double nor triple critical success- if you roll more than 2 dice, multiple 6's rolled beyond two do not matter. Critical Success is required to craft a Tier 4 Crafting Recipe. Some Skills may allow you to manipulate one or more dice rolled and attempt to "force" a Critical Success.

Modification of Rolls

Certain pathways skills or items may also give you the ability to modify the number of dice rolled, or the outcome of one or more dice rolled, or the outcome of a lower tier than rolled (enhanced crafting). Refer to the specific skills or item descriptions on how and when you are able to do this. Modified outcomes may produce Critical Successes.

Number Rolled	Outcome
1 - 3	Tier 1
4 or 5	Tier 2
6	Tier 3
Critical Success (two 6's)	Tier 4

Enhanced Crafts

Some recipes include an Enhanced outcome that crafters with the appropriate Skill may choose to expend that Skill as part of their crafting to create the Enhanced item instead of the typical recipe output. Enhanced crafts always require 2 conditions in addition to the typical crafting process:

1. The crafter must have the Skill to create Enhanced outcomes for the given Tier of the recipe and use an instance of that Skill
2. The crafter's attempt must have exceeded the value needed for that recipe's typical crafting Tier. Example: Enhanced Tier 1 recipes require a roll of 4 or higher.

Components

Components are used for crafting items in-game. In order to create the item in-game and gain the benefits of that item, the crafter must have the necessary components when they attempt to make it. Every component has Component Traits. Some recipes also require the crafter to have a specific Trait in order to craft them.

Using Components

Crafting components are only expended upon successful creation of an item (unless otherwise and explicitly noted on the component). If you did not achieve the desired outcome for your crafting attempt, you may choose to start another preparation (5 minutes roleplay) without expending the components until you achieve the outcome you are looking for.

Gathering Components

Components can be found in the game in a variety of ways. They may be found as loot on creatures, traded for with NPCs or other PCs alike, or gathered from resource rich locations. Some components may need to be crafted by PCs or NPCs.

You may come across a component in-game that has a tag associated, requiring a specific Trait to harvest. If you do not have the relevant Trait(s), then you are unable to collect it. However, your character may still be aware that something notable exists in the world and you are welcome to call attention to it for your fellow PCs. If you do not have the relevant Trait(s), you are not aware of what is required to gather it, but are aware that it exists- for example, "Hey folks, I just spotted a bunch of weird shiny rocks out in the woods, I don't know how to collect them or if they're worth anything..."

Traits vs. Specific Components

All components have Component Traits. Some recipes call for specific components- which, generally, may not be substituted unless a Skill or Item gives you the ability to do so. However, some recipes call for one or more Traits, in those cases- any component that provides that Trait may be used.

Component Types

A list of widely known components are provided below. Components may also include rare, named unique components such as "Lydia's Tears" which is a specific type of plant not commonly found in the world. A component guide book is provided in-game for crafters as a point of reference should there be any questions that arise in identifying a component. There will be components that appear in game from time to time that are not listed below. Any listed with < name > indicate a variable name based on the associated category, for example <element> could be Fire, Water, Earth, Etc.

- Iron Ore
- Copper Ore
- Silver Ore
- Sulfur
- Wood
- Coal
- Purified Water
- Mushroom
- Sap
- Wildflowers
- Fruit
- Spirit Essence
- <Deity> Essence
- <Element>
- Leather
- Bone
- <Animal / Creature> Gland
- Meat
- Bile
- Alchemist's Fire
- Acolyte Charm
- Offering Bowl

Expiration

All crafting components and crafted items expire. The default rate of their expiration differs between these two categories.

Component vs Crafted Item Expiry

Unless otherwise stated on the components or item tag, all components expire after their 2nd event. In other words, at the end of the event after the component was gathered, it expires.

Unless otherwise stated on the components or item tag, all crafted items expire after their 3rd event. Some crafted items are consumable and will expire or be used up when they have no more uses left, which will likely occur prior to their typical expiration. Be sure to review the specific details of the item tag if questions arise.

Limits of Crafted Item Benefits

An item may benefit from a maximum of 1 Enhancement at any given time (unless a specific item description states otherwise). Similarly, a weapon may only have 1 Oil on it at a given time, however a person could conceivably carry multiple weapons with different forms of Oils applied. You may have a weapon that has both an Enhancement and an Oil applied to it at the same time.

Some categories of item convey benefits that only target the consumer such as Potions, whereas others such as Salves give the option to deliver the Effect via Packet Touch- allowing the user to target themself or another person. Some items convey benefits in the form of Grants, these follow the typical Grant rules and restrictions.

Consumable items have a default of 1 use unless otherwise specified in the item description. Consumable items follow the same Crafted Item expiry timeline, but are destroyed / used up once they run out of uses- which may occur before the item expires.

Crafted Item Types

Category	Description
Architecture	Consumable that applies a specified Effect to a structure or those within a structure.
Component	Used in Crafting recipes
Enhancement	Consumable Effect that enhances a target object or piece of equipment as specified in the item description. Continues to affect the targeted object regardless of wielder. An item may have a maximum of 1 Enhancement.
Tools	Conveys ability to interact with the world as specified on the item tag
Potion	Consumed by the user, after which they take the Effect stated to Self
Salve	A topical treatment, applied by Packet Touch to a target. May target self.
Bomb	Represented by a Packet Thrown Effect.
Oil	Effect applied to a melee weapon or thrown weapon. An item may only have 1 Oil on at a time.
Shrine	A Special type of resource node that can be used by Acolytes and can hold Blessings
Blessing	A Special type of Grant that are delivered to the person enacting it (often an Acolyte) and may be imparted to a number of people based on the power of the shrine used and/or the skill of the Acolyte enacting the blesing
Consumable	Applies the specified Effect upon consumption of the item or as specified in the item description. Targets Self unless otherwise specified in the item description

"Since Components expire after 2 events, but Crafted Items expire after 3 events- you can effectively extend the benefits of some components by Crafting them into things on their 2nd event!

Or, ya know, you could just make a bunch of stuff and use them and benefit from those immediately!

I don't really know which approach is best, I don't actually craft anything, just really good advice!"

Acolyte Recipes
Tier 1

Basic Shrine

Tier 1 - Shrine

Components:

N/A	

Provides the crafter of this Shrine with 3 Charges that may be used in place of Spirit Essence for crafting purposes.

Unfettered Travel (Golden Road)

Tier 1 - Blessing

Components:

Spirit Essence	Trait: Metal
Shrine	

Grant Resist Slow

Enhanced Effect:
Grant "Until your next Short Rest, you are Shelled against any Slow Effect with an unstated duration or a duration of 10 seconds or less. State 'Shell'"

Bodily Strength (Ashok or Valorheart)

Tier 1 - Blessing

Components:

Spirit Essence	Purified Water
Shrine	

Grant Resist Weakness

Enhanced Effect:
Grant 2 uses: Resist Weakness. Upon successfully Resisting a Weakness Effect, you may immediately swing "Damage 2" with a melee weapon against the target that triggered your Resist without expending Stamina to do so.

Talisman

Tier 1 - Consumable

Components:

Spirit Essence	Trait: Element
Shrine	

You may Resist the next Spirit Effect that hits you; doing so consumes this item

Ember's Inspiration (Forsyth)

Tier 1 - Blessing

Components:

Spirit Essence	Trait: Heat
Shrine	

Grant Your next crafting attempt made within 10 ft of this shrine takes only 1 minute of preparation time instead of the normal 5 minutes.

Enhanced Effect:
Grant +2 to the outcome of your second die rolled during your next crafting attempt
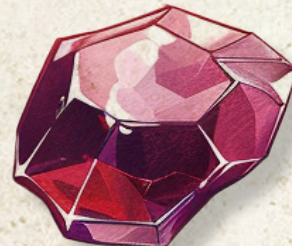
Acolyte Recipes
Tier 2

Hallowed Shrine

Tier 2 - Shrine

Components:

Trait: Essence	Trait: Metal
Bone	Basic Shrine

Provides the crafter of this Shrine with 4 Charges that may be used in place of Spirit Essence for crafting purposes. Adds +1 to who you can bless.

Hallowed Shrine Restoration

Tier 2 - Consumable

Components:

Wood	Trait: Metal
Hallowed Shrine	

Reset your medium shrine's expiration date

Acolyte Charm

Tier 2 - Component

Components:

Spirit Essence	Spirit Essence
Trait: Plant	Shrine

Crafting Component

Favor of the God(s)

Tier 2 - Blessing

Components:

Spirit Essence	Purified Water
Shrine	

Grant You are blessed with the favor of one or multiple gods, Extend your Dying Count to 10 Minutes.

Decay's Resilience (Moros)

Tier 2 - Blessing

Components:

Spirit Essence	Trait: Oil
Shrine	

Grant 2 uses:Resist Agony

Enhanced Effect:

If completing a Short Rest within 10 ft of this shrine, at the end of that Short Rest you also take a Cure Agony, Cure Maim, and Cure Weakness Effect. You may only benefit from this Blessing once per long rest

Natural Cycle (Moros)

Tier 2 - Blessing

Components:

Spirit Essence	Sap
Shrine	

Grant 2 uses: Resist Blight

Enhanced Effect:

If completing a Short Rest within 10 ft of this shrine, at the end of that Short Rest you also take your choice (1) of Effect: Cure Poison OR Cure Blight. You may only benefit from this Blessing once per long rest..

Magic Mastery (Tharanis)

Tier 2 - Blessing

Components:

Spirit Essence	Copper Ore
Shrine	

Grant Your next Damaging Force Effect is thrown with +1 Damage

Enhanced Effect:

Grant Your next Damaging Force Effect is thrown with +3 Damage

Wolven Strength (Ashok)

Tier 2 - Blessing

Components:

Spirit Essence	Copper Ore
Shrine	

Grant +1 Damage to your next Weapon-Delivered Damage

Acolyte Recipes

Tier 2

Veil's Power (Veilmother)

Tier 2 - Blessing

Components:

Spirit Essence	Trait: Element
Shrine	

Grant Your next Damaging Spell is thrown with +1 Damage

Enhanced Effect:
Grant Your next Damaging Spell is thrown with +2 Damage

Unburdend Travel (Golden Road)

Tier 2 - Blessing

Components:

Spirit Essence	Trait: Oil
Shrine	

Grant 2 uses: Resist Root

Enhanced Effect:
Grant "For the next hour, you are Shelled against any Root Effect with an unstated duration or a duration of 10 seconds or less. State 'Shell'." Additionally, until this benefit expires, you may spend 10 seconds appropriate RP to Cure Bind on yourself.

Like a Dying Flame (Forsyth)

Tier 2 - Blessing

Components:

Spirit Essence	Crafted Item
Shrine	

You may sacrifice (Destroy) a crafted item to gain 1 Packet delivered "Damage X" Effect. The amount is equal to the Tier of the item sacrificed.

Enhanced Effect:
You may sacrifice a weapon. When you do, that piece of equipment takes the Destroy Effect. If the Destroy Effect is successful you may immediately deliver a Packet-Touch Effect of Grant either: <2 Temporary Armor Points> or <2 Temporary Hit Points>

Tier 3

Exalted Shrine

Tier 3 - Shrine

Components:

Trait: Essence	Silver Ore
Fetish	Hallowed Shrine

Provides the crafter of this Shrine with 5 Charges that may be used in place of Spirit Essence for crafting purposes. Adds +2 to who you can bless.

Blessed Shrine

Tier 3 - Enhancement

Components:

Spirit Essence	Offering Bowl
Acolyte Charm	Shrine

(1) Use: Dedicate your shrine to a god. You may use 1 charge in place of their corresponding essence per long rest. Expires at the end of the event.

Exalted Shrine Restoration

Tier 3 - Enhancement

Components:

Wood	Trait: Metal
Silver Ore	Exalted Shrine

Reset your Exalted shrine's expiration date

Holy Symbol

Tier 3 - Consumable

Components:

Spirit Essence	Trait: Plant
Silver Ore	Shrine

Upon consumpion: "By Voice, Repel to Undead- 1 minute"

Acolyte Recipes
Tier 3

Desolation's Purity (Moros)

Tier 3 - Blessing

Components:

Spirit Essence	Decay Essence
Shrine	

Grant 1 use: "Cure <Poison/Blight>"

Communal Bond (Forsyth)

Tier 3 - Blessing

Components:

Spirit Essence	Ember Essence
Trait: Plant	Shrine

Grant 1 use: "By Voice, Grant 1 Temporary Stamina" which may only be cast after spending time conducting some community benefit with at least 10 people such as a town meeting or helpful activity.

Predator's Strike (Ashok)

Tier 3 - Blessing

Components:

Spirit Essence	War Essence
Trait: Animal Part	Shrine

Grant Add "...Pierce..." to a weapon attack, additionally if that attack would normally deal damage of 3 or less, you may instead add +2 Damage to the Call

Weaver's Vision (Lydia)

Tier 3 - Blessing

Components:

Spirit Essence	Death Essence
Silver Ore	Shrine

Grant Until your next Long Rest, you may interact with a Spirit for up to 2 minutes. State, "Spirit, I see you" to a target and begin the duration countdown immediately.

Fortune's Twist (Seren)

Tier 3 - Blessing

Components:

Spirit Essence	Luck Essence
Iron Ore	Shrine

Grant Resist Critical

Mother's Embrace (Veilmother)

Tier 3 - Blessing

Components:

Spirit Essence	Veil Essence
Purified Water	Shrine

Grant Resist Ash

Might of the Veil (Veilmother)

Tier 3 - Blessing

Components:

Spirit Essence	Veil Essence
Trait: Element	Shrine

Grant Add "...Critical..." to your next Spell

Acolyte Recipes
Tier 4

Tetzel

Tier 4 - Consumable

Components:

Acolyte Charm	Silver Ore
Offering Bowl	Plant: Lydia's Tears

Upon Consumption: Remove 1 Spirit Mark; may be used in the Crossroads

Fortune's Fate (Illom)

Tier 4 - Blessing

Components:

Spirit Essence	Luck Essence
Copper Ore	Exalted Shrine

Grant add "...Critical..." to your next weapon attack. If this attack is successful, immediately take the 'Critical Maim' Effect to self, targetting 1 arm of your choice.

Ferocious Defense (Valorheart)

Tier 4 - Blessing

Components:

Spirit Essence	Courage Essence
Copper Ore	Exalted Shrine

Grant Once until your next Long Rest, when you successfully Resist a Called Damage Effect you may expend this blessing to gain the following- Restore 1 Stamina and gain 1 use: "Damage 5, Damage 4, Damage 3, Damage 2, Damage 1" which must be used in that order as your next 5 consecutive melee weapon attacks and must be used within 1 minute of activating this benefit.

Harbinger's Cloak (Tharanis)

Tier 4 - Blessing

Components:

Spirit Essence	Shadow Essence
Void Element	Exalted Shrine

Grant Until your next Long Rest, you may activate this blessing to become cloaked by shadows. If you do, turn to Spirit and start the countdown for this Effect's duration. While standing still, you may remain a Spirit for up to 5 minutes. If at any point, you decide to move, the maximum duration reduces to 1 minute. An Expose Spirit Effect reveals you, but does not end this Effect. You are still affected by any Effect that is "To Spirit"

Lydia's Favor (Lydia)

Tier 4 - Blessing

Components:

Spirit Essence	Death Essence
Silver Ore	Exalted Shrine

Grant Upon your next death, inform the entity that you are Blessed with "Lydia's Favor".

Apothecary Recipes

Tier 1

Stablization Salve

Tier 1 - Salve

Components:

Trait: Water	Trait: Plant

Instantly Stabilizes a target, Packet Touch- "Stablize"

Thorn Bomb

Tier 1 - Bomb

Components:

Trait: Acid	Trait: Plant

Packet- "Damage 1"

Enhanced Effect:
Packet- "Earth, Damage 2"

Delayed Healing

Tier 1 - Potion

Components:

Purified Water	Trait: Plant

60 seconds after consumption: Heal 1

Enhanced Effect:
10 seconds after consumption: Heal 1

Cure Maim Salve

Tier 1 - Salve

Components:

Trait: Water	Trait: Oil

Temporarily Cures 1 Maim, lasts for the duration of the current battle or encounter. At the end of the battle/encounter, if the Maim has not been properly Cured, it will resume the Effect.

Enhanced Effect:
Temporarily Cures 2 Maims on the same target, lasts for the duration of the current battle or encounter. At the end of the battle/encounter, if the Maim has not been properly Cured, it will resume the Effectless. State 'Shell'"

Slipperiness Salve

Tier 1 - Salve

Components:

Trait: Oil	Mushroom

Packet Touch- Grant Resist the next Bind or Root Effect that hits you

Enhanced Effect:
Packet Touch- Cure <Bind/Root> and Grant Resist next Bind or Root

Tier 2

Healing Potion

Tier 2 - Potion

Components:

Purified Water	Wildflowers
Trait: Plant	

Upon consumption: Heal 1

Enhanced Effect:
Upon consumption: (2) Uses: Packet Touch- Heal 1 that must be used simultaneously.

Alchemists Fire

Tier 2 - Component

Components:

Sap	Trait: Heat
Trait: Essence	

A component used in other recipes

Apothecary Recipes
Tier 2

Mahlk

Tier 2 - Potion

Components:

Sap	Trait: Oil
Trait: Metal	

Upon consumption: Grant Resist next Maim Effect

Enhanced Effect:
Upon consumption: Grant Resist a Maim Effect

Strangle

Tier 2 - Bomb

Components:

Trait: Acid	Sulfur

Packet- Silence

Enhanced Effect:
Packet- Silence, 30 seconds

Fire Bomb

Tier 2 - Bomb

Components:

Trait: Acid	Iron Ore
Trait: Fire	

Packet- "Fire, Damage 2"

Enhanced Effect:
Choose one when created: (1) Use: "By Voice, Fire Damage 1" OR 3 Uses: Packet- "Fire, Damage 2"

Anti – Venom

Tier 2 - Potion

Components:

Purified Water	Trait: Animal Part

Upon consumption: Grant Resist next Poison Effect

Enhanced Effect:
Upon consumption: Grant Resist 1 Effect with the Poison Keyword; lasts until you complete your next Long Rest

Preservation Poultice

Tier 2 - Potion

Components:

Purified Water	Trait: Plant
Trait: Heat	

Upon consumption: Stabilize Rend until completion of next Short Rest; does not Cure Rend

Enhanced Effect:
Upon consumption: Stabilize Rend until completion of next Long Rest; does not Cure Rend

Smoke Bomb

Tier 2 - Bomb

Components:

Trait: Acid	Sulfur
Trait: Metal	

Throw a Packet or snapper on the ground, then "By Gesture, Disengage"

Enhanced Effect:
Throw a Packet or snapper on the ground, then "By Voice, Disengage"

Agility

Tier 2 - Salve

Components:

Trait: Oil	Mushroom

Grant 1 Temp Stamina Point

Enhanced Effect:
Grant 1 Temp Stamina until the end of your next Long Rest. Temp Effects can not be Restored like normal attributes.

Apothecary Recipes
Tier 3

Empowered Healing Potion

Tier 3 - Potion

Components:

Purified Water	Wildflowers
Fruit	

Upon consumption: Heal 2

Stone Form

Tier 3 - Potion

Components:

Sap	Acolyte Charm
Trait: Metal	Wildflowers

Upon consumption: Grant Resist the next weapon delivered attack

Agony Oil

Tier 3 - Oil

Components:

Wildflowers	Trait: Acid
Sap	

(1) Use: "Agony" on next attack delivered by this <melee/thrown> weapon

Oil of Weakness

Tier 3 - Oil

Components:

Mushroom	Trait: Acid
Sulfur	

(1) Use: "Weakness" on next attack delivered by this <melee/thrown> weapon

Rejuvenating Draught

Tier 3 - Potion

Components:

Purified Water	Mushroom
Wildflowers	

Upon consumption: Restore 1 Stamina; Whenever you consume this item, you must note in your feedback form that you have done so.

Acid Spit

Tier 3 - Bomb

Components:

Bile	Sulfur
Trait: Plant	

(3) Uses: Packet- "Rot, Damage 2"

Weakness Bomb

Tier 3 - Bomb

Components:

Trait: Acid	Mushroom
Trait: Essence	Sap

Packet- "Weakness, 1 minute"

Alacrity

Tier 3 - Potion

Components:

Purified Water	Mushroom
Fruit	Bile

Upon consumption: Grant "...Critical..." on your next called weapon attack; Whenever you consume this item, you must note in your feedback form that you have done so.

Apothecary Recipes
Tier 4

Transmuter's Stone

Tier 4 - Component

Components:

Soul Essence	Trait: Element
Silver Ore	Trait: Plant

Replaces any one component for use in Apothecary or Acolyte Recipes

Spirit Dust

Tier 4 - Potion

Components:

Purified Water	Plant: Lydia's Tears
Acolyte Charm	Silver Ore

Upon consumption: You lose all current Traits and gain the Spirit Trait for 1 minute. During this time you are considered a Spirit and may not move during this Effect. While a Spirit, you may interact with other Spirits as though they were corporeal.

Holy Water

Tier 4 - Potion

Components:

Purified Water	Silver Ore
Acolyte Charm	Plant: Lydia's Tears

Upon consumption: Cure Curse

Paralysis Bomb

Tier 4 - Bomb

Components:

Mushroom	Sulfur
Trait: Plant	Trait: Metal

Packet- Paralyze, 1 Minute

Paralysis Oil

Tier 4 - Oil

Components:

Trait: Oil	Sulfur
Mushroom	Trait: Plant

(1) Use: "Paralyze, 1 minute" on next attack delivered by this melee weapon

Blacksmith Recipes

Tier 1

Battlefield Armor Repair Kit

Tier 1 - Consumable

Components:

Trait: Metal	Trait: Metal

Consume this item and spend 10 Seconds of RP; Restore 1 AP for the battle/encounter. At the end of the current battle/encounter, this AP is lost. If losing this AP would cause your armor to drop to or below 0, it is broken and must be repaired as normal.

Enhanced Effect:
Consume this item and spend 30 seconds of RP; Restore 1 AP.

Battlefield Weapon Repair Kit

Tier 1 - Consumable

Components:

Trait: Metal	Trait: Metal

Consume this item and spend 10 Seconds of RP; Repair a weapon for the battle/encounter. At the end of the current battle/encounter, this repair effect is lost and the item must be repaired as normal.

Enhanced Effect:
Consume this item and spend 30 seconds of RP; Repair a weapon.

Shield Patch

Tier 1 - Consumable

Components:

Wood	Trait: Metal

Consume this item and spend 10 Seconds of RP: Restore 1 Absorb for the battle/encounter. At the end of the current battle/encounter, this Absorb is lost.

Enhanced Effect:
Consume this item and spend 30 seconds of RP; Restore 1 Absorb.

Small Lock

Tier 1 - Tool

Components:

Copper Ore	Trait: Metal

You may Lock a small chest, box, or bag (dimensions not to exceed 18" in any X, Y, or Z axis). Use a Diary Lock to represent this item. You may either attach the lock with cord/string or physically lock the container using a diary lock.

Enhanced Effect:
Lock a chest, box, or bag (dimensions not to exceed 36" in any X, Y, or Z axis). Use a Diary Lock to represent this item. You may either attach the lock with cord/string or physically lock the container using a diary lock.

Tier 2

Weapon Sharpening

Tier 2 - Enhancement

Components:

Iron Ore	Trait: Heat
Melee Weapon	

Add +1 Damage to the next Called Damage Effect from this Weapon.

Enhanced Effect:
Add +2 Damage to a Called Damage from this weapon.

Weapon Strap

Tier 2 - Enhancement

Components:

Purified Water	Trait: Animal Part

Resist the next Disarm Effect that targets this weapon

Enhanced Effect:
Resist the next Disarm Effect that targets this weapon OR if struck with a Destroy Effect, you may instead take it as a Disarm Effect

Blacksmith Recipes
Tier 2

Lockpicks

Tier 2 - Tool

Components:

Sap	Trait: Oil
Trait: Metal	

You may expend this item and a stamina point to pick one lock. If you already have a skill that allows you to attempt to pick locks, you may expend the use of this item to instead make your next lockpicking attempt without expending stamina.

Enhanced Effect:

You may expend this item and a stamina point to pick one Magic or Warded lock. If you already have a skill that allows you to attempt to pick locks, you may expend the use of this item to instead make your next lockpicking attempt without expending stamina.

Large Lock

Tier 2 - Tool

Components:

Trait: Acid	Sulfur

You may expend this item to lock a Door. Attach the lock to the door using cord or string (do not actually afix it in a way that the door can't be opened physically in an emergency). Prop: Master Lock No. 3

Enhanced Effect:

Trick Lock- You may Destroy a Trap you own to build it into a lock and may later expend this item to lock a door. Attach the lock to the door using cord or string (do not actually afix it in a way that the door can't be opened physically in an emergency). Attach an Effect Tag to the lock indicating the Effect of the Trap. Prop: Master Lock No. 3. Effect Tag: If this lock is picked open, <Trap Effect below> immediately targets the person who picked the lock open. Trap Effect: _____

Offering Bowl

Tier 2 - Component

Components:

Silver Ore	Trait: Heat

A component used in other recipes

Weighted Box

Tier 2 - Tool

Components:

Purified Water	Trait: Plant
Trait: Heat	

You may add a <2> weight sticker to a box or similar container

Armor Plating

Tier 2 - Enhancement

Components:

Trait: Acid	Sulfur
Trait: Metal	

(1) Use: "Grant 1 Temporary AP to Self" while wearing this armor

Enhanced Effect:

(1) Use: "Grant 2 Temporary AP to Self" while wearing this armor

Manacles

Tier 2 - Tool

Components:

Trait: Acid	Iron Ore
Trait: Fire	

(1) Use: Bind; a Bind delivered using this item requires 2 uses of a Cure Bind to remove

Enhanced Effect:

(1) Use: Bind; a Bind delivered using this item requires 2 uses of a Cure Bind to remove per limb secured

Shield Reinforcement

Tier 2 - Enhancement

Components:

Trait: Oil	Mushroom

Add +1 Absorb to this shield

Enhanced Effect:

Resist the next Destroy Effect that targets this shield

Blacksmith Recipes
Tier 3

Slippery Blade

Tier 3 - Enhancement

Components:

Iron Ore	Alchemists Fire
Trait: Essence	Melee Weapon

(1) Use: If you block a melee-delivered Effect with this Weapon, you may immediatley use one of your Melee Weapon Delivered Skills without expending Stamina to do so. Must be used on your next swing; does not stack with other skills granting the same or similar effects

Reactive Armor

Tier 3 - Enhancement

Components:

Copper Ore	Alchemists Fire
Trait: Element	Armor

(1) Use: While wearing this armor, you may Resist 1 <Essence Type> Element Effect that strikes you and immediately Recoil 2 Damage. State "Resist, Recoil <Element> Damage 2". If no Element type is present in the essence used, Resist the next Force Effect.

Blessed Armor

Tier 3 - Enhancement

Components:

Silver Ore	Acolyte Charm
Trait: Essence	Armor

(3) Uses: If you are struck with a Called Effect from a weapon while wearing this armor, you may immediately use one of your Resist or Shell Effect Skills without expending Stamina

Shield Spike

Tier 3 - Enhancement

Components:

Iron Ore	Iron Ore
Wood	Shield

(1) Use: Recoil 1 Damage after using an Absorb from this Shield. State, "Absorb, Recoil Damage 1"

Cheap Pickaxe

Tier 3 - Tool

Components:

Wood	Trait: Metal
Trait: Heat	

(2) Uses: You may interact with an Item Tag or Effect that requires you to have the Miner Trait

Miraging Steel

Tier 3 - Enhancement

Components:

Iron	Alchemists Fire
Trait: Essence	

(1) Use: After using a melee-delivered Skill with this weapon, you may repeat that Effect 1 time without expending additional Stamina. Must be used on your next swing; does not stack with other skills granting the same or similar effects

Blacksmith Recipes
Tier 4

Elemental Weapon

Tier 4 - Enhancement

Components:

Soul Essence	Trait: Element
Silver Ore	Trait: Plant

Until Expiry: Append "...<Element>..." to all swings made with this weapon.

Tortoise Armor

Tier 4 - Enhancement

Components:

Purified Water	Plant: Lydia's Tears
Acolyte Charm	Silver Ore

Until Expiry: While wearing this armor and under a Shell Effect: Whenever you successfully Shell an incoming attack or Effect, you may Heal 1 to self

Thorned Armor

Tier 4 - Enhancement

Components:

Purified Water	Silver Ore
Acolyte Charm	Plant: Lydia's Tears

Until Expiry: While wearing this armor, whenever you take damage from a weapon, you may Recoil, Earth Damage 1 without expending stamina

Baneful Weapon

Tier 4 - Enhancement

Components:

Mushroom	Sulfur
Trait: Plant	Trait: Metal

Until Expiry: Once per event, you may swing this melee weapon for "Death To <Creature Type>". The <Creature Type> is determined by the type of essence used: Death Essence = Undead, War Essence= Lyeblood, Courage Essence= Beast

SURVIVALIST RECIPES
TIER 1

SCENT GLAND

Tier 1 - Consumable

Components:

Trait: Oil	Animal Gland

Upon Consumption: Until your next Short Rest, you gain the Trait listed on the Gland used in creating this item, in addition to any other Traits you currently have.

Enhanced Effect:
Upon Consumption: Until your next Long Rest, you gain theTrait listed on the Gland used in creating this item, in addition to any other Traits you currently have.

GOOD CUP OF TEA

Tier 1 - Consumable

Components:

Purified Water	Trait: Plant

May only be consumed during a Short Rest: Grant 1 Temp HP

Enhanced Effect:
May only be consumed during a Short Rest: Grant 1 Temp HP and Heal 2

BARK TEA

Tier 1 - Consumable

Components:

Purified Water	Wood

May only be consumed during a Short Rest: Your senses are pleasantly numbed; Resist the next Agony or Maim Effect that hits you. At the end of your next Short Rest you take that Agony or Maim Effect.

Enhanced Effect:
May only be consumed during a Short Rest: Your senses are pleasantly numbed; Resist the next Agony or Maim Effect that hits you. At the end of your next Long Rest you take that Agony or Maim Effect.

ROCK

Tier 1 - Consumable

Components:

Trait: Metal	

Consumable thrown weapon, boffer safe prop must be provided; may only be used by Survivalists and does not require the skill to use Thrown Weapons. You may only carry a maximum of 1 Rock as a thrown weapon. If you have the Thrown Weapon skill already, you may carry 1 Rock in addition to your normal number of Thrown Weapons

ROPE

Tier 1 - Consumable

Components:

Trait: Plant	Trait: Plant

You may Bind a target- Roleplay tying them up for 30 seconds then state "Bind, <both your arms / both your legs>"

DONEY

Tier 1 - Consumable

Components:

Sap	Trait: Plant

Cure Silence

Enhanced Effect:
Cure Silence and Resist the next Silence that hits you

Survivalist Recipes
Tier 2

Leather Grip Wrap

Tier 2 - Enhancement

Components:

Leather	Leather

Resist the next Disarm Effect targeting this weapon

Enhanced Effect:
Resist a Disarm Effect targeting this weapon

Tooth/Claw Necklace

Tier 2 - Enhancement

Components:

Bone	Trait: Animal Part

Must be visible; Until Expiry: While wearing this tooth or claw necklace, you may once per Short Rest, use any Damage Skill you already have as "to Beast"

Enhanced Effect:
Must be visible; Until Expiry- while wearing this tooth or claw necklace, you may once per Short Rest, "By Gesture, Expose Beast". If you successfully Expose a Beast in this manner, you immediately gain 3 uses: "Damage 2, To Beast", that may be delivered using a weapon. These instances are lost upon completing your next Short Rest.

False-Bottom Chest

Tier 2 - Enhancement

Components:

Trait: Building Material	Iron Ore

(1) Use: Apply to a box, chest, or other sealed container and attach the Effect Tag to the outside of the container: The contents of this container are Concealed. Unless you have the ability to "Expose Concealed", you perceive this container to be empty or simply filled with mundane items of no interest or value to you, do not open the container. A use of "Expose Concealed" allows you to open the container and perceive its contents.

Leg Brace

Tier 2 - Consumable

Components:

Wood	Wood

May only be consumed during a Short Rest: You may expend this item to Cure Maim to self upon completion of this Short Rest.

Moonshine

Tier 2 - Consumable

Components:

Purified Water	Fruit

You are pleasantly intoxicated (Roleplay this to your discretion) for 1 minute. During this time, you are Shelled to Maim Effects. When the duration ends, you take any Maims that were Shelled.

Enhanced Effect:
You are pleasantly intoxicated (Roleplay this to your discretion) for 5 minutes. During this time, you are Shelled to Maim Effects. When the duration ends, you take any Maims that were Shelled.

Forbidden Mushroom Snack

Tier 2 - Consumable

Components:

Mushroom	Mushroom

Heal 1 and Grant 2 Temp HP. You must note in your feedback any time you consume this item.

Door Bar

Tier 2 - Architecture

Components:

Trait: Building Material	Wood
Iron Ore	

Non-Pickable Lock for door; requires 2 people and 1 minute of RP to Force Open

Survivalist Recipes
Tier 2

Oversized Arrow

Tier 2 - Enhancement

Components:

Wood	Trait: Metal

You may use this arrow to Add 1 Damage to a bow-delivered Damage Skill

Enhanced Effect:
You may use this arrow to Add 2 Damage to a bow-delivered Damage Skill

---

Barbed Arrow

Tier 2 - Enhancement

Components:

Wood	Trait: Metal

You may use this arrow to deliver a Slow Effect with a bow-delivered attack

Enhanced Effect:
You may use this arrow to modify the duration of a Bow-Delivered Slow Effect to be 30 seconds. If the effect already lasts for 30 seconds, you may instead use 1 Minute.

Good Night's Rest Decor

Tier 2 - Architecture

Components:

Trait: Building Material	Trait: Plant
Trait: Animal Parts	

Players that Long Rest in this cabin wake up with +1 Temporary HP

Enhanced Effect:
Players that Long Rest in this cabin wake up with +2 Temporary HP

Creature Comforts Decor

Tier 2 - Architecture

Components:

Trait: Building Material	Trait: Animal Parts

Short Rest reduced by 5 minutes while in this cabin; Your Short Rest can not be reduced below 5 min total in this way. May stack with other abilities affecting Short Rest Duration

---

Sleeping Ward

Tier 2 - Architecture

Components:

Trait: Building Material	Trait: Plant

Prevents Hostile Action by creatures against this cabin between the hours of 2:00 - 10:00 am

---

Splint

Tier 2 - Consumable

Components:

Wood	Trait: Plant

Spend at least 10 seconds RP attaching a splint to the affected limb then state, "Cure Maim for the duration of this <battle/encounter>", at the end of the battle/encounter the Maim Effect resumes. A Saw Bones may instead consume this item when using a Cure Maim Effect and omit any Agony side effect conveyed that might typically be required.

Survivalist Recipes
Tier 3

Fetish

Tier 3 - Consumable

Components:

Bone	Trait: Animal Part
Acolyte Charm	

(1) Use: By Gesture, Repel To Beast, 1 minute; this item is consumed upon use

Meat Pie

Tier 3 - Consumable

Components:

Meat	Trait: Plant
Trait: Animal Part	

May only be consumed during a Short Rest: Upon Consumption, You gain 1 maximum HP until the completion of your next Long Rest

Muffin

Tier 3 - Consumable

Components:

Purified Water	Sap
Fruit	

Upon consumption: Restore 1 Stamina

Filling Dinner

Tier 3 - Consumable

Components:

Meat	Trait: Plant
Purified Water	

May only be consumed during a Short Rest: Restore 1 Long Rest Skill to Self

Venom Kit

Tier 3 - Consumable

Components:

Trait: Oil	Trait: Water
Animal Gland	

Packet Touch- Pause any one Poison Effect until the conclusion of your next Short Rest. During this time you are unaffected by that suppressed Poison Effect, at the conclusion of the timer, the Effect continues as normal

Flammable Arrow

Tier 3 - Enhancement

Components:

Wood	Trait: Metal
Trait: Element	

You may use this arrow to deliver "Fire, Damage 3" with a bow-delivered attack

Bodkin Arrow

Tier 3 - Enhancement

Components:

Wood	Iron Ore
Trait: Metal	Alchemists Fire

You may use this arrow to Add "Pierce" to an Effect delivered with this Bow

Silver Arrow

Tier 3 - Enhancement

Components:

Wood	Silver Ore
Trait: Metal	Alchemists Fire

You may use this arrow to deliver a bow-delivered Effect as "...Critical...To Undead..." in addition to its normal verbal call

SURVIVALIST RECIPES
TIER 3

MEDICINE CABINET

Tier 3 - Architecture

Components:

Trait: Building Material	Healing Potion
Wood	

Reduces the duration of any Healing time inside this cabin by half

SOOTHING WIND CHIME

Tier 3 - Consumable

Components:

Trait: Building Material	Copper Ore
Acolyte Charm	

Players that Long Rest in this cabin wake up with the benefit of a Grant Resist Gloom.

SURVIVALIST RECIPES
TIER 4

COMMUNAL MEAL

Tier 3 - Consumable

Components:

Meat	Offering Bowl
Fruit	Delayed Healing

May only be consumed during a Short Rest: You and up to two others who partake in the meal together gain 1 maxium HP and Stamina Point until the end of the event.

ARROW OF DEATHSTRIKE

Tier 3 - Enhancement

Components:

Iron Ore	Oil of Weakness
Death Essence	Bile

You may use this arrow to deliver "Death" with a bow-delivered attack.

INVOKE SANCTUARY

Tier 3 - Consumable

Components:

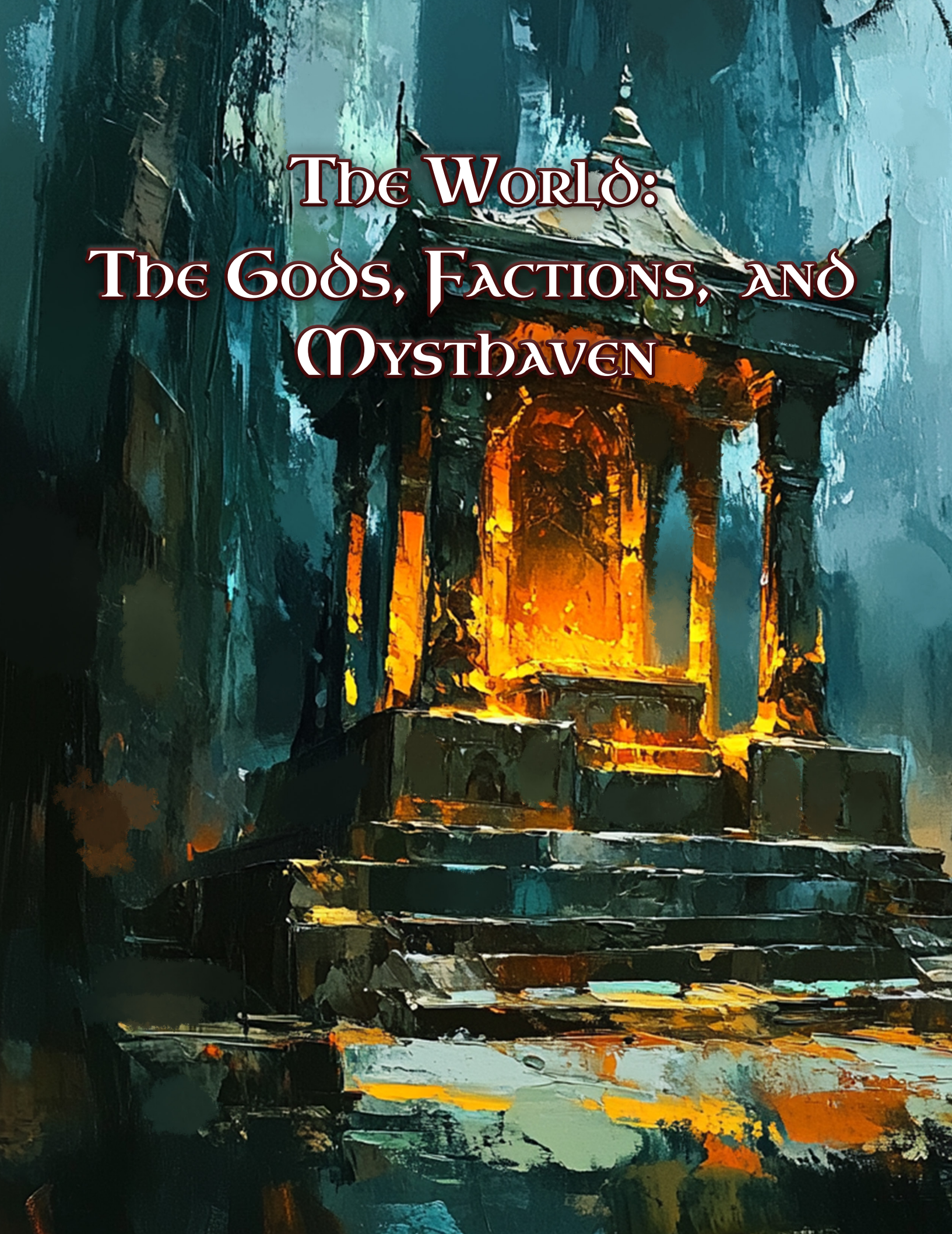|	
Trait: Building Material	Wood
Acolyte Charm	Silver Ore

Sanctuary: Once per event you may consume this item to immediately cast "By Voice, Pacify" and then invoke the Rite of Sanctuary for this structure. Shout, "I Invoke Sanctuary". then "By Voice, To those within this structure, Shell to All for 1 hour, while you remain inside.". Additionally, whomever uses this item may, at any point during the duration of the Shell Effect, choose 1 threshhold or entryway to the space, plant their feet at that threshhold or entryway and for as long as they remain planted may use "By Gesture, Repel" without expending Stamina until the duration of Sanctuary has concluded.

The World:
The Gods, Factions, and Mysthaven

O ur game takes place in the world of Aldwa, set a little more than 100 years after a great and terrible sundering devastated the lands. Specifically, our adventurers find themsleves in the outpost of Mysthaven, located in the wilderness beyond the borders of the various cultures and in somewhat of a politically neutral location...at least for the time being. While none of the pantheon of deities have been seen since the Sundering, there are many that still hold fast to their beliefs.

World Setting Information

Calendar of Aldwa

Time in Aldwa is measured in the number of years it's been since we entered the Age of Ashenfall (AF). For ease of reference, the current year in-game is equal to the last 2 digits of our current out-of-game year plus 100. Starting our game in 2024 means that the first event occurs in the year 124 AF, and so on.

There is no currently agreed upon standardization of month naming within the world. You are welcome to refer to events by the out-of-game month and date they occurred in for convenience, or to refer to the dates relative to a given Ashenfall event. Events are typically named by season: Spring, Low Summer, High Summer, and Fall, respectively.

Holidays in Aldwa are highly dependent upon where you find yourself in the world. Cultures vary significantly in their traditions and practices. For more information on holidays celebrated within each culture please refer to our World Anvil.

World Map

On the following pages you can find the map of the currently known world, as arranged by one of the Kafervolk Caravan cartographers. Little is known about the world beyond what is mapped here and many mysteries still await to be discovered!

The Gods

A pantheon of 10 deities once walked the world and stories about them abound in every culture. While worship of these beings varies wildly in tradition and prevalance within and between the various cultures, it is commonplace to find followers of each god throughout the world.

Factions

A few factions operate openly in the world of Aldwa across multiple culture borders- whether through travel along the caravans between cultures or through the establishment of local cells. Members of these factions seek to fulfill specific goals and each faction has unique methods for achieving them. It is possible for Players to join a faction in-game. You can read more about them in this section!

Mysthaven

The fledgling town within and around which our game takes place. It may be more accurate to say it is an outpost in the wilderness, uniquely positioned along the safest travel route between the various culture borders. The existence of this place is made possible by a clever loophole in the Blood King's Peace that would otherwise prohibit such settlement- since the town belongs to no one culture.

Moðraðarah

Qel O'Malliache

Aufl

Pelolia

Salidarah

Totemreach

ashok's rest

Lisðarah

the huldar ga...

Tileaðarah

The

Skelliz Sea

Dragon's Maw

the gullet strait

Marshhelm

Fogburrow

Marshfoot

Crushp...

foot travel : 2 days

1 week

Theodin's seat

field / Aumun

Pola

Hightower

Mt. Roqa Goro

Bochemin's pass

Mysthaven

the Ilsurd Sea

Piccarda

Jintu River

Chilchurn River

Lotus Empire

Lianhua

the Mother's Scedge

Snowrend

Feather

The Gods

There is a pantheon of deities that once walked in the world. This is known through the various stories passed down in every culture as well as some artifacts and records of the before times. There have been no confirmed sightings or encounters with them since the Sundering, though there are many rumors and speculative claims as such. Some folks still cling to worship or belief in one or more of the gods, but most people are pantheistic. Some folks have begun worship of other entities or beings.

Ashok, the Wolf of Winter

An ancient and exalted predator, one of the first predators of the world. Ashok is almost always depicted as a wolf or with wolven imagery. Ashok's divine domains include hunting and warfare-particularly brutal warfare, relentless pursuit, and ambush tactics.

Forsyth, the Ember

The Ember of civilization, Forsyth is considered by many to be the opposite of The Golden Road in some aspects. Forsyth conveys the joy, safety, and civility of organized peoples. Forsyth's divine domains include community and fellowship, legacy and heritage, the connections between mortal beings, architecture and invention. They are often represented with interlocking rings, knots, or labyrinths.

The Golden Road

Sometimes considered to be the opposite of Forsyth, The Golden Road represents wanderlust and the spirit of adventure. The Golden Road inspires discovery and a desire for adventure beyond the gatherings of people or civilization. Sometimes associated with commerce, but specifically with the travel of merchants and traders. The Golden Road is not typically represented in a personified way. Their divine domains include the spirit of discovery and adventure, wanderlust, travel, wanderers and nomads.

Lydia, the Weaver

From atop her throne, Lydia ties together the fates of mortals. It is through her that The Crossroads exist and by her grace that any spirits return from that place. Lydia's throne is rumored to be situated within the Crossroads. Her divine domains include The Crossroads, Death, Dying, and Fate.

Moros, the Desolation

Worshippers of Moros consider the natural cycle of decay to be healthy and part of an ecosystem cycle. They use mushrooms frequently in their rites and worship and do not shirk away from rot or spoilage. The divine domains of Moros include endings, decay, rot, suffering, and desolation.

Seren and Illom, the Twins of Fortune

Where Seren grants luck, Illom sows misfortune. Where Seren gives inspiration, Illom introduces melancholy. The twins are tricky and fickle. While Seren is often invoked for commerce, they are usually invoked together for matters related to duplicity or complications. A spinning wheel or piece of currency are often used to represent them symbolically. The divine domains of the twins include luck, fortune, misfortune, inspiration, and melancholy.

Tharanis, the Harbinger

Tharanis is known as the harbinger and controls magic. The bringer of things- secrets and change. The stories say Tharanis can be contacted by only those who know his divine word, written in runes. It remains undiscovered. The divine domains of Tharanis include time, transitions, secrets, writing, shadows, and runic magic.

Valorheart, the Unyielding

Typically depicted as a giant bear or an imposing Drakari, Valorheart governs the heroism of war and honorable combat. Their divine domains include courage, indomitable spirit, strength of will, warfare-honor warfare, heroic victories, determination, and persistence.

The Veilmother

She is the mother of the veil, the great barrier that protects and shrouds our existence from beyond. She is the mother of magic, the mother of all. Her divine domains include the separation of things, protection, madness, birth, and non-rune magic.

Ascendants

Beings known as Ascendants are functionally demigods. These beings wield power that is typically a magnitude of power greater than most mortals can achieve, but a magnitude less than what the gods possess. A god may raise a mortal into their house by making them an Ascendant and those created in this way often function as servants of that god, using the power granted to them to carry out the god's will or further the cause of their domains. Sometimes, a god may even grant an Ascendant power over a particular aspect of their portfolio.

The exact number of Ascendants is unknown, but they are often identified by their incredible power and unnaturally long lives. In this way, they are markedly distinct from Mortals, whether they realize it or not.

Factions of the World

Overview

There are several factions that exist in the game world. These organizations typically span or operate within several cultures and have specific ambitions. While a faction is much smaller in power and scale than a fully mobilized culture, it fills a niche and provides opportunities to focus on a specific type of gameplay. Players may have the opportunity to join a faction and may only ever be in one at a time. More factions may be established or discovered through actions in game.

Joining a Faction

All factions have a defined ideology and method of pursuing their goals. These inform and flavor the types of jobs, quests, or adventures that they would be likely to offer to aspiring adventurers around Mysthaven. If you are interested in joining one, look for opportunities to pursue them in game- each faction has their own methods for recruitment.

Chronicle Keepers Foundation

The Chronicle Keepers Foundation is an order of scholars and explorers dedicated to retrieving and cataloging the knowledge of the world.
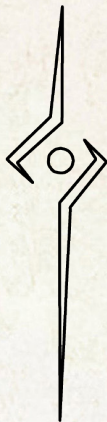
Operations and Goals

The Chronicle Keepers work to rediscover, collect, and archive existing knowledge and new discoveries. They also strive to make that information available to anyone who wants it, for the betterment of the world.

Organizational Structure:

- **The 5 Librarians:** Chosen by the founder for their talents as rune scribes, they run the faction in concert.
- **The Archivists:** Chosen by the librarians, their task is to go out into the world and collect the knowledge the Foundation desires. To that end, they are empowered to hire Adjuncts to get the job done. They also often hand deliver responses to information requests received by the Foundation.
- **The Adjuncts:** Local, temporary members of the faction. These adventurers, hired thugs, and random riffraff are often just looking to make a quick buck or learn something new. The turnover rate is HIGH.

Look and Feel:

- **Librarians:** Full robes that almost completely hide the wearer, decorated to reflect the person within. They almost NEVER leave the Grand Archive.
- **Archivists:** Blue short capes ending just above the elbow with the symbol of the Grand Archive embroidered on them. They all bear Runic tags that cannot be faked or copied as a badge of office.
- **Adjuncts:** With no uniform or badge of office, they rarely live long enough to warrant them.

Foreign Relations:

The Foundation freely shares its collected knowledge, thus making it a boon to "civilized" societies. Responses to inquiry are famously protracted and requests are often answered with additional paperwork, but the Foundation always responds and their information is always accurate. They are also a great way for local unskilled labor to make honest money. The Foundation always pays its dues, if mostly to next of kin.

The Stewards

The Stewards are traveling religious missionaries who establish local chapters to promote worship of the gods.

Operations and Goals

The Stewards aim to establish a widespread community whose members engage in humanitarian works while promoting worship of the gods. At a local level, the organization is focused on philanthropy, recruitment, and organizing gatherings for members to worship together. Many chapters are also involved in preserving the old ways of worship by creating shrines, performing ancient religious rites, documenting pre-Sundering religious traditions, or exploring ruined temples.

Organizational Structure:

- **Community Membership:** Most Stewards are members of a local chapter. They gather regularly to honor the gods and work on projects that benefit the community. Members of greater financial means are expected to support the organization through donations, while others are encouraged to lend their time and skill. Members who demonstrate exceptional skill or sacrifice may be chosen as missionaries or asked to serve in leadership roles.
- **Missionaries:** These faction members travel to different settlements and establish local chapters. They are responsible for recruiting new members, spreading the faction's message, and helping develop the local infrastructure. Many missionaries receive direct instruction from the upper leadership, although some receive instruction from other missionaries.
- **Local Leadership:** This role is filled by missionaries when the Stewards first arrive in an area. Once the chapter is established, this role may be filled by local community members who have received instruction from missionaries. Local leaders coordinate the chapter's activities, such as planning gatherings and organizing small-scale projects.
- **Upper leadership:** The upper leadership have their headquarters in the city of Piccarda. They oversee the faction's long-term operations and train new missionaries. They also maintain several temples throughout the city.

Look and Feel:

All members bear the faction symbol in some form, whether as a carved wooden trinket, a necklace, embroidery on their clothing, or even a tattoo. It is also common for members to prominently display the iconography of the god or gods that they worship most frequently. Many missionaries wear traditional acolyte's robes to demonstrate the extent of their piety.

The Order of the Unburnt

The Order of the Unburnt is a group dedicated to the protection of Aldwa from the corrupting influence of Ash and the horrors that pass through the Veil into this world.

Operations and Goals:

Members of The Order execute missions to directly combat the horrors birthed by tears in the Veil. They study Ash and the Ashtouched, using this knowledge to further the fight against them.

The Order wants to recruit and bolster their numbers in order to deal more effectively with the threats posed by tears in the veil. Due to the dangers of being a member, a constant flow of new recruits are required to keep the order alive. The Order of the Unburnt consists of three branches, each with a specific focus and approach to their shared goal:

- **The Rift Walkers** locate and close tears in the Veil
- **The Wardens** track and study Ashtouched creatures, capturing or dispatching them if need be.
- **The Boffins** research Ash and its associated effects.

There is a strict ranking of members in the Order. Only Rift Walkers are permitted to freely enter a tear and perform the necessary steps to close it; only Wardens are afforded the necessary equipment to capture an Ashtouched creature; only Boffins are allowed to enter their laboratories at their leisure. Each of these titles are incredibly difficult to earn and harder to keep. Earning an apprenticeship with any of these branches is a significant honor.

Look and Feel:

Predominantly, members of The Order of the Unburnt wear gray and carry an emblem to indicate their membership. The emblem is sometimes seen tied to their belt, on a warbanner, or emblazoned on a tabard. They generally have a gruff, somewhat militaristic look about them.

- **Rift Walkers:** Equipped with some armor and runic devices. Rift Walkers commonly paint the exposed skin of their faces with soot or ash and cover their mouth and nose to protect against possible ill effects of the Veil.
- **Wardens:** Typically well armored or camouflaged in some way to help conceal them in their hunts. Commonly wear a trophy of the most impressive Ashtouched creature they have managed to take down.
- **Boffins:** Never wear armor, always in light robes or clothing that will not impede their studies. Typically have some vials or other equipment to be able to collect samples of Ash or Ashtouched things.

Foreign Relations:

The Order operates freely within certain borders and has tacit agreements with most of the cultures of Aldwa. They assist societies that request their help and often intervene proactively within the areas they are permitted to operate. Knowledge and techniques are shared within their ranks, but rarely distributed beyond.

~ A collection of sayings overheard around Mysthaven ~

"Sit and listen.

The trees breathe. The wind sings. The water flows.

Children laugh.

Yes, the ash has destroyed much of what was known, but Aldwa grows. Life will always survive."

- Elder Farwe

"My studies into the Ashtouched thus far have unfortunately been limited in scope due to the logistical issues of getting to a specimen while it is still newly transformed. The Wardens and Rift Walkers have finally agreed to let my people accompany them on a more regular basis. It is my hope that this will get us some clearer data to work with."

- Isobeth Chora'Tor

"Never heard of Mulligan's Map? Blessed by the Golden Road, Mulligan was, and he set out to put every bit of Aldwa down on paper. Fool's task if you ask me–there's too much in this world for anyone to see all of it."

- Len Ward'Nir

"Forsyth came to the town I grew up in and helped the inn get built. No, really, he did. I was very young, maybe five or six, but I remember he had us all tie a piece of wood to the building. Everyone in town did it, even me with a little bit of stick and ribbon, and when we were done, there was the biggest party I could ever remember in town. In the morning he was gone, but the inn looked more solid somehow. Even through the Sundering, it barely got touched."

- Grandpa Hollis

Mysthaven

Following the Sundering, as political tensions grew, new trade routes were needed to circumnavigate new enmities, and what was once a lonely track through the woods swelled to accommodate travelers from far and wide. Today, Mysthaven is nestled in the wooded foothills at a natural crossroads of sorts between several kingdoms, deep in the wilderness beyond the established borders of the major political "powers that be". The natural resources of the area have largely gone unexplored due to its fledgling nature and distance from the major settlements of bordering powers.

The Mists

A seemingly ever-present mist lingers in the woods and wilderness that surround the ruins and outpost. While inconvenient at times and outright dangerous at others, traversing the mists is one of the least consistently deadly risks of the wilderness and going the long way around just isn't a feasible option for travelers. However, prolonged exposure to the mist has induced illness, vertigo, and even death in those that stay in it for too long. The exact nature and source of the mist is unknown, but it seems to be thinnest or absent entirely within the ruins and the immediate area of the outpost. This is the haven in the mists!

Current State

While not completely free from the persistent effects of the Sundering, each of the great cultures have made progress towards rebuilding and have begun to look for new opportunities to further their ambitions. Some wait eagerly to try and conquer their neighbors while others hope to use diplomacy to maintain peace into the future. Subterfuge and schemes abound as the major players have been limited in their ability to act, restrained by the power of the Blood King's Peace.

The growing importance of this outpost has become apparent to the peoples of Pelolia, Fola, Piccarda, The Lotus Empire, Totemreach, Marshhelm, and even the Kafervolk. Primarily, Mysthaven is important because of what and who passes through it, rather than what's in it.

The Mysthaven Accord

In a diplomatic summit between five of the major political powers, an accord was struck to establish The Council of Five, a representative body to rule the otherwise lawless wilderness in which Mysthaven sits. They agreed to help fund and protect Mysthaven, in order to reap the rewards of this burgeoning town and extend their influence beyond the magically enforced borders. Each power designated a leader to the cause and to represent their interests.

While a clever loophole of sorts to the limitations of the Blood King's Peace, the concept was a tenuous one and squabbling was unavoidable. As the leaders squabbled and bickered amongst themselves over who and how to run Mysthaven, one member bailed on the agreement, leaving a hole to be filled by local votes. The Council therefore consists of four cultural representatives from abroad and one from those who stay around the outpost.

Laws

Mysthaven is governed by the Council of Five, a body made up of four cultural representatives and one symbolic councilor who casts the citizens' vote.

Laws have been enacted by the council to outlaw:
- Sending citizens of Mysthaven to the Crossroads.
- Theft or destruction of property.
- Acts which threaten the success of the Mysthaven Accord.
- Impersonation of officials of the town of Mysthaven.

Where to find more Lore details

More information can always be explored in-game, but the established lore that is publicly available can be found in greater depth on our website and our World Anvil pages. Details on the foreign relations between the factions, their history (if public knowledge), stories of the gods, and more can be found there!

Interacting with the Game World & Playing the Game

The Game Environment

Once the game starts, there are a variety of ways to interact with the game world. Most commonly, you will be roleplaying as your character and interact with other characters socially, through combat, or through the use of game skills. This section outlines a variety of information for how your character might interact with the game world in other ways or important things to know about playing the game.

"Always On"

Once the game starts on Friday night, it continues and is "always on" until the end of the event. Events typically end at 12:00 pm on Sunday and game off is signaled by the end of game meeting. The Mystguard starting their patrols each night indicates that plots have largely wrapped up for the evening and we aren't sending out any more major encounters until the morning.

We're all adults and we all need to take breaks. Always on does not mean that you always have to be engaged with the game. If you need a break in your cabin, tent, or the parking lot to take off masks or other heavy costuming, please do so–we aren't here to tell you how to best care for yourself.

Effect and Item Tags

While in-game there are a variety of ways that characters can interact with the game environment. These include elements of physical maneuvering such as movement around the camp, walking or running, crawling, etc. These may also include game mechanics to represent or abstract certain interactions, commonly represented by Effect Tags that explain something about the environment or that give a character a mechanism to represent this. If you come across an Effect Tag, reading it will inform you whether your character is able to interact with it and upon choosing to do so, what that interaction entails. Skills may also provide specific ways to interact with the game environment such as picking locks. At times, there may be descriptions provided about the environment within a structure or Effect currently present within a defined space–these will be conveyed through Tags or descriptions provided by NPCs as needed.

Effect Tags and Colored Stickers

Some Effects are conveyed in-game through the use of Tags. Colored Stickers are used from time-to-time to indicate certain things about the object or Tag to which they are attached.

Effect Tags

Effect Tags will typically indicate how the Effect is Delivered. Some may take Effect immediately upon interacting with the Tag, while others may offer the option to use the Tag or not. Effect Tags that are attached to items must remain attached to those items as they convey an Effect that is coming from that item. Some Tags may be lootable and allow you to remove them and/or the item associated. Some Tags may require certain Traits or Skills to use them, while others may feature prerequisites to even read them. Any prerequisites to interacting with an Effect Tag will be clearly denoted on the Tag itself.

Colored Stickers

We use small stickers to indicate how characters may interact with a prop. Generally speaking, props may be handled but must be put back where they are found unless they have a sticker indicating they are lootable.

Yellow or Green

Props or Tags with this color sticker indicate something of value. Yellow stickered items may be taken, but the prop must be turned in at checkout. Green stickered items may be taken and you can keep the prop or item.

Red

As a default, you may not remove items that are tagged with a Red sticker. Some Red stickered items will include a number, which indicates the amount of people required to move it; these objects are heavy and they can only be moved if an amount of people equal to or greater than the number on it attempt to move it. A Red sticker without a number may not be removed.

Blue

Any Tag that has a Blue colored sticker attached to it takes effect immediately upon interacting with the tag or object to which it is attached. Any Effect Tag attached to it will take effect regardless of whether you have read the Tag yet or not. If you come across a Blue or Purple sticker, find the associated Effect Tag and proceed accordingly.

Small Items

Items that are too small or otherwise difficult to attach a sticker to will instead be marked with colored ribbon. The colors use the same system as the stickers outlined above.

Items with Game Effects

Some game Effects enhance an object such as a Shield, Weapon, Armor, or other item. When an item has been enhanced in this way, it is considered an in-game item and therefore lootable. Crafted items are always considered to be in-game and lootable (Yellow sticker). You should keep the associated Effect or Item Tag with any such enhanced or crafted item at all times, if looted you may offer up the Tag instead of the prop. Most props have no in-game worth, only those that are tagged with an Item or Effect Tag and Yellow or Green Sticker have in-game value. Only the owner of a prop is permitted to remove it from where it is placed.

Items, Components, & Props

Weapons, Shields, Armor, and other equipment are items that exist in the game world, but are typically not lootable. Items that may be looted or taken from someone are marked with a yellow sticker or ribbon. Items that are marked with a blue sticker/ribbon indicate that there is an Effect Tag associated with interacting with that item; upon touching the item that Effect occurs and must be resolved as explained in the Tag. An item marked with a red sticker may not be moved from where it is found unless it has a number on the sticker; in that case, a number of persons equal to that number are required to move it, representing how heavy or unwieldy it is to maneuver. Green stickers indicate items that are both lootable and yours to keep Out-of-Game should you find or receive them.

Components are listed in the Crafting reference book, which is available for all crafting pathways to reference in-game. Components may be found as loot recovered from slain enemies, collected at various places within the game, or awarded as payment for a job well done.

Currency

The official currency in Aldwa is glint. Glint is crystallized Ash. Once Ash has existed in Aldwa for some time, it spontaneously compacts into clusters of translucent purple crystal. These crystals are inert and safe to interact with. Glint is commonly exchanged for goods and services, but it may also have other uses. Unofficially, many unsavory folks will deal in stolen goods and contraband, which is represented in game by a Silver clothespin or denoted on an item tag.
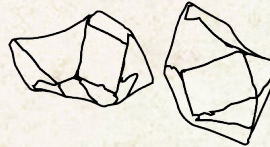
Cabin Decorations

We encourage players to decorate their in-game sleeping spaces and keep them free from out-of-game clutter. You can use decorations to camouflage the modern necessities we bring with us when we LARP. This doesn't mean you can't leave your phone on your bunk to charge, but it does mean you should tuck it out of sight under a quilt or behind a tapestry. Keeping in-game spaces in-game helps to preserve everyone's immersion, and truly–decorating is fun! We've seen players bring everything from wall hangings, string lights, and lanterns to full-on encampments complete with weapons racks, firepits, and wooden tables. It really makes the camp come alive!

Post Event Skills & Mail

Some Skills are used after an Event. These are specified in the Skill description and may be submitted using the Post Event Feedback Form. Some such Skills grant the ability to send mail in the form of letters.

Registration, Check in, etc.

Registering to Play

Approved Players may register for an Event once they have a Player Character with an approved backstory. Player registration is for the whole weekend.

Registering to Cast

Cast may register for an Event once they have an approved application. Cast registration is set up differently than Player registration and allows Cast to indicate whether they will be attending for all or part of a weekend event. Registering to Cast is free. We feed our Cast breakfast, lunch, and dinner on Saturday and breakfast on Sunday. In addition, we provide snacks and water throughout the weekend.

Our bed count for Cast is limited by the physical facilities of the campsite, so it is vital that we understand which nights Cast are intending to sleep on-site. Cast are welcome to tent camp on site if they prefer.

Arriving On–Site

If you arrive on site prior to the start of Player Meeting, you may drive your vehicle up to your cabin or camping location to unload. All vehicles must be moved to the parking lot prior to the start of Player Meeting. No vehicles are permitted in game areas while the game is on.

Players who arrive after the start of Player Meeting should assume

NPC's / Cast

that the game is on and be in their kit while in any in-game areas. Cast who arrive after the start of Player Meeting should report directly to Cast Center and travel through any in-game areas as Spirits (cross hands over chest in an X) and as inconspicuously as possible.

Check In

All participants must check in for the event. We ask that both Players and Cast check-in prior to the start of their respective meetings. Player Meeting occurs immediately before game-on and starts at 9:00 PM in the tavern building.

For Players:
- Check In is available between 7:00-8:00 PM on Friday night.
- Players who arrive after game-on must check in at Cast Center before they may be in-game.

For Cast:
Cast always check-in at the Cast Center, regardless of what time they arrive.
- Cast Meeting occurs before game-on and starts at 8:00 PM in the Cast Center.
- Cast who arrive after game-on or after Cast Meeting must check in at Cast Center and let Staff know so they can be briefed on any event-specific information.
- A secondary Cast Meeting will be offered on Saturday mornings at 9:30 AM for any Cast members who are attending for Saturday only.

Game End: Cleanup and Checkout

Game Ends at 12:00 pm on Sunday with a wrap up meeting held directly outside of the Cast Center. This meeting is designed to be brief and close out the event. Cleanup and Checkout starts immediately after the meeting.

Cleanup

Any assistance with Cleanup is appreciated and we will award bonus CP to folks who help. Everyone should start with Cleanup by removing any personal items from the Tavern, then their cabins/tents, then checking in with Staff for any additional areas in need of assistance.

Checkout

Checkout occurs in or just outside of the Tavern, weather permitting. The only people that need to Checkout are Players who have Crafting Components or who received some in-game effect that explicitly instructed them to do so. Crafting components must be turned in at Checkout and will be returned to folks at their next event Check In. In-game currency is not a Crafting component for the purposes of Checkout. Green stickered items do not require Checkout.

Leaving the Camp during Game

After checking in, if you need to leave the Camp at any point before game-off, please make sure to inform someone. You do not need to inform staff that you are leaving, nor do we expect anyone to request permission to do so–we're an 18+ game and we're all theoretically adults here. It is a good courtesy practice to make sure your friends or at least someone is aware that you will be leaving game early, especially if doing so for extended periods of time–this helps avoid any awkward moments of a person being wrongly reported as missing.

Casting at Ashenfall

Participating as a cast member at our game means embodying a wide variety of characters, creatures, and more! We strive to make the experience fun and engaging for all of our cast members.

Benefits to Being Cast

Casting at Chronicles of Ashenfall is tremendously fun! As a Cast member, you get to portray all sorts of characters, including mortals, non-mortals, and even creatures. Casting is free. We feed our cast breakfast, lunch, and dinner on Saturday and breakfast on Sunday. In addition, we provide snacks and water throughout the weeknd. We are dedicated to making the overall NPC experience incredibly fun for our Cast–you'll be able to connect with others, meet new people, delight/entertain/scare our Players, and more!

As a cast member, you'll play the different non-player characters (NPCs) who make up the world of Aldwa. Playing an NPC is a great opportunity to try out different roles and get a feel for the game.

Perm Cast

Folks who commit to casting at three out of four of our events each year are known as Perm Cast. Perm Cast have opportunities to design or portray "facerole characters" who are recurring and recognizable characters in the world.

Becoming a Cast Member

To become a cast member, you simply need to apply and be accepted to the game. Once accepted, you may register for an event as Cast.

Equipment

The following rules are in regards to equipment and prop regulations. These sections should help you determine what is and isn't allowed to be used at our game.

Armor

Armor is like a second skin you don't mind getting battered. It protects you from attacks and is easily repaired. You may wear any form of armor; regardless of the armor you wear, your maximum Armor Points are dictated by the Armor Skill your character has.

Everyone may benefit from Tier 1 Armor by default. Certain pathways convey Skills that give the benefit of Tier 2 and/or Tier 3 Armor. The maximum Armor Point value for each skill tier is as follows:

- **Tier 1** = 1 AP
- **Tier 2** = 3 AP
- **Tier 3** = 5 AP

To qualify for any Armor Points, you must be wearing chest armor. Armor Points are calculated based on the material of the chest Armor plus 1 AP for each pair of limbs you have armored. The material of limb armor does not matter for Armor Point calculation, only chest Armor material is considered. Chest Armor material dictates its Armor Point value as follows:

- **Light** (**1 AP**) - Flexible, soft materials like gambeson and leather

- **Medium** (**2 AP**) - Reinforced leathers or flexible metals like chain, studded leather, and ring mail

- **Heavy** (**3 AP**) - Reinforced chainmail or non-flexible metals like plate, splint, and scale-on-chain

Materials and forms of Armor not listed here are by approval only. Armor must be free of spikes, sharp edges, or implements that could cause physical injury.

Armor must cover at least half of its specific area in order to qualify and award Armor Points. Arm armor must cover either most of the forearm or all of the shoulder and bicep. Leg armor must cover either most of the front of the thighs or shins. Your back does not need to be covered for your Torso; you may count Armor that covers just the front of your torso and either covers the entire chest or the entire stomach.

Whenever you don Armor, the Armor is treated as a full set. Should you take Damage to your Armor, all pieces of that set must be repaired together in order to Restore Armor Points to any of the pieces. You may choose to doff an entire set of damaged Armor and don an entirely different set of Armor pieces as a new set.

Shields

Shields are a good complement to any fighter. They can block attacks and deflect arrows with ease. If you are carrying a shield upon your person but not actively wielding it, hits to it count as hitting you. Only those with the appropriate Skill may wield a shield. Shields have a limited resource pool called Absorbs that are spent when taking Damage Effects. (see Shields section of General Combat Rules)

Shields can come in a variety of shapes, sizes, and materials. All Shields are safety checked during check-in and Staff reserves the right to deny any Shield we deem unfit. The following guidelines must be adhered to for all Shields:

- The sum of the length and width of your shield cannot exceed 64 inches. Neither the length nor width dimensions can exceed 40 inches.
- Foam Shields are highly encouraged for safety and ease of approval.
- Shields may be made with a wood or plastic core. Wood cores must be at least ¼" plywood or thicker. All edges must be covered in foam; any exposed hardware on the front must be smooth and not able to catch on clothing or props.

Armor Tier	Tier 1, Any Chest	Tier 2, Light Chest	Tier 2, Medium Chest	Tier 2, Heavy Chest	Tier 3, Light Chest	Tier 3, Medium Chest	Tier 3, Heavy Chest
Chest	*1 AP **	1 AP	2 AP	*3 AP **	1 AP	2 AP	3 AP
Chest + (Arms OR Legs)	*1 AP **	2 AP	*3 AP **	*3 AP **	2 AP	3 AP	4 AP
Chest + Arms + Legs	*1 AP **	*3 AP **	*3 AP **	*3 AP **	3 AP	4 AP	*5 AP **
No Chest	0 AP	0 AP	0 AP	0 AP	0 AP	0 AP	0 AP

* = Maximum AP value reached for the Skill Tier

Weapons and Packets

Weapons are the main tool of any adventurer braving the dangers of the world. However, weapons are only useful if you have the training to wield them. Everybody may always choose to equip a single Sidearm. You may carry any other weapon, but you must have the relevant Skill for that weapon in order to use it to defend or attack. There is no limit to how many weapons you can carry at one time, with the exception of Throwing weapons, which can only be carried by those with the proper Skill. Generally:

- All weapons must either be "claw" style boffers or have an appearance that is clearly a weapon or object capable of harming another person. Weapons must be reasonably believable to count as a weapon; a giant wooden spoon is acceptable, but a loaf of bread is not.
- All Melee weapons must be soft to the touch, made of foam or latex, and contain no protruding pieces that may accidentally injure someone. We encourage you to massage the edges of latex weapons to help soften them up, as brand new latex weapons tend to be too hard. All weapons are checked upon checking into the game for safety and theming. Staff reserves the right to deny any weapons we deem unfit.

Although weapons come in many forms, the following regulations must be met at all times:

Sidearm (with core)	1-Handed (with core)	2-Handed (with core)	Thrown (without core)
10 - 18"	18 - 48"	48 - 76"	< 10"

- **Sidearm:** A Sidearm must be between 10" and 18" in length. It must have a core. Sidearms are considered One-Handed weapons for the purposes of Skills.
- **Long One-Handed:** A One-Handed weapon must be between 18" and 48" in length. It must have a core.
- **Two-Handed:** A Two-Handed weapon must be between 48" and 76" in length. It must have a core. Two handed weapons require you to have both hands on the weapon in order to attack. If one of your arms becomes maimed, you may still block with the weapon while holding it with one hand, but one end must remain close to the ground.
- **Throwing Weapons:** Throwing weapons must be less than 10" in length. They cannot contain a core. They should have some sort of fluorescent band on them to easily find them in the brush. Glow-in-the-Dark markings are encouraged for nighttime use.
- **Bows:** We allow both realistic Bows and Zing Bows. Bows must be rated with a draw weight of 25 lbs or less. LARP safe arrows must be used and each arrow must be safety checked prior to the start of each event. Arrows should have some sort of fluorescent band on them to easily find them in the brush. Glow-in-the-Dark tape is also encouraged for nighttime use.
- **Packets:** Packets are used to deliver some Skills. Skills will specify whether the packet must be thrown at or touched to a target. They typically represent a Spell. Packets must be made from a 6 - 8 square inch cloth of natural material, filled with birdseed that doesn't contain sunflower seeds, and tied off with a string also made from natural materials.
- **Others:** Other types of weapons, both unconventional and not listed here, are judged on a case-by-case basis. Approval for any weapon to be used in-game is at the discretion of Staff.

"The most important thing I learned in this job is that perception and reality are completely different beasts.

The most dangerous thing in a room might look like a war hammer, but it's almost always the person chatting everyone up. They're the one holding the strings."

- Kathal Mac Cába

Contemporary Props

Visual appearance of props and costuming should generally fit into a medieval fantasy theme, but there are a handful of contemporary props that can be used. Thankfully, artisans at the various Rune forges around the land have created ways to bring contemporary quality of life improvements into the world of Ashenfall!

Colored String Lights or Similar

If you come across a series of brightly colored string / rope lights. This indicates some magical effect and you are unable to cross the threshold they create, if any, without first resolving an attached or nearby Effect Tag. Keep an eye out for these.

Watches

Watches and time keeping devices in general exist in our world thanks to the power of the Runic arts; Runic foundries are capable of making these using Lesser Rituals and clever metal work. We ask that you avoid using blatantly modern watches or that you modify them to fit the theme.

Lanterns

Light emitting devices are also common thanks to Runes. Runic foundries have created lanterns that can emit light in a variety of colors for long periods of time. We ask that you avoid using blatantly modern looking light sources. All light sources must fit our medieval fantasy aesthetic and the light must be diffused, such as through a frosted window. Modern flashlight / torch style devices are not permitted, nor are high-lumen lights.

Music Boxes

Devices that play music exist in some parts of the world. A clever creation using Runic magic and Skaldic arts, these devices can play soft music to add ambience to an otherwise boring setting. We ask that all music played be instrumental, period appropriate, and kept at a reasonable volume at all times. These devices should never be played loud enough to make hearing conversation difficult.

Umbrellas

Umbrellas and Parasols are allowed. They must be period agnostic or plain black. Umbrellas and Parasols may not be used to block attacks in combat and you are encouraged to place them off to the side to avoid any accidents in the event combat breaks out.

In the event of multiple simultaneous character Deaths, you may choose to enter The Crossroads in groups of up to 3 and share the outcome together. Additionally, there may be skills or items in-game that allow you to enter The Crossroads while still alive or to impact this process for a departed Spirit (friend or foe).

Spirit Marks

Earning Spirit Marks indicates a weakening or corruption of the connection between your Spirit and your body in the Mortal realm. Simply, if you want to avoid permanent character death, you should avoid collecting Spirit Marks.

Some skills or items in the game may interact with Spirit Marks. If this interests you... find out more in game.

Consequences of Dying

Many consequences may result from a character's untimely trip to The Crossroads. Some are immediate, and some may take time to uncover. Although it's possible, don't expect to return from The Crossroads entirely unscathed.

The Undying

The Undying are a symptom of the broken cycle, but they are neither inherently good nor evil. They are neither fully dead nor fully alive. Some view this as a blessing–an opportunity to spend more time with precious friends and family. Others view this as a cursed, unnatural, and painful existence. It is somewhat rare to encounter an Undying with a full presence of mind, but it is not unheard of.

Permanent Death & Moribund Trait

The Moribund trait indicates that you have earned so many Spirit Marks that your connection is fragile and further character death is likely to be permanent. Do with that information what you will...

As a Player, you should be aware prior to facing a possible permanent character death. This is typically signaled by acquiring the Moribund Trait but may be indicated in other ways. Generally, You can not randomly perm unless you already have this trait.

Character Retirement

We would like to offer a method for Players to retire a character they no longer enjoy playing or one who has effectively completed the story they wanted to tell and to do so without feeling punishing or the pressure of a sunken-cost fallacy. To that end, we will provide a method for Players to carryover a percentage of their earned character progression above a set threshold to a new character should they choose to voluntarily retire that character (not through Death).

This is an entirely Out of Game function and Players should not expect any sort of send-off plot if they elect to use this option. While not a requirement, Players are welcome to explain what happened in-game to via a new character or through couriers from the perspective of the retired PC. Please inform Staff as soon as you decide to use this option. You will need to work with them on creating your new character.

Death

When one dies within the mortal realm, their Spirit is pulled to The Crossroads. Once there, they meet with an entity from beyond. The entity they encounter may vary, but one never wants to draw too much attention from such beings...

The Spirit of the fallen will be asked several questions by the entity from beyond and those in Spirit are expected to be honest and forthcoming with their answers. The entity will take a measure of their Spirit and, should they be found wanting, will place a mark against their soul.

The Death System

Character death is a part of nearly every game system. Our system is designed with the concepts of player agency and narrative consequence in mind.

To help set expectations up front, we want to clarify that permanent character death is possible and that there are far worse fates for a character than perming. However, progression towards permanent character death is not a "gamified" element of the system–no dice rolls or games here, just you and whatever you meet in The Crossroads. Generally, we recommend that your character have a healthy fear of death–survival is the name of the game around these parts.

Upon dying, your character remains as a Spirit for up to 5 minutes. You may choose to end this count early and depart to visit The Crossroads. In The Crossroads, you will meet with an entity who, at the conclusion of this meeting, will inform you of your fate–earning a mark against your Spirit and weakening your connection to your mortal coil or returning to life without an additional mark.

Magic

Channeling, Runes, & Rituals

Magic existed before the sundering, but was different–only Runic magic existed (as far as is commonly believed) prior to the cataclysm. Post-Sundering, new forms of magic appeared the world over, and there may be more magic yet to be discovered.

Magic is a part of life in Aldwa. Magical forces can be manipulated in two ways: via Runes or via Channeling. Typically, channeling spells draw power from an element to perform a specific function. Magic exists and persists as latent energies, natural forces, and physical laws of the world. Runes manipulate the physical laws of the world.

The Elements

The currently known elements of the world are often channeled to perform a function related or well-suited to the element. They are:

Element	Description
Blood	Healing of Flesh, Boosting Vitality, Manipulating the Body
Bone	Bolstering Defenses, Stitching Armors, Reinforcement
Force	Runes
Gloom	Hallucinations, Trickery, Mental Manipulation
Ice	Offensive, Damaging
Rot	Decay, Physical Debilitation, Disease
Void	Nullification of Magic, Magical Absorption
Spirit	Interaction and Manipulation of/from Spirits, Death
Air, Earth, Fire, and Water	Manipulation of the Elements of the Natural World

Ash Magic

Magic that draws upon or manipulates the Ashes is seldom found. It is widely considered extremely taboo to touch this form of magic; those that have attempted to use it have done so for almost exclusively nefarious purposes. Ash magic has not been researched in any significant capacity due to these taboos. Not much is known about the magic's exact nature or what it can be used to do.

Runes

Some consider Runes to be a divine magic because of the way they can affect the reality of the world. Runes are used to manipulate magic and imbue it into objects, including weapons, structures, and even stationary. They are the magical force that dictates the way we experience the world–the physics, chemistry, and other natural sciences. Those who wish to study the world for what it is and manipulate that reality typically immerse themselves in the Runic arts.

It is well known that Runic magic is old and existed before the Sundering–before any Ashes touched this world. As civilizations formed in the wake of the cataclysm, Runic magic persisted. Although its use continues to flourish, thus far it has proven impossible to manipulate the newer elements in the world with Runic Magic.

Using Runes is a precise and formulaic practice. Making a mistake while carving a Rune could result in the magic failing to take hold; in the best and worst case scenarios, this could mean catastrophe or death. As a result, Runic arts are a practiced and carefully measured skill that requires care to perform properly.

Runes have base symbols that can be used individually or in sequence. Each rune, or "word", represents a runic concept and can be further modified with diacritics that focus the word's intent. When base symbols are combined, they create sentences. Apprentice runic sentences are one word, journeyman are two, and master are three. When more than three base symbols are combined, the sentence becomes the basis of a ritual. Rune tags may be found in game and opened by Players with the appropriate Runic Linguistics skill to do so.

Rituals

There are three basic forms of ritual: Runic, Shamanistic, and Ashen. Rituals always require a leader to act as a focal point. They can be empowered by adding other casters as focal points. All practitioners must typically be trained in ritual magic. Rituals of moderate or significant power always require a sacrifice of some sort, whether that be a treasured item, the vitality of one of the focal points, or the life of a person.

Runic rituals are the oldest form and serve as the base reference for rituals involving other forms of magic. Shamanistic rituals involve the elements of the natural world. Ashen rituals are rare, incredibly powerful, and have a high cost.

Code of Conduct

Applicability and Eligibility

All persons who participate in any Chronicles of Ashenfall event, in any capacity, are expected to abide by this Code of Conduct. This includes both Players and Cast. This Code of Conduct applies to participants during events and between events, including digital platforms through which community members of the game interact such as the Chronicles of Ashenfall Discord or Facebook page, and includes interactions between community members regardless of whether they occurred in official Chronicles of Ashenfall spaces or in other spaces.

All participants are expected to:
- **Follow rules, regulations, and policies of any campsite or other event space used for a Chronicles of Ashenfall event.**
- **Abide by any insurance requirements and any local, federal, or state laws.**
- **Abide by any rules and regulations communicated by Staff during the pre-game Player Meeting or as described on our website or communicated to you by the Chronicles of Ashenfall Staff in writing.**

Eligibility

We seek to set expectations as clearly as possible upfront due to the dark fantasy nature and tone of some of our stories and some logistics of game management. Eligibility to participate in our game is limited to individuals who are 18 years of age or older. Exceptions to this policy are rare and entirely made on a case-by-case basis. Exceptions are granted at the sole discretion of the game owner.

Rules of Etiquette

Honesty and Honor System

LARP in general and our game in particular rely on honesty. This means making the best efforts to engage with aspects of the game or game mechanics using an "honor system." Keep track of your character's condition, any effects they may be under, and hits that strike you–act accordingly to these.

Calling Effects Clearly

Any Verbal Calls need to be spoken clearly and audibly. Do not expect your target to take an effect or react appropriately to garbled or muffled calls.

Burden of Use

The user of skills, spells, effects, etc. has the burden of use of those effects. If you are asked to Clarify an Effect that you just attempted to use, you must be able to explain the Effect to the target. If you are unable to explain a keyword or other part of an Effect you are attempting to use in-game, you may not use it.

Insulting and Threatening Language

If an insult your character would make would offend someone on an out-of-game level, consider a different choice of wording that could be taken as entirely in-game. Any in-game or in-character threats should be worded so that they are clearly in-game.

Sexually Explicit

References to explicit sexual behavior or concepts, especially violent ones, are not welcome nor allowed.

Excusing Bad Behavior

"Just being in character" is never an acceptable excuse for unacceptable behavior. Similarly, attempting to legalistically argue your way out of trouble or intentionally bending the rules to benefit your character is not acceptable.

Smoking, Alcohol, and Drugs

Smoking Policy

No smoking is allowed inside any of the buildings at any campsite or event space used by Chronicles of Ashenfall. Smoking is permitted only in designated areas such as the parking lot or around an active campfire.

Alcohol & Drug Policy

Chronicles of Ashenfall is bound by the rules and regulations of the campsite we use. Unless explicitly permitted, usage of alcohol or illegal drugs on site, or playing while impaired or under the influence of such substances is grounds for an immediate and permanent ban, and the participant is liable for the loss of the Security Deposit or any related Financial loss.

Disciplinary Actions

We take disciplinary action against participants of our game very seriously. Behavior that violates our rules, policies, or expectations will be subject to disciplinary action and/or investigation. Such actions may include:
- **verbal or written warnings**
- **suspensions from the game**
- **permanent ban from the game**

Membership and participation in our game and community is a privilege, not a right.

When issues or complaints arise, we utilize a progressive system of review. While this may not fit everyone's personal definition of "fairness", we strive to approach situations with compassion and set expectations up front as much as possible. The spirit of these policies are considered as more significant than the exact wording.

Removal from an Event

Chronicles of Ashenfall and Mountaintop Games LLC reserve the right to remove any participant from the game. Such removal may occur at any time including, but not limited to, during the course of an event. Decisions on disciplinary action such as the removal from an event or the community entirely are made at the sole discretion of the game owner.

Bans and Suspensions

To be explicitly clear, the following will likely result in a permanent ban from our game and may result in referral to police where warranted:

- **Sexual Misconduct of any kind will not be tolerated.**
- **Posting or sharing of illegal content, including hate speech, on Chronicles of Ashenfall social media is not permitted.**
- **Out-of-Game harassment of community members is not permitted.**

Sharing Information

Generally, information about participants and incidents that resulted in disciplinary action will not be shared with the community. Information about participants and incidents that resulted in disciplinary action may be shared with other game organizers. Information may also be shared with the Chronicles of Ashenfall community in situations where it is determined that doing so may reduce harm or ameliorate some negative impact as a result of such situations. Decisions on what information is shared and when are made at the sole discretion of the game owner.

Reporting Concerns

While we support a culture of a self-policing community and encourage folks to address issues as they occur / as they see them, we also have methods for reporting egregious concerns or notifying our staff of an ongoing issue.

- **In-Game:** you can always flag down a staff member or NPC and let them know that you need to speak in an out-of-game manner, then convey the concern. If that person is not able to address it directly, they will inform someone who can.
- **Out-of-Game:** you can let us know about any concerns through your feedback form, contact our game owner directly, or email support@ashenfall.com. This information is private and will be handled in confidence. Please provide as many details as possible and please be aware that we may need to ask for additional details or communication in order to move forward.

If a negative interaction occurs and you do not feel comfortable addressing it with the person involved, please do not wait to report a concern until after the end of an event. Let our staff know as soon as possible. Addressing it in the moment is always a better practice to help reduce harm, especially when it comes to elements of safety or breaches of our code of conduct. Communicate any first-hand information as soon as possible. Second- or third-hand complaints are typically not actionable.

Staff Intervention

Staff will intervene provided the Staff member(s) feel in their best judgment that such intervention is warranted. Depending on the severity of the allegation, Staff may investigate and make a determination about any disciplinary actions that may be warranted.

Staff will not intervene in an in-game conflict between characters, only in situations that present out-of-game concerns or breach some element of our rules, policies, or code of conduct.

Security Deposit & Financial Liability

Damages

You are expected to take good care of the property and all equipment and fixtures in it at any campsite or event space during the course of a Chronicles of Ashenfall event. If, at any time, your behavior results in damages to the property you will be responsible for reimbursement, on demand, for all costs, fees, and expenses incurred to address any such damages. Damages to the property must be communicated to staff in a timely manner. Damages to the property that may reasonably be attributed to intentional actions may be grounds for removal from an event

Security Deposit

If, at any time, your behavior results in the loss of the security deposit for an event, you will be responsible for reimbursement of such loss to Chronicles of Ashenfall in addition to any other disciplinary action.

Liability for Financial Loss

If, at any time, your behavior results in the early conclusion of a rental period by the Operator of a campsite or event space, you may be liable for the cost of the rental fee including any deposit.

If, at any time, your behavior results in the cancellation of future rental contracts with a campsite or event space, such as Chronicles of Ashenfall or Mountaintop Games LLC as entities banned from a campsite or event space, you will be liable for the loss of revenue equal of up to four events or until such time as a new campsite or event space has been selected and contracted with for use at future events, whether this loss is perceived or actual, of Mountaintop Games LLC calculated at a rate of 1 event per 3 month period between the months of March - November and based on the average revenue received from Chronicles of Ashenfall game events during the preceding 12 months.

Safety & Sportsmanship

Our goal is to ensure that all participants have fun in a safe environment. All participants are responsible for the safety of any items used in combat; this includes swinging or throwing weapons. You should check the safety of your weapons throughout the course of the event, and if you notice any safety concerns such as ripping or breakage on a boffer or other weapon, please retire it for the remainder of the event.

At the bare minimum, participants in our game, both Players and Cast, are expected to familiarize themselves with the safety rules, safety calls, and keywords used in our game system.

Physical Contact

Physical contact should only occur through a foam boffer weapon, LARP-safe ammunition, or with prior consent given for physical roleplay.

Injuries

If you become injured during the course of an event, please seek medical attention and let us know.

If you have been injured prior to attending an event, please carefully consider whether it is safe for you to continue participating in the event, whether you may need a Yellow-Armband, or whether you should cancel or push your registration to a future event. Ultimately, you are responsible for your own well-being and are the only one who can make this decision.

Wildlife Safety

Make sure to keep the campsite clean: do not leave food, trash, or anything smelly out in the open or in your tents that might attract wild animals. If you are camping on site, food should be sealed and stored appropriately out of reach of animals.

Do not feed or try to pet any wildlife you come across, even if it seems friendly. Stay away from dead animals you find in the wild. Stay away from young animals you find in the wild.

Real Weapons

Real weapons are not permitted to be worn or used for any reason at a Chronicles of Ashenfall event. Knives, axes, or other camping utensils are permitted as long as they do not leave camping areas and are stored safely while not in use. Firearms are not permitted on the camp site.

Fire Watch

Fires may only be in designated areas and must be attended at all times. It is everyone's responsibility to make sure that there are no unattended flames in or around the campsites. While a fire is active, a person must be designated as the "Fire Watch." Should something happen to incapacitate the other characters in the area, the Fire Watch is not affected and is considered Out-of-Game for all intents and purposes.

Combat must maintain a safe distance from active fires; use "caution" and other safety calls as needed to move the action a safe distance (10 ft. or more) away. No person should ever run to a fire to avoid in-game action or combat.

Spirit of the Rules

The rulebook at large and any specific section therein are intended to be approached "in good faith." Participants are expected to behave in a manner that supports the safety of the community and the good of the game, not merely for personal gain.

It is simply not possible to write a rulebook that accounts for every situation. It is possible to technically follow a rule while intentionally manipulating it beyond the expected function. Our goal is to convey expectations, rules, policies, and procedures clearly, and that means relying on participants to engage with these in good faith.

Don't be a weasel and don't try to force technicalities to avoid consequences. Where necessary, such behavior will be marked by Staff as inappropriate or as Cheating. Wilfully abusing the clear meaning of language in an attempt to gain personal advantage, avoid consequence(s), or be disruptive to an event and the community will not be tolerated. We will always provide clarification when asked if a rule is confusing or being misinterpreted.

Some things shouldn't have to be said to adults and aren't explicitly defined in our policies or rules; please don't be the person who forces us to make another rule.

Cheating

Cheating is not permitted. Intentionally bending or breaking the rules outlined in our system will be considered cheating.

Making Mistakes

If you make a mistake, own up to it. Don't attempt to "weasel" or "rules lawyer" your way out of trouble if a complaint has been made. Such attempts do nothing other than demonstrate a lack of alignment with our community values and provide significant justification to removal from the game or community entirely.

Anti-Harassment & Anti-Discrimination Policy

Chronicles of Ashenfall seeks excellence through diversity among its Players, Cast, Staff, leadership, and stories. We are committed to creating and sustaining a community that is inclusive, as reflected in our core values.

We confidently hold the position that LARP is a hobby for all and one in which physical, verbal, or sexual harassment will not be tolerated. We also recognize that the tone and stories explored in Chronicles of Ashenfall may not be everyone's cup of tea, however we are committed to ensuring that this is not due to the prevalence of discriminatory elements, actions, or messages.

Protected Classes

We do not discriminate on the basis of race, color, religion, sex, age, national origin, sexual orientation, gender identity or expression, disability, veteran status, ancestry, ethnicity, or pregnancy status. It is not acceptable for members of our community to discriminate against or make derogatory comments towards another participant on the basis of any out-of-game identity they may hold, especially legally protected classes. Legally protected classes include: age, ancestry, color, disability, ethnicity, gender, gender identity or expression, genetic information, HIV/AIDS status, military status, national origin, pregnancy, race, religion, sex, sexual orientation, or veteran status.

Hate Speech

Under no circumstances will hate speech be allowed nor tolerated. In-game insults must be kept to clearly in-game language. There is a difference between a character and the person playing that character, but this does not excuse one from the bad behavior of the other.

Makeup Restrictions

Chronicles of Ashenfall does not permit blackface, brownface, or other makeup that mimics real-world skin tones in representations of any of the species in our game. Some species have specific makeup requirements which are not intended to nor should be used to change one's natural coloring to mimic real-world skin tones, but should be deliberately integrated into fantasy makeup and costuming in a way that highlights the supernatural, non-human appearance of the character.

Player vs. Player (PvP)

The game system and world of Chronicles of Ashenfall provide the scaffolding for antagonistic "Player vs. Player" (PvP) situations that may include both roleplay or combat scenarios. These may result in outcomes that were not previously negotiated by one or more characters involved, such as character death, loss of in-game possessions, etc. PvP content that is kept to in-game conflict and does not run afoul of our other rules, policies, or the Code of Conduct is permitted.

Characters may possess skills that allow them to attack or affect other characters by surprise, without pre-negotiated scenes and resolutions. Therefore, it is uncommon for two Players to agree in advance that their PC will or will not enter combat at a specific time or with a specific outcome. Conflict between characters should remain in-game and between those characters, especially when conflicts occur between two or more Player Characters.

PvP Griefing

Laying in wait nearby any set respawn point for a Player Character to respawn so that you may swiftly kill them again and again, ad nauseum, is considered Griefing. Such behavior is not tolerated and should be reported to Staff.

Theft

All participants should lock valuables in their vehicles if and whenever possible. Please do not leave any valuables unattended and visible in the cabins, camping areas, or in-game areas.

Chronicles of Ashenfall is not liable for any property that is lost or stolen during an event. Any found property may be given to a staff member and we will do our best to locate its owner. If you have lost an item, please ask staff during the end of event cleanup to check if it has been found.

Photo / Video Release

Chronicles of Ashenfall may use photographers and videographers at the events to capture the action. We also use these images to update our website, rulebook, and promote future events. By registering for an event, you agree to allow Chronicles of Ashenfall and Mountaintop Games LLC to use these images or recordings.

Removal or Omission of Public Images

However, we will omit images from our publicly accessible areas such as the website and rulebook if you send us a request to support@ashenfall.com. To help facilitate this, please also include a clear image of yourself.

Chronicles of Ashenfall

A Dark, Gritty, Fantasy Larp