

The **2013** Omnibus to the Realms

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Rule changes from the **2012** Omnibus to the Realms are marked in **red**.

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Part I: General Player Information

WELCOME TO THE REALMS!

The Realms is a world of medieval fantasy. Modern-day technology does not exist. Instead people live by wits and courage, by magic and the sword.

The Realms is a world far different from our own. It isn't based on our world's history, and only loosely based on our own geography. Within the Realms such things can be found as terrifying monsters, magical powers, armored knights and pious monks. The only limit to the contents of this new world is the limit of the creative mind.

The Realms is a world where you can become a valiant fighter, a sneaky thief or a powerful sorcerer. You can become a ruler of men, a soldier of fortune or a peasant farmer.

Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet, join the feast, and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army.

You're in the Realms now and you'll never be quite the same again.

What is This Book?

The document you are reading is the official rulebook to the Realms (also known as The Realms of Wonder). This is a fantasy live action role-playing (LARP) game system. It contains a magic system to approximate some spells and abilities and a combat system based on real skill. Covered here you will find what you need to know about combat, magic, and other aspects of playing the game.

While the wording of the rules may occasionally be less than clear, players should not use any such confusion to their own advantage. A simple guideline is to not assume any benefits unless specifically granted by a rule. If you feel that the way a rule is written grants you an advantage by omission of a statement to the contrary, you must review that rule with a marshal or Event Holder prior to utilizing that advantage.

Be sure to know the **2013** Omnibus rules, as well as any specific rules at each event you attend. At their events, an Event Holder may choose to change some of the rules, including (among other things) announcing special weapon calls, defining regional magic, and allowing play-testing of new rules.

These rules are updated once a year by the players who volunteer to run events, **in order to** make the game more fun, make the game safer, clarify existing rules, and encourage increased, improved role-playing.

What is the Realms?

The Realms is a LARP system. This game has been in existence since the late 1980s. The term, “The Realms,” is also used to refer to the community of LARP enthusiasts who attend events held by these rules. The Realms has evolved considerably since its conception through the participation and imagination of more people than can be credited. Unlike mostLARPs today, the Realms has a skill-based combat system; and is community-based rather than being run by a single, static council or corporation.

For those who are not familiar with what playing in a LARP entails, it is a lot like acting. The difference is that while the Event Holder (EH) sets the stage, the lines are all yours. You decide what “part” you want to play. Are you a mage, a warrior, a noble, or all of the above? Once you arrive at the event site you slip into your character. You stop acting like yourself and begin acting like your new part. Now this is all fine and good until you decide your character would pull out a sword or wand and slay some other character in front of you. For one thing, really killing people with real swords isn’t legal or nice. For another, there isn’t any magic in the real world, so when you wave your wand at someone, nothing really happens. This is why there is a system involved. The system is designed to help resolve situations that we cannot practically resolve on our own. The Realms uses foam-padded weapons to resolve melee combat (sword-fighting) and the game supports a magic system as well (for all manners of wondrous things not possible in real life). Specifics of the Realms system will be discussed in more detail later on.

How Do I Start Playing?

First off, read this rulebook. Read the whole thing. That might seem self-evident, but you would be surprised how many people don’t follow that simple suggestion. The Event Holders of the game get together and modify the rules every year. It is a good idea to re-read the Omnibus each year, so you can be up-to-date on rules modifications and changes.

Next off you will need to make a character (the role you play while at events). Characters are often referred to as Player Characters or PCs. This role will be the vehicle you experience the Realms through. Creating a character is old hat to many who have played table-top role-playing games or other LARPs. If you are unfamiliar with creating a character or want some tips, see the *Creating a Character* section.

After creating a PC, the best way to become acquainted with the Realms is to simply go to an event. Most people will be happy to explain to you what’s going on. There is so much that can happen at an event that it is better experienced than explained. Attending practices is also helpful, as you not only become acquainted with the combat system, but also get introduced to other players.

IMPORTANT NOTES

Anyone who is a danger to themselves or others will not be allowed to participate. Before carrying out an action that might be considered unsafe to yourself or others, check with a marshal (referee).

For the safety of all participants, any form of unwanted physical contact is strictly forbidden.

Any acts considered unlawful in the mundane world, such as rape or out-of-game theft, are considered unlawful in the Realms, and any perpetrators of such will be handed over to the authorities.

People's tents, bags, packs, pouches and possessions are completely off limits and out-of-play. There are no exceptions. Even if officially in-play items such as Realms currency, magic items or magic weapons are concealed within a participant's belongings – you may never, under any circumstances, go into and remove those items from their tent, bags, packs, pouches or possessions without the occupant/owner's explicit permission.

Repeated disregard of the rules will not be tolerated.

Failure to follow the above laws can and will be punishable by sentences that are as light as sitting out of a tourney to as severe as being removed from an event site and prosecuted for violations of Federal and/or State law.

THE SAFETY RULES

The safety rules are out-of-character (OOC). They must be followed at all times. They are for our safety, and provide the guidelines that we should all be playing by.

The Rules We Play By

1. We should all be doing this to have fun. If you get mad or uncontrolled, it is up to you to remove yourself from the game. A marshal may remove you from the game if you do not.
2. This is a sport of personal honor; treat it as such. You are responsible for keeping track of many aspects of this game, such as weapon blows and known spells. Failure to report or accurately respond to any of these aspects is cheating, and a stain on your personal honor. If you are caught cheating, a marshal may remove you from **part or all of the event**.
3. You must listen to the marshals at all times; they are the referees.
4. If something looks unsafe, it most likely is unsafe. Report safety concerns to a marshal immediately. If you have any questions, it is up to you to ask.
5. **HOLD:** If you see a harmful or unsafe situation (e.g., someone is about to run into a tree, gets their glasses knocked off, has had their weapon really broken in combat, someone is about to fall off a cliff, etc.) yell the word, "Hold". If someone is injured, it is the primary responsibility of the person who is hurt to call a hold. Before calling a hold for someone else in an otherwise safe situation, you must first ask if they are all right. Holds should only be called in the event of a dangerous situation, and should never be used to discuss the rules. If you hear the word "Hold," stop immediately, then say "Hold" until everyone else has stopped moving. Once the emergency has been dealt with, a "Lay-On" (continue play) will be called either by a qualified marshal, or the person who originally called the Hold. Do not resume play until a Lay-On has been called.
6. Only weapons and shields that have been made following the construction guidelines (see the section on *Weapon Construction*) are to be used. A qualified marshal may be requested to check the safety of any weapons or shields at any time. Any new designs or materials must be inspected and approved by the EH or a designated marshal before use.
7. There is to be NO real steel in any combat situation, or in any potential combat situation, at any time. Real steel is defined as metal knives, swords, axes, darts, spikes, spurs, etc. – anything that could really hurt a participant. Real steel that is sheathed is still a potential hazard.
8. Acts considered unlawful in the real world, such as theft of non-game items or assault, are also unlawful in the Realms. For the safety of all participants, any form of unwanted physical contact is strictly forbidden.
9. Any spell props, weapon props, or materials not specifically allowed within the Omnibus must be inspected and approved by the EH or a designated marshal before they are used.

The Rules We Fight By

10. This is a lightest touch sport. ANY contact with a weapon to a body is to be taken as a hit. Ignoring a “light” blow is cheating and a marshal may remove you from the fight. There are to be NO full-strength swings. A marshal may remove you for excessive blow strength. Weapons, melee and missile, should be used with the minimum force necessary to score a successful hit.
11. The face (eyebrows to chin) and throat area are “off-target.” Do not aim for these areas. You may choose not to accept a blow that hits you solely in these areas, but you must call the location hit. For instance, if you are hit in the face, call “Face,” and keep fighting if you wish. This alerts both the other combatant and the marshal that you have taken an illegal blow. It is not unusual for shots to an off-target area to also strike legitimate areas in the same strike. You must take all legal blows, even if an off-target area was hit by the same strike. For example, a shot thrown at your head may hit your face if you pull back, but if it touches your forehead in the process, that is a legal blow.
12. In combat, there is to be contact with weapons only (i.e., weapons hitting weapons, weapons hitting bodies and weapons hitting shields only). There is to be NO body contact of any kind (i.e., no shoving, punching, kicking, biting, grabbing, etc.). Do NOT grab an opponent’s weapons and/or shield.
13. Do NOT charge. Charging is defined as running at someone so that they have to get out of your way to avoid illegal contact.
14. Shields are for blocking ONLY. Your shield should never be used as a weapon. Punch-blocking, shield-bashing, or contact with another person is unsafe.
15. Pommels, no matter how padded, are not legal striking surfaces. Do not punch or thrust with the pommel of a weapon.
16. Do NOT ever throw a weapon at a participant, unless that weapon is of a type (magic missile, javelin, or lightning bolt) sanctioned by the rules for throwing. No thrown weapon or missile weapon should strike a participant above the shoulders.
17. Arrows should be drawn with minimal pull necessary to score a successful hit. Bows should NEVER be used to parry an attack. As with thrown weapons, arrows should not strike a participant above the shoulders.

THE RULES OF COMBAT

THE COMBAT SYSTEM

The Realms uses a lightest touch system for its combat system. That means that no matter how lightly your opponent may touch you with his weapon, you have to take the shot. This is to keep the sport friendly, so that everyone can play. This system does not allow for “scratches” or “light blows” – you must take these shots as normal blows. In all cases, the phrase, “if you are struck,” refers to any time you are struck by the padded surface of any weapon or spell prop that does damage as a weapon.

Hit Locations

Your body is separated into seven locations of which there are two kinds. Your arms and legs are “limbs,” while your head and the front and back of your torso are “kill locations.” If you become confused about exactly where one location stops and another begins, thinking of a Barbie™ doll may help. The buttocks of a person are considered leg shots. If hit in the buttock(s) lose the appropriate leg(s).

Killing Blows

If you are struck in a kill location your PC is dead (see *Character Death and Scalping* for more details).

If you are hit on the top of the shoulder, your PC is dead. In the case that you are wearing armor, a blow to the top of the shoulder is considered a blow to the front or back depending on whether your opponent is in front of you or behind you.

Limb Shots

If you are struck in a limb, your PC loses the use of that entire limb.

If you are struck in a limb that has already been lost, and that limb blocked what could have possibly been a legal shot to another location, then that location should be considered hit. You cannot protect the side of your PC's body with a disabled arm or by lifting a disabled leg up to block. Once your PC's limb has been disabled, it should be put behind you. This keeps it out of the way as well as provides a visual cue that your PC is hurt to other players. Once you have lost a limb, your PC cannot use that limb at all. Don't limp on a damaged leg.

Hand-on-Weapon

If you are struck on a hand that is holding anything that is legal to block or parry with (weapons and shields, but not bows, javelins or arrows), it is considered gauntleted and immune to damage. When this happens, call out "Hand" or "Hand-on-weapon." If you are struck on a hand that is not holding anything you can parry with, even if you have just taken it off for a second, it is considered a legal limb shot and your PC has to suffer the consequences. Your hand is considered everything below the wrist bone.

How to Take Multiple Hits

Should an opponent's weapon (be it a melee weapon, missile weapon, or spell prop) hit you in more than one location with the same swing, all points of contact count as hits.

COMBAT ETIQUETTE

Combat is an important part of the game. In order to make the game more fun for everyone, combat etiquette, which is out-of-character, has been developed. Using combat etiquette helps avoid confusion and promotes the same kind of behavior when someone else is fighting you.

Calling Hits: It is your responsibility to call where you were hit in combat. This is to let the other participant(s) and the marshals know that you were hit, and where you were hit. Calling armor, protections and other effects is also your responsibility. **Armor must always be called, even when a player character is dead.**

Calling Shots: In combat, you may feel that you struck another participant. It is not acceptable to call their shots for them. If you feel that another participant is consistently miscalling their hits, rhino-hiding, or some other form of cheating, please alert a marshal. It is acceptable to ask your opponent if he was hit, calling his attention to the location.

Late Shots: Sometimes you will strike another participant immediately after receiving a hit that injures or kills your PC. For example, just before your sword makes contact with an opponent, your attacking arm is struck by another weapon. Even though you are incapable of physically halting your attack, the injury your PC received renders the hit ineffective. There is no “follow through” effect that allows your attack to be successful. This is called a late shot. If you deliver a late shot, it is your responsibility to inform your opponent to not take the blow. Common phrasing includes “Don’t take that!” or “Late, on your arm!” Like other shots, you may not declare that someone else hit you late. If you think someone is failing to call their late shots, question them after combat ends, or bring your concern to a marshal.

Illegal Hits: Sometimes you may hit someone with a part of your weapon that doesn’t actually damage their PC, such as the pipe of a weapon, the side of a thrust-only weapon (see *Weapon Rules*), or the shaft, **fletching or nock** of an arrow. If you do this, be sure to call, “Don’t take that!” to alert them that it wasn’t a legal hit, and that they may resume play as if the hit never occurred.

Rhino-Hiding: Sometimes in the thick of battle people miss shots, because of adrenaline or focus. This is generally unintentional and accidental. It often stops once a fighter has more experience in calling and feeling their shots. Repeatedly missing shots or intentionally missing shots is different and is called rhino-hiding. Rhino-hiding is cheating. If you repeatedly miss shots, you may be asked to get retrained in fighting, or may be asked to stop playing (see *Cheating*).

Off-Target Areas: Your face and the front of your throat are off-target; players should never aim attacks there. If you are hit in either location, you should announce it even though the hit has no game effect. Face is considered the area on your head below your eyebrows, in front of your ears. Throat is considered the forward-facing section of your neck, above the sternum. The forehead from the eyebrows up, the back and top of your head, as well as the sides and back of your neck, are legal targets.

Should an opponent’s weapon hit you in more than one location with the same swing and one or more of those blows land in an off-target area (such as your face or your throat), you still have to accept those blows which did land in legal locations.

Breast shots on women and groin shots on both men and women are legal and considered killing shots, but such shots are highly discouraged. Men and women are encouraged to wear protective gear to avoid injury to sensitive areas.

You should never deliberately aim for an off-target area such as the face, nor for the groin or breasts. Accidents happen, but if you frequently hit these areas it will indicate to others that you are not a safe and controlled fighter, and you may be asked to sit out by a marshal.

WEAPON RULES

Players are responsible for being safe with the weapon(s) they are using. Before using a weapon style in-game, players should take it upon themselves to be properly trained by a marshal or someone who is safe and proficient with that weapon style.

Wielding Weapons

For the purposes of the rules, you are wielding a weapon or shield if you are holding it in your hand(s) and you attack, parry, or block with it. You are wielding a combination of weapons and/or a shield if

you attack, parry, or block with either of them. Simply holding a weapon, or menacing with it, does not count as wielding unless contact is made. You cannot wield more than one item in a hand at once.

If you are wielding an illegal weapon or combination and you attack, then you should tell the target, “Don’t take that.” If something you are not wielding blocks a shot, then you should treat the blow as if it had landed. If you are not sure where that blow would have landed, then assume it would hit the location that would cause you the most harm (i.e. an unarmored kill location).

See *Breaking Weapon Restrictions*.

The size of a weapon dictates how it may be wielded. Weapons cannot be any smaller than 12”, and cannot exceed 8’ in length.

<i>Weapon Length Quick Guide</i>	
Length	Weapon Type
12” to 3’8”	One-handed
3’8” to 5’	Hand-and-a-half
4’ to 5’	One-handed, no florentine, thrust-only
5’ to 6’6”	Two-handed
6’6” to 8’	Two-handed, thrust-only

One-Handed Weapons

You can wield a one-handed weapon in one hand and still use a shield or another one-handed weapon in the other hand. Using two one-handed weapons (up to 3’8” each) together, one in each hand, is commonly called a “Florentine” combination. Magic Missiles are also considered one-handed weapons, but follow special rules.

Hand-and-a-Half Weapons

If a weapon is considered hand-and-a-half, then you can use the weapon with one hand, but your other arm or hand cannot be holding a weapon or a shield. Lightning bolts are also considered hand-and-a-half weapons. Bows are wielded as hand-and-a-half weapons, but follow special rules (see *Bows* below).

Two-Handed Weapons

If a weapon is two-handed, you may only wield the weapon with two hands. Every blow you strike must be started with two hands. If you lose an arm while wielding a two-handed weapon, you may not attack with that weapon. You may parry with a two-handed weapon with only one hand.

Every blow you strike with a two-handed weapon must begin with both hands on the weapon. If you let go with one hand during the swing, the swing is still legal. Once the initial swing has ended, the attacker will have to grab the weapon with two hands again before making another attack.

Thrust-Only Weapons

Thrust-only weapons cannot strike an opponent with a “slashing” or side-to-side motion. If you slash at an opponent with a thrust-only weapon, you must tell them “Don’t take that.” As long as the tip of the

weapon strikes with a forward motion the blow must be taken. If you are not certain that a thrust-only strike landed properly, you must assume it was a slash and tell your opponent not to take the shot.

Spears (Thrust-only)

A spear is a thrust-only weapon between 4' and 5' in length. These weapons may be used as a single-handed weapon if used alone or with a shield. Spears may not be used with other weapons. Their length must be between 1/3rd to 1/2 covered in foam and they must be clearly labeled with the word "Spear" on the blade. Once being labeled as a spear the weapon must stay thrust-only even if it is legally made to regular slashing hand-and-a-half standards.

Bows

A bow is wielded as if it were a hand-and-a-half weapon. This means that it may not be held when a weapon or shield is being wielded in your other hand, but it is legal to fire it with one hand (if you can!) A bow is not considered a "weapon" for purposes of determining whether a spell fails; arrows are considered weapons and will cause some spells to fail.

Bows must have a draw-weight of 30 pounds or less. Just like melee weapons, you should be careful on how hard your arrows are striking your opponent. Arrows should be drawn with the minimal pull necessary to score a successful hit.

If a weapon hits a wielded bow or nocked arrow, the bow is "broken" and may no longer be used in combat. Anyone can fix a broken bow by holding the bow with two hands, then counting to 200. You cannot actively parry with a bow or an arrow.

Javelins

A javelin is wielded as if it were a single-handed weapon. This means that it may be held when a weapon or shield is being wielded in your other hand. A javelin is considered a weapon for the purposes of spells.

Missile Weapons

Projectile weapons such as arrows, crossbow bolts, spells (like *Magic Missile*) and javelins cannot be targeted at your opponent's head. Head shots from projectile weapons, even if they did not hit the face or the throat, do not have to be taken as legal shots.

Being struck with any portion of the foam area (not including fletching and nocks) of the arrow will cause damage.

All projectile weapons, with the exception of arrows and javelins, are live and inflict damage on any target they hit until they come to rest; regardless of whether they hit the ground, a wall, a weapon, a tree or any other obstacle along the way. In the case of arrows and javelins, an arrow or javelin is considered live and is able to inflict damage until it comes into contact with the ground. If an arrow or javelin hits you after it comes into contact with the ground it does no damage. It is the responsibility of the player wielding the bow or javelin to tell you not to take the blow.

SPECIAL ACTIONS IN COMBAT

Non-Lethal Blows

To knock out an opponent, the attacking player must call out the words “Flat” prior to his attack. Should a successful killing blow be struck, he has instead rendered his foe unconscious for a steady count of 300. The unconscious PC may be wakened sooner by having another PC come and wake him up. You may call “Flat” at any time, even in the middle of a fight. This form of attack deals no damage to armor.

Peace-Bound Weapons

Unless specifically stated otherwise, all events are considered “live” and all hits from weapons that are not peace-bound are assumed to inflict damage, unless the attacker calls, “Flat.” An EH may declare areas of the event site peace-bound at any time, although the live steel rule is still applicable. Should players wish to peace-bind their weapons, they must place a band of tape around their weapon in a visible location with the word “Peace-Bound” on it. This signifies that the weapon has been tied into its scabbard or otherwise padded. The weapon may be un-peace-bound at any time, simply by removing the tape. Hitting someone with a peace-bound weapon will not hurt them, and is most often used in tournaments and practices while on site.

Impaling

Impaling is the act of holding a weapon in an opponent’s kill location after death, and saying the word, “Impale.” It counts as continuous, non-scalping blows to that location. The act of impaling will bypass any armor, damaged or not. While impaled, a character cannot be raised or animated and is unable to regenerate. The results can vary when impaling NPCs.

Dragging

To drag a dead, unconscious, or otherwise incapacitated body in our game, you must place a hand on the shoulder, back or arm of the body and say “Drag.” The player being dragged must then get up and walk with you, bringing what they are carrying with them. Stealable items stay on a dragged corpse unless explicitly searched off. A dragged body is considered one-handed and may not be used as a weapon or a shield. At any time you may tell the dragged player “Drop”, thereby letting go of the player and dropping them on the ground. A body being dragged can never be “Thrown” or “Tossed.” If the person dragging the body lets go, then the body should drop in place.

COMBAT CALLS

Combat calls are what you may hear yelled in combat, and you must know how these calls affect your PC.

Armor: Negates a hit attack. When “Armor” (or “Armor 1”, “Armor 2” or “Armored Cloak”) is called in combat, it means that the person calling armor is protected against the attack that landed on him, usually by means of actual armor, natural armor or a spell effect.

Armor-Piercing: Armor cannot always protect a PC from certain attacks. If an opponent attacks a PC in any way and calls out “Armor-piercing,” any of the armor that is struck by the attack is completely destroyed, and the PC suffers the effect of the blow as if he were not wearing armor. For example, if a

PC is wearing heavy armor on your right arm, and an opponent hits it while calling “Armor-piercing,” the PC’s armor is destroyed on that arm and he loses the limb.

Poison: There may be occasions where a PC is struck with a blow and the wielder calls “Poison.” If this strike damages a PC in any location, be it torso, arm, leg, etc., then the PC is killed. When the blow does no damage to a PC, such as a hit to an off-target area or a hit to armor that protects the PC, then the poison has no effect. Armor struck with a poison blow is still used. If a PC is under the effects of a spell that protects him from poison in some fashion, the PC still takes the normal damage from the blow but the poison will have no additional effect. Players should also call “Immunity to Poison,” to allow an opponent to understand that you recognized that the blow was poisoned.

Disease: If a weapon strikes a PC and the wielder calls “Disease,” no wounds on their body may be healed until *Cure Disease* is cast upon that PC. This affect only damages a PC, not their armor. *For example:* if you are hit by a diseased blow to the leg, no healing magic will work on you until *Cure Disease* is cast. Similarly, if you are killed by a disease shot, the spell *Raise Dead* will not raise you until you are cured of the disease. Disease can affect both live and dead characters.

Flat: A non-lethal blow (see *Non-lethal Blows*).

Lightning Bolt: If you are hit by any part of a white boff arrow and the thrower calls “Lightning Bolt,” your PC is struck as by a magic armor-piercing weapon (see the *Magic* and *Armor-Piercing* calls in this section).

Magic: If a weapon strikes you and the wielder calls, “Magic” (or “Magic Missile”), it means your PC has been hit with a magical blow. Generally, being hit by magic doesn’t affect your PC any differently than being hit by a normal weapon, but sometimes PC’s are under spell effects where it makes a difference.

Weapon Type and Material Calls

Occasionally, more powerful monsters are only affected by certain weapon types or by certain materials. *For example:* Axe-mace trolls are typically only injured by axes and maces; werewolves are only affected by weapons made of silver. It might be a good habit when using a melee weapon other than a sword, to call the type of weapon you are using as you swing. If using a mace, say “Mace” with each swing. When you are wielding a non-normal weapon (i.e., magic or silver), that weapon will always strike with the same effect therefore you must call that effect with every swing.

Special Weapons

Boulders: A boulder is often represented by throwing large duct-taped chunks of foam or beanbag chairs with the zippers duct-taped over. When thrown, the boulder is active until it comes completely to rest. While active, boulders convey damage in the following manner: they kill any PC whose body or equipment they touch; they destroy all armor over any locations they touch; magical items they touch are disenchanting; non-enchanting weapons, bows, shields, and non-monetary stealable items they touch are “broken.” It is the player’s responsibility to see that items damaged this way are not used until the appropriate repair spells are cast upon them. PCs may not throw or pick up boulders. Four or more PCs, each using both hands, may work together to “push” a boulder along, to free trapped gear and companions, but not to cause damage.

ARMOR

Your PC may be able to wear armor. Armor allows a PC to take blows without taking injuries. There are two kinds of armor: heavy and light. Heavy armor will absorb two blows per hit location before you have to take the shot. Light armor will absorb one blow per hit location.

Light armor is a thin, pliable kind of armor. Light armor can be made out of multiple layers of quilting or a moderate weight of leather. A quilted cloth jerkin or a thin leather helmet are examples of 1-point armor. Garment-weight leather (such as suede pants or moccasins) is not suitable for light armor.

Heavy armor is in general bulkier, rigid, and more cumbersome than light armor. Hard-boiled leather, heavy-weight leather, studded leather/cloth, brigandine, and chain/plate mail are classic examples of 2-point armor. Any armor that is studded must have at least one metallic component every square inch to count as heavy armor.

Armor must allow you to feel blows through it and it must look like it would fit in a medieval or fantasy setting. You should avoid wearing armor underneath your clothing (i.e., it should be obvious that you are wearing armor).

Armor protects by hit location, so if you have more than one piece of armor on a hit location, it is all considered damaged when you are struck there. On the other hand, if one piece of armor covers more than one hit location, it is treated as separate hit locations. The armor hit locations are divided up by the hit locations for taking wounds and kills. The blow must strike the armor and only the armor for you to call "Armor." If you are wearing heavy armor you should call out "Armor 1 ... Armor 2."

For example: If you are wearing a thin leather upper-arm bracer and a metal lower-arm bracer on your right arm, only a leather upper-arm bracer on your left arm and a chain mail shirt that goes down to your knees: a shot to anywhere on your lower-left arm disables your PC's left arm. The upper bracer was not struck and thus has no benefit. A shot to the upper portion of your left arm damages the upper-arm bracer. Your PC still has the limb, but the armor on that limb is gone. A shot to the lower-right arm bracer damages all the arm armor. You still have a point of armor left on the lower bracer, but if you are hit on the upper-right arm bracer, your PC will lose the limb. Had the next shot also hit the right lower-arm bracer, all the right arm armor would be gone. Three shots to a leg covered by the chain mail skirt would destroy all of the armor on that leg and disable the PC's leg as well. Even though the armor protecting the leg and the armor protecting the torso is all one piece, you can still take two shots to the armor on your front, back and your other leg before the armor in those locations is completely destroyed.

WEAPON CONSTRUCTION

There are several ways to make weapons in the Realms. If you are playing for the first time, it might be a better idea to borrow weapons than try to make any of your own. Once you have seen what other weapons have looked like and asked a few questions on how others have made their weapons, then you will be better prepared to construct your own.

Be sure to follow these guidelines when constructing a weapon:

- All non-missile melee weapons must be made out of PVC labeled ½", ¾" or 1" diameter and closed-celled foam pipe insulation which must be at least 5/8" thick. Weapons must be safely

constructed. There can be nothing in the pipe. Both ends must be capped with a rigid material, and the weapon must have a 1 3/4" thrusting tip (the pipe foam that extends beyond the tip of the pipe).

- A weapon's blade must be firmly strapping-taped in place.
- Weapons made over 12" and up to 3'8" must be made of PVC pipe labeled 1/2", 3/4" or 1" diameter. The thrusting tips must be at least 1 3/4" long.
- Weapons over 3'8" and up to 5' must be made of PVC pipe labeled 3/4" or 1" diameter. These weapons must have a 1 3/4" thrusting tip.
- Fiberglass tubing may be used in place of PVC pipe for non thrust-only, melee weapons 5' in length or shorter. Tubing should measure approximately 3/4" in diameter.
- **Bamboo may be used in place of PVC pipe for non thrust-only, melee weapons 6'6" in length or shorter. Bamboo should measure approximately 3/4" in diameter.**
- Weapons constructed using fiberglass tubing or bamboo must meet or exceed all rules regarding PVC weapons. In addition, the following guides apply:
 - The thrusting tip must be securely attached to the tubing
 - Tape must overlap the thrusting tip and tubing, traveling the entire length of the tube's circumference.
 - A disk of closed-cell foam at least 1/4" thick must be securely affixed to the thrusting end of the weapon.
- Weapons over 5' must be made out of PVC pipe labeled 1". These weapons must have thrusting tips that are at least 2 1/4" long as well as squishy-foam tips on top of the thrusting tips. **The squishy-foam tip of a weapon greater than 5' must be at least 2".**
- The striking surface of any single-bladed slashing weapon must be at least half the total weapon length
- No surface of a double-bladed one-handed slashing weapon may be shorter than 6". The overall (combined) foam length must still be at least half the length of the weapon. Each striking surface of a double-bladed slashing weapon of hand-and-a-half length or longer must be at least 1/3rd the total weapon length. Weapons with an unbladed portion longer than the shorter of the two blades must provide non-damaging covering foam or other padding as a courtesy to shield the exposed pipe.
- The striking surface of any non-missile thrust-only weapon must be at least 1/3rd the total weapon length (including the 1 3/4" thrusting tip) in addition to a minimum 2" squishy-foam tip.
- Only golf tube arrows and aqua tube arrows are legal arrows. All arrows must have 2" thrusting tips and 2" squishy-foam tips to be considered safe. All aqua tube arrows must be made from 3/4" or 1" diameter tubing. All aqua tube shafts should, at minimum, be covered by two lengths of strapping tape.
- Whether crossbows or custom-designed arrows are allowed is up to the individual EH's discretion.
- Lightning Bolt props are the only "arrow" props that should be made solely from white duct tape. Arrows may have a white head or shaft, but not both.
- Javelins may be constructed using golf tubes or aqua tubes with foam coverage on at least 1/3rd the weapon length. Javelins cannot be nocked, and must have foam coverage on the non-damaging end of the shaft. Arrows may not be flung by hand. Javelins must be made from new pipe foam and must have squishy-foam heads. Any fletching added must be made out of foam, and the javelin may not be weighted in any way. Javelins must be between 2'6" and 5' in length. The word "Javelin" must also be written on the side of the weapon.
- Only magic weapons should be made with **a blue-colored striking surface**, and you may only make a magic weapon through the use of spells in the magic system, or if you are an EH.

SHIELD CONSTRUCTION

- Shields must be at least 12” long (as measured by the longest dimension). You as an individual must be able to safely wield it. A marshal or EH can pull a shield if they feel it is unsafe.
- Shields can be made of any safe material, such as wood, plastic, or cardboard. Metal shields are heavy, but are allowed if otherwise safe.
- All shields must have their edges covered by foam. Any protruding metal screws or bolts should also be padded.

EQUIPMENT INSPECTIONS

You must inspect any armor, weapon or shield before using it. If you are unsure about an item’s safety, ask a marshal and they will inspect it for you. Any item can be inspected at any time during an event at anyone’s request. This is meant for the purpose of ensuring safety and should never be used for strategic or tactical purposes. The Event Holder or a designated marshal retains final ruling on the approval for use of any armor, weapon or shield.

Armor Inspection

Armor can be failed or the point value of armor may be adjusted for many reasons. Armor can have exposed edges that could cause a safety concern for the wearer or other combatants. The Event Holder or designated marshal retains final ruling on the point value and approval for use of armor.

Shield Inspection

Shields can be failed for many reasons. A shield can have exposed edges or protrusions that could cause a safety concern for the wearer or other combatants. A shield can be failed if it has seen too much abuse and has not been repaired recently. The Event Holder or designated marshal retains final ruling on the approval for use of a shield.

Weapon Inspection

Weapons can be failed for many reasons. A weapon can have too much “whip” (one that flexes too much) or not enough “whip” (one that doesn’t flex at all). There is no standard way of measuring flex, you will have to use your common sense. A weapon can be failed if it has seen too much abuse and has not been repaired recently. The most common problem weapons have is that their thrusting tips are breaking down or have been compacted. The Event Holder or marshal retains final ruling on the approval for use of a weapon.

MECHANICS OF INTERACTION

ATTENDING EVENTS

An event is where the game is played.

There are basically three kinds of events in the Realms: Feasts, Tournaments and Quests. Some events take on qualities of all the types, but are predominately one of the three.

Feasts

Feasts, as the name implies, revolve around food. Political posturing and Court are often held at feast events. There is generally little combat at a feast event, and they are usually held indoors in the wintertime. Bardics, games of chance or skill and other such activities can usually be found at feasts. Feasts are often a good starting point for some players, particularly those more interested in role-playing than in combat.

Tournaments

Tourney events usually feature contests of both individual and team martial skill. Tournaments are usually held as yearly events, and are generally a social occasion. Players more interested in combat and less interested in role-playing and magic find tournament events the best starting point for their Realms career.

Quests

Quest events are the traditional style of event for saving damsels in distress, finding and killing evil demons and any myriad of other tasks. Nearly anything can happen at a quest event.

AT THE DOOR OF THE EVENT: CHECKING IN

When you arrive at an event, there are a few things you must do before beginning play:

First, you must pay any event fees. Event fees pay for the site, props, prizes, food and costuming that went into throwing the event. Failure to pay them means the EH may not be able to throw more events in the future.

Secondly, you may be required to sign a waiver. Waivers serve two purposes: a bit of protection for the Event Holder or the land owners from legal action, and to keep track of how many people attended an event. Monitoring event attendance is the way for the Event Holders' Council to determine whether or not an event is legal (more on what makes a legal event in *Section III: Realms Administration*).

Next, magical items, weapons, and knightly powers must be checked in with the EH or the event's Magic Marshal (MM) before an event. Event Holders and MMs should know about every magical item at an event, so that the event can be adjusted, if necessary. Event Holders and MMs have the right to fail or disallow any magic item, weapon, or power at any time. If an item, weapon, or power is used at an event without first gaining approval by the EH or MM, the player using said item, weapon, or power is cheating.

Spellcasters must check with the EH or the event's MM before the event starts to find out whether any of their spells work differently at the event. Spellcasters with *Regional Magic* also generally find out what their magic of the day is at check in. Spellcasters may not use their magic until they have checked their spellbooks in with the MM or EH. If spells are used at an event without first gaining approval by the EH or MM, the player using such spells is cheating.

Lastly, before beginning play, you must inspect your own weapons before they are used. If you are unsure of a weapon's safety, ask a marshal to inspect it for you. There must always be someone at an event who can be asked to inspect weapons in case anyone does not feel comfortable inspecting their own weapons. If a weapon is deemed unsafe, it is to be removed from play or repaired.

IN-CHARACTER AND OUT-OF-CHARACTER

Being In-Character

Generally, events officially begin after the safety rules, any specific site rules and other special event rules have been read aloud to the gathered players.

Once an event has begun, you are expected to be “in-character,” or IC, at all times. This means that you are playing your PC the whole time you are at an event. Staying in-character can add greatly not only to your own event experience, but to those who are playing the game around you. When a companion of your PC is “killed” it adds to the tension and drama of the scene if he or she pretends they are dead, but it breaks the mood completely if they are laughing and making comments.

Your character may feel differently than you do about something, like slavery, magic, politics or religion. You may be a pacifist, while your character is a bloodthirsty barbarian. If you can remain true to the character, despite your differences, you can make a memorable story for yourself and those around you. Sometimes staying in-character is challenging, especially when you know something that your character shouldn't logically know, but you should try to remain IC when playing. Likewise, when the game is done, leave your character behind.

Breaking Character

Once an event has begun, breaking character should be done only when necessary. If you must do so, what you say should be prefaced with, “out-of-character”, as in “Out-of-character, where is the tenting area?” That way, the person you are addressing knows that it is a real-world concern, and should be dealt with differently than a strictly IC concern.

Sometimes when players get really into character, you may begin to wonder whether animosity or other emotions are completely in-character. It is acceptable to break-character to make sure everything is in fact still IC and no-one's feelings are getting hurt out-of-character.

Out-of-Character Only Terms

There are a few terms that should only be used when speaking out-of-character: HOLD and MEDIC. Hold is only used in emergencies as it stops the game. Read *The Safety Rules* for more information on the correct use of the word Hold. Medic is used when someone needs immediate real-world medical attention for any reason, from an allergic reaction to a bee-sting, to a twisted ankle, to an asthma attack. Do not call medic for imaginary (in-character) injuries. If you need in-character medical attention, call “Healer!”

Out-of-Play Areas and Time-Out

The EH has the option of declaring portions of the event site as “out-of-play” for safety reasons or for NPC use. Never use these out-of-play areas as safe havens.

If a fight breaks out in an area that is unsafe to fight in or that is out-of-play, then the fight should be moved to a safe in-play area. If you are in such an area, you may be asked to leave said area for combat.

If you refuse to leave the unsafe area, your PC is considered dead. After the fight, those involved can move back to where the fight “really” took place, and continue on.

An EH is free to create an in-game safe area if he or she chooses. For example, powerful enchantments on the tavern may render weapons and hostile magic inoperable within the tavern walls. In this case, it is fine for players to hide there, since they will be taking advantage of an in-game effect.

Event Holders may also declare a time-out during an event for sleep, dinner, etc. While on an event site, if you are not acting as an NPC at the EH’s request, or you are not in a time out, a character is liable to be attacked, and his possessions open to theft.

CHARACTER DEATH AND SCALPING

As players experience the game through the eyes of their characters, PC death becomes an important aspect of the game.

Death

Death occurs in many ways. Usually, death of a character happens when something, such as a weapon, hits a character in an unarmored kill location. Certain spells may also kill a character, from magic missiles of some sort, to ingesting poisons or other more esoteric means. Death renders the character incapable of any action until such time as a spellcaster or item with the power to heal the dead raises the character, or magic that regenerates or animates him takes effect.

Death can be repaired by a myriad of spells, abilities and items. Be sure to go over the *Combat* and *Basic Magic Effects Everyone Should Know* sections for more details on what causes and cures death.

In the Realms there are two states of “Death.” They are death (or dead), and scalped. Scalping is the removal of a character’s life essence through mutilation of the body. It is a more serious form of death that requires more than a simple spell to repair. Scalped characters cannot be animated or regenerate.

If your PC is dead or scalped, you should lie or sit still. Try not to look around or talk. Do your best to role-play a corpse. Don’t get upset if someone hits you with a killing blow when you are already dead. If somebody does this just say, “Dead.” They are making sure that you really are dead.

In tournaments, or other high combat situations, it is acceptable for a character to move out of the way to avoid being stepped on. They may resume their “death act” in a safer place. They may also assume a “tornado position,” sit, or kneel to avoid injuries. If you are role-playing death in any of these forms, you should put your weapon over your head to signify your character is dead.

If someone looks at you and asks you to describe your wounds, do your best to comply. If you were backstabbed and you’re lying on your back, tell them they don’t see any wounds. Then, if they roll you over to look at your back, tell them they see a deep wound in your back.

Playing Dead

It is legal for characters to lie down and pretend they are dead, but they may not use the tornado position option (which is allowed only for safety), nor may they put their weapons over their head. If someone asks a player if their character is dead, the player and the character are not obliged to answer, but if a

player is asked to describe their character's wounds, they should do so as accurately and honestly as possible. If their character is not really dead and someone comes close to them to loot their character's body, they are free to attack the unsuspecting looters. If you are unsure as to whether someone's character is dead and want the character to be tap the player gently in a kill location.

SCALPING

Scalps

A scalp is a token carried by each player, which represents the life essence of that player's character. Players must be carrying their PC's scalp at all times; unless the PC is dead and scalped (see below), or unless they are under the influence of a spell which removes the PC's scalp. Scalps must have their player's name and the PC's name written legibly on it. A scalp does not exist physically in the IC world therefore it cannot be searched. A scalp is a non-magical and non-stealable marshaling tool.

How Characters are Scalped

The act of scalping is done to simulate the mutilation of a corpse to the point where it cannot be revived by normal *Raise Dead* spells. In order to scalp a body, you must strike 200 blows **with a weapon** beside the body of the character being scalped. More than one person may scalp a body at a time. More than one weapon may be used to scalp a body as well. This effectively divides the number of blows to be struck between the number of participants and number of weapons used. Some monsters and characters under certain spells may require more scalping blows to completely destroy. If you strike 200 blows and the victim says, "The job is not yet done," then the scalping is not yet complete. Some spells, such as *Acid Potion* and *Eviscerate*, may accelerate the act of scalping.

After the scalping is finished, the player of the scalped character must present his character's scalp to the character that just scalped him. It is then that player's responsibility to present the scalp to an Event Holder or an appointed marshal. The EH must be informed immediately of the scalping, thus allowing the EH time to prepare for those who might wish to return the scalped character to life.

Since the act of scalping is a simulation of mutilation of a corpse, characters that are pretending to be dead should interpret any scalping blows as blows to the closest kill location. So, if your PC is pretending to be dead and someone starts to scalp him, the first blows that are struck on the ground next to you should be played as if they were striking your PC on the nearest kill location, destroying any undamaged armor, and then killing him.

Should your PC be dead at the end of an event without being raised, even if the character was not actively scalped, the PC will be considered scalped.

How a Character Can Fix a Scalped Character

To restore someone to life after scalping, characters must first have the body of the person needing to be raised. Then characters must either cast a *Call the Soul* or an *Intervention* spell to summon and reattach the scalp. If characters lack the body, only an *Intervention* spell will be able to return the scalped PC back to life. When the body and scalp are reunited, characters must cast one *Raise Dead* spell for each event (including the first) since the scalped PC was scalped in order to raise him. A different spellcaster must provide each *Raise Dead* spell used for this purpose.

Permanent Death

When a PC is dead and scalped at the end of an event at which they were at some point alive, they get a “tick.” PCs may also receive ticks due to use of certain magic items or plot interactions. A PC is only obligated to accept one involuntary tick per event. A PC that accumulates three or more ticks is permanently dead, as their soul can no longer be restored by any means. On January 1st of each new year, one tick is removed from each PC that has any, unless they are already permanently dead.

If a PC is killed and scalped during an event, but returned to life before the end of the event, they do not get a tick.

For a scalping to be official, it must be brought to the EH’s attention. The EH must provide the Death Marshal with this scalping information from their events. A tick may only be issued or reported by a legal EH of the event where the tick was incurred or by the player whose PC received the tick. The Death Marshal will keep track of this information. The current Death Marshal is Jason Gray who can be reached at *jgray1205@gmail.com*, (603) 359-5005.

Death, Scalping and Memory

When your PC is killed (dead, but not scalped) and then raised, he may remember everything up until the point of his death. If your PC is killed and scalped, he will not remember anything about how he died should he manage to be raised.

IN-GAME ITEMS, SEARCHING AND THEFT

In-Game Items

There are certain items that are referred to as being “Stealable.” Some examples of stealable items are magic items, magic weapons, Realms currency, silver weapons and occasionally non-magical items. With the exception of currency, the word “Stealable” is likely written somewhere on the object.

Players must assume that any props or items used by event staff are not stealable unless labeled as such or told otherwise by event staff.

Searching

Searching is a touchy subject. In the real world, if a bandit has just killed someone they can just take everything they own. In the Realms, an object has to be considered stealable to be taken from a person or location without the owner’s permission. The problem is that often these stealable items are not easily recognizable, especially the smaller items. Also, while “secret pockets” and such seem like a good idea at first, frisking a dead character could be considered a form of harassment towards the player and should be avoided. To handle this situation, the searching rule exists.

The searching rule is verbose because there have been a lot of problems about searching in the past. The rule is mostly common sense. Once you think about it, it will seem quite simple.

There are two ways you can search someone, using a Point Search or Full Search.

Point Search

To simulate ransacking a character's pouches, weapons, and clothing quickly, a player can "point search." Essentially, the searcher says "Search" and tells the victim where he is searching (e.g., "I search your pouch.") If there are stealable items in the area being searched, then all the items in that area are handed over immediately. The area that a person point searches cannot be any larger than one hit location on the body (i.e., you would have to search each sleeve of a shirt and the front and back of a shirt to search everywhere inside the shirt). Pockets and pouches have to be pointed out to be searched. You cannot say, "I'm searching all your pockets," you have to search each one individually; left and right sleeves, boots, gloves, etc., all have to be searched separately, one at a time. Only one person can point search a victim at a time. Point searching does not wake up an unconscious character.

Full Search

The other way to search someone is to simulate taking your time to do it thoroughly. That is, the character simulates stripping the body from head to toe, ripping everything to shreds, garnering every last item you own, etc. In order to do this the searcher simply says "Full search." Every stealable item the victim has must be handed over to the searcher. The characters should take 120 seconds to do this. If so, then the items should be considered in the searching character's possession in-character. Full searching will wake up an unconscious character.

If someone full searches a character and a different character comes by during that time and point searches the victim, the full search is stopped and the point search is resolved. If a character does not specify what kind of search they are performing, then it is assumed that they are performing a point search. If told only that they are being searched, the player whose character is being searched must assume it is a point search and respond, "Where?"

Realms Thieves

The only objects that are always in-play, are fair game for theft, and can be stolen without consulting the bearer of the object, are those considered stealable in-game (see *In-Game Items*, above). In order to steal any other object, you must have the explicit permission of the owner/bearer before making the theft. This means that to steal another PC's jewelry (assuming that some of it is considered treasure), you must ask the person who plays that PC. One way to do this is to kill or flat the character and tell them that you are searching them. If they have anything that is in-play, they must show it to you, for you to take or leave as you wish. You should never pick up something off a table or from in front of someone's tent, unless it is a magic/silver weapon, or Realms currency.

It should be re-stated that people's tents, bags, packs and pouches are completely off-limits and out-of-play. No matter how many magic/silver weapons or how much Realms currency someone might have, you may never, under any circumstances, enter their tent or go into their bags, packs, or pouches and take anything out without the owner's explicit permission.

A magic item is the property of the EH that created it. It is the EH's will that the item be able to be circulated around the Realms by theft, as a gift, as part of an inheritance, or any other means so long as it occurs at an event.

In-character theft, not gift, of stealable items in out-of-character situations, not at an event, is not acceptable and will not be upheld.

Currency

Various groups and nations issue different currencies for use as treasure and to pay for goods and services in-game. These currencies are often represented by stamped metal disks or roofing tins, sometimes bearing printed stickers for identification or are minted in metals, plastic or even clay. In-game these currencies usually represent “Gold” or “Silver.” Denominations vary from currency to currency. Generally ten silver pieces are worth one gold piece. The more prized issues are backed, meaning that if you accumulate enough of any one currency, you can trade those coins in to the issuer for goods, weapons, or services. Many older coinages and silver pieces are not backed, and while they’re still in-play, many people either heavily discount them or don’t accept them at all. Issues and worth of coins fluctuate. If you’re in doubt as to what a coin is worth, ask the merchants and the gamblers.

Realms currency cannot be counterfeited.

Silver Weapons

Silver weapons are created by players with the spell *Silver Weapon* or are released by Event Holders (see the spell description for *Silver Weapon* for more information).

Magic Items and Magic Weapons

All magic items and magic weapons are stealable.

Magic weapons must be made with a blue-colored striking surface, so that they are distinctive. No permanent magic item may be issued by anyone except an EH (see *Part III: Realms Administration* for more information).

Should a magic item or weapon become broken or disenchanting at an event, it requires a repair through the *Repair Magic Item* spell to return to a functioning state. Additionally, magic items which have been revoked by their EH/creator are no longer considered magic items and also revert back to the EH who created them.

Magic weapons that are currently in existence may be re-bladed without the use of a *Repair Magic Item* spell, to repair safety issues, by first contacting and gaining permission from the issuing or backing EH.

Event-Stealable

The props for certain spells and items as designated by the EH are considered “Event-Stealable,” meaning that they are stealable treasure during an event, but should be returned to their OOC owner when you leave an event. Before you leave an event site, you must return (to the best of your ability) any items marked as “Event-Stealable” to the EH/MM. Props for PC spells are returned by the EH/MM as an OOC courtesy, and will be done so without revealing the identity of the thief. If you have a spell that has an event-stealable prop as a component, you may replace it without penalty at the next event if it is not returned to you for whatever reason. You can never declare permanently stealable items as event-stealable.

THE SOCIAL STRUCTURE

The Realms is not governed by a single kingdom. Each nation has its own hierarchy and structure. There are no hard rules for governing the social structure. Claiming land and titles is anyone's prerogative. The social structure really only has one rule: "If you can back up your title/claim then you deserve to hold it. If you can't, then you should have nothing to complain about if you get put in your place."

CREATING A CHARACTER

If you are already familiar with role-playing in general, or with live action role-playing in specific, you probably already know how to make a character. If you are new to the concept of role-playing, the following questions might help you establish the traits and characteristics of your PC. You should try to answer the questions for yourself, but some suggestions are provided.

What is your character's species? There are as many species available in the Realms as there are minds to create them. In the Realms, there are no restrictions on what species you can play. The only rule is that you may gain no special benefits for playing a certain race or person. If you create your own "race," you would do well to consider its mannerisms, average age, codes of ethics and such. Of course humans are the easiest to play, since you are probably human.

What is your character's age? If you are playing a human character, it is usually best to pick an age near your own. Other species may have different average ages.

Why is your character an adventurer? Most people of the Realms prefer the relatively safe life of a farmer or craftsman. Why has your character left home to join in the rather hazardous occupation of hero? The answer to this might give you some valuable insight into the persona of your character.

What is your character's background? There is no limit on where your character came from. As was stated before, your character can come from anywhere, so long as they gain no in-character benefits from it.

Does your character have a life-time goal, dream, or driving force? Goals define characters well, and how far they are willing to go to attain that goal rounds them off.

Fighters

Fighters are capable of using any weapon style, to the limits of the Wielding rules. They may use up to 2-point armor (heavy armor) for each hit location. They are not considered enchanted beings unless stated in the *Enchanted Beings Caveat*.

Multiple Characters

You may have more than one character in this game. However, you may only play one PC per event unless you have EH permission to play multiple characters.

Non-Human Characters, Knights and Special Abilities

Non-human PCs are welcome in the Realms, but they do not have any specialized abilities. The only way to gain supernatural powers is through legally released items, the spell system, or by being appointed a *Knight of the Realms* or a *Knight of the Eternal Flame*.

CHEATING

Every player has an obligation to read and follow the rules of the Omnibus. Event Holders understand that the game can be complex and the first step in dealing with cheating in most instances involves ensuring that the player understands the rules.

However, if a rule is broken, or if there are repeated infractions, an Event Holder may impose consequences on any player(s) at their event. These may include a formal warning; removal from specific sections of an event; removal from an event; or not being allowed to use specific weapons, spells, or items. If you are removed from an event for cheating, the Event Holder is not obligated to refund your event fee.

If an Event Holder subjects a player to a consequence at their event they should notify all other Event Holders of this via the Event Holders' List. The player involved must receive a copy of this notification and may send a formal response.

An Event Holder may opt to not allow a player who has a history of breaking rules to attend their events, provided that player is notified in advance.

Repeated rule violations may result in formal charges being brought against a player at the Event Holders' Council for the purpose of disciplinary action. The person(s) responsible must be notified of this action two weeks before the meeting to allow them to speak on behalf of their action.

Event Holders who want to bring formal charges should report them to the Event Holders' Council organizers; the organizers will present the charges at the Event Holders' Council meeting.

BASIC MAGIC EFFECTS EVERYONE SHOULD KNOW

Even if you are not a spellcaster, and have no desire to become one, there is still some basic information that you are responsible for understanding. In nearly all cases, a spellcaster casting a spell on your PC should explain, either through their verbal component or as an aside to you, how the spell affects your PC. Even fighters should read the magic system and spell descriptions, so they have a basic understanding of magic in the game and how it might affect them. No spell effect may be ignored unless otherwise specified in the spell system.

The following are some rules about spells that can have an effect on your character on a day-to-day basis. They are included here with some basic information about how they affect you both in and out-of-character.

Healing Spells

When your character is injured or killed, only magic can fix the damage. To "Raise" a character means to return a character to life. Raising a character repairs any injuries to limbs the character may have taken previous to his death and also nullifies the effects of any poisons in his system at the time of his death.

- *Combat Raise Dead*: This three-word spell will raise a character.
- *Cry of Life*: The call of, "All in the sound of my voice, rise and fight," raises all dead who hear it.

- *Group Healing*: Allows a spellcaster to make a large circle through which he casts a healing spell upon every character in it.
- *Heal Limb*: This spell allows one wounded limb to be magically healed. The spellcaster will let you know when your character's limb has been repaired.
- *Raise Dead*: This spell raises a character. This spell will not work if there is a weapon within 10 feet of the spellcaster. Inform a spellcaster the spell has failed if you know about a weapon near enough to disrupt the spell. **A bow is not considered a weapon, but arrows are considered weapons.**

Combat Spells

Certain combat calls (see *Lightning Bolt* and *Magic Missile* in *Combat Calls*) involve a prop that is thrown at a combatant. After the prop has come to rest it is **only a physical representation of magic and cannot be moved or touched other than by the person who threw it. It may be seen and guarded but not purposefully hidden (e.g., putting a bucket over it).** The prop is not considered a weapon and does not cause Spell Failure except while the spell is active. (i.e. from when the prop is thrown until it comes to rest.)

Necromancy

Certain spells make your character "undead" for their duration. **Your character will remember what happened to them while they were undead.** While undead, your character cannot cross a *Circle of Protection*, **other than one he created himself** (represented by a circle of rope on the ground), or advance within 5 feet of someone casting *Ward: Undead* or *Ward: Enchanted Beings*. This family of spells does not give you the ability to ignore weapon restrictions, nor can you be compelled to forcibly break them. If you have any questions about this, ask the spellcaster when he casts the spell on you.

- *Create Undead*: If this spell is cast upon you when your PC is dead, your PC becomes an undead creature under the spellcaster's control. You may not refuse to have your PC turned into an undead (but see *Protect the Soul*). You are now playing an undead version of your PC and have access to all his spells, abilities and knowledge. Your PC must follow the orders of the spellcaster. The spell ends if your PC is slain and raised.
- *Create Zombie*: If this spell is cast upon you when your character is dead, your character becomes an undead creature under the spellcaster's control. Zombies cannot use any armor or spells regardless of what they normally have. You may refuse to become a zombie if you wish. *Create Zombie* can be used to raise an undead (see *Create Undead*), but returns the character to un-life, rather than life. Like *Create Undead*, the spell ends when your PC is slain and raised.
- *Walking Dead*: Certain spells will make a PC's dead body walk without either returning him to life or fully animating him as undead. When a PC is under the effects of these spells, follow these guidelines:
 - Walk at a steady pace, do not run.
 - Keep any items on you that you would retain if picked up and dragged.
 - Move to the destination as directly as possible without taking an OOC unsafe path. If the only option is to move into an OOC unsafe situation, then the spell ends and the body falls to the ground.
 - If another character interferes with the body, such as by attacking them or physically stepping in their way to block them, the effect of the spell ends.
 - The PC cannot take any actions other than walking; no attacking, searching, picking up items, using magic items, or drinking potions.

- The PC is considered to be Undead while the effect lasts. See the Undead Caveat.
- The main difference between various Walking Dead spells is in where the PC must walk to.
 - ❖ *Beckon Corpse*: The PC will stand and walk to the spellcaster as long as he is chanting. If the PC is forced to stop, the spellcaster may have the option to regain their attention and resume chanting, at which point the PC will get back up and continue walking to the spellcaster.
 - ❖ *Zombie Send*: The spellcaster will tell the PC where to go and the spell will end when they arrive.
 - ❖ *Zombie Walk*: The PC will follow the spellcaster until he either ends the spell, he attacks, or he is attacked.

Potions

Potions are disposable magic items that anyone can use. Sometimes a potion is something that must be consumed; sometimes it's a scroll that must be read or ripped; sometimes it is an ointment. In all cases the potion needs to be administered by a living or animated character, and after it is used, cannot be used again.

- *Potion of Acid*: If your PC is dead, and someone indicates they are using an acid potion on you, your PC takes 200 scalping blows. See *Create Potion* for details.
- *Potion of Armor Repair*: It repairs a hit location of damaged armor in 15 seconds when applied to it.
- *Potion of Combat Raise Dead*: It raises a dead character when used.
- *Potion of Heal Limb*: It heals all of a character's injured limbs when used.

Blacksmith Spells

Blacksmiths repair damaged armor and broken items.

- *Repair Armor*: This will restore one hit location of non-magical armor that has been damaged. *For example*: the armor on one arm, the chest of a shirt of chain mail, head armor, etc.
- *Repair Item*: This will restore non-magical armor, weapons and other items that have become damaged or destroyed. This spell has a verbal component, and it fixes the entire item. *For example*: all hit locations of a chain mail shirt, a bow, a boulder-crushed weapon, a shield, etc.

Other Spells and Things You Should Know

- *Create Poison*: If you ingest food or drink that is poisoned through the use of this spell, you will be handed a scroll upon which is written the poison's effect. You must follow the scroll's instructions completely. It will either kill your PC, cause him to fall in love with someone, sleep deeply, or tell nothing but the truth. All effects other than death are short-lived. A player that ingests a love poison always has the option of allowing their PC to die if they are OOC uncomfortable with the situation.
- *Cure Disease*: This spell cures a character of a disease (see *Disease* in the *Combat Calls* section).
- *Immunity to Poison*: This spell makes your PC immune to the very next poison or poison attack that would otherwise affect him. It works only once per use of the spell. Call, "Immunity to Poison," when you use this spell's effect (see *Poison* in the *Combat Calls* section).
- *Light*: You may not take the light out of verbal communication range of the spellcaster.

- *Pas*: This spell creates a temporary truce. If you accept the offered bribe you are magically bound to not attack the spellcaster for 60 seconds unless you are attacked.
- *Protect the Soul*: This spell will protect your PC from possession, Create Undead and the like, as long as the sash is worn.
- *Speak With Dead*: This spell will allow the spellcaster to ask a dead character a single question per casting. Your PC MUST answer truthfully or abstain, using the words, “Yes,” “No,” or “Abstain.”

Part II: Magic in the Realms

BEING A REALMS SPELLCASTER

Basics

The magic system is based on a simple path setup. There are many different paths available to a spellcaster, with each path consisting of a list of spells. A spellcaster may choose to take as many as three paths of spells as he progresses, with weapon use becoming more restricted as the number of paths learned increases. Being a spellcaster requires two things: A spellbook and knowledge of the magic system.

Spellbooks

All spellcasters must have a spellbook, which records details of the spells the spellcaster knows. It is a marshaling tool and cannot be stolen from the PC. A spellcaster must have his spellbook on his person in order to cast spells.

- The beginning of each spellbook must have the spellcaster’s in-character and out-of-character name, their current weapon restriction, whether the spellcaster wears armor or not and whether the spellbook is IC or OOC (see below).
- Next, the spellbook must have a listing of each spell the character has learned, in order, along with the path it was learned under; each spell’s circle; who taught the spell to the spellcaster; the date each spell was learned and a note if any spell is unlearned.
- Lastly, they must have a description of each spell known — including specific components learned for each spell — to which the spellcaster may refer to as needed during play.

Spellcasters may have a Spell Mastery section at the end of their spellbook. The Spell Mastery section is a list of spells which the spellcaster has learned during their PC’s lifetime. An entry in this list includes the spell’s name, who taught the spell to the spellcaster and the date it was learned. Spells in this list cannot be cast, unless they are currently in a spellcaster’s path.

Spellbooks may be declared in-character or out-of-character, and so noted on the title page (“IC” or “OOC” in large, clearly written letters will do). Any change in a spellbook’s IC/OOC status must take place between events, but requires no particular time to make any such change.

If a spellbook is declared in-character, it can be read by other characters, and found and perused in a search. Spellcasters have no option to refuse to reveal their IC spellbooks, provided they are legally found in a search of the spellcaster’s person.

If a spellbook is declared out-of-character, the information summarized above is OOC information only and exists solely as a marshaling tool. It cannot be read by other characters or discovered in a search. Other information written in spellbooks may be read by others, at the owner's discretion, such as rune sets, history or lore.

In all cases, spellbooks remain non-stealable items.

Knowledge of the Magic System

All spellcasters are responsible for knowing how the magic system works, specifically the spells they can cast. A spellcaster who misuses his spells is not allowed to claim ignorance as an excuse.

Spell Resets

During some Realms events, you may be told a spell reset has occurred. This means some portion of your magical resources **have** been restored to your PC. The specific effects of a spell reset will change from event to event, so be sure to ask the EH **or** MM for details.

CHECKING IN

As mentioned previously, a spellcaster must check in his spellbook with the Event Holder or the appointed Magic Marshal before using or learning spells or skills (see *At the Door of an Event: Checking In*, for more details).

WEAPON RESTRICTIONS AND MAGIC

Weapon restrictions are a matter of game balance. See below.

<u>Weapon Restriction Levels</u>				
Level	Paths	Single Weapon	Florentine, Weapon & Shield	Bow or Javelin
Light	1 Path	4'6" max.	5' combined length	Allowed
Medial	2 Paths	3' max.	3'6" combined length	Allowed
Severe	3 Paths	18" max.	Not allowed	Not allowed

Your weapon restriction changes the moment you learn an additional path of magic ("buying down to a lower circle spell in another path" does not count for this). Spellcasters starting out know only one path (as they only know a single spell), and thus their restriction is Light.

For example: Roderick is currently a one-path healer with six spells. He decides that using a bow and having more magic is more important than his hand-and-a-half, so he decides to keep learning spells. As soon as he learns his 7th spell, his restriction changes over to being Medial.

Breaking Weapon Restrictions

A spellcaster may carry any weaponry he wants, as long as he doesn't wield them. In this context, "wield" means to make use of the weapon in any way, including hitting someone or blocking a blow,

whether intentional or not. To wield a weapon outside of his weapon restriction is called “breaking weapon restriction.” (See *Wielding Weapons* in the *Weapon Rules* section).

If a spellcaster purposely breaks his weapon restriction, he suffers the consequences of his actions. He immediately loses all of his spells and becomes a fighter. Any lingering effects, such as a magic weapon from *Create Magic Weapon* or *Circle of Protection* (but not a *Circle of Healing* or *Mystic Forge*), last until broken or when spells next reset before going away. He is no longer a spellcaster, and functions as a non-spellcaster in all ways for a minimum of one year. After that year is over, he may then decide to return to being a spellcaster, but must start over from scratch.

If he breaks his weapon restriction without realizing it, such as a blow being blocked by a weapon he is carrying for a friend, he has the option of either the previous penalty or taking the blow that was blocked. This decision must be made immediately.

Armor

Any spellcaster may choose to sacrifice knowledge of the highest circle spell available in each of his paths in order to wear light (1-point) armor. For instance, a spellcaster with one path would have 1st through 5th circle and armor, while a spellcaster with two of the same path would be able to have 1st through 5th and 2nd through 6th in the path and armor. This may only be done once; you cannot sacrifice the two highest spells of each path in order to be able to wear heavy armor. A spellcaster may choose to start his spellcasting career with this ability, in which case it must be noted in his spellbook. If not, he must spend one event without learning a spell for each path he knows in order to gain the ability to wear armor. Similarly, it takes one event without learning a spell or changing weapon restrictions to give up wearing armor and regain the ability to learn his sacrificed spells.

A spellcaster who uses armor (calls “Armor,” in response to a blow) in violation of his armor restriction is immediately faced with the same consequences as one who has broken his weapon restriction, and should refer to that section for details.

CHOOSING SPELLS

The first step in choosing spells is to declare what path your PC is going to learn his spells from. Each path is a list of spells of 6 increasing circles. There may be more than one spell at each circle, starting with second. First circle is made up of a collection of spells called the “First Circle Pool.”

A spellcaster may choose one of four options for each circle of a path:

- Any spell from the First Circle Pool.
- Any of the spells listed for that circle and path
- A spell of a lower circle in any path.
- A *Regional Magic* spell (see below).

When a spellcaster first learns a given path, he learns one spell from the 1st circle pool and one from each of the 2nd through 6th circles. If he then learns the same path a second time, he learns one spell from each of the 2nd through 7th circles of the path, possibly learning several spells for a second time. A spellcaster **cannot** learn the same path more than twice. A spellcaster may even choose to learn three different paths, exchanging access to the 7th circle spells for variety and flexibility.

Regional Magic

At any given event, the EH may wish or require that certain magical abilities be available to the players. One of the ways they can accomplish this is through regional magic. Regional Magic is usually an additional number of spells that spellcasters can choose from. Spellcasters can only choose from this list if they had filled at least one spell slot with a Regional Magic spell. Regional Magic is learned and unlearned just like any other spell, and may be learned from anyone who knows it at any Circle.

At some events, the regional magic your PC will receive is based on which circle spell slot you filled with the Regional Magic spell. At some events, all of the regional magic spells are the same, no matter which circle slot you filled with Regional Magic. Others are completely random. **Some** EH's may require you perform certain actions before gaining the regional magic. The details of regional magic are left entirely up to the EH. No Regional Magic spell will have a lingering effect that lasts longer than the end of the event. One thing to keep in mind is that while Regional Magic is more versatile, it is also more unreliable. An EH may choose a different spell from the list, a new spell, or nothing.

LEARNING AND UNLEARNING SPELLS

Learning Progression

At every event a spellcaster attends, he has the possibility of learning a spell. If he does not learn a spell at that event, for whatever reason, the opportunity is wasted and he must try again at the next event.

Learning a Spell

There are three ways to learn a spell. You should find a player who knows the spell and learn it from them. If you cannot, or decide that you do not want to learn it from a player who knows it, you can ask the EH to provide you with a quest to learn the spell. Additionally, you may teach yourself the spell if it is listed in your Spell Mastery section. Your PC does not officially learn the spell until your teacher signs your spellbook legibly. Your teacher is responsible for making sure you understand all of the rules that go with the spell, and may refuse to sign if you seem unable or unwilling to understand the rules. This is important, as the teacher may be held liable for their student if they did not teach them the spell properly.

You may only learn one spell for one PC per player, per event, and you must actually attend that event and play that PC.

Unlearning Spells

Any number of spells may be unlearned at check-in of an event. You may not learn a spell at an event where you are unlearning any spells. If you unlearn all the spells in a path, then you no longer have that path, and your restriction immediately changes to match your current number of paths. When you have learned the same path twice you may not unlearn the first learning of the path unless you are also unlearning the second learning of that path completely. Upon unlearning all your spells, you are no longer considered a spellcaster. Any given spell may not change the path it is classified under without being unlearned from its original path and relearned in the new path.

For Example: Ethan is a Channeler/Healer. He decides that he doesn't like healing very much, and he misses using a 4'6". At the next event he attends, he unlearns all of the spells in his Healer path, and he begins the event at Light restriction.

Fiona is a Healer/Healer/Shaman. She decides that she wants to replace one of her healing paths with a Sorcerer path for greater versatility. The next event she attends, she unlearns her 2nd through 7th Healer spells (from the second time she learned the Healer path), changing her restriction to Medial for the event. At the next event, she begins to learn her 1st circle pool spell for her Sorcerer path, making her restriction Severe again.

Gunthar wants to become a fighter after being an Alchemist for many years, but he doesn't want to give up the option of learning spells again later that year. At the beginning of the next event he attends, he unlearns all of his spells, and starts as a fighter.

THE BASICS OF A SPELL

Spell Components

Spells have components that are necessary in order to cast the spells. Some are specific, and every player must use the same component to make sure that everyone understands what spell your PC is casting. Some are left open and the spellcaster can choose any component that fits the description. The spell descriptions list the minimal spell components required for each spell. The game does not limit the spellcaster's freedom to define their own magic, so the required components are as succinct as possible. You may add more requirements for shtick if you like, but you cannot leave out any of the minimums.

Here are the definitions of the different types of components:

Verbal Component (VC): These are the words you have to say while casting the spell. It is important that you announce your verbal component and say it loud enough so the person or persons affected can understand what you are saying. Since the verbal usually explains what spell it is you are casting, if the target cannot understand you, they are not affected by the spell.

Material Component (MC): There are three types of material components: required, disposable, and foci.

Required components are specific to a spell, such as bean-bags or foam and duct tape blocks for the *Magic Missile* spell. These components cannot vary from what is listed.

Disposable components are up to the player, but they must be something that is consumed or thrown away with every casting of the spell. A disposable component is something that the spellcaster could easily hand to the Magic Marshal for inspection.

A focus is a component that is not consumed or thrown away. Often, it is necessary for the spellcaster to brandish a focus while casting certain spells. The spellcaster may have a single focus for all of his focus-based spells. A focus is something that another player or NPC can obviously identify as the focus when the spellcaster is using it for a spell. A spellcaster must also be able to hand this to the Magic Marshal for inspection. A focus may not be a weapon.

All material components must be specified and written down in the PC's spellbook for every spell that they know, and except for foci, the component must be different for each spell. A spellcaster must have at least one uninjured hand to use a material component.

Active Component (AC): These are actions that the spellcaster must take in order to cast the spell and must be performed at the time of casting. Characters may add anything else for role-playing purposes.

Duration: Unless otherwise noted in the spell description or caveat, all spells end when the event ends.

CAVEATS

Caveats are general rules that apply to all spells or spell effects of a similar type. Each spell that is affected by a caveat is listed in the appropriate place.

Combat Calls

The spells that allow a special combat call are *Assassin's Blade*, *Armor-Piercing Weapon*, *Create Magic Weapon*, *Disease Weapon*, *Enchant Weapon*, *Poison Weapon*, *Potion of Enchant Weapon*, *Silver Strike*, and *Silver Weapon*. These spells are mutually exclusive and cannot be cast upon a weapon that already has a separate combat call. Weapon types, such as axe/mace, are not covered by this caveat. None of these spells can be cast upon a *Magic Missile* or *Lightning Bolt*.

Chanting

Some spells require that their verbal component be chanted continuously for the duration of the spell. These spells do not take effect until the verbal component has been recited fully, at least once. These spells last as long as the spellcaster continues the chant. Out-of-character explanations (such as combat calls) do not interrupt these spells. *For example:* If a PC is chanting a *Transmute Self* spell and is hit by a weapon, they may call, "No effect," without interrupting the spell; if a PC is chanting a *Ward: Undead* spell and a goblin hits their leg, they can call, "Leg" (or "Armor," or "Armored Cloak," etc.) without having the spell end. The verbal component for these spells must be spoken clearly and loudly enough that anyone affected by the spell can understand them. Chanting spells can be disrupted by the 5th circle Abjurer spell *Disrupt*. It is the PC's responsibility to know what the *Disrupt* spell is, how to recognize it, and how to respond to it.

Circles

There are a number of spells that are considered "circle" spells. A circle spell must be clearly defined by a length of rope that has been laid on the ground with the ends overlapping. The ends cannot be tied together or secured in any way, and the rope in general cannot be secured or bound in place or the spell fails. **Only one spell may be cast with a particular rope at a given time, although after the spell ends, a different spell may be cast with that rope.** The rope does not need to be laid down in a circular pattern. Although a given circle spell may have a specific way of being broken, all circle spells are broken if the rope is jostled enough by a character able to cross it to move the ends apart. Any circle spell can be disrupted by the spell the 5th circle Abjurer spell *Disrupt*. It is the PC's responsibility to know what the *Disrupt* spell is, how to recognize it and how to respond to it.

Disruptions

Certain spells can be disrupted. This includes *Light*, all *Chanting* spells, and all *Circle* spells. The spellcaster is responsible for knowing how to recognize and respond to their spell being disrupted.

Enchanted Beings

All spellcasters, undead and certain creatures are considered to be “enchanted beings.” Normal fighters are only enchanted beings if under the effect of a Necromancy spell, as per the *Undead Caveat*. An enchanted being suffers from being affected by a certain number of spells, while non-enchanted beings are not. These spells include *Circle of Protection* and *Ward: Enchanted Beings*. By definition, any creature considered undead is an enchanted being.

Potions

A spellcaster who learns any spell from the path of Alchemy must have a page in his spellbook listing the sigils that he/she will use to label potions. Each type of potion must have a unique, distinguishable sigil. There must also be a different sigil for each *Create Potion* spell effect. Whenever a spellcaster creates a potion effect for the first time, this list must be updated. When a potion is made, the spellcaster must put his legible signature, the appropriate sigil and the date upon the container. Once created, all potions are considered stealable items. A potion can be represented by a liquid, lotion, elixir, magical food, or anything else, as long as it is safe to be administered in a combat situation. Potions must be directly applied to the recipient. They may not be thrown, dropped or remotely applied in any manner. The spellcaster need not be present in order to use his/her potion.

No potion created by a player can carry over from one event to another; it expires at the end of the event at which it is cast. The PC may choose whether or not to further limit the lifespan of a potion each time it is cast by writing a distinct expiration time among the required spell information on the container. Any potions lacking a specified expiration time last until the end of the event.

Protection Path

A player may only have one Protection spell of each type on him/her at any time. Spells within the path that require a sash can only be cast upon the spellcaster. The call when such spells activate is “Protection,” unless otherwise stated in the spell. In addition, all such spells must be cast while lying on your back. All protection spells that prevent damage extend to the equipment you are wearing or carrying at the time.

Regeneration

Some spells grant the ability to regenerate. When this ability is triggered (by death, being wounded, etc.), the target’s wound(s) begin to heal. Until the specified amount of time has passed, this grants no benefit. A blow to any kill location on a dead body will cause a regeneration count to reset no matter where the killing blow was inflicted. **Impaling stops regeneration; the count resets when the weapon is removed.** Regenerating from death heals all healable wounds on the body. If examined by another person, wounds can be seen to be regenerating.

Repairs

Spells that repair or heal people or things are instantaneous. While they have a visible effect that lingers, they do not leave a lingering magical aura on the target. They cannot be “un-repaired” by *Disenchanting* them.

Spell Failure

Some spells have fail conditions in their description. Any spell that fails due to its fail condition expends the casting of that spell.

Undead

The *Zombie Walk* spell and any Necromancy path spell that has a lingering effect upon a PC (except for *Death Wish*) makes that PC undead. When the spell is cast upon someone’s PC, the spellcaster must explain to the player what it means to be undead. All undead are affected by the spells: *Circle of Protection*, *Ward: Enchanted Beings* and *Ward: Undead*. When the spell is no longer affecting the PC, he is no longer undead. A PC will remember what happened to them while they were undead.

Walking Dead

The spells *Beckon Corpse*, *Zombie Send* and *Zombie Walk* all enchant a corpse to walk without either returning them to life or being fully animated as undead. A corpse under these effects must move at a walking pace with their hands above their heads to their destination as dictated by the spell.

They should keep any items on them that they would retain if dragged, whether or not the items are stealable. If anyone directly interferes with their movement or attacks them, they fall to the ground and the effect ends. The Walking Dead cannot take any actions other than walking. They may not attack, search other bodies, cast spells, pick up objects, use magic items, drink potions or perform any other action aside from movement. The effect does not stop regeneration or other methods of returning to life or becoming fully animated from occurring. Becoming alive or fully animated as undead ends the Walking Dead effect. Corpses under these effects are considered to be undead, see the *Undead Caveat*.

Wards

All Ward spells are also Chanting spells (see the *Chanting Caveat*). Ward spells affect a specific type of creature, listed in the name of the Ward. When active, a Ward spell keeps the spellcaster from being attacked by creatures affected by that spell. A Ward spell affects creatures in front of the spellcaster, limited by a 180 degree hemisphere extending from shoulder to shoulder and outwards from the chest. The Ward will not keep the targeted creature(s) from walking around the spellcaster to attack others nearby. If the Ward affects them, the targeted creature(s) must stay approximately 5 feet away from the spellcaster, but need not retreat if the spellcaster advances upon them. To cast a Ward, the spellcaster must hold his spell focus out toward the targeted creatures while repeating the verbal. The verbal should make it clear what creatures are affected by the Ward. For example, “Stay back undead. Stay back undead. Stay back undead. Shoo,” would be an appropriate verbal for the *Ward: Undead* spell. This spell will work for as long as the spellcaster holds out the focus and keeps repeating the verbal. The people playing the targeted creatures must be able to hear what the spellcaster is saying, so it is up to the spellcaster to clearly and loudly chant their verbal. While casting this spell, the spellcaster may not attack the targeted creatures. A being that looks like it should be a targeted creature may not be (or may be immune to the Ward). It is still the responsibility of the spellcaster to take any and all weapon blows that hit them, even if the blows are from a creature they believe should be affected by the Ward.

Weapon Call Spells

Each Weapon Call spell has a verbal or active component which “prepares” the weapon with the special combat call, using a casting of the spell. The casting is spent if the blow lands an attack to a legal hit location. Otherwise (upon a parry or a miss) only the preparation is lost and the use remains. If you are unsure that the blow landed, you must assume that it did. The spellcaster cannot cast a different Weapon Call spell on a currently enchanted weapon, until the first spell has been discharged. The spellcaster’s weapon may not be used by anyone else and still retain the enchanted status; so if someone other than the spellcaster swings the prepared weapon, the preparation is lost, and must be reapplied.

GRANDFATHERING

For the 2013 season only, all characters who were in existence (first attended an event) before February 2nd, 2013 are allowed to have up to 18 spells, making a legal build following the rules of the current Omnibus. At the first event that their PC attends in the 2013 season where the Omnibus is available, they must get their spellbook checked in and signed by the Event Holder or his designated Magic Marshal.

All spells known after grandfathering will be added to the spellcaster’s “Spell Mastery” section, in addition to the list they had before grandfathering (if any).

THE SPELLS

Spell Paths

		First Circle Pool	
	Cure Disease Detect Magic Disrupt Light Heartiness Identify	Identify Creature Immunity to Poison Implement Light Pas Protect Item	Repair Armor Silver Strike Speak Speak with Dead Zombie Walk
	Healer	Channeler	Alchemist
2	Heal Limb Group Healing	Ward: Undead	Potion of Armor Repair
3	Raise Dead	Protect the Soul	Potion of Heal Limb
4	Call The Soul	Call the Soul Divine Aid	Potion of Combat Raise Dead Potion of Create Zombie
5	Combat Raise Dead	Circle of Protection	Create Poison
6	Circle of Healing	Ward: Enchanted Beings	Create Potion
7	Cry of Life Seed of Life	Intervention	Power Potion
	Sorcerer	Necromancer	Seer
2	Enchant Weapon Prot. from Magic Missile	Heal Undead Limb Zombie Send	Guidance
3	Cantrip	Create Zombie Disease Weapon	Fortune Tell
4	Armored Cloak	Beckon Corpse	Precognition
5	Magic Missile	Create Undead Death Wish	Find the Path, Séance
6	Familiar	Create Undead Soldier	Vision

7	Lightning Bolt	Embrace Death	Prophecy Second Chance
	Blacksmith	Abjurer	Assassin
2	Repair Item	Prot. from Magic Missile	Deep Pockets
3	Enchant Armor	Disenchant	Feign Death Soul Bane
4	Ghost Blade Mystic Forge	Enfeeble Being	Eviscerate Skew Divination
5	Repair Magic Item	Disrupt	Poison Weapon Shapeshifting
6	Silver Weapon	Resist Magic	Armor-Piercing Weapon
7	Create Magic Weapon Enchant Bracer	Ritual of Banishment	Assassin's Blade
	Shaman		Protection
2	Death Watch		Protection from Boulder
3	Commune with Spirit		Protection from Missile Weapon
4	Purity to Disease Purity to Poison		Protection from Melee Weapon
5	Animal Companion Transmute Self		Protection from Magic
6	Regeneration		Regenerate the Scalp
7	Transformation		Resist Death

SPELL DESCRIPTIONS

Animal Companion (Shaman 5)

Uses: 1, and the spellcaster may only have one in-play. - **Material:** A stuffed or toy animal that must be at least 4" tall.

The spellcaster has an animal companion represented by a specific stuffed or toy animal. The animal companion cannot be slain or disenchant, but can be stolen. The stuffed animal must be labeled with the spellcaster's name and the words "Event-Stealable." The animal companion grants two separate abilities. **The first ability is that the** spellcaster may send his animal companion to gather information **once per learning of the spell.** The information gathered can only be relayed in a short sentence or concept, such as "the way ahead is blocked," or "there are many foes," etc. This ability is represented by the spellcaster giving his animal companion to the EH or MM and asking them a question. If the spellcaster asks for information that their animal companion is unable to obtain, then they receive no answer.

The second ability that the animal companion grants is the ability to cast up to a third circle spell from any path. This spell will maintain all functionality of the spell, as if it were actually learned normally. All castings, verbal components and material components must be met. While the animal companion is out gathering information, the spellcaster cannot use the secondary ability of his animal companion. Any additional spells provided by the animal companion require the animal companion to cast and maintain, as if the animal companion were a spell focus. Each spell must meet the requirement for verbal, material and active components. Spells with lasting effects (protections, immunities, etc.) can only be cast upon the spellcaster. Any blow that strikes the animal companion must be taken as if the animal companion is not there.

When the spellcaster first learns this spell, he chooses his animal companions abilities. These abilities are not alterable from event to event. The spellcaster must list **in his spellbook** every spell his animal companion grants him as if he has learned the spell.

If he learns the spell additional times, the animal companion gets stronger. He may alter the abilities of his animal companion upon completion of each learning by giving it an additional spell and question. If the spellcaster unlearns a use of the spell, the animal companion becomes weaker and must be adjusted accordingly.

Armor-Piercing Weapon (Assassin 6)

Uses: 4 - **Material:** A cloth - **Active:** Wipe the entire length of the blade 5 times

This spell gives the spellcaster the ability to enhance his weapon to pass through and destroy armor. After preparing the spell the spellcaster must call “Armor-piercing” on the next swing of the weapon. See the *Combat Calls* and *Weapon Calls Caveats*.

Armored Cloak (Sorcerer 4)

Uses: Unlimited, one at a time - **Verbal:** 30 words - **Material:** A piece of garb with obvious runes or mystic symbols - **Active:** Lie on back while wearing the garment.

This spell enchants a single piece of garb to provide one call of armor against an attack. It provides one point of armor against the next blow that lands upon the garment. This Armored Cloak cannot be worn in combination with any other form of armor, ever. It can be worn while protected by a *Protection from Magic Missile* or *Resist Magic* spell, in which case the wearer can choose to call either protection, saving the other for later. It can only be worn by the caster, and cannot be cast on the same garment more than once. A specific piece of garb must be chosen for the MC at the beginning of the event, and cannot be changed during the course of the Event without the EH’s permission.

For each additional learning above the first, you may select another, separate garment to enchant to share the single point. For instance, if you have taken the spell twice, you may choose to enchant a cloak and a shirt, however it only absorbs one blow on either hit location (not both). All garments must meet the requirements of the spell, and are all charged through a single casting of the spell.

Assassin’s Blade (Assassin 7)

Uses: Unlimited, one at a time - **Material:** A cloth. Either a single weapon up to 3’ long or an arrow, labeled with “Assassin’s Blade,” “Event-Stealable” and the spellcaster’s name - **Active:** Wipe the entire length of the blade 5 times.

This spell allows the spellcaster to prepare their MC with the spells *Silver Strike*, *Armor-Piercing Weapon*, *Enchant Weapon* or *Poison Weapon*, without expending a casting. To prepare the weapon with one of the listed spells, they must wipe the blade of the weapon with the cloth 5 times. Only one spell may be prepared onto the Assassin’s Blade at a time. Anyone may use the weapon, but only the spellcaster may utilize the special call with it. The weapon is one-handed, but may not be used in conjunction with another weapon or shield by the spellcaster. If the MC is in-character broken, it will retain its magical properties if repaired. See the *Combat Calls* and *Weapon Calls Caveats*.

Beckon Corpse (Necromancy 4)

Uses: 5 - **Verbal:** 20 words, repeated continuously, stating purpose of spell - **Active:** Spellcaster must be stationary until finished.

This spell allows the spellcaster to summon a corpse to get up and move to him as the Walking Dead. The spellcaster must first get the attention of the player of said corpse and begin chanting the verbal. As long as the chanting continues, the corpse will get up and walk in the most direct (but OOC safe) path to the spellcaster as if under the effects of the spell *Zombie Send*. If the corpse is interrupted, it will fall to the ground, but the spellcaster may finish the current round of the verbal, regain the corpse's attention, and resume chanting the verbal to renew the effect on the corpse. The spell will end if the corpse reaches the spellcaster, the spellcaster stops chanting to do something else or he moves from where he is standing (although he may be moving his arms and such). See the *Chanting, Undead and Walking Dead Caveats*.

Call the Soul (Channeler & Healer 4)

Uses: 2 - **Verbal:** 30 words - **Material:** An opaque pouch with five stones of equal size and shape, four white and one black - **Active:** a quest may be required.

Allows the spellcaster to possibly find and reattach the soul of a scalped character. When cast, the spellcaster presents the pouch of stones to the scalped character, who must then reach in and take one without looking. If the stone is white, the soul is reattached. If the stone is black, nothing happens. This spell must be cast in the presence of the MM, who may require an additional quest be completed.

Cantrip (Sorcerer 3)

Uses: 3.

Allows the spellcaster to gain one casting of any spell from the First Circle Pool, chosen at the time of casting. The spell gained must be cast following the rules for that spell, including verbal, material and active components. **This spell cannot be used with *Implement*.**

Circle of Healing (Healer 6)

Uses: 1 - **Verbal:** 25 words - **Material:** 10-foot rope - **Active:** **Touch the rope.**

This spell allows the spellcaster to create a Circle of Healing. The spellcaster may charge the circle with *Cure Disease*, *Heal Limb*, or *Raise Dead*. The creator of the circle must cast the spell that the circle is charged with; this uses up one use of the imbedded spell. Until the Circle of Healing is broken, the spellcaster need only stand in the circle, touch the recipient of the healing spell, and recite its verbal component to cast the spell. This does not use up any further castings of the healing spell, and can be done as many times as desired. No one but the spellcaster may use the Circle of Healing in this manner. This circle follows the rules under the *Circles Caveat*, and is also broken if a weapon crosses the plane of the circle. For this purpose, a weapon is considered to be anything with a legal striking surface — therefore, swords and arrows are weapons, although bows and shields are not.

Circle of Protection (Channeler 5)

Uses: Unlimited, one at a time - **Verbal:** 10 words - **Material:** 30-foot white rope, or less.

This spell creates a barrier that no enchanted being (see the *Enchanted Beings Caveat*) can physically pass, affect, or attack, with the exception of the spellcaster that cast it. In addition, no magic of any kind can pass through the barrier in either direction, again, with the exception of the spellcaster that cast the spell. The spellcaster that cast the circle may pass over the barrier freely, and may cast spells through the barrier at will.

A single spellcaster with multiple castings, or several different spellcasters can combine their Circle of Protection spells, making a larger one. If multiple spellcasters join their circles together, the result is a larger circle, but no enchanted being (even the spellcasters that created it) may pass in or out of the circle, and no magic of any kind (even from the spellcasters that created it) can pass through the barrier in either direction. Magic can be cast inside the circle as normal, but all the effects remain within the circle.

The spellcaster may choose to break their own circle whenever they choose. See the *Circles Caveat*.

Combat Raise Dead (Healer 5)

Uses: 3 - **Verbal:** 3 words - **Active:** Must touch recipient of spell.

This spell will raise a dead character, healing all of his injured limbs. The verbal component must clearly state the effects of the spell. *For example:* “Rise and fight” is a VC that would make it clear that the individual is being raised.

Commune with Spirit (Shaman 3)

Uses: 1 - **Active:** Ritual — it is required that the spellcaster not actively seek out the MM or EH. The ritual must, in effect, be spectacular enough that the EH or MM comes of their own volition.

Allows the spellcaster to gain a boon of insight/wisdom from the EH. Something of a cross between *Fortune Tell* and *Vision*, this spell allows the spellcaster to ask a spirit something relating to the plot of the event. How detailed the response or how lengthy the conversation is with the spirit, is determined completely by the spirit. It should be noted that the spirit does not have to answer the call of the spellcaster, and that sometimes instead of helping solve a problem, may give the spellcaster an awareness of more problems that need solving.

Create Magic Weapon (Blacksmith 7)

Uses: 1 - **Material:** A blue bladed weapon, no longer than 3’8”, with the spellcaster’s name and the words “Event-Stealable” on it.

This spell creates a blue-bladed event-stealable magic weapon of 3’8” or less for the remainder of the event. If the weapon is broken, the spellcaster may repair it in a 60-count, fixing the damaged prop if need be. This is done as an unlimited effect as if *Repair Magic Item* had been cast upon it. See the *Combat Calls Caveat*.

Create Poison (Alchemist 5)

Uses: 6 - **Material:** Disposable edible or drinkable component.

This spell creates one dose of a specific kind of poison per use. There are only four types of poison created by this spell: *Death*, *Love*, *Sleep* and *Truth*.

- Death kills instantly.
- Love makes the victim fall in love with the first person he sees for the next 10 minutes.
- Sleep causes the victim to fall into a deep sleep for 10 minutes. He cannot be woken before this time passes.
- Truth causes the victim to be unable to speak anything except the truth for ten minutes, but does not force him to talk.

The type of poison must be chosen when it is cast, and each individual effect listed in the spellcaster's spellbook. Each poison's mundane antidote must also be listed there. The poison must be ingested and cannot affect those who don't eat or drink it. This effect must be written legibly on a scroll (which is signed during spellbook inspection, when the spellcaster must get the spell approved). This scroll is to be given to the victim by the spellcaster or MM immediately after the MC has been consumed. Only one dose may be made per use, and only the first person to ingest part of the MC is affected by a spell. The spell is always rendered inert by *Immunity to Poison*. A *Raise Dead* spell will function normally upon the victim if he is slain by the poison. While the poison may have the intended effect to alter how someone may act, such as a love potion, it may in no way be used to compel any player or character to act in what they consider an immoral or unethical fashion. A person who ingests a love poison always has the option of allowing their PC to die if they are OOC uncomfortable with the situation. In any case, you should talk with the EH/MM if the use of any poison bothers you. A person may have as many different poisons of different effect in-play as they can normally cast, as long as each are distinct as per spellbook. See the *Potions Caveat*.

Create Potion (Alchemist 6)

Uses: 1 - **Verbal:** 20 words - **Material:** Disposable.

This spell creates a potion from the following list:

- *Acid* - 200 blows to a body, 1 dose per use, only usable on non-living objects.
- *Armored Cloak* - enchants a garment to provide 1 point of non-rechargeable armor, as per the spell. 3 doses per use.
- *Create Undead* - animates a corpse as per the spell, 1 dose per use. Treat the person who applies this potion as the controller of the undead.
- *Disenchant* - disenchants a magic item, as per the spell, 1 dose per use.
- *Enchant Weapon* - enchants a weapon to swing as magic once, as per the spell. 2 doses per use.
- *Séance* - places drinker into a séance trance, as per the spell, 1 dose per use. Unlike the spell *Séance*, a Potion of Séance is used up if the spirit does not answer within the first three minutes.

The spellcaster must have one sigil in their spellbook for each type of potion they can make through this spell (one for Acid, another for Armored Cloak, etc.). The spellcaster can choose any option above at the time of casting, as long as they have a sigil in their spellbook for it. Also refer to the *Potions Caveat*.

Create Undead (Necromancer 5)

Uses: 2 - **Verbal:** 30 words, and an explanation - **Material:** Sash which clearly states "Undead," "Skeleton," "Ghost," or the like, or an appropriate mask.

This spell, when cast upon a dead body, creates a greater undead creature that can move and fight at full speed and use any spells or weapons that the target could normally. The undead is obviously not quite human, so it must either be made up to look a little odd, wear a mask, or wear a sash that clearly states that the person is some kind of undead creature. If this is already done you may simply touch the recipient of the spell as you say the verbal. What kind of creature is left up to the spellcaster, but it must definitely look slightly non-human. It does not allow a spellcaster to break their weapon restrictions. The undead must obey most direct commands given by the spellcaster, but is otherwise in full possession of his facilities. The only commands that an undead creature can ignore are:

- Humiliating or difficult commands, such as "Kiss my feet," or "Move that wall ten feet to the left."

- Commands that violate mundane laws or ethical codes.
- Any command to communicate knowledge gained before they were made undead.

If he is normally hostile towards the spellcaster, he will continue to plot against the spellcaster. They are held at bay by *Ward: Undead* or *Ward: Enchanted Beings*, cannot cross a *Circle of Protection*, and are killed in the normal fashion (no special protections are gained). The target is considered to be undead until they are raised in a normal fashion. If *Create Zombie* is cast upon the target while the target is still undead, it will raise the target as if another *Create Undead* spell were cast upon it, but the target's loyalties transfer to the person who cast *Create Zombie* (no additional MC is needed). If a PC is still undead at the end of the event, that PC is considered dead and scalped. This spell will not work on a body without its scalp. See the *Undead Caveat*.

Create Undead Soldier (Necromancer 6)

Uses: 1 - **Verbal:** 40 words, and a full explanation - **Material:** A willing player to NPC the undead soldier, garb, and a mask.

The spellcaster's player needs to find another player who is willing to play the undead soldier and must supply that player with garb and a mask that allows other PCs to realize what they are seeing is a construct of some kind.

This spell creates an undead soldier to do the bidding of the spellcaster. This spell grants only one casting, no matter how many learnings of *Create Undead Soldier* that the spellcaster knows. For every casting of *Create Undead Soldier* he knows, the spellcaster may summon a more powerful undead soldier.

When this spell is first cast, the spellcaster has to decide what the abilities of the undead soldier are. Once the undead soldier has been summoned once, the spellcaster can only summon that particular type of undead soldier, unless he learns the spell again, in which case, the spellcaster may summon a more powerful undead soldier. The powers of the current undead soldier must be written in the spellcaster's spellbook. If the spellcaster unlearns a use of the spell, the undead soldier he summons becomes weaker and must be adjusted accordingly.

The undead soldier is completely loyal to the spellcaster. It requires no payment for its service. The undead soldier has to obey all the same rules for weapon lengths as all PCs do.

Each time the spellcaster learns the spell, the undead soldier gains 5 points worth of special abilities from the following table:

One 18" Dagger	0 pts.
Max Weapon Length	1 pt./additional foot after 18"
Florentine	3 pts.
Bow	2 pts.
Shield	2 pts.
Armor	1 pt./pt. of armor (max 1 pt.)
Regenerating Armor	2 pts./pt. of armor (max 1 pt.)
Regeneration	3 pts.
Poisoned Weapon	4 pts. per weapon

Diseased Weapon	3 pts. (for 5 swings of “Disease” per event)
Magic Resistance	2 pts. per point

No more than 15 points can be spent on the creation of an undead soldier.

- The undead soldier may use any normal weapon up to their maximum allowed length.
- The Florentine ability allows the Undead Soldier to use a second weapon up to their maximum weapon length, or 3’8”, whichever is less.
- The bow ability allows the undead soldier to fire a bow, they may use any normal arrows. The Poisoned weapon ability may not be used on arrows.
- A shield costs 2 points, no matter how large it is.
- Every point of armor counts towards each hit location.
- An undead soldier may only use armor purchased through this spells’ point system.
- Armor can be repaired though use of one *Repair Item* spell for all locations.
- An undead soldier may not have more than 1 point of armor, and may not combine regenerating armor and normal armor.
- An undead soldier’s armor provides no defense against magic. Magic weapons (but not the *Magic Missile* spell) are considered armor-piercing versus this armor.
- An undead soldier’s regenerating armor repairs itself when the undead soldier is raised with the *Create Zombie* spell, *Create Undead* spell, *Potion of Create Zombie*, or *Potion of Create Undead*; regenerates by use of the ability; or if the undead soldier lies down without attacking for a 60 second count.
- An undead soldier’s limbs cannot be healed by *Heal Limb* or *Potion of Heal Limb*.
- An undead soldier cannot be raised by *Combat Raise Dead*, *Cry of Life*, *Potion of Combat Raise Dead*, or *Raise Dead* spells.
- Regeneration allows an un-scalped undead soldier to regenerate after 120 seconds and to regenerate limb wounds after 30 seconds of remaining stationary. See the *Regeneration Caveat*.
- Wounds inflicted on an undead soldier by magic weapons cannot be regenerated from, but the undead soldier can be completely healed through an expenditure of a *Create Undead*, *Create Zombie*, *Potion of Create Undead*, or *Potion of Create Zombie*.
- Healing an undead soldier does not transfer ownership of the undead soldier to the spellcaster. It remains loyal to the spellcaster that created it.
- The poisoned weapon and diseased weapon abilities may not be used on the same weapon.
- Magic resistance works as per the Abjurer path spell *Resist Magic* (the undead soldier may choose when to use it), except that the points may be stacked.
- Undead soldiers may not use magic items, except for potions, which it may administer, as directed.
- Undead soldiers follow the *Undead Caveat*. They can be held back by both *Ward: Enchanted Beings* and *Ward: Undead* spells.
- Undead soldiers are not affected by poisons and diseases. See the *Combat Calls* section for details on these two effects.

Every 5 points that are used to construct the undead soldier also gives it 200 blows before it is considered “scalped.” A 5-point undead soldier needs to take 200 blows before being scalped, while a 15-point undead soldier can take 600 scalping blows. If an undead soldier is scalped the spell ends. An un-scalped undead soldier may be healed and raised as normal.

The *Ritual of Banishment* spell (7th circle Abjurer) scalps an undead soldier, ending the spell.

Create Zombie (Necromancer 3)

Uses: 3 - **Verbal:** 10 words, and an explanation - **Material:** A sash or tabard clearly labeled “Zombie.”

This spell creates a generic undead creature that will follow simple commands given by the spellcaster. It will only work on creatures of low spiritual power and will (e.g., orcs and goblins) with its scalp intact, and will not work on higher willed creatures (i.e., players and more powerful NPCs) without their permission. To cast it, the spellcaster must get a corpse and recite the verbal while putting the sash or tabard over the corpse’s head, tabard-style. If there is already an appropriate sash or tabard on the person, you may simply touch the recipient of the spell. It takes all blows and is killed in the normal fashion. It cannot use any armor or spells regardless of what the PC normally has. It will obey simple commands exactly, but will rebel if given humiliating or difficult commands, such as “Kiss my feet,” or “Move that wall ten feet to the left.” Commands cannot violate mundane laws or ethical codes. If left unattended, it will wander off and the spell will be broken. If the target is not slain and raised with a normal *Raise Dead* by the end of the event, they are considered dead and scalped. See the *Undead Caveat*.

Cry of Life (Healer 7)

Uses: 1 - **Verbal:** “All in the sound of my voice, rise and fight.”

This spell instantly raises *all* dead characters whose players hear the verbal. The spell affects all who hear it, including characters fighting against the spellcaster and NPCs.

Cure Disease (Pool)

Uses: 3 - **Verbal:** 20 words - **Material:** Disposable.

This spell will cure the recipient of all diseases that are currently affecting them. It will not provide protection from catching a disease after the spell is cast.

Death Watch (Shaman 2)

Uses: Unlimited, one at a time - **Active:** Spellcaster must sit without weapons in-hand for 60 seconds before they are killed. Each time the spellcaster is killed, they need to re-cast the spell.

Enables the spellcaster to see and hear anything that occurs near his body while he is dead. Your PC may not speak or move while dead, as normal. If the spellcaster is scalped, all memories acquired through the current casting of Death Watch are erased (i.e., all memories acquired from the time of your PC’s last death).

Death Wish (Necromancer 5)

Uses: 2 - **Verbal:** 30 words, and an explanation - **Material:** A scroll containing the trigger phrase and command.

This spell, when cast upon a dead body, implants a simple command into their mind. The spellcaster must give the target player the scroll after completing the verbal. The target should read the scroll and may refer to it at any time. However, the scroll and the information it contains are out of character, and are not known to the PC in any way. When the target character is alive, and hears the trigger phrase, they must perform the command to the best of their ability. The spell ends when the target successfully completes the command, or is slain trying. The target may ignore any commands that are humiliating, overly difficult (move that wall 10 feet to the left), break their weapon restriction, or violate mundane

laws or ethical codes. This spell will not work on a body without its scalp. The spell *Protect the Soul* negates all effects of this spell.

Deep Pockets (Assassin 2)

Uses: 3 - **Material:** A bag no larger than 6" by 12" by 3".

Each casting allows spellcaster to deny any stealable items that are completely within the material component to the next three characters that search the spellcaster, while that bag is on the spellcaster's body. If the spellcaster is not carrying any stealable items outside of the bag, he/she may answer, "Nothing." All other stealable items must be yielded to a search. Each additional learning of this spell allows the spellcaster an additional 6" by 12" by 3" volume of bag, either as a separate bag, or a larger bag. However, the spellcaster can only have one usage cast at a time. Each search denial is used up on all of the volumes simultaneously. One deep pocket bag may never contain another. No matter how many Deep Pocket castings are combined it does not combine the amount of people that need to search it; it only increases the size of the bag.

Detect Magic (Pool)

Uses: 5 - **Verbal:** 20 words.

This spell allows the spellcaster to take any one item (not a living/dead creature) to the EH or MM to ask whether casting *Identify* upon the object will yield any information the spellcaster cannot determine by looking at it, such as "It's a stick," or "It's a sword."

Disease Weapon (Necromancer 3)

Uses: 1 - **Verbal:** 10 words - **Material:** Spellcaster's weapon.

This spell allows the spellcaster to temporarily enchant his weapon. After preparing it with the spell, it is considered a diseased weapon and the spellcaster must call "Disease," on the next swing of the weapon. See the *Combat Calls* and *Weapon Call Spells Caveats*.

Disenchant (Abjurer 3)

Uses: 2 - **Verbal:** 30 words - **Active:** Touch the target item.

This spell will remove enchantments from an object. It will render inert all potions, panaceas and scrolls. Magic weapons will no longer function as such until repaired by a *Repair Magic Item* spell. *Circle of Protection*, *Light* and other pure spells are not affected unless otherwise stated in their description. Only items specified by the EH are immune to this spell. See the *Repairs Caveat*.

Disrupt (Abjurer 5)

Uses: 5 - **Verbal:** 30 words, starting with "I disrupt this (spell name) ..." - **Active:** Clearly point at the target.

This spell will disrupt any circle or chanting spell (see *Circles* and *Chanting Caveats*). It may only be cast upon a spell that is currently in use. Once the spellcaster completes the disruption, the target spell ends, and the spellcaster of the target spell loses the ability to cast the target spell for 5 minutes. If the target spell ends before the disruption is completed (the spellcaster stops chanting, the circle is broken, etc.), the spellcaster of that spell still loses the ability to cast that spell for 5 minutes. This spell only stops the current learning of the target spell. Therefore, if the spellcaster has taken *Ward: Enchanted Beings* twice, he temporarily loses the ability to cast one, but retains the ability to cast the other.

Disrupt Light (Pool)

Uses: 5 - **Verbal:** 20 words, which must clearly state the effect of the spell.

This spell cancels *Light* spells cast by other spellcasters. Once the Disrupt Light spellcaster is within sight and hearing of a *Light* spellcaster, he may loudly call out his verbal. Upon completion of the verbal, all other spellcasters within hearing range must put away their active *Light* spells. This action is OOC, and those affected must do so even if they hear the spell while dead. Spellcasters so affected cannot recast the *Light* spell for 5 minutes, after which time they may reuse the same chemical light sticks.

Divine Aid (Channeler 4)

Uses: 1 - **Verbal:** Speak to EH - **Material:** A sacrifice may be required - **Active:** A quest may be required.

This spell allows the spellcaster to send a request for aid to a higher power. The request cannot be specific and the higher power may send whatever aid they see fit. This spell comes with no guarantee that the EH won't simply listen to the request and say, "No." This spell cannot create an effect that will last beyond the end of the event, other than for healing purposes. A spellcaster who uses drama and theatrics has a better chance of success.

Embrace Death (Necromancer 7)

Uses: 1 - **Verbal:** 40 words - **Material:** A container at least 4 inches in diameter able to hold the spellcaster's scalp token. The container cannot be placed into *Deep Pockets*.

This spell allows the spellcaster to remove their soul from their body, giving them the ability to defy death. The spellcaster's scalp token is the only thing which may be stored in the material component (hereafter referred to as the phylactery). When the spell is learned, the spellcaster must scribe in their spellbook a description of exactly what the phylactery looks like. Upon casting this spell, the spellcaster places his scalp token within the phylactery, which becomes an event-stealable item for the duration of the spell and should be marked as such. The spellcaster may do whatever he wants with the phylactery: place it in a mundane pocket, hide it, give it to someone, etc. However, the phylactery may not be put into *Deep Pockets*.

While under the effects of this spell, the spellcaster is undead (see the *Undead Caveat*) and is not affected by poisons, diseases, or the spells *Call the Soul*, *Cry of Life*, *Heal Limb*, *Potion of Combat Raise Dead*, *Potion of Heal Limb*, *Regenerate the Scalp*, *Regeneration*, and *Seed of Life*. Additionally, the spells *Raise Dead* and *Combat Raise Dead* will only affect the spellcaster if the character casting these spells is touching the phylactery. Being raised in this manner returns the spellcaster to undeath and repairs all of their damaged limbs.

While this spell is active, the spellcaster's limbs may be regenerated by remaining stationary for 30 seconds. The spells *Create Undead*, *Create Zombie*, *Potion of Create Zombie*, and *Potion of Create Undead* will return the spellcaster to undeath (repairing any damaged limbs), without placing the spellcaster into someone else's control. While in possession of the phylactery, the spellcaster may enchant themselves to regenerate (as described below) by sitting without weapons in hand and incanting the verbal component. This allows the spellcaster to regenerate from death (back to undeath) a single time after 60 seconds (200 if the wound was caused by a magic weapon). If the spellcaster is returned to undeath through other means before the regeneration has completed, the effect remains unused. Once

returned to undeath by this effect, the spellcaster must re-enchant themselves as described above, before they will regenerate again in this manner.

Scalping will prevent the spellcaster from regenerating, but they may still be returned to undeath by any other means described previously. The spellcaster does not hand over their scalp token when scalped while under the effects of this spell.

The spellcaster may end this spell at any time by opening the phylactery, returning the soul to their body. If the phylactery is disenchanting (by use of the *Disenchant* spell or a *Disenchant Potion*), the spell is forcibly ended, and the spellcaster is slain and considered scalped. If the spell is not ended before the end of the event, the spellcaster is considered dead and scalped.

See the *Undead* and *Regeneration Caveats*.

Enchant Armor (Blacksmith 3)

Uses: 1 - **Verbal:** 30 words and an explanation - **Material:** Token with the spellcaster's name and the words "Enchant Armor" on it.

This spell enchants one hit location on a piece of armor that the spellcaster may continually repair without expending other spells. When the spellcaster enchants the armor he gives the token to the person that will be wearing it. The person wearing the armor must have the token on himself at all times the spell is in effect. The token is not stealable. Once this spell is cast on a hit location of armor, it remains enchanted until the armor is disenchanting or the spell ends. As long as the person with the armor has the token, and the armor is still enchanted, the spellcaster may cast *Repair Armor* as an unlimited effect on the armor by performing that spell's active component on the enchanted hit location. More than one casting of this spell may be in effect on a single person's suit of armor.

Enchant Weapon (Sorcerer 2)

Uses: 5 - **Verbal:** 10 words - **Material:** Spellcaster's weapon.

This spell allows the spellcaster to temporarily enchant his own weapon. After preparing it with the spell, it is considered a magical weapon and the spellcaster must call "Magic," on the next swing of the weapon. See the *Combat Calls* and *Weapon Call Spells Caveat*.

Enchant Bracer (Blacksmith 7)

Uses: 1 - **Verbal:** 20 words - **Material:** Bracer of some sort cloth or leather, and a blue stripe reading "Event-Stealable" - **Active:** Act like enchanting item.

This spell creates a blue striped event-stealable magic bracer for the remainder of the event. If it is broken, the spellcaster may repair it in a 60 count, fixing the damaged prop if need be. This is done as an unlimited effect as if *Repair Magic Item* had been cast upon it. While worn visibly by the spellcaster this spell allows the spellcaster to call "Magic" with whatever he wields for the remainder of the event. While the bracer is stealable, the effects of the bracer can only be used by the spellcaster.

Enfeeble Being (Abjurer 4)

Uses: 2 - **Verbal:** 30 words, starting with "I declare you mundane ..."

This spell allows the spellcaster to remove the special powers/abilities from a single NPC creature. To cast the spell, the spellcaster must get the creature's attention and begin the verbal. Once the spell is

completed, the target loses all special powers and abilities. This includes natural armor, spells, regeneration, etc. Because this is a relatively low-level spell, it will probably not affect more powerful creatures, such as unique enemies, or the proverbial “Big Bad Guy,” but it might work on things like a troll, a lesser demon, or a goblin shaman. This spell will never work on PCs or their undead soldiers. A spellcaster should choose his targets wisely.

Eviscerate (Assassin 4)

Uses: Unlimited.

Having this spell allows the spellcaster to scalp a body in less time. Every 1 blow during a scalping is considered the same as 2 blows; therefore the spellcaster can scalp a victim in only 100 blows instead of the usual 200. It is possible for the spellcaster to work with others during a scalping, again counting every 1 of his blows as 2.

Familiar (Sorcerer 6)

Uses: 1. The spellcaster may only have one in-play - **Material:** A stuffed or toy animal that must be at least 4” tall.

The spellcaster has a familiar that grants him more spell potential, represented by a specific stuffed or toy animal. The familiar cannot be slain or disenchanting, but can be stolen. The stuffed animal must be labeled with the spellcaster’s name and the words “Event-Stealable.”

Any additional spells provided by the familiar require the presence of the familiar to cast it and maintain it, as if the familiar were a spell focus or additional material component. If the familiar is stolen or dropped, the spellcaster may not cast or maintain any of the extra spells. Each spell must meet the requirement for verbal, material and active components. Spells with lasting effects (protections, immunities, etc.) can only be cast upon the spellcaster. Spells with lasting effects are suspended while the familiar is not in the spellcaster’s possession. Any blow that strikes the familiar must be taken as if the familiar is not there.

The spellcaster has 5 points to spend on extra spells for every casting of this spell, up to 15 points total.

Raise Dead	(1 pt.) - 1 use
Disrupt	(1 pt.) - 1 use
Call The Soul	(2 pts.) - 1 use
Enfeeble Being	(2 pts.) - 1 use
Find The Path	(2 pts.) - 1 use
Protection From Magic	(2 pts.) - 1 use
Shapeshifting	(2 pts.) - 1 use
Combat Raise Dead	(3 pts.) - 2 uses
Mystic Forge	(3 pts.) - 1 use
Séance	(3 pts.) - 1 use
Circle of Protection	(4 pts.) - unlimited uses, one at a time
Repair Magic Item	(4 pts.) - 1 use

When the spellcaster first casts this spell, he chooses his familiar's abilities. These abilities are not alterable from event to event. The spellcaster must list every spell his familiar grants him in his spellbook as if he has learned the spell.

If he learns the spell a second (or third) time, he may alter the abilities of his familiar upon completion of each learning. If the spellcaster unlearns a use of the spell, the familiar he has becomes weaker and must be adjusted accordingly.

Feign Death (Assassin 3)

Uses: Unlimited - **Material:** A cloth - **Active:** Wipe cloth over face 5 times.

This spell allows the spellcaster to disguise himself so as to appear dead. If someone asks him if he is dead he can legally answer, "Yes," and may lie down or sit with his sword or arm above his head as to appear dead (see the *Character Death and Scalping* section). Feign death ends once the spellcaster moves. If a person moves him, thinking he is dead, the feign death does not end; only when he moves himself. If struck while using Feign Death, the spellcaster is still affected by the blow as normal.

Find the Path (Seer 5)

Uses: 2 - **Verbal:** 30 words.

This spell provides the spellcaster a route to find, locate, or travel to a person, place or thing that they know by name. For instance, you can get a response from, "Where is the body of King Joe?" but not, "Take me to the man who stole my sword." The results of this spell can come as a guide, a map, a set of directions, a divining rod or any other mechanic that the EH/MM deems appropriate. Beware that the answer may not always be the safest or shortest path. This spell will fail if an answer cannot be determined because of PC action.

Fortune Tell (Seer 3)

Uses: 2 - **Material:** Fortune telling paraphernalia, such as runes or a tarot deck.

This spell allows the spellcaster to ask a question of the Event Holder or Magic Marshal, which will be answered in a symbolic manner. How much information (if any) and the form it is given in, is at the discretion of the EH/MM. As this is a relatively low circle spell, no proper names may be used in either the question or the answer for this spell. For example, while a spellcaster cannot ask, "Who killed Sir Schlep?" he can ask, "Who killed this knight?" and the answer can be "Tarot Card: Jack of Wands" but not "Bad Bart." This spell can only be used to determine information that is plot-related. If the EH/MM does not know the answer because the question asked relates to PC actions, an answer will not be given but the spell is still used. If the spell is cast and an answer cannot be given because of any of the above limitations, the casting is still used up.

Ghost Blade (Blacksmith 4)

Uses: 1 - **Verbal:** 20 words - **Material:** A white ribbon with the words "Ghost Blade" on it.

This spell enchants a single weapon to no longer affect the casting of the spells *Raise Dead* or *Regeneration* or the breaking of *Circle of Healing*. Upon casting this spell, the spellcaster must tie the material component onto the enchanted weapon.

Group Healing (Healer 2)

Uses: 2 - **Verbal:** 10 words - **Material:** 30' rope - **Active:** Touch the rope.

This spells allows the spellcaster to cast an enchanted circle. This circle allows certain spells cast into it to affect all the people within the circle. The Group Healing circle may be used to enhance the power of the following spells: *Combat Raise Dead*, *Cure Disease*, *Immunity to Poison*, *Heal Limb*, and *Raise Dead*. Multiple castings of Group Healing from the same or different spellcasters may be used at the same time, creating a bigger circle.

To enchant the Group Healing circle, lay the rope(s) in a circle on the ground with the ends touching. Then all the characters to be cast upon should be gathered into the circle. The spellcaster(s) must then recite the verbal component, which empowers the circle.

The next spell from the accepted list cast into this circle by any spellcaster affects all within as if it had been cast on each individually, in most cases any material component is only used once. The *Immunity to Poison* spell still requires the necessary components to cast for each character affected. See the *Circles Caveat*.

Guidance (Seer 2)

Uses: 2 - **Material:** divining paraphernalia to indicate a yes/no answer.

This spell allows the spellcaster to ask the Event Holder or Magic Marshal a yes/no question. If the EH/MM does not know the answer because the question asked relates to PC actions, an answer may not be given but the spell is still used. An answer will be given in the form of Yes or No by the EH/MM. If the spell is cast and an answer cannot be given because of any of the above limitations, the casting is still used up.

Heal Limb (Healer 2)

Uses: Unlimited - **Verbal:** 20 words - **Active:** Spellcaster must be stationary, must touch the target limb.

This spell allows the spellcaster to heal one damaged limb at a time. The spellcaster must recite the VC while touching the recipient's injured limb. The spellcaster cannot **move his feet** while casting this spell, although he may be moving his arms and such (e.g., parrying, so long as he doesn't step backwards).

Heal Undead Limb (Necromancer 2)

Uses: 10 - **Verbal:** 20 words - **Active:** Spellcaster must be stationary, must touch the target limb.

This spell allows the spellcaster to heal one damaged limb at a time on a target that is undead. The spellcaster must recite the VC while touching the recipient's injured limb. The spellcaster cannot be moving around (e.g., running for his life) while casting this spell, although he may be moving his arms and such (e.g., parrying, so long as he doesn't step backwards).

Heartiness (Pool)

Uses: Unlimited, one at a time.

Having this spell makes the spellcaster harder to scalp. The next time the spellcaster is scalped it will take 200 extra blows to successfully scalp him. If scalped for only 200 blows, instead of the full 400 blows, the spellcaster must inform the scalper, "The job is not yet done." A spellcaster can only be under the effect of one Heartiness spell at a time. A use is considered to be over whenever the spellcaster receives at least 200 scalping blows, but is in effect until he is either fully scalped or raised.

Identify (Pool)

Uses: 3 - **Verbal:** 30 words.

This spell allows the spellcaster to take any one item (not a living/dead creature) to the EH or MM to ask what it is. It may also be cast on a living being to identify a magical item it carries, such as a spell focus or magic weapon. In this case, it will not tell what the item does, only that it is there and what it is.

Identify Creature (Pool)

Uses: 5 - **Verbal:** 20 words.

When the spellcaster encounters an unknown creature, they may cast this by chanting the verbal while approaching. If the spellcaster can successfully reach visual inspection range, and the creature is not hostile, it must state what race it is. The response is not IC speech by the creature, and it can answer while dead.

Immunity to Poison (Pool)

Uses: 3 - **Verbal:** 10 words - **Material:** Disposable.

This spell makes the recipient immune to the next dose of poison that would have otherwise affected his PC during the event. When damaged by the next poison attack, whether ingested or delivered by a poisoned weapon, call "Immunity to Poison!" Only one Immunity is used at a time. The recipient must take any mundane damage from a poisoned weapon regardless of whether he is protected from the actual poison. The recipient should be given the material component when the spell is cast, and he should dispose of it when the immunity has been used. More than one Immunity can be cast upon a recipient; the effect is stackable. The material component of the spell is not stealable or transferable after it is cast. This spell can also be cast as an antidote for any one poison that the recipient has been subjected to, but in this case it will not provide any further protection.

Implement (Pool)

Material: Non-weapon, combat-safe Staff (between 4' and 6' long, inclusive,) Wand (between 12" and 18" long, inclusive,) or Orb (at least 4" in diameter).

The caster is able to create a staff, wand or orb (hereafter called "implement") that enhances their own spells. Each time the spellcaster learns this spell, they gain 1 point into a pool from which they may purchase special abilities from the following choices below. At the magic check-in of an event, the caster may choose how the points in their pool are spent. An implement may not have more than 5 points spent into it.

Unless otherwise stated, abilities gained that augment or alter spells require that the caster already knows that spell, otherwise there is no effect. In order to use the gained ability, the caster must be holding the implement in one hand.

If a weapon hits an implement, the implement is "broken" and may not be used until fixed. The caster can fix a broken implement by holding it with two hands, then counting to 200.

Gain 1 additional casting of one of the following spells for 1 point each: *Find the Path, Fortune Tell, Guidance, Precognition, Skew Divination, Raise Dead, Deep Pockets, Enfeeble Being, Create Zombie, Beckon Corpse, Zombie Send, Disenchant, or Disrupt.*

Gain the following abilities for 1 point each:

- The active component for *Armored Cloak* is changed to “Kneel on one knee while holding their *Implement* with both hands.”
- The active component for *Protection From Magic Missile* is changed to “Kneel on one knee while holding their *Implement* with both hands.”
- When using a Circle spell you may double the length of the rope. This may only be done once.

Gain 1 additional casting of one of the following spells for 2 points each: *Call the Soul*, *Group Healing*, *Resist Magic*, *Create Undead*, or *Soul Bane*.

Gain the following abilities for 2 points each:

- The active component for *Death Watch* is changed to “Spellcaster must kneel on one knee holding their *Implement* with both hands for 60 seconds before being killed.” The requirement of recasting the spell is also removed.
- The uses for *Speak* become unlimited.
- Gain 1 point to spend on your *Familiar*. This ability may not be taken more than once.
- Gain 1 point to spend on your *Create Undead Soldier*. This ability may not be taken more than once.

Gain 1 additional casting of one of the following spells for 3 points each: *Vision* or *Séance*.

Gain the following abilities for 3 points each:

- Gain one use of *Regeneration*. You are not required to know the spell to use this ability.
- Gain one use of *Regeneration*. Upon completion, the spellcaster will be raised as a free-willed undead. You are not required to know the spell to use this ability.
- Gain one additional *Magic Missile* prop.

Intervention (Channeler 7)

Uses: 1 - **Verbal:** Speak to EH - **Material:** A sacrifice may be required - **Active:** A quest may be required.

This spell allows the spellcaster to go to the EH and ask a boon from whatever powers his magic. It should be cast in the presence of the EH/MM. It is to be used to request favors such as, “Oh, please, great majestic god/Fire Spirit/Navel Lint, grant me a quest to search for the lost scalp of my overlord, Sir Biff of Bonehead Ridge.” This spell comes with no guarantee that the EH won’t simply listen to the request and say, “No.” This spell cannot create an effect that will last beyond the end of the event, other than for healing purposes. A spellcaster who uses drama and theatrics has a better chance of success, and simple, small requests are also more likely to be granted. Any requests that will unbalance the game will likely be either denied straight out, or assigned an unsolvable quest.

Light (Pool)

Uses: Unlimited - **Verbal:** 3 syllables - **Material:** Chemical light stick and dark bag - **Active:** Snap and shake the stick.

This spell creates light. The spellcaster may use as many light sticks as desired. He must also carry a bag large enough to hold all of the glow sticks he will use and thick enough to prevent any light from escaping. The bag is to be used if he is affected by a *Disrupt Light* spell. The spellcaster may not give a glow stick to anyone who is going to travel beyond easy talking distance. It is possible for this spell to

be disrupted. It is the spellcaster's responsibility to know what the *Disrupt Light* spell is, how to recognize it and how to respond to it. It is a first circle spell. See the *Disruption Caveat*.

Lightning Bolt (Sorcerer 7)

Uses: 1 prop, unlimited use - **Verbal:** "Lightning Bolt" - **Material:** 1 white boff arrow prop between 2'6" and 3'6" long.

This spell allows the spellcaster to throw a stronger bolt of magic than Magic Missile. The MC for the spell is an golf tube arrow prop made following the *Weapon Construction* rules for arrows with the following additions:

- The prop must be white or duct-taped white.
- The prop must be between 2'6" and 3'6" in length and cannot have an arrow nock. The prop is not subject to the spellcaster's weapon length restriction.
- The prop must have the words "Lightning Bolt" and the spellcaster's name written visibly along the shaft.

The prop is a physical representation of the magic. **After it comes to rest, it cannot be affected or moved by anyone other than the spellcaster, but it may still be seen or guarded by anybody.** The prop counts as a hand-and-a-half weapon and must be thrown, not shot from a bow. The prop, including its shaft, strikes as an armor-piercing magic blow to anything it makes contact with, until it comes to rest. Once cast, it cannot be cast again until the spellcaster recovers the prop. The prop is not considered a weapon and does not cause Spell Failure, except while the spell is active. (I.e. from when the prop is thrown until it comes to rest.) See the *Combat Calls* and the *Spell Failure Caveats*.

Magic Missile (Sorcerer 5)

Uses: Unlimited, while spellcaster has MC handy - **Verbal:** "Magic Missile" - **Material:** 2 beanbags or foam & duct tape blocks, about 3" diameter.

When thrown, this spell strikes whatever it hits as if it were a magic sword. It will damage every location it hits, until it comes to rest. The prop is a physical representation of the magic. **After it comes to rest, it cannot be affected or moved by anyone other than the spellcaster, but it may still be seen or guarded by anybody.** A magic missile material component ready to be thrown is considered a one-handed item, and does not count towards duel-wielding for the purposes of weapon restrictions. The prop is not considered a weapon and does not cause Spell Failure except while the spell is active (i.e. from when the prop is thrown until it comes to rest.) The spellcaster may only throw his spell props, and may not pick up those thrown by another spellcaster. See the *Combat Calls* and the *Spell Failure Caveats*.

Mystic Forge (Blacksmith 4)

Uses: 1 - **Verbal:** 25 words - **Material:** 10-foot rope - **Active:** **Touch the rope.**

This spell allows the spellcaster to create a circle, which he may then charge with *Repair Armor* or *Repair Item*. The spellcaster must actually cast either *Repair Armor* or *Repair Item* into the Mystic Forge, using up one use of that spell. Only the spellcaster of the Mystic Forge may charge or use the circle. Until the circle is broken, the spellcaster need only stand in the circle, touch the target item to be repaired, and the spellcaster may cast the embedded spell as many times as desired without using up any further castings of the Repair spell. The benefit to charging a Mystic Forge with *Repair Item* is that the

forge may then be used to fix things other than just armor. This circle follows the rules under the *Circles Caveat*.

Pas (Pool)

Uses: 3 - **Verbal:** “Pas, friend ...” - **Material:** Food, coin, or some offering - **Active:** Offer the MC to the target.

This spell creates an uneasy, temporary truce between the target and the PC. To cast this spell the spellcaster offers something of value to the target and says something along the lines of, “Pas, friend orc, and accept these shiny bits to let me pass unharmed.” If the target accepts the offering, he is magically bound to not attack the spellcaster for 60 seconds unless the target is attacked. If the target is attacked or the spellcaster is slain this spell ends immediately. *Protect the Soul* will block the effects of this spell as will *Resist Magic*.

Poison Weapon (Assassin 5)

Uses: 3 - **Material:** A cloth - **Active:** Wipe the entire length of the blade 5 times.

This spell gives the spellcaster the ability to poison a weapon. After preparing it with the spell, the spellcaster must call “Poison” the next time he swings that weapon. See the *Combat Calls Caveat* and *Weapon Call Spells Caveat*.

Potion of Armor Repair (Alchemist 2)

Uses: 10 - **Material:** Disposable.

This spell creates a potion which repairs one hit location of armor. The potion is poured or applied to the damaged armor and held there for a 15 second count. The armor does not need to be removed for the potion to be applied to it. See the *Potions Caveat*.

Potion of Combat Raise Dead (Alchemist 4)

Uses: 2 - **Material:** Disposable.

This spell allows the spellcaster to create a potion that can be used to raise a dead character, healing all of his injured limbs. See the *Potions Caveat*.

Potion of Create Zombie (Alchemist 4)

Uses: 2 - **Material:** Disposable.

This spell allows the spellcaster to create a potion that acts like the *Create Zombie* spell. The spellcaster must also provide the necessary material requirements of that spell for when the potion is administered. Treat the person who applies this potion as the controller of the undead. See the *Potions Caveat*.

Potion of Heal Limb (Alchemist 3)

Uses: 6 - **Material:** Disposable.

This spell allows the spellcaster to create a potion that can be used to heal all of one person’s limbs. See the *Potions Caveat*.

Power Potion (Alchemist 7)

Uses: 1 - **Verbal:** 20 words - **Material:** Disposable.

A power potion allows the PC that uses it to reset one full path progression of their spells. It will never reset a 7th circle spell. If the character is not a spellcaster, it doesn't do anything. If the PC is a spellcaster and has more than one path, he must select which path progression is being reset before using the potion. Power potions will not reset items. Resetting spells doesn't allow a PC to retain unspent spells, just replenishes those that have already been used. Any spells that have been disrupted in the replenished path will also be restored. For Alchemists, if they have already created potions, but have not used them, this spell will not allow them to reset their spells until the potions have been used, or if they use the spell anyway, will not reset spells with still usable potions in-play. If you do not know whether your potions have been used or not, you must assume they are not. See the *Potions Caveat*.

Precognition (Seer 4)

Uses: 3 - **Material:** divining paraphernalia (such as a crystal ball or mirror).

This spell allows the spellcaster to gain non-specified information about the plot from the Event Holder or Magic Marshal. How much information (if any) is at the discretion of the EH/MM. One casting of Precognition may be pre-registered and the results of this spell will be presented to the spellcaster at check-in for the event. If a Precognition is not given at the beginning of the event, the casting is not used.

Prophecy (Seer 7)

Uses: 1 - **Active:** Ritual (Optional).

This spell allows the spellcaster to ask the Event Holder or Magic Marshal a question pertaining to the plot of the event. The EH/MM will give the spellcaster as complete an answer as they are willing. The method of delivering this knowledge is at the EH/MM's discretion. A spellcaster may use drama, theatrics, or sacrifice during the ritual to have a better chance of gaining information. After casting this spell, the EH/MM may choose to release additional information to the spellcaster at any time during the remainder of the event or until a spell reset.

Protect Item (Pool)

Uses: 3 - **Verbal:** 20 words - **Material:** Ribbon tied onto item protected. Remove the ribbon soon after the spell is expended/used to protect the item.

This spell allows a single non-armor item to be protected from the next attack that would normally damage it. For example, a protected sword struck by a boulder would not be destroyed, but the wielder would still suffer normal damage (i.e. dead usually). The call for this spell is "Protect Item." A particular item may only have one casting of Protect Item on it at a time. This spell does not protect against *Disenchant*.

Protect the Soul (Channeler 3)

Uses: 1 - **Verbal:** 30 words and an explanation - **Material:** Sash with VC written on it.

This spell will protect the recipient from possession, *Create Undead* and the like. When targeted by any spell or effect against which Protect the Soul immunizes your PC, you must call "Protect the Soul!" The spell will last until the sash is disenchanting or removed by the spellcaster. The spell will not function if the recipient is scalped or their soul is not within their body for any other reason.

Protection from Boulder (Protection 2)

Uses: 2 - **Verbal:** 20 words - **Material:** Sash with some sort of indication that this is a Protection from Boulder spell. Remove the sash soon after the protection is expended/used.

The spellcaster is protected from the next “boulder” call that strikes him. See the *Protection Path Caveat*.

Protection from Magic (Protection 5)

Uses: 2 – **Verbal:** 30 words - **Material:** sash with some sort of indication that this is a Protection from Magic spell. Remove the sash soon after the protection is expended/used.

The spellcaster is protected from a damaging spell or spell-like effect, such as Magic Missile or Lightning Bolt for 1 hit. The spellcaster can choose when to utilize this effect. See the *Protection Path Caveat*.

Protection from Magic Missile (Sorcerer & Abjurer 2)

Uses: Unlimited, one at a time - **Verbal:** 10 words - **Material:** Sash with some sort of indication that this is a Protection from Magic Missile spell - **Active:** Lie on back, no weapons in hand.

The recipient of this spell is protected from the next hit he takes from a *Magic Missile* spell. It is necessary to call “Protection” when the spell activates. The sash must be worn by the recipient of the spell, who must remove it soon after the protection is expended/used. This spell will also protect equipment (such as armor) that would otherwise be affected by the *Magic Missile*.

When the spell is cast, the recipient of the spell must be lying on his back with no weapons in hand. This spell may be cast on a recipient other than the spellcaster, to do so the spellcaster must have no weapons in hand and touch the recipient while the spell is being cast. More than one casting of this spell may be in effect on a single PC. If the spellcaster casts this spell on another character, they may not re-cast the spell until the sash is returned to them.

Protection from Melee Weapon (Protection 4)

Uses: 3 - **Verbal:** 30 words - **Material:** Sash with some sort of indication that this is a Protection from Melee Weapon spell. Remove the sash soon after the protection is expended/used.

The spellcaster is protected from a damaging, non-missile attack, such as a sword, hammer, mace, or magic weapon for 1 hit. The spellcaster can choose when to utilize this effect. See the *Protection Path Caveat*.

Protection from Missile Weapon (Protection 3)

Uses: 3 - **Verbal:** 30 words - **Material:** Sash with some sort of indication that this is a Protection from Missile Weapon spell. Remove the sash soon after the protection is expended/used.

The spellcaster is protected from a damaging missile attack, such as an arrow, javelin, or *Lightning Bolt* for 1 hit. The spellcaster can choose when to utilize this effect. See the *Protection Path Caveat*.

Purity to Disease (Shaman 4)

Uses: 1, Self-only - **Verbal:** 10 words - **Material:** A sash with the VC written on it - **Active:** Lie on back, no weapons in hand.

Upon casting this spell, the spellcaster becomes completely immune to the effects of diseases. The sash can be disenchanting, and the protection ends if the sash is removed. See the *Combat Calls* section for details on Disease calls.

Purity to Poison (Shaman 4)

Uses: 1, Self-only - **Verbal:** 10 words - **Material:** A sash with the VC written on it - **Active:** Lie on back, no weapons in hand.

Upon casting this spell, the spellcaster becomes completely immune to the effects of poisons. The sash can be disenchanting, and the protection ends if the sash is removed. See the *Combat Calls* section for details on Poison calls.

Raise Dead (Healer 3)

Uses: 5 - **Verbal:** 30 words - **Active:** Spellcaster must be within 2 feet of corpse and there can be no weapons within 10 feet of the spellcaster.

This spell will raise a dead character, healing all of his injured limbs. There can be no weapons within 10 feet of the spellcaster, or the spell will fail to work. For this purpose, a weapon is considered to be anything with a legal striking surface — swords and arrows are weapons, although bows are not. The player of the character being raised must be present to represent the corpse. No proxy can be used for the corpse.

Regenerate the Scalp (Protection 6)

Uses: 1 - **Verbal:** 30 words - **Material:** An item similar to the spellcaster's scalp, with some sort of indication that it is his second scalp.

When scalped the spellcaster will regenerate back to life in 300 seconds (attaching the copy of his or her scalp in its place). If the spellcaster is restored with another spell before the 300 seconds is up, the spell remains unused, and will trigger again the next time the spellcaster is scalped. See the *Regeneration* and *Protection Path Caveats*.

Regeneration (Shaman 6)

Uses: 2 - **Verbal:** 30 words - **Active:** Spellcaster must sit on the ground with weapons a minimum of 10 feet away when casting this spell.

Regeneration only works on the spellcaster. There can be no weapons within 10 feet of the spellcaster when this spell is initially cast, or the spell will fail to work. When killed, the spellcaster regenerates once, after 200 seconds. If the spellcaster is raised with another spell before the 200 seconds is up, the spell remains unused, and will trigger again the next time the spellcaster dies. This spell ceases to function if the spellcaster is scalped. The spellcaster may only be under the effects of one Regeneration spell at a time. **If you have learned this spell twice, you may have a *Raise Dead* "recharge" one usage. These recharges cannot come from *Circle of Healing*, or any other Raising effects other than the *Raise Dead* spell.** See the *Regeneration Caveat*.

Repair Armor (Pool)

Uses: 5 - **Material:** Disposable or focus - **Active:** Hold armor and material component for 15 second count.

This spell will repair one hit location of armor. The AC should simulate physically repairing the armor, such as tapping it with a focus, like a boff-hammer.

Repair Item (Blacksmith 2)

Uses: 5 - **Verbal:** 20 words - **Active:** Hold the object to be repaired in both hands.

This spell repairs any one normal object. It cannot be cast upon an item with a special property, such as magic weaponry. It could be cast to repair a shield or sword that has been broken, as they are normal objects. It will not repair multiple separate pieces of armor in one casting. The spellcaster may have nothing else in his hands while casting this spell. Armor can be worn while this spell is cast upon it.

Repair Magic Item (Blacksmith 5)

Uses: 1 - **Verbal:** 30 words - **Material:** Item to be repaired - **Active:** A quest may be required.

This spell allows the spellcaster to restore a currently backed Realms Magic Item that has been broken or disenchanting to working order. Potions and other spell components are not subject to repair. If an item has been physically broken or made unsafe, then the item must be physically repaired or replaced with a near duplicate of the item. Note that patching or minor repairs may be acceptable instead of a full prop replacement depending on the situation. Upon informing the MM/EH of their intention to cast this spell, the EH/MM may either present to the spellcaster a quest for the completion of this spell or simply declare the item “repaired” at their discretion. The spell is wasted if the quest fails or if permission for a repair is outright denied.

Resist Death (Protection 7)

Uses: Unlimited, one at a time - **Verbal:** 30 words - **Material:** Sash with some sort of indication that this is a Resist Death spell. Remove the sash soon after the protection is expended/used.

The spellcaster is protected from any damaging attack for 1 hit. The call for this is “Resist Death.” The spellcaster can choose when to utilize this effect. The protection may be recharged while the spellcaster is lying on his or her back. See the *Protection Path Caveat*.

Resist Magic (Abjurer 6)

Uses: 3 - **Verbal:** 20 words.

This spell prepares a burst of null-magic within the spellcaster. If the spellcaster so desires, he may ignore a single magical effect. This ability can be used at any time, whether the spellcaster is dead or not. A spellcaster may not be under the effect of more than one Resist Magic spell at the same time. When targeted by a spell or effect against which Resist Magic protects him and the spellcaster wishes to ignore the effect, call “Resist Magic.” This spell will allow the spellcaster to: treat a blow from a magic weapon as if it were a normal weapon, ignore the effect of any spell when it is first cast, and cross the boundary of a *Circle of Protection*. The spell ends at the end of the event day, or if the spell *Disenchant* is cast upon the spellcaster (although the spellcaster can use the Resist Magic to prevent the *Disenchant* from removing any other spells upon him). This spell cannot be cast on anyone other than the spellcaster and will only protect the spellcaster, not anything they have or possess.

Ritual of Banishment (Abjurer 7)

Uses: Special, see below - **Verbal:** 40 words in “burst” form, otherwise special, see below.

This spell allows the spellcaster to use his knowledge of magic and the planes to shift a creature back to its home dimension or to scatter the magic of a conjured being. The spellcaster has two ways of performing this ritual. If not given time to prepare a stronger ritual, the spellcaster may simply use this spell in a “burst” fashion. To do so, the spellcaster must get the attention of the creature, and say the 40 words, which must begin with “I banish you to the place from which you came...” During the casting of the spell, the spellcaster is still open to any retaliation from the creature being banished.

If given more time, the spellcaster can craft a more potent spell to weaken and strip the being of any magics securing it to the plane. The player may do so by performing a ritual in front of the MM/EH. By reading the available magic and essences of the creature, this ritual may grant the spellcaster knowledge and further steps that can be taken to banish the creature, possibly leading to the final incantation for banishment. After the initial casting of the ritual, this spell is unleashed when the spellcaster uses the researched magic upon the creature. The prepared spell may only be good for one attempt, whether successful or not. Greater success in crafting this magic may be achieved through knowledge of the True Name of the creature, a physical or magical part of it or through a particularly potent ritual.

Players who use drama and theatrics in their ritual are more likely of achieving better results. This spell will only function upon NPCs not currently on their home plane, and the spell *Create Undead Soldier* (which will work in “burst” form). Once this spell attempted upon a creature, either in short or long formats, the spellcaster may not cast this spell again for an hour. You are encouraged to use a small time piece to keep track of this time. Creatures that are shown to be too powerful from the preparation ritual do not weaken the spellcaster. You may not begin a preparation ritual on the same day as an uncompleted previous spell. Upon completion of a more in-depth ritual, the spellcaster should ask the EH/MM how long this spell is exhausted for, which may be the rest of the day. If you know this spell, you must inform the EH/MM at check-in.

Séance (Seer 5)

Uses: 1 - **Verbal:** 20 words to start - **Material:** 3-minute hourglass/timer.

This spell allows the spellcaster to have an extended discussion with a spirit, either one of another world or of a scalped character. Upon informing the Event Holder or Magic Marshal of his intent to cast this spell, the spellcaster must start the ritual by flipping the hourglass. If the spirit does not arrive within the first three minutes, then the casting is not used. If the spirit arrives, let the glass run out and flip it again. The spellcaster and spirit may then speak freely until all the sands have fallen. If the spirit stays longer than 3 minutes, the spellcaster may continue to converse with it. Please note that this spell does not change any behavior on the part of the spirit, and it may choose not to talk.

Whether a scalped character can answer is entirely up to the discretion of the EH/MM, who must be present for the ritual. This spell in no way grants the knowledge of the circumstances of a scalped character’s death. If they are allowed to be contacted, the scalped PC can still refuse to answer, is not compelled to speak, can lie or tell the truth freely, and can end the Séance at any time. A PC contacted with a Séance must leave after 3 minutes.

Second Chance (Seer 7)

Uses: 1 - **Verbal:** 30 words - **Material:** A token with the spellcaster’s name.

This spell allows the spellcaster to recover once, even from the most grievous of wounds and situations.

Upon casting this spell, the spellcaster must give his token to the Magic Marshal. At any time afterwards, the spellcaster may activate the spell, which removes him from play. He must then go find the Magic Marshal. All stealable items in possession of the spellcaster must be left behind. This spell may be activated even if the spellcaster is dead or scalped.

The Magic Marshal will then place him somewhere on site (location determined by the MM) and return the token. Upon being placed, the spellcaster is alive and unwounded, and is given back their soul if they were scalped.

Seed of Life (Healer 7)

Uses: Unlimited, while spellcaster has MC handy - **Verbal:** 30 words and an explanation - **Material:** 1 token with the spellcaster's name and the words "Seed of Life" on it.

When cast on a dead body, this spell allows the recipient to regenerate once, after 120 seconds. The spellcaster must hand the MC to the recipient when the spell is cast. Once the spell ends, the recipient should return the MC to the spellcaster as soon as reasonably possible. Other than this, the MC is neither stealable nor transferable in any way. If the recipient is scalped, returned to life or raised as undead, the spell ends. This spell has no effect on the undead. See the *Regeneration Caveat*.

Shapeshifting (Assassin 5)

Uses: 2 - **Material:** Makeup and/or mask and any disguise garb - **Active:** Change into disguise.

This allows the spellcaster to shapeshift into a humanoid monster of about their height and size. This transformation takes as long to complete as it takes the player to change into the appropriate disguise outfit. The type and features of the monster are up to the player. Once the shapeshifting is complete, the player will respond to the spell *Identify Creature* as the new type of monster. This spell will mimic a general monster type, and cannot accurately impersonate a named or unique monster, or appear to be another PC. You are free however, to attempt to convince your victims that you are more important than you actually are.

The shapeshifted form confers no combat benefit or other NPC power, though they can appear to wear armor or carry larger weapons to complete the disguise. You may in no way signal to NPCs that you are NPCing. The shapeshifted form ends if you are killed or if any part of your disguise is *Disenchanted*.

In addition, at the door of the event, the player is allowed to ask the EH/MM to borrow an appropriate mask for the event in order to complete the illusion. There is no guarantee that they will be able to provide the materials, so you should bring your own.

Silver Strike (Pool)

Uses: 6 - **Material:** A cloth - **Active:** Wipe the entire length of the blade 5 times.

This spell gives the spellcaster the ability to temporarily silver a weapon. After preparing it with the spell, the spellcaster must call "Silver" the next time he swings that weapon. See the *Combat Calls* and *Weapon Call Spells Caveats*.

Silver Weapon (Blacksmith 6)

Uses: 1 - **Verbal:** 25 words - **Material:** The weapon's weight in silver coins (plain aluminum roofing tins, aluminum "Coin of the Realm," etc.).

This spell will allow the spellcaster to silver a weapon. Silvered weapons are reputed to be more effective against certain monsters. The spellcaster must write the words “SILVER” and “STEALABLE” on the blade of the weapon. The spellcaster should also write “Silvered by” and the spellcaster’s name on the blade. All of the silver that is collected for the casting of this spell must be handed over to the EH. All silver weapons are stealable, and the spellcaster must explain to anyone having a weapon made silver that it will be stealable, and will be considered property of the Realms, to be passed back and forth within the game as a searchable item, for as long as it is silver. A silver weapon will lose the quality of being silver if the writing on the blade fades to the point of no longer being readable or if the weapon is OOC or IC broken (such as by a boulder). Players may not protect the writing in any way and may not re-write it.

A silvered weapon broken in-character (i.e., by any means other than the fading of the writing or the physical destruction of the prop) can be repaired by an expenditure of this spell, without having to provide the necessary silver. Repairing a weapon in this way does not allow you to remake the prop or rewrite the word “Silver” on the weapon. See the *Combat Calls Caveat*.

Skew Divination (Assassin 4)

Uses: 2 - **Verbal:** 30 words - **Material:** Scroll with the target’s name and “Skew Divination” - **Active:** Give scroll to Magic Marshal.

This spell will alter the next Seer path spell cast by the target at that event, giving them misinformation. How much the spell is altered is up to the Magic Marshal. To cast this spell the spellcaster must write the target’s name on a scroll sign the scroll, and give the scroll to the Magic Marshal.

Soul Bane (Assassin 3)

Uses: 1 - **Active:** Scalp a dead body. Following the final scalping blow the caster says “Soul Bane.”

This spell alters the next *Call the Soul* cast on the target by making the black stone successful and the white stones unsuccessful. The caster must inform the Magic Marshal who they scalped and cast Soul Bane on, as soon possible. The effect triggers the next time the target’s soul is called. The spell ends after the first *Call the Soul*, whether it was successful or not. Only one Soul Bane can be active on a person at a time.

Speak (Pool)

Uses: 2 - **Verbal:** “Speak, friend...” - **Material:** An offering for the creature to be spoken with - **Active:** The spellcaster approaches creature with no weapons and with an offering in plain sight, and hands it to the monster.

This spell allows the spellcaster to approach a creature and present an offering to them. If the offering is taken, the creature now has the ability to speak and understand the language of the spellcaster. This ability lasts until the creature no longer is in possession of the offering. No creature approached has to take the offering, nor is there any guarantee the creature will speak to you.

Speak with Dead (Pool)

Uses: 10 - **Verbal:** An explanation, followed by a question.

This spell allows the spellcaster to ask a corpse one “yes or no” question. The corpse may only answer, “Yes,” “No,” or “Abstain,” and it may not lie. An abstention means that the spirit cannot or does not

want to answer the question. Before asking the questions, the spellcaster must explain to the corpse's player what the acceptable responses are and that the character may not lie.

Transformation (Shaman 7)

Uses: 2 - Material: A pair of Transformation Claws.

The shaman releases their inner nature. The effect is a transformation.

Each individual Shaman may have a different form, but that form is consistent to the shaman (i.e., Matt's altered form is different than Sally's, but Matt's altered form is always the same any time he shifts to it). The spell must be unlearned to alter that form.

A complete description of the altered form must be in the spell description. The shaman must alter his appearance when in the transformed state. He must wear a different tabard, makeup, prosthetics, mask, or some other major signifying indicator that he is "not quite right." Details should also be listed in the spellcaster's spellbook.

Any potions or other spells with a lingering effect cast by the spellcaster are suspended when he transforms. It is the spellcaster's responsibility to notify anyone else affected by this (such as any players carrying potions the he created) before he transforms. Suspended spells will resume functioning when the spellcaster reverts to his common form.

All altered forms have the following advantages/disadvantages:

- Has the use of florentine claws, 18" maximum. Cannot use any other weapons. Claws must be of matched length. Cannot use or manipulate anything except with those claws (after all, they're the end of their hands). These claws do not break the spellcaster's weapon length restriction.
- The claws are physical representations for the spell, and are not really there until the spell is cast. They cannot be used by anyone other than the spellcaster, and he may only use them when under the effects of the spell. The claws must be clearly labeled with the phrase, "Transformation Claws," and the spellcaster's name. The claws are not considered weapons for the purpose of Spell Failure. Furthermore they are unbreakable and immune to the effect of a boulder, though the spellcaster is killed as normal if struck in the claws.
- Cannot cast any spells while in altered form, except those granted as part of the Transformation.
- The spellcaster may revert back to his common form, ending the spell, at any time.

A Shaman has 7 points to construct his altered form:

Armor Options:

- *Natural Armor*: 1 point **for a single point** of body armor. Each point covers every hit location. Up to 1 point of armor may be purchased. Cannot be used in conjunction with Regenerating Armor.
- *Regenerating Armor*: 3 points **for a single point** of body armor. Up to 1 point of armor may be purchased. The spellcaster must lie on his back without attacking. Once so positioned, the altered form's armor regenerates 1 point to one hit location damaged for every 10 seconds the spellcaster remains still (repairing every hit location once would take 70 seconds). The spellcaster cannot choose to regenerate only one area to full, then go back to combat, but must take the time to repair all the armor damaged before resuming combat. Cannot be used in conjunction with *Natural Armor*.

- Both armor options may be repaired by casting *Repair Item* which repairs all locations.

Weapon Upgrades:

- 1 point for 2' claws.
- 2 points for 2'6" claws.
- 3 points for 3' claws.
- 4 points for 3'6" claws.
- *Poison Weapons*: 4 points. The spellcaster may call, "Poison," each time they swing their claws.
- *Armor-Piercing Weapons*: 5 points. The spellcaster may call, "Armor-piercing," each time they swing their claws.
- *Axe, Hammer, or Mace claws*: 1 point. The spellcaster may call, "Axe," "Hammer," or "Mace," each time they swing their claws. The specific call must be chosen when the form is initially created. This option may only be taken once. The claws should reflect the nature of the call chosen.

Miscellaneous Abilities:

- *Limited Regeneration*: 2 points for 1 use. All of the spellcaster's limbs regenerate after 30 seconds, as an unlimited effect. Cannot be in combat while healing limbs in this fashion. Shaman regenerates from death once in 200 seconds. 1 point for each additional extra life beyond the first.
- *Death Watch*: 2 points. As per the spell.
- *Immunity to Poison*: 1 point. May only cast on self, otherwise as per the spell.
- *Cure Disease*: 1 point. May only cast on self, otherwise as per the spell.
- *Heartiness*: 1 point. As per the spell.

See the *Regeneration* and the *Spell Failure caveats*.

Transmute Self (Shaman 5)

Uses: 3 - **Verbal:** 10 word chant, repeated. The verbal must be chanted loudly and clearly.

This spell provides an immense amount of protection to the spellcaster, but also requires an immense amount of concentration. This spell only takes effect once the spellcaster has completed the verbal component once. While transmuted, the spellcaster is completely immune to all forms of damage, magical or otherwise, regardless as to whether the material into which the spellcaster transmutes is vulnerable to any form of damage. It does not make the spellcaster invisible or undetectable. The spellcaster must choose what they are capable of attuning to when learning the spell. Choices are: trees, stone, or earth. To transmute, the spellcaster must embrace or lie down on the object they are capable of attuning to (so those who can attune to trees hug a tree, to stone lie on or hug a rock, or to earth lie on the ground). While transmuted, the spellcaster is "stuck" and cannot be dragged. The object the spellcaster attunes with MUST be at least as massive as the spellcaster. The spellcaster must keep their eyes closed and remain perfectly still and they must be constantly chanting their verbal while transmuted. The spellcaster must chant loudly and clearly. If anything interrupts the spellcaster's concentration, the spell is broken. As soon as the spellcaster moves, opens their eyes or stops chanting, the spell ends. The spellcaster may not transmute for at least one slow 200 second count after regaining their proper form. The spellcaster should use their common sense when deciding where to transmute. Pick a safe location, not the middle of a trail or a high combat area. In addition, the spellcaster is permitted to lie on their side, curled, covering their stomach with their knees and neck with their hands (a tornado position). See the *Chanting Caveat*.

Vision (Seer 6)

Uses: 1.

This spell allows the spellcaster to ask the EH/MM a question. The EH will then reveal to the spellcaster as complete a description as he can, giving him a vision relating to it.

Ward: Enchanted Beings (Channeler 6)

Uses: Unlimited - **Verbal:** 20 words, repeated continuously, stating purpose of spell - **Material:** Focus.

This spell prevents Enchanted Beings from attacking the spellcaster while it is active. See the *Chanting* and *Wards Caveats*.

Ward: Undead (Channeler 2)

Uses: Unlimited - **Verbal:** 10 words, repeated continuously, stating purpose of spell - **Material:** Focus.

This spell prevents Undead from attacking the spellcaster while it is active. See the *Chanting* and *Wards Caveats*.

Zombie Send (Necromancer 2)

Uses: 3 uses - **Verbal:** 10 words, plus an explanation - **Material:** Disposable.

This spell allows the spellcaster to animate a corpse as the Walking Dead, making it walk to a given location. It will affect only one corpse with each casting, although the spellcaster may have more than one active to have several corpses traveling at the same time. The corpse will attempt to go to a location known by both the corpse and the spellcaster. The spellcaster may not tell a corpse to walk off the event site or into out-of-play areas. In order to cast this spell, the spellcaster must give each corpse a disposable component, recite the 10 words and give the corpse a brief explanation of what they should do, making sure they know when to fall down. See the *Undead* and *Walking Dead Caveats*.

Zombie Walk (Pool)

Uses: 5 - **Verbal:** 3 syllables, plus an explanation - **Material:** Disposable.

This spell allows the spellcaster to animate a corpse, making it follow him for as long as he concentrates on the spell. The spell will affect only one corpse with each casting, although he may cast more than one at a time to have several corpses following him at the same time. If the spellcaster engages in combat either by attacking or being attacked, the spell ends and the corpses fall to the ground. In order to cast this spell, the spellcaster must give each corpse a disposable component, recite the three syllables and give the player of the corpse a brief explanation of what they should do, making sure they know when to fall down. See the *Undead* and *Walking Dead Caveats*.

Part III: Realms Administration

PLAYERS' MEETING

Any player who has attended a legal Realms Event in the previous calendar year can attend the Players' Meeting. The meeting is usually held several weeks prior to the Event Holders' Council. This meeting is a forum for feedback on rule proposals, rule changes, etc. Any player can propose a rule change in this forum and the proposal will be voted upon. If a simple majority of those present who are eligible to

vote at the Players' Meeting support the proposal, it will be included as an official proposal at the Event Holders' Council. Proposals must include the name of the person submitting it and contact information for that person. An email address is acceptable for this purpose.

Those who attend the Players' Meeting shall be permitted to select one representative (not an EH) to attend the Event Holders' Council. This representative will have the same voting ability at the meeting as an EH, and may accept amendments to player proposals submitted at the Players' Meeting.

BECOMING A REALMS EVENT HOLDER

To attempt to become an Event Holder you must first throw an event with your name listed as an Event Holder (see bullets below).

To be a Realms legal event, the following conditions must apply:

- It should be open to the public.
- It needs to have been advertised with full event information at least two weeks before the date of the event. Advertisement must include at least one of the following means: Publication in *The View from Valehaven* or *Creathorne Chronicles*, posted on the *RealmsNet* Event Calendar, or through a mass mailing or electronic mailing, which must include the known addresses of all Realms EH's who have held Realms events in the previous year.
- The names of the EHs, as well as location of the event and price, must be announced at least two weeks before the event is scheduled to take place. Any significant rule changes, especially those affecting normally legal powers and abilities of PC's must be announced in the advertisement or mailing.
- A site must be confirmed before an event can be advertised as a legal Realms event.
- The event must be at least 6 hours long.
- At least 30 people (including marshals and NPCs) must attend and the EH must be able to prove attendance through signatures.
- Players must have the option of playing their normal PC's, within such bounds and restrictions as previously advertised by the EH. Players who do so despite any such advertised rule changes which may adversely affect their PC, are presumed to freely accept such changes or restrictions.
- The rules must be based either on the current *Omnibus to the Realms* or on another rule system approved at the most recent EH's Meeting.
- If the Event Holder(s) are under the age of eighteen, they must have an adult(s) either as a co-Event Holder(s) or as Listed Contact(s) in the event description. One of the said adults should be on-site for the event.
- An EH's PC may not benefit in any way from his event. His PC may not take possession any stealable item released at his event for more than one day. He may not receive spell credit as a result of attending his own event.
- **An event can only have one EH per event day.**

Throwing a legal event gives an Event Holder certain privileges and responsibilities above and beyond a normal player.

- **To validate your event you** must send a confirmation email the official Event List Administrator within one month of the date of their event with the following information: Event Name, EHs (and Co-EHs), Event Date and duration of play on each day of the event. The names of the EHs can't be changed after the event.

- If you release a Realms Magic Item at your event you must submit the name, physical description, and magical description to the Keeper of the List of Realms Magic Items within one month of that event. The actual prop for the item does not need to be distributed to players at that time, but an EH that does not designate a magic item for an event within one month forever loses the opportunity to release an item for the event (see *Realms Magic Item* rules below).
- As an Event Holder you qualify to attend the Event Holders' Council meeting for the year following your event (see *Event Holders' Council* below).

MAGIC ITEM RULES

An EH is permitted to create one non-event specific magic item (a "Realms Magic Item") at each event for which he receives EH credit. Only one magic item may be released for each event, even if there are multiple Event Holders. Such magic items will retain their powers and abilities at all subsequent events at which they are pre-registered and approved. If an EH has not held a legal event during a calendar year, any magic items that he or she released will be considered effectively destroyed as of the EH Council immediately following that year. All magic items, including weapons, must have the item's name or an accompanying tag, the responsible EH's name, the date it was released and the words "Magic" and "Stealable" written on them. Magic items are released on the date of the event the EH is creating them for and must be submitted to the Keeper of the List of Realms Magic Items within one month of that event. Magic items are released on the day of the event the EH is creating them for.

THE EVENT HOLDERS' COUNCIL

Any Event Holder who has thrown an event between January 1st and December 31st (inclusive) of the previous year may attend the annual Event Holders' Council.

Although any EH may attend the meeting, there are certain criteria that you must meet in order to vote there. You must have hit at least 6 events, including your own, in the same year that you held your event. Additionally only one EH per day of the event will be eligible to vote. For the purposes of this rule, a day runs from sunrise that calendar day to sunrise the next calendar day, and an event day must be at least six hours long. For example, an event starting at 9 pm on Friday and ending more than six hours after sunrise on Sunday may have three Event Holders.

If an Event Holder cannot or does not attend their own event (due to real life emergencies, extenuating circumstances, etc.), they may still sit on the Council but their eligibility to vote, and back magic items, will be reviewed by the remaining members of the Event Holders' Council to determine their eligibility on a case by case basis.

No proxies will be accepted at the Event Holders' Council. Voting at the EHC will be by majority rule – a two-thirds majority of yes over no, with abstentions not being counted, equals a majority. No guests shall be permitted to attend the EH Council. The Moderator, Co-Moderator and Secretary will be considered staff and not guests. Expert witnesses may be allowed if necessary, with an appropriate vote.

Proposals that are supported by at least 10 Event Holders, who are legally able to attend and vote at the Event Holders' Council will bypass the need for approval at the Players' Meeting. The proposal and indications of EH support must be submitted to the organizer(s) of the EHC by the EH-supported proposal submission deadline, which is one week prior to the Players' Meeting. Supported proposals must also contain the exact wording to be added, removed or modified within the Omnibus, and include

the section to be modified. Proposals created or submitted after this deadline will need to be approved at the Players' Meeting as detailed in the section above.

Note: A brief summary of the effects of the proposed change should ideally be included as part of longer or more complex proposals; it is not a requirement, but a simple bulleted list can help both players and EHs understand the impact the proposal would have, reducing confusion and speeding up the meetings.

Each year at the Event Holders' Council several marshals are elected to help streamline the administration involved with running the Realms. Below you will find the titles, names, contact information, and a brief description of their duties:

Death Marshal: Jason Gray (*jgray1205@gmail.com*, (603) 359-5005). Tracks and maintains ticks that are reported by EHs from their event for a character, or reported by a character's player for their own character.

Event List Administrator: Ian Pushee (*bright@giantsquid.net*). Responsible for maintaining an official list of events. The list is available online at <http://www.realmsnet.net>.

Keeper of the List of Realms Magic Items: Neil Tozier (*iamtmib@gmail.com*) who can be reached at 189 Kinsley Street #3, Nashua, NH 03060; (603) 689-5298. Responsible for maintaining an official list of Realms Magic Items. The list is available to Event Holders online at <http://www.realmsnet.net>.

Players' Meeting and Event Holders' Council Organizers: Angela and Jason Gray (*aeaglegray@gmail.com*, *jgray1205@gmail.com*) who can be reached at (603) 359-5005. Responsible for organizing, announcing, and running both the Players' Meeting and the Event Holders' Council for the following calendar year.

At the end of the Event Holders' Council, the Event Holders will discuss and vote on whether and how to grandfather spells based on the changes made to the Omnibus.

Any serious issue(s) may be brought to the attention of the Event Holders' List. If at least 50% of the EHs agree that a personal meeting is required to discuss the issue(s) then an emergency EH meeting can be called. This meeting must be attended by at least 50% of legal Event Holders and meet the restrictions of a legal event for planning purposes (i.e., at least two week notice). The person calling for the meeting will work with the organizers of the upcoming Players' Meeting and Event Holders' Council. Meetings of this nature will not have the ability to make changes to the Omnibus.

CHALLENGING AN EVENT

Questions on the validity of an event must be submitted to the organizer(s) of the Event Holders' Council no later than one week prior to the Players' Meeting. The organizer(s) are then responsible for requesting a list of players present at the event from the EH(s) and attempting to contact at least 10 of them for a statement on if they felt the event met the legal requirements, or not, and why. This information must then be presented during the administration section of the Event Holders' Council where all EHs present will vote on the legality of the event.

If the EH Council finds that the event was not legal any magic items issued must be pulled, any ticks issued are removed and the EH(s) who held the event lose their Event Holder status for the year in question and may not hold a legal event during the current calendar year.

OMNIBUS EDITORIAL COMMITTEE

Each year, the Event Holders' Council nominates and elects a three-person Omnibus committee to format and maintain a master copy of the rulebook. During the editing process, the committee has the power to make the following minor changes to the rulebook:

- Spelling errors
- Grammar errors, such as punctuation, pluralization, etc.
- Spells mentioned that no longer exist in the Omnibus
- Spells that have had their names changed

Changes made to the document must be made by unanimous decision by the committee, who must notify the EH list of changes not specifically approved. All copies of The Omnibus produced for public use must be derived from the master text, although formatting and printing process are at the discretion of the individual publisher. A digital copy of The Omnibus text will be provided to any member of the community on request. The Editorial Committee for the 2013 Omnibus is **Douglas Fisher, Alysha Metcalf and Diana LaPierre.**