

# Skullduggery

Live Action Roleplay Games



**RULEBOOK 2025**

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For more in depth IC information please visit:  
<https://www.worldanvil.com/w/the-heard-of-lands-josie-ashton>

## **The World of Skullduggery LARP and the Heard of Lands**

Skullduggery Live Action Role Play (LARP) games have been running for over 25 years in the heart of Kent. Starting off in a field near Margate, the game has progressed a long way since the rulebook could be printed on a single sheet of A4 paper. Having used a couple of other sites in the past, Skullduggery has now settled at Ross Wood Scout Camp in Herne, Kent, right next door to Wildwood Wildlife Park, although sanctioned games are sometimes run at other sites. Running multi-day adventures, Skullduggery LARP now averages four official games per year spread from February to November. Up to date information on upcoming official and sanctioned events, can be found on the Events section of our World Anvil as well as on the community Facebook group, Skullduggery LARP, where you are very welcome to ask the community any questions you may have.

Our game is entirely community driven, and as such is a non profit system, meaning every ticket purchased goes back into the game in some way, from monster costumes and props to set pieces and site hire! Every single person behind the scenes takes these roles as volunteers, from set up and take down, car park management, and running Games Control, to plot writing and event running. While we welcome feedback, we would ask that you are respectful in raising your concerns and understand that we may not be able to respond immediately.

Our wish is to story tell alongside our players, which does not mean the player group always 'wins'; many emotional ups and downs have been shared through the years. With the view of collaborative storytelling, at Skully our players take turns 'Monsterring' for another faction, helping to tell their stories and in turn receiving the same. We do not typically have a large standing crew, so rely on our players to ensure that everyone has the opportunity for action. In line with this, we understand that although not everyone is capable of combat, everyone takes a turn doing something to support the game in their monster slot. It is our expectation, that if you partake in a mission, then at some point that weekend, you help execute a mission for others.

Each of our factions (typically organised groups of more than 6 people) also have a different style of play, from the old faerie tale of the Fae Court to the noble questing knights of Afaia driven by their gods' will. Each story arc has different themes, with some factions enjoying darker tales of surviving the odds, to others desiring more whimsical tales like going to tea with the local beastkin. The world of Skullduggery is shaped just as much by the players as it is the Plot Team. If you know what you would like to play or have story ideas, please look at our 'Plot Requests' section within the rulebook and let us know!

### **Who can play?**

Skullduggery LARP can be enjoyed by just about anyone. Children 14 years and under must be accompanied by a paying, playing parent or other adult player (21 years and over) at all times and anyone under the age of 16 will need written parental consent to join in the games. There are a maximum of two under-age children per adult player, although exceptions will be considered on consultation. Skullduggery also has dedicated kids linears at each game and we are keen to work collaboratively with parents to make sure that the little ones have a fantastic time!

One of the luxuries of our site is that there are a number of maintained main paths which a wheel chair may traverse. However, this is a woodland and some missions will take place through the woods itself. If you have any concerns, we will be able to sign post the accessible linears at the start of each day and take into account access needs when planning where possible.

# Out of Character Information

**Games Control (GC):** Also known as God, is the place on site where players can speak to staff Out of Character (OOC) in order to create a character, register new skills or craft new items. Alongside the GC team we almost always have a member of the Ref team in GC, so feel free to head to the hut if you cannot spot us in the field. Games Control is always in the Hut, which is the first building you see as you enter the site.

**Camping:** In the interests of safety and aesthetics, please make sure all OOC items (camping stoves, etc) are secured inside your tent as much as possible during Time In. Please ensure your campsites are fully cleared on leaving the event.

**Character Card:** Updated Character cards will be issued at Games Control on arrival. Your character card **MUST BE VISIBLE** at all times during an event - it has your player ID on it and can be used by Skullduggery LARP Staff in the event of an emergency. Please ask for a replacement card if yours is lost.

**Alcohol etc:** Anyone under 18 years of age found under the influence of or in possession of alcohol will be ejected from the event, along with anyone supplying a minor with alcohol. Anyone found in possession of any illegal substance will be immediately ejected from the site and banned from any future Skullduggery LARP event. You must not drink if you are unable to regulate your behaviour while intoxicated.

**Staff/Referees:** These will be identified to you during event briefings. Staff and Referees are there to help make the game run smoothly and safely. Decisions made by any staff or referee are to be adhered to, failure to do so may result in a formal warning or yellow card.

**Emergencies:** There will be a first aid post at all Skullduggery LARP events and registered first aiders will be identified clearly at briefings. When registering at your first game you will be asked to provide any relevant medical history, including current medications, which will be accessed in an emergency and may be passed on to emergency medical services; if you would like first aiders to be aware beforehand of any ongoing medical conditions that may present an issue during the event (such as diabetes or a seizure condition) then ask at Games Control. You must inform Games Control when you arrive of any critical medication you are taking, and it is your responsibility to ensure that others are informed and able to retrieve it for you in an emergency - do not leave inhalers or epipens locked in your car. It is your responsibility to ensure that any changes in your medical status or emergency contacts are updated at the start of each game.

**The Out of Character (OOC) / In Character (IC) Divide:** All areas are considered In Character except the Toilets, Games Control, the car park, and the OOC sleeping area. Any other OOC areas will be clearly defined. Any player outside their tent is considered IC and prepared to play the game. Deliberately and wilfully transferring from IC to OOC to avoid parts of the game is against the rules. Areas barred by barrier tape are OUT OF BOUNDS both IC and OOC. You may drop OOC in an emergency or for a welfare issue by putting your finger in the air.

**Catering:** Our wonderful caterer is the RattShakk, which provides meal ticket options and shares a menu on our Facebook group before every event! RattShakk breakfasts and dinners are pre-book only, while their lunches are available to order as wanted. Please contact them directly to book food, as they need to ensure they bring enough to feed everyone!

**Photography and Video:** Please note photos and video may be taken at events, by Skullduggery LARP or players, these may subsequently be used online or in publications. Anyone who is not participating in the event, and wishing to take images, **must obtain prior written consent from the organisers**. Alert the photographers if you do not wish to be photographed.



# Conduct

As our game is run by volunteers, we would ask that courtesy and respect is shown at all times to Refs, staff and crew within and outside of the hut. These are all people who have sacrificed time to ensure the game can happen and should one of these people ask you to do something, ie to move a car, or to lower voices so people can be heard, please do so. We all want to get to the action smoothly, and keep the admin work to a minimum! Ignoring a request from a Ref could lead to disciplinary action.

Although we are all in costumes, pretending to be other beings, it is important to remember that the law still applies at events and **anything that would be against the law in public in the real world is not permitted at Skullduggery LARP**. We also do not tolerate:

- Discrimination against others based on any out-of-character attributes including (but not limited to) race, disability, sexuality, gender, or physical appearance.
- Derogatory or bigoted language based on out-of-character attributes including (but not limited to) race, disability, sexuality, gender, or physical appearance.
- Derogatory comments relating to a character's sexual orientation or gender, whether in or out of character - this is not the kind of roleplay we want to enable.
- Actively ignoring other participants' pronouns or misgendering them. It is always appropriate to drop out of character to ask if you're uncertain. If you are corrected, accept it.
- Harassing or bothering other participants or crew members. This includes things such as repeatedly propositioning someone, using unwelcome pet names, and forcing unwelcome interaction in game.
- Engaging in flirting or romantic roleplay while in character without the explicit out of character verbal consent of all parties involved. Consent is confirmed beforehand, not after, consent is never 'assumed', and consent can be withdrawn at all times. If this kind of roleplay is not pre-negotiated it will be considered out of character sexual harassment, even if all parties involved appear to be fine with it.
- Roleplaying topics unsuitable for the game and audience. We are a family friendly system, so keep your roleplay appropriate for all ages present.
- Becoming so drunk that you are unable to roleplay safely or respectfully.
- Smoking or vaping in an inconsiderate manner. Please ensure you are away from other players when smoking, and do not do this while in the center of the player group while on a linear, take yourself to one side and ask for permission while within someone else's IC area.
- The use or possession of illegal substances.

On the rare chance that you experience or witness any of the above, please notify a Ref immediately. Based on the kind of incident we will apply our disciplinary process, which is detailed below. We understand that some incidents are more serious than others, and should you need to raise a sensitive matter, only a senior member of Skullduggery Staff will be involved in the resolution of the matter. If you wish to raise a concern away from the game, please email [admin@skullduggerylarp.co.uk](mailto:admin@skullduggerylarp.co.uk), this is a limited access inbox where your concerns will be sensitively handled.

## Disciplinary Process

Formal warnings, Yellow and Red cards are issued in response to cheating, dangerous play and OC rule breaking.

- A formal warning is issued initially for minor offences, leading to a yellow card for a repeated offence.
- 3 Yellow cards will lead to a Red card being issued.
- A Red card will result in the person being asked to leave the game and may be asked to leave the site.

At the discretion of the Refs, Yellow and Red cards can be issued without a previous disciplinary for serious offences, or a friendly warning may be issued instead of a Formal warning. Yellow and Red cards are recorded and remain active for one year from their issue. We also reserve the right to ban you from future events, share certain information with other event organisers (at our discretion) for safety reasons, contact the Police or take legal action, if the situation is sufficiently serious.

## Out of Character(OoC)/In Character (IC) Divide

Please be aware that interactions that take place within the IC area will be directed to your character, rather than you as an individual. If you have any concerns regarding another player's interactions with you, we would urge you to check in with the individual on an OOC basis to start with, as they may not be aware that their character's actions might have caused you out of character upset. The majority of the time, the other player will be able to confirm that the interaction was IC and the scene can continue. If you are concerned however, please feel free to approach a Ref. Referees are identified at the start of the event during Briefing.

Please respect the feelings of others at events. Keep your swearing in character as much as possible ('Curse you Demonspawn!' 'By Akarne's sword!' etc.). Anyone acting in an OOC threatening, intimidating or abusive manner may be asked to leave the event.

## PVP

Skullduggery LARP is meant to be a fun, family friendly collaborative story-telling game. In most cases the game is PvE (Player vs Environment) focused, however very occasionally the story can result in some PvP (Player vs Player) interactions due to in character competition or disagreement. We want players to remember that even high emotion conflict should be fun to roleplay, and that we are still held to basic standards of respect and kindness while we tell the story together. Roleplay should not make you feel out-of-character threatened or targeted, and you should always check in with other players or ask a ref for advice to make sure that everyone remains comfortable in high conflict scenes. If you are part of a continuing conflict with another character, you both have a responsibility to regularly check in with each other out of character to ensure that you are both still enjoying the roleplay. This helps to manage 'bleed', where you become so emotionally invested in the game that you can carry feelings from your character out of the game and into your personal life.

**Please make sure to maintain personal space when roleplaying conflict with other players and keep your intimidation verbal rather than physical.**

Furthermore players involved in high conflict roleplay may use an IC phrase, "The Winds, as my witness", which translates to "I feel this scene is escalating, I would like a referee present before we continue". If this term is used, please find whatever reason your character might have to tone down the interaction or walk away, while an onlooker or the user alerts a ref. Once a ref is present, the scene is then able to continue. This could be used to indicate that combat may be about to ensue, someone is uncomfortable or a rules check is needed in the moment and makes it easier to inform a referee before unplanned PVP without breaking character.

Lastly, we'd like to remind you that **anyone intending a PVP action should always let GC or a Ref know in advance**. If you are involved in the killing of another player character, you must IMMEDIATELY notify games control.

# Character Creation

A character can be broken down into two main parts: their story and the way they interact with the Heard of Lands. A backstory can be anything as long as it fits into the rules and history of the world and the other players; you cannot declare yourself to be the king of all the humans as you'll likely just get ignored, but a knight of Afacia, a peasant trader, a simple woodsman out for vengeance against the tyranny of the local nobility, your creativity is your limit. You may email [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk) if you need to check whether your backstory fits the game.

A brief summary of the races and gods can be found on pages 6 and 9 respectively. Further information can also be found on the World Anvil and on our Facebook group, where players and crew are usually quick to answer questions or help new players.

Interaction with the world is based around skills which are divided into four paths (page 8) and seven levels. Unless altered by your character's background, your character will start with 3 skills at level 1 and 3 hit points (HP) per location (area of the body). At character creation your character will require a name, race, path and background, as well as your first three skill picks. Magic users will need to declare their elemental alignment and those who choose to worship will need to declare which god they follow. The only weapon your character may use without skills is a single short weapon up to 18" in length; if you wish to fight with other weapons choose your first skills carefully. The skills gained from your background do not contribute to your character level skills nor your vet pick, unless you select the Experienced background.

## Character Backgrounds

Your character has had a whole life before joining the Travelling People, and the character background you choose reflects this. Have they come from a magical background or are they a warrior? The character background allows you to individualise your character irrespective of the race you choose. You may only choose one character background and it cannot be changed after it is chosen.

*Please note that claw users are required to take the "Feral" character background on character creation and only claw users are able to take the "Feral" background.*

Background	Bonuses	Restrictions
Warrior	+1 HP	None
Ranger	Hide in Shadows and Lesser Tracking, +1 hp healed from uses of Herb Lore and Greater Herb Lore	None
Merchant	Evaluate and Lesser Detect Magic (that does not require rips)	None
Magical Focus	Additional spell rips (See the section on Magic for more details)	Can only ever cast spells through Light Armour
Experienced	+2 Skills at character creation	None
Feral (Uses Claws)	Immune to Fumble and disarm. Can attack with both hands	Cannot use any other weapon

# Races

*(Photos courtesy of Emma Hoyle & Natasha Andrews)*

The Heard of Lands boast a wide variety of races and creatures. Some have been around since the dawn of time (such as the Elves), and others have appeared more recently. Below are the seven playable races to choose from. There are no mechanical differences between the races, so feel free to play whichever you like, following the minimum costume requirements. There is also a small amount of history that should help you fit into the game easier. More information is available on the World Anvil.

## Humans



Even with the destruction of the Old World, humans are still one of the most numerous and successful races in the Heard of Lands. Their societies can be found across the entire world, usually built around places of great power. Often seen as impetuous and selfish by other races, Humans have proven themselves to be adaptable, strong willed and resourceful.

Most humans fall under the banner of the nation of Afacia, an immense city state founded by the hands of the god Arkarne, which is often seen as the 'centre' of the Heard of Lands. Other nations include the highly monastic and fanatical Nosque, the dragon worshipping and tribal Silurians, and the Fringers, who live on the borders of Darkwood and associate closely with the Elves.

**Costume requirement** – None

## Elves



Long lived and insular, the Elves dwell within the ancient forest of Darkwood. The Elven peoples consider their heritage and faith to be of the utmost importance, often closing their borders to protect their ways. Seen by many as condescending and arrogant, they show great camaraderie to their own kind, and are known for their great skill and determination.

The majority of Elves travelling with the Heroes of the Heard-of-Lands are members of the Malkon, elves who have chosen to depart Darkwood, and come from a mix of the nations. Elven nations include the haughty and proud Deep Elves (Imperial Elves), the warlike and militaristic Tol'Hosse, and the xenophobic and aggressive Wild Elves.

**Costume requirement** – Must wear prosthetic ear tips

## Fae



Arguably the oldest known race, the Fae come from beyond the mists, gathering in the Heard-of-Lands in the most magical environments. Often chaotic and playful, they have a strange fascination with the world and its people. Honesty and courtesy are a matter of life and death to those from Faerie, however their strange customs and contrary natures often cause them to be looked upon as capricious and irrational by mortal standards. Recently crowned, Faerie is ruled by the mercurial King Burning Mane of House Hungry Lion, who is in the process of rebuilding what was destroyed by the Fire of Faerie. The Old Houses and Courts are fragmented and new Fae are beginning to rise to prominence. Burning Mane has reinstated the Oath Tree, and by his will all fae must hold to the Oaths or risk execution.

**Costume requirement** - Must be obviously not human, details such as animal features, face markings and lines, or wings/tails are the more common trappings of the Fae

## Orcs



A nomadic and tribal race found throughout the Heard-of-Lands, Orcish society is based upon a veneration of traditions and ancestor spirits. Stories, songs and shamanic ritual form the basis of life, remnants of heritage lost during the cataclysm of the old world.

They are seen by many as slow and stupid due to their tribal ways and brutish natures, however they are a strong, proud and resilient people, continuing to survive without a homeland, racial unity or divine protection. Due to their hard lives Orcs are one of the toughest races, though they are the most likely of all the races to be illiterate, instead passing on their history with pictures and carvings.

**Costume requirement** - Orcs must have green or brown skin and pronounced facial features, prosthetics are encouraged

## Goblins



One of the more unpopular of races, Goblins can and are found in every corner of the world. Known for being cut-throat, vindictive, calculating and cruel, it is these very qualities which make them so versatile and successful. Goblins often compete in their own families for power, where it is not always the strongest, but always the most powerful who rises to the top.

There are no known organised tribes of goblins since the cataclysm, though it is certain that some exist.

**Costume requirement** - Goblins must wear green face paint on any exposed area of skin, prosthetics are encouraged (pointy noses and big ears).

## Beastkin



The most impulsive and bestial of the races, the Beastkin originate from Fid-Nemith in the north -west of Darkwood. Broken into packs they tend to follow their natures, hunting, breeding and holding territories which are also forms of worship to their creator, the Greenman. Many of the other races view them as little more than savage animals and monsters; they are however exceptionally determined and single-minded, never letting anything stand in the way of their goals.

A fusion of Animal form and mortal spirit, Beastkin share the appearance and qualities of any animal imaginable – from slight hare to ferocious bear, and they often display the traits of their animal side.

**Costume requirement** – Beastkin must have a costume which matches their animal.

## Stone Dwarves



All dwarves are stubborn, pre-eminent craftsmen, slow to forget and slower still to forgive. Split into the ruthless Iron dwarves who dwell within Mount Skorbass and the kinder and more hospitable Stone dwarves who live at its peak. Stone Dwarves are former Iron Dwarves who left the Iron Dwarves and their God, after the Iron Warlord split into a second dwarven god, Ormrstorr. Stone dwarves go out into the world to learn and ply their trade and are already well known around the world for their guilds, banks, merchants and tradesmen. Known as good company that'll hold you to your word.

**Costume requirement** – Stone Dwarves are likely to have beards, and they all have greyish skin.

## Paths

There are 4 paths that a character may choose to follow throughout their life. Whilst it is possible to change your path later on in life, this is rare and the path you start with will typically dictate the course of your character's story. This will affect what skills are available to you as you progress your character. See the skill tables on page 35 for more information.

### **Fortitude – The Path of the Warrior**

Fortitude is the physical path, the way of the warrior, designed for those who crave battle to spill blood or defend your allies. The skills within will ready you to use almost any weapon and armour to its full potential, whilst teaching you to hold against the force of your enemies and resist some tricks of the other paths.

### **Clarity – The Path of the Mage**

Clarity is the path of magic, scholarship and patience, designed for those who seek knowledge or power. The path will grant you access to spells of defence, allow you to bind to an element to wield enchantments, turn the tide of battle and much more. For those who choose to, you may also discover the strange potent world of the circles and use ritual magic to collaboratively achieve feats of magic never before attempted.

### **Solitary – The Path of the Rogue**

Solitary is the path of the wily, designed for those of quick fingers, sharp eyes and silent steps. The path will lend you the skills to hide within your surroundings, help yourself to the contents of another's pocket or strike with great precision, be it with a knife or bow. This path connects you with like minded individuals within secret orders to achieve your aims, ensuring you hear all the best rumours first.

### **Piety – The Path of the Devoted**

Piety is the path of the holy, empowered by the gods and faith that exist within our world. It is on this path that you will find skills to inspire others, turn the tide of battle against anathema, find spiritual guidance and hold death at bay. Through your connection with your god you may create holy places and work with others devoted to call the attention of your chosen god and perform miraculous acts.

# Deities

In a land where belief constantly reshapes reality, there are many deities. Whilst your character is free to worship any deity, each race has their 'creator', and there are additional gods that are commonly worshipped by a subset of that race or of a different creed. All gods will accept worship from any of the races currently found in the Heard of Lands, though they will occasionally show some bias towards those they consider to belong to them. Nearly everyone in the Heard of Lands believes in the gods - they occasionally walk amongst their followers, so their existence is undeniable. Not everybody chooses to worship.

Within the New World, there are a number of gods who influence the people residing there. Gods are powered by belief and should the belief of the people change; this can also change the gods. The gods were originally destroyed by the Great Copper Dragon in the Old World. When the Free People arrived in the New World, there were no gods and the inhabitants often worshipped spirits or ritual circles in their place.

The Free People went to work, carrying the sparks of their gods, to have them reinstated to the heavens. Some of the gods are not the same as they were from this recreation. Many priests gave their lives for their gods' new vessels and this has aided in shaping the world as it is today.

It is considered the core three gods of influence in the New World are: Arkane, Sil and Elm. Those that followed after are still gods and are not to be trifled with, but their influence is less impactful.

Not all gods support the Free People, however. In the Pantheon there are a number of gods that will work against the core three gods and their followers. They have been defined as gods that reside in the 'Over Pantheon' (Heavens) or the 'Under Pantheon' (Hells). This has also been referred to as Ascended gods and Descended gods. The worship of the under pantheon will often put you at odds with the rest of the Free People.

## Akarne

In nearly all faiths Akarne is seen as the creator of the human race, even amongst humans who follow a different God. Most see him as one of the three Gods who first created the Old World, and thus a being transcending even our reality. To his creations, Akarne is often seen as a stern, unforgiving God, intolerant of failure and prone to anger. However, the more moderate see him as a true father figure, strict but only because the world is a harsh place and his children need to be strong to survive it.

The overall attitude is that Akarne helps those who are willing to help themselves, with the belief that Akarne gave humans all the tools needed to be strong without him. The faith encourages his followers not to ask him for help. Instead, the faith is orientated around earning his favour through deeds worthy of him, and prayers are usually requests that he watches over his children so that they can demonstrate their worthiness to stand at his side in Heaven after death.

Within the New World, Akarne was the first of the Gods to be raised and as such is said to be the most powerful of all the Gods. When his position was restored in the Heavens, he bestowed a miracle to his people, raising the great Afacia City from the ground itself in complete likeness of the Old World's city of Afacia.

Akarne is the lead voice in the over pantheon.



## Elm

Creator of the Elven people, Elm is a god of the cycle, embodying summer and winter, life and death. Very much seen as a 'father' to his people, he is close in every aspect of their lives, guiding them from birth. While Elm is a god of duality, there have been those who worship only one of his aspects, which further serves his teaching of natural balance. The duality is represented within his Summer and Winter aspects, changing depending on what the Darkwoods and its inhabitants need him to be.

Elm sits within the over pantheon. When the aspect of summer is ascendant, he is at his most caring, ensuring regrowth, life and vitality. His winter aspect often takes more destructive forms, reflecting fortitude, resilience and death.

Within the New World, Elm was re-Ascended by his children at the Lake of Tears within the Dark Woods. He was given three faces, representative of his children that sacrificed themselves to restore him, these are known as his War Aspect, The Wanderer Aspect and the Nurturer. Since the destruction of the Dark Wood, Elm has rarely been sighted.



## Sil

God of the Silurian people, Sil is a shape changer, often seen as a dragon or in his darker aspect of a wolf-headed man. After the Cataclysm Sil was little more than a maddened beast, with most of his people lost. With the help of a small group of his faithful, he was brought back to power as the Dragon God of the Silurians.

The New World Sil has been ascended as a Great Red Dragon, by the God Queen Fallon and her retinue. However, worship of this God is now divided within the Silurians. They acknowledge Sil as a Sea Serpent of a deep blue hue, a great eagle with thundering wings as well as the mighty dragon. Each form of the god is said to embrace different aspects of his worship.

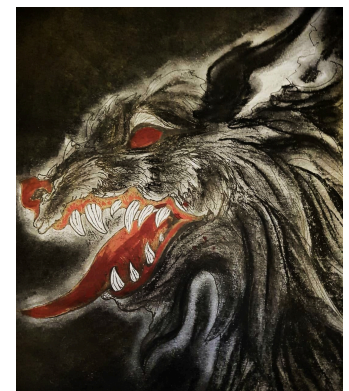
Sil sits within the over pantheon.

## Grey Torment

Often considered to be the first member of the Under Pantheon. In the Old World, Grey Torment was said to be the first werewolf to have walked in the Heard of Lands. A devout follower of Sil, Grey Torment's original vessel called to the God of Prophecy and Rage to give him the power to protect his family when knights of Afacia challenged their lands. In that terrible moment, his prayers were answered.

The man was enveloped in red smoke and a terrible laughter was heard. His body began to twist and crack, his limbs elongate, wicked teeth clashed within his maw and the transformation was completed. He had the power he needed to tear the Knights limb from limb, but the original man was lost forever and his madness resulted in him also slaying his family.

The Shard of Grey Torment Descended at The Lake of Tears in the Dark Woods.





## The Green Man

The creator of the Beastkin, they are the god of the cycle, the passage through life to death and rebirth. Though considerably younger than the other gods, the Green Man has a fascination with ancient places, and often bids their children to protect them. Often seen as impetuous and demanding, this god's ways are more primal, seeing the spilling of blood and violent displays of physical prowess as much an act of worship as prayer.

Within the New World, the Green Man has manifested in the form of the beastkin that gave her life to ascend them, Kargeth. With the recent destruction of the Dark Wood and the Beastkin home of Dentro being destroyed, the Green Man has declared the Heavens as unsafe for them and their kin. With a curse, the God is rumoured to have descended and has not been heard from since the cataclysm.



## The Twins

Rhiestevai and Viestevai are the gods of the Nosquen people, Viestevai is the goddess of spirit and purity, while Rhiestevai is the god of soul and balance. Recently restored by the actions of their children, they are wilful and difficult gods, both demanding absolute obedience but also craving warmth and love. It is said that they have not yet taken their place in the Heavens and reside with their people in the New World. It is their children who have embarked on the first crusade into the mists to recover lost parts of the New World. They are fuelled with the brimstone faith of their Gods and the hope that comes with new life.

## Degan and The Lost Pantheon

Within the old world Degan was once a direct rival to Akarne, making him one of the most powerful of the Gods. The mercenary nature of his children, the Degan B'earth, was his undoing, and his few remaining followers have not been able to restore him, his last remaining shard of power taken by Kyemdifide.

Degan never ascended or descended and therefore does not have a seat in any pantheon. He suffered a great blow when Arkan the Third was killed by the free people, while he was bound to the Mist Queen. This was the final blow to the god as we know it, and all Degan B'earth either became dedicated to the Sea god Kyemdifide or have refused the call of their new god, trying to continue their original traditions godless.

## The Iron Warlord

Once known as Thor, creator of the Dwarves, The Iron Warlord is the god of weaponsmithing, oaths and industry. Twisted to darker ends by exposure to the mists beyond the edge of the world, The Iron Warlord is very much a solitary god, seeking worship only from the children they have forged with their own hands. The Iron Warlord is seen as a deity who praises materialism and strength over all else regardless of any associated cost.

Thanks to the actions of the Free People, the Iron Warlord was split into two parts, and so created two races of dwarves. In the split the warlord allowed any of their children to leave with the new god, however has forever marked their skin grey, so they might remember their origins. The original Iron Dwarves still hail to the Iron Warlord, with skin of metal and rock, forged within the first forge, deep within the core of Skorbas Mountain.



## Ormrstorr

From the very spark of their God the Iron Warlord a second dwarven deity was forged. Where the Warlord was bleak, uncompromising and stern, her new younger brother Ormrstorr was affectionate and good natured. Ormrstorr is a god of trading and industry, their dwarves are the Stone dwarves, losing the blessings of metal skin, the grey colour is the only thing that shows that they were once under the fallen gods grasp.

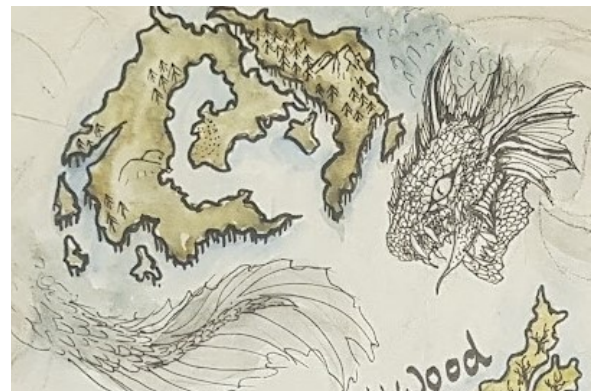
Ormrstorr and their children have settled at the summit of Skorba's Mountains, the highest peak within the world, clouds forming a sea below them as far as the eye can see. It was once said that their fortifications flew as an island, but that is considered to be a fable, for they have always sat upon the peak.

*Ormrstorr was previously known as Jormungandr.*

## Kyemdifide

Once known as an 'Old One' in this New World, and 'that which dwells beneath' along with a myriad of other names, this creature learned of gods as the Free People joined the world and knew it wanted to be one in that moment. It once powered the main circle on the isle of Vorcheinm, and with its cult, the New god's influence has made it to the main continent of New World.

Its cult of followers had minimal power before the Sea Serpent descended off the shores of Knottbrooke Harbour. It is not known where it found the power to do so, only that its Avatar was able to walk the shore and recover a great power.



Rumour says that none can sail without paying tithe to the Serpent, who may summon storms and crashing waves with a flick of its tail. It has been known to war with gods from the over pantheon and in recent years, has gained a great number of martial followers, the lost souls of the Degan B'earth. The serpent had its monsters sing the Flame Knights to the shores across the world, and in that melody, the Degan people near vanish overnight into the sea waters. The Deep Knights have been seen once since. Kyemdifide sits within the under pantheon.

# Character Progression

## Learning New Skills

After you have created your character, you will be able to learn one new skill per full day (usually Saturday/Sunday) at each event. You must play as your character to take a skill pick - you are not entitled to one if you only monster. Without taking the **Crosspath** skill you will only be able to learn new skills from the path that you have chosen. In order to progress to the next level you must have 4 skills (excluding crosspath and trade skills) at your current level.

Players are encouraged to role-play learning and teaching new skills as this makes the game more interesting for all concerned. Obviously, the nature of the lesson or workshop will change depending on which skill you are learning and what race you are. You will need to notify Games Control (GC) which skill you have chosen each day so that it can be updated on the database.

This is the only way to register a new skill and the new skill will appear on your character card at the start of the next event. You will be able to register skills during designated times at each event communicated at Briefing. Skills must be registered on the day they are learnt, they cannot be registered the day after. *You are able to use a new skill from the day after it is registered. Trade Skills are paid at the beginning of an event; if you take a trade skill on Saturday, you will not receive IC coin until the next game.*

## Crosspath

Crosspath is available as a skill from Level 2 and above. You may only take it when you have learnt 3 other skills from that level. Learning crosspath costs 1 skill pick; from that point on, your character can learn a skill from any path on the crosspathed level. A player may only learn a total of two skills per level from the other paths. This can be either 1 skill from each of two different paths or 2 skills from one other path. Some skills are locked to a specific path and cannot be learned by crosspath.

When you have the crosspath skill it is not possible to learn skills from other paths on any levels other than the one on which you have the crosspath skill.

## Change Destiny

When a player has exhausted their options of skills they can or want to acquire, or when they feel they want to follow a new path (without starting a new character) they can Change Destiny. You must be at least level 4 to change destiny. When a player takes Change Destiny they must choose a new path that they wish to follow, this is instead of a skill pick for the day. When they move to the new path they will lose any skills that are locked to their former path. The player must start their new life at the lowest level which no longer has at least 4 skills. They must complete any prerequisites to any skill they wish to take on their new path.

*Once a player has moved away from a path they may not return to it or learn any more skills from it, **even with crosspath.***

## **Veteran Picks and Secondary Characters**

Once a character has learnt 39 skills (Crosspath and trade count as a skill pick for this purpose), you may choose one of the following options:

### **Secondary Character**

A secondary character is the only way to have two characters on the system at Skullduggery. Before this, should you wish to change character, the previous one is removed from the system and you lose all skill progression made with the character. Should you wish to return to the retired (but still living) character, then you are able to, but would start again at level 1.

Choosing a secondary character in place of your Vet Pick means that you are able to store a second character on the system and may choose at the start of each event, which character you are playing. You cannot swap characters during the event, and may only play the other if the chosen character dies at the event. You may only ever have one secondary character.

### **Veteran Pick**

The other option is to request a unique skill for your character that does not exist within the skill table. You will work with the rules team to create an individual skill tailored for your character, that is balanced for the system and there may be negotiation on what you have asked for vs what you receive. The Ref team reserves the right to refuse any Vet Pick request that they believe may be harmful to the game. Please note the following requests are automatically declined:

- Hit Point Regeneration
- Fatal and or Reduction/Immune fatal
- Shatter and/or Reduction/Immune Shatter
- Quad Damage or above
- Piety skills without vocals
- Unrestricted Access to a second Skill Path
- Unlimited Mana
- Anything that Involves dropping Out of Character (Such as putting your finger in the air to Teleport)

When you have met the Vet Pick criteria, in order to request a Vet Pick you must email the below form to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk). These skills must be requested at least 2 weeks before the game that you wish to use your veteran skill pick.

**Player Name:**

**Character Name:**

**Vet Pick request:** *(The mechanical ability you are requesting)*

**IC development/ reasoning:** *(Please provide a short explanation on why your Vet Pick suits your character and the paths that they have taken to develop the skill. The more context provided for the skills connected to your character, the better understanding we will have.)*

Every tenth skill after your 40th (ie 50th, 60th ect) you may either choose to make a singular secondary character, or edit your veteran skill. No character can hold more than one veteran skill, but in order to acknowledge characters might change goals and directions we will allow amendments or changes to skill.

## Guilds

Guilds are in-game organisations where you are able to learn and hone your skills in a particular craft. There are 3 officially recognised and regulated guilds in the Heard of Lands, and each one allows access to specialist skills. The 3 main guilds are all a part of the Guilds Union, a central organisation that handles assignments, research and crafting orders. The Guilds Union provides a Representative to each Guild who is available for assistance and liaison, but the majority of organisation is carried out by elected players in each Guild. You must find a guild in-game to join it and benefit from its guild skills. Joining a guild will give you access to the tools and expertise required to craft items of your own. More information can be found out in game.

### **Armourers**

Join the Armourers' Guild and learn about the properties of armour and weapons from the softest leather to the most impenetrable steel. Witness the arts of tanning, curing and smelting in the hands of a Master Smith. You will have the chance to make friends or money through the repair and provision of armour and gain the chance to be among the most respected of those who deal in trade and commerce. You will also learn the most effective use of armour, giving you more protection than the common man from the swords of your enemies!

*Guild Skills:* **Repair Armour** - You may fully repair armour at the rate of 60 seconds per location

**Armoured Might** - Any armour worn grants an extra 1AP of protection.

### **Apothecary**

The Apothecary Guild is for those that study everything that affects the body. Those devoting themselves to healing will have access to a combination of plant lore and surgical remedies and techniques to deal with almost any form of harm. Of course, those that know how to heal the most grievous wounds can quickly understand how to cause them. The Apothecaries have not as yet achieved the ability to return the dead to life, but through years of anatomical study and dissection, those most skilled can bring you from the brink of the abyss. The arts encompassed by the Apothecaries are not for the faint hearted, or the clumsy as it requires strength of stomach and keenness of mind to craft the perfect antidote, sew a wound back together or contain most deadly poisons.

*Guild Skills:*

**Master of Poisons** – You may apply blade venoms to your weapon as if you had Greater Herblore, and you gain an additional use of that venom.

**Unlocked healing Skills** - Members of the Apothecary Guild may pick the mundane healing skills (Heal1, Heal 2, Heal 4 and Master Surgeon) without the need for cross path. These count towards the 4 skills required to move up a level.

## Mages

The Mages' Guild is a must for all mages wishing to be able to control, understand and apply the higher reaches of their power. The Mages Guild, led by the High Mage, explores magic as a craft in order to make magical and cursed items, weapons and scrolls. They enact research on behalf of the Guilds Union and have their finger on the pulse of all magical goings-on in the Heard of Lands. They have traditionally had a very close relationship with the Mages Council, who are specialised ritualists, but both groups are autonomous.

### *Guild Skills:*

**Meditation** - Guild members learn to draw power from the world, replenishing their magic in the form of extra spell rips while using the lesser and greater channeling skills. Mages Guild Members are granted an additional 2 spell rips if they use the lesser and greater channeling skills.

**Ancient Compact** - With their deals with the spirits of the world members of the mages guild are well protected. Once per hour, a guild member may cast the '**Shield**' spell to block a spell equal to or lower than their guild level as if they knew it, following all the normal restrictions but not using a spell rip.

## The Mages Council

A group of Mages keen to understand, protect and use the Circles of the Heard of Lands to conduct both small and unimaginably powerful rites, the Mages Council are an autonomous group who practice ritual magic led by a ritualist called the Archmage. It was believed for many years that any ritual taking place without a Member of the Council was doomed to fail. In recent times the Mages Guild and Council have been seen as inextricable, however the Guilds Union wishes to make it clear that for insurance and liability purposes, they have "absolutely nothing to do with what goes on inside those circles". The Archmage takes responsibility for the maintenance of the ritual circles as well as the heart of magic in this world, ensuring that rituals that are performed do not harm the world or the circle as well as sharing support and knowledge on the circle network, for the most successful rituals. They are supported by the Faces of the Heart of Magic. **Any ritualist can join the Mages Council, no matter what other Guild they are in.** Joining the Mages Council does not grant you access to the Mages Guild skills.

## Guild Leadership

All Guilds are centrally organised by the Guilds Union, who are contactable by letter. In game, the Guilds Union sends a Guild Representative for each Guild to support administration and share news from the Union. The Guilds themselves are player led, run by a Guild Leader, an Undermaster (second in command, responsible for mentorship) and a Quartermaster. These are elected in-game.

## Guild Rank

As characters craft and hone their skills, they may rise in the ranks in their Guild. Their rank represents more than just their ability, it also represents their influence, access to basic resources, and the amount of help from both Guildmasters and apprentices they can expect to receive. As such, the higher a character rises in the ranks, the more they are able to craft. In game terms, players may craft a number of levels of crafted items, equal to their guild rank, in any combination, per event. For example: A rank 5 member may craft a single level 5 item, or five level 1 items, or one level 3 and two level 1 items, the total value equalling your rank. There is a trade-off between being able to craft a single very powerful item against crafting multiple items per event, which is entirely your choice.

## **Advancing in the Guild**

To advance in the Guild is straightforward. You must craft an item of your current level to demonstrate competency, and record that fact when crafting (inform GC, if you do not inform them at the time of crafting, this cannot be retrospectively added, so please remember to do so). You may only advance one rank per weekend event, single day games do not afford the time to craft at all. This applies all the way up to the master rank, which is rank seven.

## **Guild Fees**

Your guild fees reflect the resources made available to you by the Guilds Union, and are based upon your rank at the START of the event. These will be collected in game by the Quartermaster of your Guild. You are only expected to pay for events you attend, but as the Quartermaster keeps track of who is a member it is easy for the Guilds to keep track of what you owe.

If a payment is missed then a black mark is put against you, and you will be expected to pay for two events at the next meeting. If you gain a second black mark, you will start to lose ranks in the Guild, as resources and time are withheld from you. The Guilds are not unreasonable, they understand there are sometimes circumstances that prevent honest people from paying up in time. Talking to the Guild representative as soon as possible is a good way to come to agreements and maintain good relations with the Guilds.

Players are expected to sell their crafting skills in order to raise the funds needed to pay their Guild Fees. The Guild Representatives offer a limited number of paid crafting tasks at each game to enable this.

If you do find the fees too expensive, you are always able to reduce your rank by opting to pay less, but you can still only raise up again at the rate of one per event.

<b>RANK</b>	<b>TITLE</b>	<b>COST</b>
1	Apprentice	0 (anyone may join and remain an apprentice indefinitely)
2	Improver	2 Copper
3	Journeyman	1 Silver
4	Artisan	2 Silver
5	Craftsman	3 Silver
6	Expert	5 Silver
7	Master Craftsman	7 Silver

## **Currency and Trade Skills**

The Heard of Lands has a single currency, enforced and maintained by the banks of Tarratella. Though not everyone trades in coin, and barter is common, these coins are readily accepted by any trader worth their salt. There are 5 copper coins (Orris') to 1 silver coin (Heldr's), and 10 silver coins to one gold coin (Skorb's)

As an alternative to learning a skill, your character may decide to take or advance a trade. As a tradesperson you will receive in character (IC) money at the start of every event. You may only increase your trade level once per event. Trade levels are separate from Skill levels and have no correlation with regards to skill advancement. Trades are only meant as a means to gain IC money and as a roleplay background for your character.

*Your Level of trade may exceed your character level.*

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
3 Copper	6 Copper	2 Silver	4 Silver	6 Silver	8 Silver	1 Gold



# Core Rules

## Combat, Death, Damage, Status effects & Healing

All characters start with three hit points (base HP) *per location on the body* which remains constant throughout the character's lifetime (unless modified by skills, backgrounds, special items or ritual effects). Additional hits can be gained quite easily by wearing armour (detailed later on), and some skills and effects also grant you hit points. There is however a maximum cap of 15 hits per location, based on armour, skills, magical effects and so on, no known effect can make you exceed this. Any additional hit points are merely lost.

The 5 locations are each leg, each arm and torso. All hits from a weapon do a single point of damage, they may also have additional effects if the attacker adds a call. For example, Double and Triple will do two or three points of damage respectively, and Through will ignore worn armour, dealing damage straight to you. **There are no head shots allowed in this system.**

Once a limb reaches zero that location no longer works and this must be roleplayed. If an arm stops working, anything held in that hand must be dropped immediately. If you are struck on a limb that is already on zero (an arm held loosely at the side for example) you take the effect as if it had struck you on the torso. Once the torso reaches zero the character falls unconscious and begins dying. After two minutes, if the player has not been treated, they have succumbed to their injuries, and barring some significant intervention, are now dead.

During this two minute period healing may be applied. All players who are unconscious must remain lying down or at the very least, if unable to lie down, crouched until the end of their grace period, and ideally for at least 5 minutes after they have died. This allows healers to roleplay healing and those who wish to search or speak to the dead may do so. A character who is not dying will automatically gain one lost hit to all locations overnight.

## **Combat Rules**

Skullduggery's combat is described as heroic, meaning large roleplayed swings, dramatic responses to being struck and roleplaying every injury. The bigger every person sells each shot, the more epic everyone involved feels! Whether that's selling the fireball you've just been hit with, or moving to the blow from a large hammer, despite it striking your shield!

Although LARP weapons are made of foam and carbon fibre, we expect them to be wielded as if they are made of wood and metal, meaning successive strikes at a high, unrealistic speed is not accepted. Also, we expect the weapon's strikes to be 'pulled' blows, meaning, the swing can be big and showy, but when actually connecting with the other person, the swing is slowed right down to cause minimal impact.

We have competencies for a few weapons, which present slightly higher risks when used incorrectly, these weapons are: Bow, Stab Spear and Claw competencies. You will not be able to use these weapons without your character card being updated with your competency date. This lasts for 1 year before needing to be retested, however, if you are seen using them incorrectly we may require for you to retake sooner. **There are no head shots allowed in this system.**

Skullduggery is a contact system, however this does not mean that 'body checking' (Using your body to physically move another) is permitted. If you are closing distance with another player, you are expected to stop prior to reaching the other player, including if they are holding a shield. You may not use your body to push their shield out of the way. Shield to shield pushing from a stationary start point and hooking a shield (at risk to your

own weapon) are permitted. Our aim is to have our combat look and feel like all participants are partaking in a cinematic to an epic film.

Building on the fact Skullduggery is a contact system, in all cases combatants will do everything they can to not hurt anyone present in the fight, but we are still striking one another, so it's not just an IC choice to wear armour! Please consider the cold can impact both the feeling of being struck and in some cases also affect the density of the foam weapons. Please take sensible steps to stay safe, wearing a jacket or armour in these moments.

Stabbing with a non-stab safe weapon, unsafe shots (striking too hard or in inappropriate locations), head shots, hitting too fast and using a weapon that you are not competent in, are not accepted and may result in disciplinary action.

## Non Combatants (Non-Coms)

If you are not comfortable being struck, or maybe have a health issue or injury which means it is not safe to be struck at an event, you are able to become a 'Non-Com'. This means you will be wearing an identifying sash (or glowstick at night), so that other participants know that they must not strike you.

As a non-com, your character is still at risk. Instead of being struck, an assailant will just verbally advise you that they are striking you in the game, and you then must begin your death count and if able, go to the ground, or half kneel to indicate your character is unconscious. We would ask that as a Non-Com you do not position yourself on the frontline or in the way of active combat, and understand that although it is unintentional, other players may accidentally bump into you as they group is moving through the melee, more likely to be allies focused in front of you than enemies trying to get to you. All players take part in combat at their own risk.

While you are still able to use skills and calls as a non combatant, you are not able to partake in physical combat and strike another participant as they are unable to strike you back.

### Monsterring as a Non Com

At Skullduggery we look to work as a community to ensure that everyone, regardless of physicality level can enjoy and engage in the game. We only expect people to monster to the same capability that they play at, meaning, if while playing someone is fighting, we would like them to be a combat monster. If someone enters a linear as a non or low combatant, then we would look for them to hold these types of roles when monsterring. Here are some examples on how every individual can contribute:

- Water carrier
- Stump guarding/safety watch
- Spot effects assisted by ref
- Helping getting monsters ready
- Light carriers on night linears
- Conversational npc roles such as:
  - Coven of loud priests/mages doing a rite
  - Spirits for atmosphere and spooky factor that can only be removed via BanishSpirit
  - "Friendly" non com roles such as captives needing rescue, scouts that point the players in the next direction
  - Healers for opposing forces.

We do understand that you will not always be able to predict whether you are able to monster for us and in those moments typically a player will approach us and let us know if they are only capable of certain roles, need to move their monster slot, or might be unable to monster as planned. Please do not hesitate to speak with us if you have any concerns about monsterring!

You should view monsterring as a role in the game just as important as playing, and you should not be routinely playing in linears without planning on monsterring for others and instead should spend time resting for both your linear and monster slot.

## In Field Actions

### Subdue

Any player may choose to call **Subdue** in lieu of any other call. This is used to disable a target nonlethally. A player must strike the target on the back with a call of Subdue a number of times equal to their base HP (Ignoring any armour) within a 30 second period, otherwise the damage is ignored. If they succeed, the target will then remain in an unconscious, unwakeable state for 2 minutes. A clear call of Subdue must be heard or the blow is treated as normal damage. *The Double and Triple skills do not allow you to do double and triple subdue. The target must always be struck by a number of physical blows equal to the target's base HP.*

### Mortal Blow

Any player may choose to kill a character and negate their grace period by using the call **Mortal Blow**. This call will therefore kill a character with no opportunity for healing before character death and prevent the effective use of either Miracle or Master Surgeon. To deliver a mortal blow, once an opponent's torso has reached OHP a single player may make 10 obvious, uninterrupted 'mortal blows' to the torso. Each blow should be called out loud, and counted up ('Mortal blow 1! Mortal blow 2!...' and so on). If the player is interrupted they must begin again. Once ten is reached, the target is dead.

### Torture

Torture is a morally repugnant activity, but some characters may feel such action is necessary IC. In this situation torture should only occur with the absolute, confirmed consent of all parties involved, and the presence of a ref. **Please remember that Skullduggery is a family system and extreme language and roleplay may not be appropriate.**

### Moving and grappling others

To move a target who is either unconscious or otherwise unresisting requires **TWO** people to cooperate and move the person together. There are a couple of exceptions to this, detailed in the skills section. If the target is conscious and resisting, then the **ONLY** way to restrain or move them is by gathering a total of **THREE** individuals, all placing a hand on the target and calling **GRAPPLE**. At this point the target **MUST** go, moving at at least a walking pace, and not resisting further. The grapple is broken immediately if there are only two people restraining the target, or if the target calls **BREAK GRAPPLE**.

### Search

To search or **Pickpocket** an unconscious player, place your hand above their arm or shoulder and inform them that they are being searched, or call the skill. A clear count of 30 seconds must be made to complete a search. Once a successful search has been made, the player being searched must hand over any IC items about their person (i.e. money, special items, potions, etc.)

### Theft

Only IC laminated personal (special/crafted) items can be stolen. All IC thefts must be reported immediately to a Ref or GC. All laminated items must be IC at all times from Time IN until Time OUT during an event. No IC item may be taken to an OOC area during Time IN. Any thefts not reported to GC will be treated as an OOC theft and be dealt with as such. All items belonging to Skullduggery (coins, crafting rips etc) can also be stolen.

## Armour and repair

There are four grades of armour; **Light**, **Medium**, **Heavy** and **Extra-Heavy** (Ex Heavy). To gain the benefit of Armour on a location at least 50% of that location must be covered. If you are unsure what category your armour falls into, you should ask a ref during weapons check at briefing, this especially applies to Ex-heavy, which should always be checked.

**Light** armour includes soft leather, fur and simple Light individual items of armour like vambraces and greaves. Light armour gives 2 AP of protection on the location that it is worn.

**Medium** armour includes sturdy leather items as well Medium as light metal pieces, thick fur and scale. Medium armour gives 4 AP of protection on the location that it is worn. While wearing medium armour, you can only cast spells level 4 or lower, unless you have Warmage (Clarity Level 4 skill)

**Heavy** armour includes chainmail, plate metal and heavy scale/brigandine armour. Heavy armour gives 6 AP of protection on the location that it is worn. If a location wearing **Heavy** armour is struck by an arrow the wearer may choose to suffer a '**Knockdown**' effect in order to ignore the 'Through' component of arrow damage (taking it as damage on the armour instead.)

**You cannot cast spells whilst wearing Heavy armour at all.**

**Ex-Heavy Armor** includes full suits of plate, Plate layered over chain, and other such impressive forms of protection. **Ex-Heavy** functions exactly as **Heavy** armour listed above. In addition, any location protected by **Ex-Heavy** armour takes one less damage from calls that include the '**Through**' keyword, to a minimum of one. **You cannot cast spells whilst wearing Ex-Heavy armour at all.**

**Helmets.** As there are no head shots allowed at Skullduggery, there is a separate benefit to wearing a helmet. As the head is protected, a helmet will double the wearer's effective base hit points for the purposes of subdual damage only. If the character has constitution as well, the character will effectively have their base hit points trebled.

Broken armour can be repaired IC by a character with the relevant skills or by a member of the Armourers Guild (see Guilds on page 15.) Each location that armour is worn is counted separately both in terms of taking damage and of repair. If the player has heavy armour to all locations and that armour is damaged on the arm, they will still have full protection to all other locations, and only the arm of that armour needs repair.

*Armour can be repaired with the relevant skill at the rate of one location fully restored per 60 seconds of roleplay.*

From an in character perspective, armour can be made of any material (bone, wood, crystal) however without approval from a ref anything other than standard materials can only give a maximum protection of light armour. If you believe your armour offers more than this, please ask.

## Calls and Effects

Whilst some combat is settled by nothing more than a few blows from a sword, most heroes have a number of skills that allow them to affect their enemies and those around them. In order to represent this in game there are a number of calls that are designed to convey this information to a target quickly and clearly. Before you read the list and panic at the amount to remember, please bear the following in mind:

1. Many of the calls are self explanatory. *Paralyse* means you cannot move, *Double* means you take two points of damage instead of one, *Disarm* means you are disarmed and drop your weapon.
2. If you are the target of an effect that is ongoing (such as *Paralyse*, *Daze*, *Mute*, or anything else that isn't instantly resolved), the duration will be 30 seconds unless specifically explained to you by the person applying the effect.
3. Often, two calls can combine to have a combined effect. One obvious example is *Mass Knockback*, which applies *Knockback* to everyone in the targeted area. Another is *Double Through*, which does *Double* (two points of damage) with the *Through* effect (ignoring your armour).
4. If you are not sure, make a reasonable guess and quietly check with a ref or the caller when you get a moment. It is better to make an innocent mistake than to ignore a call.
5. With very few exceptions, you may only use one skill that grants you a call at any one time. For example, you may not stack the Fortitude skill *1 Handed Through* (level 5) with the skill *Triple* (level 7, which has a secondary effect of giving you one handed double) to call *Double Through*. However, items can often get around this limit, so if you have a magic one handed sword that lets you call *Double*, you may be able to call *Double Through* using the 1hd through skill. If in doubt, please ask a ref who will be happy to clarify any individual combination.

## Types of Damage, Damage Stacks and Resistance Clarifications

- A Mage Being struck with a weapon mid incantation will cause the spell to fail.
- A Priest struck more than once during their vocals will cause the invocation to fail.
- **Holy/Unholy:** If you are Denounced, you take one additional damage from being struck by Holy. Players will always use the call Holy and will take effects from 'Unholy' called by monsters, to reduce confusion, regardless of the divine source.
- **Poison** may have resistances across multiple paths, and you must call **NO EFFECT** if you are using a resistance. If you take a drink and hear the call poison and a skill call, ( *IE Fear, Paralyse, Slow* ) that affects you immediately. If you hear a damage call, this affects you immediately, and every hour after until cured. Please do not hesitate to ask a ref if you are uncertain.  
If you are struck with a poison effect, this **MUST** damage your hitpoints to apply to you, if it hits your Armour points, it does not deal its effect.
- **Irresistible** means the effect must be taken, regardless as to whether you have a resistance to the effect. There is no way to counter an irresistible call.
- **Damage calls:** You are able to use **one skill** ( *Double, Triple, through, silence, slug ect* ) and **one external influence** ( *being a spell, poison or sermon being applied to your weapon* ). The delivery of status effect calls cannot be made with a damaging call i.e you cannot hold a dagger of double and double silence somebody. For example: if you already have the 'Through' skill, and if your weapon is enchanted, you could then call 'Elemental Double Through'. If you wish to then deal holy damage, you could not stack the sermon on top of the enchantment to make 'Holy Elemental Double through'
- **Status Effects** The following skills are status effects: Taunt, Mute, Command, Slow, Fear, Terror, Paralyse, Daze, Silence and Pain via wounding strike.

## **Understanding skill effects**

Many skills, items or potions bestow status effects. Status effects almost always last 30 seconds.

Many skills have a duration, that is stated in the skill. There are some status effects that impact the duration of an ability, in such cases only one of them may be applied, they may not stack. Eg. if you have an item that halves the length of time you are slowed, and a ritual effect that also halves the effect of slow, you may only apply one instance of the reduction, this is the same for an increase in duration.

Some abilities have cooldowns, these are stating how long until that ability can be used again. For example, if something has a cooldown of 30 minutes. This means that you may use this ability no more than once every half an hour. Multiple sources of cooldown reduction/increase do not stack. This can go from once every 10 seconds all the way up to once an event.

Items or abilities might state after a certain number of uses it will be consumed. In these instances once the item has been used the stated number of times it becomes inert. Some items may describe a different effect, which will overwrites the standard rule eg. some items might turn to dust or vanish instead of simply becoming inert. Items or abilities that allow an increased number of uses do stack, so a one use poison could be used 3-4 times before being fully consumed with the right skills and gear.

## **Bless breaking vs Armour**

If a character is under the effects of Blessing of Protection and are hit with more damage than the blessing protects against, the full damage goes through the blessing. IE Blessing of Protection 1, protects from 1 point of damage. The priest is hit with 'double' both damage points would breach the blessing and if the priest is wearing armour, would be applied to the AP and then HP.

Any bonuses that are separate like the armour DR would apply on the double through that breaks the blessing. Armour benefits are not a skill so would still offer protection against an attack, as the blessing only prevents skill use. Taking damage above the level of a Blessing of Protection ends its effects.

There is a full glossary of Calls at the end of this book.

## Magic

Magic is everywhere in the Heard of Lands, as common as air, as pervasive as gravity - for those who know how to shape it. A mage's power is based upon a number of spell rips, which are small pieces of paper indicating how many spells you may cast that day. You can collect these daily at Games Control. The number of spell rips available to a player are dependent on their path and background but within these classifications the numbers remain the same for all events. The number of spell rips issued per day is described in the table below:

	Fortitude, Solitary or Piety	Clarity
All other backgrounds	4	8
Magical focus background	8	12

In order to cast a spell, the mage must **INCANT**. This incantation is in the form of '**By the power of [Chosen Focus], [Spell call], [Target if applicable]**'. For example, 'By the Power of Akarne, Firebolt level two, left arm!' Once this vocal is complete, the mage tears the spell rip to indicate they have used part of their power.

**A mage must have at least one hand empty to cast any spell.**

If a cast spell has no visible effect on the target (the spell has not been heard or reacted to in any way), or if the call of 'No Effect' is heard in response to a spell being cast, the mage casting the spell does not have to tear a spell rip.

Every skill that needs to follow these rules on the skill trees is clearly marked as a **SPELL** in the description, and as such will follow these rules, except where specifically stated in the skill description (such as the spell 'Shield')

**Being struck with a weapon mid incantation will cause the spell to fail.**

### Magical Elements

Common Magic in the Heard of Lands is based around 6 elemental aspects. Each mage must choose one of these elements to base their casting upon, which will be noted on your character card. Casting calls may be different but must be based around these base elements. These are:

Fire  
Water/Ice  
Air/Lightning  
Earth/Nature  
Darkness/Shadow  
Light

Other sensible elements may be chosen with the approval of a Ref, or similar derivatives of the above can also be used (thornbolt would be an acceptable call for nature magic, stormbolt for air/lightning, and so on). Should you wish to change elements as part of your character development, this is something you will need to progress towards in game, potentially finding a teacher and taking time and effort to change your elemental alliance.



## **Ritual Magic**

Ritual circles and portals are points on the surface of the world where its lines cross, forming pockets of concentrated magical energy that can be used by mages for almost any purpose; the creation of mighty artefacts, the delivering of potent curses. These magical places should be treated with the utmost caution and used only by those with a true understanding of their power and capabilities.

Ritual circles are nearly always watched over by a Circle Spirit. These spirits - though not always physically present, are powerful creatures of magic, and will defend their circle with their lives. They are often shaped by the beliefs and customs of mortals that live nearby and can be powerful allies if wooed correctly.

Rituals are central to the lives of many in the Heard of Lands. The Ritual Power skill represents the mastery of the circles which allows the manipulation of ritual magic. The use of ritual circles and the conducting of rituals is tightly bound to the Mages Council due to their bargain with the Heart of Magic.

A magic ritual is representative of the force of magic, an individual mage, coven or cabal can wield. It is using the fabrics of the world to weave their will and through use of their patron (if they have one), alongside the will of the ritual circle to change reality. Ritual circles are the 'natural' pools of magic, where you may harness greater powers, but wording and intent are everything. Magic rituals must be performed within a ritual circle. Some examples of the feats you might achieve:

- Imbuing an item with magic to enhance its abilities.
- Imbuing an individual with personal power
- Calling a ritual strike on a location
- Laying a protection ward around an area.
- Create an illusion to cause distraction.
- Sending messages to other circles

## **Consecration Rituals/Ceremonies**

These rituals, known as Ceremonies, are dedicated to a particular god or gods, and must be performed in an consecrated area (See Consecrate skill). This represents the power in the connection to your god, and therefore reflects the power the god can manifest in answering to you. The Ritual Leader is known as the Master of Ceremonies.

Each god communes with their followers in unique ways, and the ceremony should be tailored to that god's preferences. Some accept blood, sacrifices, money, items their followers have lovingly crafted for them. Gods view the sacrifice element of the ritual as the most potent part, as this directly links with their worship. Some examples of things that you might ask a god for:

- An answer to a divine question
- A relic item, which is part of that god's gifts. Ie- The shield of the Weak for Arkane, The Gift of Elm, Kyemdefidi's Scale
- Temporary protections and blessings for upcoming conflicts
- A Divine Quest

## Submitting Rituals or Ceremonies

There are both player rituals and plot rituals that can be performed at the game. Player rituals are rituals that might have a personal story impact, ie making yourself or a friend a special item or doing something towards your character's homelands. Plot rituals are rituals that are performed at the game without any prior preparation in response to ongoing events, and so are scored in a slightly different way.

Both Magic and Divine rituals need to be submitted in advance of the event, which is typically 4 weeks before the Friday of the event to allow the crew time to assess the request. Please note, after receiving your ritual submission, the plot team may contact you to discuss what it is you are requesting. There may be occasions for the purpose of game balance, or world mechanics, your request may be declined.

You are able to perform plot related rituals or ceremonies by making arrangements with Games Control. A ref will come back to you as soon as they are able with a time slot. Please understand that we may not have capacity to permit this at an event, but you will be informed by us if this is the case.

In these forms, you will need to also specify if you would like feedback to be delivered, which would be provided after the event. We aim to provide the immediate outcome on the same day that the ritual is performed, if it cannot be given during the ritual.

If you wish to perform a ritual but have no particular desire for the outcome, you are also able to submit the ritual form to the team and perform this and the plot team will advise what outcome you receive based on the performance.

If you wish to perform a player ritual, you must complete the attached google form link: <https://forms.gle/riWcZa84pXDqvFNT8> For a Magic Ritual or <https://forms.gle/yoxqrThw4PLaqjJ27> for a Consecrate Ceremony. If you are unable to access this please email the below to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk)

<b>Ritual Application Name:</b>	
<b>Player ID:</b>	
<b>Planned event of ritual/ preferred time of day:</b>	
<b>Exactly what you wish to receive from your ritual:</b>	
<b>Total Ritual or Consecrate Power:</b>	
<b>What you intend to sacrifice:</b>	
<b>Who is to receive the ritual result:</b>	
<b>Expected duration of the ritual:</b>	
<b>Please supply below a brief overview of your ritual:</b>	
<b>Ritual Feedback required?</b>	

Once received, we will confirm receipt and provide you a time slot for your ritual. This will ensure that our refs are available to judge your ritual. If you decide that you do not wish to perform a ritual, which you have made a request for prior to the game, please let the ref team know as soon as possible. The more information you include in this form, the better we are able to support you. If you have any questions please also contact the above email address and we should be able to help!

### **Ritual Grading**

As a performance skill, rituals are graded in four areas; each category will need to reach pass criteria in order to count as a success:

**Power-** Number of points involved, in relation to what the ritualist is asking for.

**Relevance-** Does the ritual make sense for the circle it is in/ God it is dedicated to? Is the player doing an industry ritual in a wild nature circle, does their performance suit what they are asking for? This is also where we will consider the individual circle's/god's perspective.

**Performance-** This is scored by the physical performance of the players, and will include things such as, can all ritualists be heard? Are the props effective? For example, does the drum drown out who is speaking or build ambience to the ritual? Is the chosen space appropriate for the god that is being prayed to?

**Geas, Restriction or Sacrifice** - This section can be described a number of ways, as this is the limiter on what a player is asking for or what they might be willing to give up in order to complete their ritual. A Geas is similar to a vow, that is made on alongside the item or power where if the promise is broken, there will be a consequence. *le, A character forges a dagger that can kill a great adversary but the dagger's spirit is so prideful it doesn't allow it's carrier to have any other weapons, otherwise it will not provide a fatal blow, no matter who wields it.* The greater the limit, the further this might offset the power required.

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Characters can also make sacrifices, but in order to be considered a few questions will be asked. *Does the Sacrifice make sense? Does it affect your characters' day to day life? Can they get back what they have given up?* The answer to these questions will determine how valued the sacrifice will be, towards your end goal or given as a 'gift' to the ritual circle or god.

For scoring, each area can provide up to 25 marks, with a Maximum of 100 in total. You will be provided your score and feedback after the ritual, with improvement suggestions should you request this. Players will need to achieve minimum marks in each area for a ritual to be a success:

Critical Fail	8 or less in any area or under 32 marks total score.
Fail	12 Or less in any area or under 48 Marks total.
Success	Over 12 Marks per area or over 49 marks total
Critical Success	20 Marks per area or over 80 marks total

**Critical Fail-** The ritual was so poorly handled, that ritual power is now going haywire, beings may come forth from the circle. If the Ritualists have asked for too much and not given enough, power might be taken from them. Work will need to be done to stabilise the circle and settle the consequences.

**Fail-** There wasn't quite enough power, the circle did not understand what it was being asked for, or you did not manage to draw your deity's attention. There will be no significant repercussions on a failure.

**Success-** Well done! You have created something or achieved an outcome within the circle.

**Critical Success-** Everything was flawless! You may receive more than you have asked for, and will be told by the judging ref what it is you have gained/ achieved.

### **Key Points for Rituals**

A ritual is intended to be used to reach a single outcome, this ensures that rituals are kept relevant to what is being asked for. If you are wishing to complete many different objectives, or to create chapters to an end goal, you may wish to complete a series of rituals to do this. Being clear and concise will ensure that the circle understands what you are asking for.

You may ask if what you are attempting to do is possible in the realms of the world on an out of character basis, but please be aware, should you receive a 'yes it is possible' this does not mean the task will be easy to complete.

If you are uncertain, it is known throughout the world that the Mages Council oversees rituals, and the Heart of Magic is the highest authority on magic. You may seek out these beings or fellow travelling people out for advice on what you could achieve.

# Items

## Special Items

Special Items are objects that have IC powers or abilities previously defined and recorded at GC. Such items may include magic swords, empowered banners and holy artefacts. These items are registered with one player as the IC owner, and GC must then be informed if the Special Item is stolen, lost or destroyed. *Each Special Item **must have** a yellow Special Item laminate (lammie) clearly and firmly attached to it.*

If the phys rep (physical representation) of the Item is a player's personal possession, the laminate may, on ownership change, be removed from said phys rep and placed on the new player's object, which should be as similar in type as possible to the original (for example, a sword should remain a sword, a shield a shield, and an amulet an amulet).

All special Items rely, in part, on the magic contained in an individual's soul. As such, there are only so many items a soul can be bound to, which is represented by the power of an item. A character can only be bound up to 3 points of power. (The power of a special item will be confirmed at GC when it is taken to be registered) . At 4 and above, all item effects cease and they may not receive a benefit from any of the Magical items. With 6 points of power and above the character might encounter level drain or loss of items, depending on the items held. All Magical Items must be registered, if an item is not registered, the magic will escape and the item may become mundane, losing all of its benefits.

Any player who finds, steals or otherwise acquires a Special Item must register the Item with GC; once an item appears on a player's character card they are considered to be bonded to that item and will be told the item's powers and function. A special item NOT bonded to a player character will be non-functional and have no effect on the game.

Special items are the main class of item that can and most likely will be stolen in character, so by agreeing to attach a laminate to one of your personal items you are agreeing to let other players attempt to steal it. If stolen, these items will be returned personally or via GC and the refs. All magical items have been assigned a 'Slot' the same as crafted items and you may not have both a crafted item and special item allocated to the same slot.

## Crafted Items

Crafted Items include, but are not limited to, objects such as swords, armour and amulets that have been created in game to give additional IC benefits. They are created from IC ingredients by following recipes available in game which require a minimum amount of roleplay time.

A crafted item is denoted by a red lammie, which should be attached to the item where possible to mark it as crafted. A person may carry any number of crafted items, however they may only benefit from a certain number at any given moment. Players must have the lammie attached and on display for all crafted items. All crafted items fall into one of the following categories:

**Wargear:** Mostly weapons and shields. These must be wielded (held in a hand and used) to be effective, and as such are limited to one in each hand, or one in both hands if a two handed weapon.

**Clothing:** Anything that is worn, including armour. You may only gain the benefit of one item of clothing at any time, however it is assumed to cover all locations reasonably represented when relevant. For example, crafted heavy armour will benefit any location covered by heavy armour.

**Talismans:** Jewellery, cloaks, collars, and other accoutrements. You may only benefit from one such item at a time, the others must not be worn so as not to cause confusion, but may be carried in a bag or pouch.

**Tools:** Miscellaneous objects that do not grant a direct benefit except when used. You may carry any number of tools, any additional limits will be made clear on the item itself.

**Consumables:** These are things such as potions and bandages, items that are destroyed upon use. You must have a phys rep in order to use these items and you may carry any number of these on you at a time. These items also expire.

Unless otherwise noted, each item may only have one lammie (magical or crafted) attached, a sword may only be a single item, however some more powerful items may include in their recipe a lesser form of that item as an 'ingredient', this lammie is replaced upon crafting. A crafted item degrades over time, as the magic wears out and repeated use weakens it. After a year, the item is exhausted, and reverts to being a mundane version of whatever it represents. In effect, the item has run out, and must be made anew.

**Players must have the lammie attached and on display for all magical items.**

## **Crafting**

Crafted items can be created by any character who is a member of one of the three guilds. To craft an item one needs a number of things. First, you must have access to the recipe; all Guild Members are assumed to know the recipes for their Rank, which are available on the World Anvil or at Games Control, or they can ask their Guild in play. You need to provide the magical materials listed on the recipe, and then pay a set sum of money for the other tools and basic materials from the Guild. Players can only craft recipes equal to or below their Guild rank, which denotes both your expertise and your access to the more esoteric and powerful tomes of knowledge that each Guild contains.

Once you have everything you need, take your resources and coin to Games Control, who will create the lammie for you. To represent the time taken crafting, this lammie must be collected the next day. Once created, the item may be affixed to the appropriate phys rep, and used straight away.

### **Improvised Crafting**

Sometimes, there may be an opportunity or reason to attempt to craft something esoteric that has no direct mechanical benefit (such as a magical sword), but does something weird and wonderful. This always involves a ref, the crafting must be role-played during game time, and the item (unless otherwise noted) will lose its properties at the end of the event. However, the item may be received immediately after the role-play is finished.

## **New Recipes**

Anyone has the ability to come up with new crafting ideas, which can be presented to the Guilds Union via the Guild Leader for research. Depending on the outcome of the research, your idea may become widely used and the Union may reward you for your innovation. All Guilds are encouraged to continually improve their craft by experimenting with new techniques and ideas.

## **Magical Materials**

Crafted items take their power from the magical materials used in their construction. Although a crafted sword is still mostly steel, the addition of Deepwell Copper allows it in some way to surpass what is possible for steel alone to achieve. Although there are many materials that have magic in them, they broadly all fall into one of three categories (Metals, Gemstones and Arcana), and each category has four materials that are tried and tested in the creation of crafted items. In addition, there are a myriad of special and unusual materials that are rare even compared to the more typically found materials. These have additional properties that make them useful in the crafting of more powerful items, and may have an additional effect if suitably rare. For simplicity, these are also divided into three broad categories, and given a similar name, though in practice these may vary wildly.

### **Metals:**

Deepwell Copper – Copper taken from the mines of Faerie, or from places steeped in ancient magic. Found in items that channel, harness or amplify magic.

Black Iron – Iron that has been carefully mined in complete darkness until ready for use. Found in items that resist or oppose magic.

Heartstone – A rare metal found at the very centre of mountains, grounded in reality. Found in items that resist change or altering once forged, leading to high damage resistance.

Aether – Not a metal as such, but a powder gathered from the smelting of fossilised dragon bones. Found in items that exceed the limitations of reality, enhancing items beyond what is possible.

### **Gemstones:**

Pyrope – A red gem that is warm to the touch, and glows with an inner light. Found in items that resonate with the element of Fire.

Aquamarine – A deep blue gem that slowly changes shape over the course of years. Found in items that resonate with the element of Water.

Topaz – A translucent gem of palest blue, it breaks under the slightest pressure. Found in items that resonate with the element of Air.

Jade – A dark green, almost granite-like gem, that is incredibly hard to work. Found in items that resonate with the element of Earth

**Arcana:**

Moonwater – Water gathered from pools near ritual circles that have been undisturbed for years. Adds magical essence to items, making them slightly magical in nature.

Bristlecone – Shed from trees that have been burned to the core and yet survived. Adds natural energy to items, giving them a connection to nature and creatures.

Ghost Ash – When a ghost rises from a grave the soil is imparted with some of its essence. Adds the power of the afterlife to items, linking them to death and decay.

Sanguine Thorns – A rare plant that grows at the moment of death from certain rare creatures. Adds the power of blood to items, the power of wounds, both healing and causing.

**Wondrous materials (Wonders):**

There are certain materials in the land that are powerful beyond even those listed previously. These are used in the rarest of guild recipes, to make items of great and unique power. In addition to the item, many of these materials will grant an additional effect, related to the wondrous material. These materials will remain stable for a year, from the point they are found, but will lose potency after this time frame and will no longer count as a crafting material.



# Skill Tables and Descriptions

Skills Marked in *ITALICS* are *Mind Effects*. Skills Marked in **BOLD and SHADED** are **Locked** and cannot be taken by someone not on that path. Skills Marked With UNDERLINE are Spells.

Level 1							
Lesser Tracking (LTR)	Shield Use (SHU)	Bow Use (BOW)	One Hand Weapon (1HW)	Two Hand Weapon (2HW)	Consecrate 1 (CO1)	Thrown (THR)	Evaluate (EVA)
Patch Wound (PWO)	<u>Elemental Bolt 1 (EL1)</u>	Ritual Power 1 (RT1)	Ambidexterity (AMB)	Lesser Talk to Dead (LTD)	<u>Fear (FEA)</u>	Spear Use (SPU)	

Pathless						
Trade						
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Apprentice	Improver	Journeyman Artisan		Craftsman Master Craftsman		Trademaster
3 Copper	6 Copper	2 Silver	4 Silver	6 Silver	8 Silver	1 Gold
Healing						
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Patch Wound (PWO)	Heal 1 (HE1)		Heal 2 (HE2)		Heal 4 (HE4)	Master Surgeon (MSU)

Fortitude					
Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Armour Mastery (ARM)	Disarm (DSM)	True Ambi (TAM)	Armoured Advantage (AAD)	Break Grapple (BGP)	Shield Bash (SHB)
Lesser Mining (LMN)	Resist Disarm (RDA)	Glancing Blow (GLB)	Greater Mining (GMN)	1 HP Per Loc (1hp).	2 HP Per Loc (2hp)
Resist Fumble (RFU)	<b>Battle Focus (BFO)</b>	<b>Unyielding (UNY)</b>	<b>True Grit (TGR)</b>	Resist Crush (RCR)	Indomitable (IND)
Repair Shield (RPS)	Break Shield (BRS)	Crush Armour (CRU)	Double (DOU)	<b>Knockback (KNB)</b>	<b>Triple (TRI)</b>
Showboat (SBT)	<b>Constitution (CON)</b>	<b>Feat of Strength (FOS)</b>	1hd Through (1TG)	Immune to Taunt (IMT)	<b>Taunt (TAU)</b>
Resist Fear (RAF)	<b>Immune to Knockdown (IMK)</b>	Immune to Slow (ISL)	<b>Resist Terror (RTE)</b>	<b>Rallying Call (RAL)</b>	Immune to Paralyse (IMP)

Clarity					
Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<u>Enchant (EL2)</u>	<u>Elemental Bolt 2 (EL3)</u>	<u>Elemental Wall (EL4)</u>	<u>Elemental Ball 2 (EL5)</u>	<u>Explosion (EL6)</u>	<u>Elemental Ball 4 (EL7)</u>
<u>Fumble (FUM)</u>	<u>Mute (MUT)</u>	<u>Slow (SLO)</u>	<u>Resist Pain (RPA)</u>	<u>Paralyze (PAR)</u>	<u>Shockwave (SHO)</u>
Mine Crystals (CRY)	<u>Command (COM)</u>	Lesser Channelling (LCH)	Greater Crystal Mining (GCM)	<u>Dispel (DIS)</u>	Greater Channelling (GCH)
<u>Mage Armour (MRM)</u>	<u>Knockdown (KNO)</u>	<b>Mass Knockback (MKB)</b>	<b>Greater Detect Magic (GDM)</b>	<b>Greater Mage Armour (GMA)</b>	<b>Sanctuary (SAN)</b>
1 Mana (1MA)	Novice (NOV)	War Mage (WMA)	<b>Adept (ADE)</b>	<b>Master (MAS)</b>	2 Mana (2MA)
<u>Shield (SHI)</u>	<u>Lesser Detect Magic (DTM)</u>	Arcane Bastion (ABA)	<u>Terror (TER)</u>	<u>Daze (DZE)</u>	<u>Reflect (REF)</u>
Ritual 2 (RT2)	Ritual 3 (RT3)	Ritual 4 (RT4)	Ritual 5 (RT5)	Ritual 6 (RT6)	Ritual 7 (RT7)

Solitude					
Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Lesser Forage (LFO)	Lesser Herb Lore (LHL)	Greater Herb Lore (GHL)	Greater Forage (GFO)	<b>Greater Tracking (GTR)</b>	<b>Sneak (SNK)</b>
CAMO (CAM)	Detect Pickpocket (DPP)	<b>Con Artist (CNA)</b>	<b>Initiation (INI)</b>	<b>Vanish (VAN)</b>	<b>Slug (SLG)</b>
Petty Thief (PTY)	Archery Knockdown (AKN)	Pickpocket (PPK)	Archery Double (ADO)	<b>Detect Camo (DCA)</b>	Archery Triple (ATR)
Shiv (SHV)	Resist Command (RCO)	Distract (DST)	<b>Agility (AGI)</b>	<b>9 Lives - (9LI)</b>	<b>Mental Dexterity (MDE)</b>
Detect Poison (DTP)	Conceal 1 Item (CN1)	Through (TGH)	Thrown Through (THT)	<b>Double Through (DTG)</b>	<b>Wounding Strike (WST)</b>
Trapper (TRA)	Hide Body and Tracks (HBT)	<b>Silence (SIL)</b>	<b>Slowing Strike. (SST)</b>	Magpie's Eye (MPI)	<b>Conceal 3 (CN3)</b>

Piety					
Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<b>Devoted 1 (DE1)</b>	Lay on Hands (LOH)	<b>Devoted 2 (DE2)</b>	<b>Greater Lay on Hands (GLH)</b>	<b>Devoted 3 (DE3)</b>	<b>Blessing of Rebuke (BRE)</b>
Sermon of the Holy Avenger (SR2)	Sermon of the Fallen (SR4)	Anointing (ANO)	Sermon of Iron Will – (SR5)	Sermon of the Resolute (SR6)	<b>Sermon of the Martyr (SR7)</b>
Denounce (DEN)	<b>Purity of Body (POB)</b>	Lesser Meditate (LMT)	<b>Sacrifice Heal (SHL)</b>	<b>Mastery of Body (MOB)</b>	<b>Miracle (MIR)</b>
Divine Knockback (DKN)	Lesser Divine Sense (LDS)	Judgement (JUD)	Hold Monster (HMO)	<b>Greater Meditate (GMT)</b>	<b>Hold Person (HPE)</b>
Greater Talk to Dead (GTD)	Banish (BAN)	<b>Prepare Invocation (PIC)</b>	<b>Pain (PAI)</b>	<b>Holy Weapon (HWE)</b>	<b>Smite (SMI)</b>
Blessing of Protection 1 (BL1)	Blessing of Healing (SR3)	<b>Blessing of the Bulwark (BBU)</b>	Blessing of Protection 2 (BL2)	<b>Greater Divine Sense (GDS)</b>	<b>Blessing of Protection 4 (BL4)</b>
Consecrate 2 (CO2)	Consecrate 3 (CO3)	Consecrate 4 (CO4)	Consecrate 5 (CO5)	Consecrate 6 (CO6)	Consecrate 7 (CO7)

**CDC, CDF, CDP, CDS** - Is the code for a character **Changing Destiny (clarity, fortitude, piety, solitude)** and exists on all paths at level four.

## Level 1

### One Handed Weapon - 1HW

Allows a player to use a weapon no longer than 42ins pommel to tip in one hand. A successful strike causes 1 point of damage.

### Two Handed Weapon - 2HW

Allows a player to use a weapon longer than 42ins pommel to tip, which must be held with both hands whilst fighting at all times. A successful strike causes 1 point of damage.

### Shield Use - SHU

Allows the player to use a shield. A shield must be held in order to provide any protection, 'worn' or 'Back Slung' shields provide no protection whatsoever. Only 1 shield may be used at a time.

### Thrown - THR

Player can throw LARP safe throwing weapons. A successfully hit target takes 1 point of damage.

### Ambidexterity - AMB

Allows the player to wield two weapons of up to 60 inches combined length at the same time. For example, a 42ins sword can be paired with an 18ins dagger, or two short swords of 30ins can be used. Must have the relevant weapon skills.

### Bow Use - BOW

Allows a player to use a LARP safe bow (28lb or less), providing they pass a bow-comp test. Arrows deliver 1 point of through damage, 'THROUGH' does not need to be called as all arrows do this as a minimum.

### Spear Use - SPU

Allows players to use a stab safe weapon of up to 84 inches in length in a single hand, after they have passed a spear competency test. When held in one hand it does not count as a two-handed weapon for the benefit of skills that require this.

### SPELL Elemental Bolt 1 - EL1

After **incanting**, and pointing at a target the player calls **[ELEMENT] BOLT LEVEL ONE [LOCATION]** (e.g. **LEFT ARM**) and points at the target. The target takes 1 point of damage to the stated location.

**Range: 10 Metres**

### SPELL Fear - FEA

After **incanting**, the player calls **FEAR** and points to a target. The target is overcome with fear and must flee at least 15 metres away from where they currently are, as directly away from the caster as is possible. **Range: 10 Metres**

### Ritual 1 - RT1

Grants the player one point of ritual power. This can be used to contribute to a magical ritual, this represents the power element of the grading criteria for rituals, this also symbolises the amount of magic a mage can manipulate in a magically potent place. You may use your ritual power to directly aid someone's ritual, or hinder their ritual by using your power counterproductively to theirs. This is typically a performance based skill and will require appropriate roleplay to use. See rituals (p27) for more information.

### Consecrate 1 – CO1

The priest may choose to expend this power and use appropriate acts of worship to consecrate a 5m area (5m bell tent size). This takes 5 minutes of appropriate roleplay and the effect lasts until Midnight on the day it is created. Once completed, the player using the skill should collect a sign from GC, informing them of how many points of divine power have been used to create the effect; the more divine power expended in consecrating an area, the more powerful the final effect will be. Once completed, this represents the divine power available for a Consecration ritual, (Please see **Consecration Rituals** for more details) and represents the power element for grading criteria in rituals.

Creatures marked as **Anathema** either by Divine Decree or use of the **Denounce** skill suffer a **Pain** effect while standing in a consecrated area, though some more powerful beings may partially resist all but the most powerful Consecration effects.

### Lesser Talk to Dead - LTD

Player must point to the target and role play raising dead for 1 minute. The dead person rises, and can answer **three** questions. The target must be newly dead (5 minutes or less past the end of death count). The raised dead can only provide single word answers and can lie if their character would do so.

**Range: 1 metre**

### Patch Wound - PWO

Allows a patient who is on zero hits to be moved slowly with the aid of the player, pausing their death count.

**No other skills can be used by either player whilst in this state.**

**Range: Touch**

### Lesser Tracking - LTR

After calling **TRACK** the player roleplays surveying the area for 20 seconds and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. **Tracks hidden with the *Hide Body and Tracks* skill are not visible to those with Lesser Tracking.** **Range: 2 metres**

### Evaluate - EVA

Player role plays examining an item for **30 seconds** and is able to gain an understanding of value, properties and basic history of the item evaluated. The information will be provided by a ref or Games Control.

## Healing

### Heal 1 - HE1

A character with this skill can heal **1HP** to all locations on another character after **60 seconds** of appropriate roleplay.

### Heal 2 - HE2

A character with this skill can heal **2HP** to all locations on another character after **60 seconds** of appropriate roleplay.

**Requires Heal 1 (HE1)**

### Heal 4 - HE4

A character with this skill can heal **4HP** to all locations on another character after **60 seconds** of appropriate roleplay.

**Requires Heal 2 (HE2)**

### Master Surgeon – MSU

The player has reached the pinnacle of surgical knowledge, and is able to attempt the most pioneering surgery. The player can attempt to resuscitate anyone who has passed their death count within the last **10 minutes** and not been dealt a Mortal Blow. They must roleplay complex surgery, aided by somebody with at least the **HEAL 1** skill, for **10 uninterrupted minutes**. At the end the player draws a chip from the Master Surgeon bag.

White indicates success, black indicates failure, and blue allows the patient to regain consciousness until the end of the day, or a time of their choosing before then, at which point they finally pass away. Each time the surgery is attempted each day a white chip will be removed from the bag, meaning that the chances of success for all master surgeons are decreased for the rest of the day.

**Requires Heal 4 (HE4)**

## Fortitude

### Level 2

#### Lesser Mining - LMN

Player is able to collect metals and minerals. These will be given to the player with their character card before time-in. Variety and quantity of metals will vary depending on the current IC location in which the event takes place.

#### Repair Shield - RPS

Player must role play mending the shield for **30 seconds**. They cannot physically do anything else while they are repairing the shield. They may engage in conversation.

**Requires Shield Use (SHU)**

#### Resist Fear - RAF

Player is immune to the effects of the Fear call and must call **NO EFFECT**. Not immune to Terror

#### Resist Fumble - RFU

Player is able to resist the effects of the Fumble call. Player must call **NO EFFECT** to a *Fumble* call aimed at them.

#### Armour Mastery - ARM

Player gains 1 extra AP per location covered by armour. This hit point is counted as part of the armour for repair purposes. The player may also repair their own armour (see page 23).

#### Showboat - SBT

Player role-plays building themselves up for a great strike for **10 seconds uninterrupted**. The next strike from a weapon over 18" does one extra damage (max triple). If delivered from a two handed weapon the player may instead call knockdown.

### Level 3

#### Resist Disarm - RDA

Player is immune to the effects of *Disarm*. When they are targeted they must call **NO EFFECT**.

#### Disarm - DSM

By striking an opponent's **FOREARM** with a one handed weapon and simultaneously calling **DISARM** the player will cause the opponent to immediately drop any item held by the struck arm.

**Requires One Handed Weapon (1HW)**

#### Battle Focus - BFO

The player may act up to **10 seconds** into their death count, or take up to their base hit points again in damage, whichever comes first, before falling unconscious. After they have used this ability their current **death count drops to 90 seconds**.

**Cooldown: 1 Hour**

#### Immune to Knockdown - IMK

Player is not affected by Knockdown, and if struck by Knockback does not have to fall to the floor. **They must still take 5 steps back however.**

**Requires Resist Fumble (RFU)**

#### **Break Shield - BRS**

Player must successfully strike the target's shield with a large roleplayed swing and call **BREAK SHIELD**. The target's shield is broken and cannot be used until it is repaired. The target must drop the shield immediately.

**This must be done with a two handed weapon.**

**Requires Two Handed Weapon (2HW)**

#### **Constitution - CON**

Player has a stronger constitution than normal and is required to be struck double the value of their base HP with the **Subdue** call in order to be rendered unconscious.

### **Level 4**

#### **Unyielding - UNY**

After a short statement containing the word “Unyielding” or that the character “Refuses to Yield”. As long as the player does not move from the spot they are currently standing on, they reduce all damage by 1 point to a minimum of 1. As soon as they move, the effect ends.

**Cooldown: 1 Hour**

#### **Immune to Slow - ISL**

Player is immune to the effects of **Slow**. When they are targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

#### **Glancing Blow - GLB**

Player is able to negate the Break Shield skill. When targeted the player must call **NO EFFECT** and **take 2 clear steps** so their shield remains unbroken. If the 2 steps cannot be completed the shield breaks.

**Requires Shield Use (SHU)**

#### **Crush Armour - CRU**

Player must successfully strike the target with a two-handed weapon and call CRUSH simultaneously. The struck location loses all armour points (magical or otherwise) until repaired.

**Requires Two Handed Weapon - 2HW**

#### **Feat of Strength - FOS**

Player gains the call **FEAT OF STRENGTH**. This allows the player to perform an impressive display of physical strength including breaking restraints, breaking down doors and winning arm wrestles. You may explicitly move a single unresisting or unconscious person on your own. You may explicitly **NOT** break being restrained by three or more opponents. This call may require the presence of a ref, and may not always be effective.

#### **True Ambidexterity - TAM**

Allows the player to wield two one handed weapons of up to **84 inches combined length** at the same time.

For example, a 72 ins spear can be paired with a 12 ins dagger, or two swords of 42ins can be used. Must have the relevant weapon skills.

**Requires Ambidexterity (AMB)**

## Level 5

### Armoured Advantage - AAD

When taking this skill the Fortitude selects an one armour type either Light, Medium, Heavy or Extra Heavy. This cannot be changed. A Fortitude character with this skill and being fully covered in their selected armour type will gain one of the benefits below:

Light Armour: **Agility** - In response to being struck with a melee call you may say "**Agility**" and ignore its effects, taking the strike as if it were "**Irresistible Knockback**" instead. (**Fatal trumps this**, see full wording on the Agility skill.)

Medium: **Proven In Battle**: After a short statement which must include the phrase "**Proven in Battle**" the character's Medium Armour is considered to be Heavy Armour **for the next 2 minutes**.

Heavy: **Proven In Battle**: After a short statement which must include the phrase "**Proven in Battle**" the character's Heavy Armour is considered to be Extra Heavy Armour **for the next 2 minutes**.

Extra Heavy: **Ironclad**: After a short statement which must include the phrase "**Ironclad**" the character's Extra Heavy Armour is **Immune to the Through Effect for the next 2 minutes**. (E.g. a they would treat "Triple Through" as though it was "Triple".)

Example statements: *"Our Valor has been Proven in Battle many times."* *"Arkarne would see our devotion Proven in Battle."* *"Like the Dragonhide of Sil, our armour is Proven in Battle."* *"Vi'Estivai guides us, our resolve is IronClad."* *"If you strike me down I shall be wrought anew....By The Forge Mother... Ironclad!"* *"We the servants of Arkarne step forth to exact his will. "Clad in Iron" we bring you our lord's mercy!"*

**Cooldown: Once a Day**

**Requires Armour Mastery (ARM)**

### True Grit - TGR

Calling upon hidden reserves, the fighter climbs to their feet in a display of raw power. Upon reaching **10 seconds** into their death count, the player may choose to restore all body hits (not armour), and climb to their feet. They must give a loud battle cry or shout as they rise to their feet in an ostentatious display of might.

**Cannot be used if the player used Battle Focus when they reached zero hits.**

**Cooldown: Once a Day**

**Requires Battle Focus (BFO)**

### Greater Mining - GMN

Player goes to GC once per full day and can choose a mining resource that they wish to look for and will receive a set number of rips in return. Some resources may not be native to the current region, if so the search fails.

**Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)**

**Requires Lesser Mining (LMN)**

### Double - DOU

Player must strike the target with a **two handed** weapon, and call **DOUBLE** simultaneously. A successful strike results in the target taking 2 points of damage to the struck location.

**Requires Two Handed Weapon (2HW)**

### Resist Terror - RTE

Player is immune to all **FEAR** and **TERROR** calls. Must call **NO EFFECT** when targeted. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

**Requires Resist Fear (RAF)**



#### 1HD Through - 1TG

Player must strike the target with a one-handed weapon, and call **THROUGH** simultaneously. A successful strike results in the target taking one point of damage to the struck location which bypasses any additional protection provided by armour.

**Requires One Handed Weapon (1HW)**

### Level 6

#### Knockback - KNB

Player must strike the target with a two-handed weapon, and call **KNOCKBACK** simultaneously. **The victim must take 5 steps back and fall to the floor for 5 seconds.** Knockback has no effect if it strikes a weapon or a shield. **Requires Double (DOU)**

#### +1HP Per Loc - 1HP

Player gains one extra hit point to their base HP, as a mark of their experience.

#### Rallying Call - RAL

Player must be within range of a target of fear or terror and call **RALLY**. Player becomes a beacon of hope for any player affected by **Terror** or **Fear** Spell. Any player affected by **Terror** or **Fear** Spell may immediately shake the effect and return to the fight.

**Range: 5 metres**

**Requires Resist Terror (RTE)**

#### Immune to Taunt - IMT

Player is immune to the effects of **Taunt**. When they are targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

#### Resist Crush - RCR

Player is able to negate the **Crush** skill. When targeted the player must call **NO EFFECT** and their armour remains intact.

**Requires Armour Mastery (ARM)**

#### Break Grapple - BGP

When the player is being grappled they may call **BREAK GRAPPLE** and the hold is broken for **5 seconds.**

**Requires Feat of Strength (FOS)**

## Level 7

### +2HP Per Loc - 2HP

Player gains 2 extra hit points to their base HP, as a mark of their experience. These extra HP stack with the **+1HP Per Loc** skill, to give a total of 3 extra HP.

**Requires +1HP per loc (1HP)**

### Indomitable - IND

The character draws on their deep reserves of inner strength and courage, allowing them to step beyond mortality for a brief moment, perhaps by throwing themselves into a berserker rage, or by seeking a deep inner calm. The player gains the call **IRRESISTIBLE KNOCKDOWN** and can shrug off all damage and mind effects, after which the moment ends, and they succumb to the damage that they have taken. Indomitable will protect you from **KNOCKDOWN** and **KNOCKBACK**, and **HOLD/SLOW** effects, but not **SHOCKWAVE** effects. You cannot use **(Greater) Lay on Hands** whilst under Indomitable.

**Duration: 30 Seconds**

**Cooldown: 1 Hour**

**Requires Unyielding (UNY)**

### Triple - TRI

The player must strike the target with a two handed weapon, and call **TRIPLE** simultaneously. A successful strike will cause **3HP** of damage to the struck location. Alternatively, the player may now call **DOUBLE** with a one handed weapon larger than 18", dealing 2 points of damage.

**This cannot stack with one handed through.**

**Requires Double (DOU)**

### Taunt - TAU

With a mighty display of heroism in battle the character role-plays calling the violence of their enemies onto them specifically. On calling **"TAUNT"** effected foes will direct their attention and aggression towards the character using this skill.

Any enemies currently engaged in combat (striking another with a weapon, calling offensive spells or piety chants) must now target the user as a priority. This will include moving towards the user to engage in combat, as well as using any appropriate offensive ranged abilities to target the taunter. This will include pursuing and attempting to bring down the character with all the skills and means at their disposal.

If the taunter is no longer fighting, turns to flee or is unconscious, the effect ends. The effect on individual targets will also end if the affected targets are struck by someone other than the Taunting character.

**Duration: 30 Seconds**

**Range: Clearing/audible**

**Cooldown: 10 mins**

### Immune to Paralyse - IMP

Player is immune to the effects of Paralyse; on being targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

### Shield Bash - SHB

After gently placing your shield in contact with a target's body or shield, you may call **"Knockback"**. The victim **must take 5 steps back and fall to the floor for 5 seconds**. Shield Bash has no effect if it strikes a weapon

**Cooldown: 15 seconds.**

**Prerequisite: Feat of Strength (FOS)**

## Clarity

### Level 2

#### SPELL Enchant - EL2

After **incanting** the player calls **I ENCHANT THIS {ITEM} WITH THE POWER OF {ELEMENT}**, and holds their hand over a weapon. The weapon gains the call **{ELEMENT}DOUBLE** for the next 30 seconds. **Range: Touch**

#### SPELL Shield - SHI

No incantation required. The player calls **SHIELD and tears a spell rip** in reaction to a spell being cast at themselves that is equal to, or lower than the highest level SPELL that they are currently able to cast (including any restrictions due to armour). Alternatively, the player may choose to shield another character within a **1 metre** range. The spell is negated, and the caster of it must still tear a spell rip. If the spell is a MASS or area spell, only the mage casting shield or their other chosen target is protected.

**Only one spell may be shielded at a given moment.**

**Range: 1 metre**

**Requires Shield L1 (SH1)**

#### SPELL Fumble - FUM

After **incanting** and pointing at the target the player calls **FUMBLE THAT {ITEM} (e.g. SHIELD)**. The target must immediately drop the stated item.

**Range: 10 metres**

#### Mine Crystals - CRY

This skill allows the player the opportunity to collect precious gemstones. These will be given to the player with their character card before time-in. Variety and quantity of gems will vary depending on the current IC location.

#### SPELL Mage Armour - MRM

After incanting the player calls **MAGE ARMOUR**. The caster is protected by an additional **2 points** of magic armour on each location that cannot be repaired, and is lost first when struck.

This armour can only be applied **when wearing no or light physical armour**. If the caster puts any higher grade of armour on after casting this spell, it immediately dispels the effect.

**Duration: 10 minutes, unless depleted by damage.**

**Range: Self**

#### **+1 Mana - 1MA**

The player is granted 1 extra spell rip per day.

#### **Ritual 2 - RT2**

Grants the player two points of ritual power. See rituals for more information.

## Level 3

### SPELL Elemental Bolt 2 - EL3

After **incanting** the player calls **[ELEMENT] BOLT LEVEL TWO [LOCATION]** (e.g. **LEFT ARM**) and points at the target. The target takes **2** points of damage to the stated location.

**Range: 10 metres**

**Requires Elemental Bolt L1 (EL1)**

### SPELL Mute - MUT

After **incanting** and pointing at the target the player calls **MUTE**, causing the target to be muted and unable to cast spells or talk for a clear count of **30 seconds**.

**Range: 10 metres**

### SPELL Lesser Detect Magic - DTM

After **incanting**, the player calls **LESSER DETECT MAGIC**. The player immediately detects magical items within a 10 metre radius. Any player with an item must inform the caster what items of theirs are magical, though not their effects.

**Range: 10 metres**

### SPELL Command - COM

After **incanting**, the player calls **I COMMAND YOU TO [INSTRUCTION]**. The instruction must be a single word command, that the target must obey to the best of their abilities for a maximum of 10 seconds or until they complete the command.

**The command cannot be directly suicidal, or impossible to fulfil**

**Range: 10 Metres**

### SPELL Knockdown - KNO

After **incanting** and pointing at a target the player calls **KNOCKDOWN**. The target is knocked to the ground and must remain on the ground for **5 seconds**.

**Range: 10 metres**

### Novice - NOV

A character with this skill has begun the journey towards mastery of magic. Once every 5 minutes, the character may **incant** any SPELL of level 2 or lower without tearing a spell rip. All other casting requirements must be fulfilled.

**This Skill shares a cooldown with the 'Adept' and 'Master' skills. Using any one of them prevents the use of the others for 5 minutes.**

### Ritual 3 - RT3

Grants the player three points of ritual power. See rituals for more information.

## Level 4

### SPELL Elemental Wall - EL4

After **incanting** and stretching out their arms the player calls **[ELEMENT] WALL**. The player is surrounded by an impenetrable magic wall for **30 seconds**, radius **1 metre**. No player may enter the walled area and no magic or objects can penetrate the wall, but the player may choose to include up to two other people within the wall. Anyone not chosen to remain inside the wall is automatically pushed back by its creation to a radius of **1 metre**. Elemental walls can be chained together if they are cast so that their radii meet. The wall is represented by the caster extending both arms out sideways.

**Range: 1 metre**

**Requires Enchant (EL2)**

### **SPELL Slow - SLO**

After incanting, and pointing at a target the player calls **SLOW**. While under the effect of the spell, the target may only move and fight at half speed as the air seems to thicken around them, restricting their movements. Duration 30 seconds.

**Range: 10 Metres**

**Requires Mute (MUT)**

### **Lesser Channelling - LCH**

Once a day, the mage is able to take time to sit and meditate at a site that is appropriate for them, this may be on a ley line, ritual circle, surrounded by their element etc. After **5 minutes** of uninterrupted roleplayed meditation, they regain approximately **2** spell rips.

During this meditation, the mage is able to ask a question of a magical patron they have a kinship with. This can only be a simple yes, no or maybe question. and may sometimes be used with a ref to reach a magical entity to receive advice during a linear, to send a magical message to their patron, or to ask a question and receive an answer the same day. This will be submitted to GC, you must write your name, player ID, who you are attempting to mediate to on paper and it will be responded to the same day of the event.

There are a number of potential patrons within Skullduggery, but the most common entities to commune with, are the Heart of Magic, a specific ritual circle or an Elemental. There may be instances at an event, for story purposes, where a patron may not be able to reply to the question. If this is the case a ref will inform the player of the situation. Often with a description for the player to interact with.

**Requires +1 Mana**

### **War Mage - WMA**

*Rigorous training and indomitable self-belief enable a character with this skill to exceed the limitations placed on mages - at a price.* A character with this skill may cast spells that would normally be blocked by armour they are wearing by tearing 2 spell rips as part of their casting, instead of one. They may still not cast through heavy or ex heavy armour.

### **SPELL Mass Knockback - MKB**

After **incanting**, the player calls **MASS KNOCKBACK**. Causes all targets in a **radius of 2m to take 5 steps back** and fall to the floor for **5 seconds**. Alternatively, this spell can be cast to affect a cone-shaped area. The angle of the cone is indicated by the caster (Max 90 Degrees) and extends 5m from the caster's feet. **Requires Knockdown (KNO)**

### **Arcane Bastion –ABA**

A Mage with this skill may shield any number of spells cast at them simultaneously with a single call of 'SHIELD'. They must tear one spell rip for each spell blocked.

**Requires Shield (SHI)**

### **Ritual 4 – RIT4**

Grants the player four points of ritual power. See rituals for more information.

## Level 5

### **SPELL Elemental Ball 2 – EL5**

After **incanting**, the player points at the target and calls **[ELEMENT] BALL TWO**. The target takes two points of through damage to all locations.

**Range: 10 metres**

**Requires Elemental Bolt 2 (EL3)**

### **Resist Pain – RPA**

No incantation required. The player calls “**Resist Pain**” and tears a spell rip in reaction to a divine incantation that causes the 'Pain' effect. **This may only be used on yourself.**

Once this is done, the player may partially resist the call **PAIN**. They may ignore the reduction of level and inability to use skills, and may still cast spells while under the effects of the **PAIN** skill. They must however still roleplay feeling the pain effect. **This skill does not grant immunity to physical pain**, it only protects you from the divine interventions of the skill pain.

**Duration: 30 seconds**

### **Greater Crystal Mining – GCM**

Player goes to GC once per full day and can choose a specific crystal that they wish to look for. They will receive a set number of crystals rips in return. Some crystals may not be available in the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday’s forgotten rips).

**Requires Mine Crystals (CRY)**

### **SPELL Greater Detect Magic – GDM**

After **incanting**, the player calls **GREATER DETECT MAGIC** on a single item or object. The player is able to detect whether an item is magical, its exact magical properties, purpose and if required, a potential way to destroy it. **Range: Touch**

**Requires Lesser Detect Magic (DTM)**

### **Adept – ADE**

*A character with this skill has proven themselves a strong practitioner of lesser magic.* Once every 5 minutes, the character may cast a single level 3 Spell **OR** 2 Spells of Level 2 or lower in quick succession without tearing a spell rip. All other casting requirements must be fulfilled.

**This Skill shares a cooldown with the ‘Novice’ and ‘Master’ skills. Using any one of them prevents the use of the others for 5 minutes.**

**Requires Novice (NOV)**

### **SPELL Terror - TER**

After **incanting**, the player calls **TERROR**. All targets in a 2 metre radius are overcome with fear and must flee at least 15 metres away from where they currently are, as directly away from the caster as is possible.

**Range: 2 metres**

**Requires Fear (FEA)**

### **Ritual 5 - RT5**

Grants the player five points of ritual power. See rituals for more information.

## Level 6

### Explosion - EL6

No incantation required. The player calls **I EXPLODE WITH [ELEMENT]!**, and tears a spell rip. All players within a radius of two metres take 1 point of through damage to all locations and suffer knockback. This may be cast whilst grappled or restrained.

**Range: 2 metres**

**Requires Mass Knockback (MKB)**

### SPELL Paralyse - PAR

After **incanting**, the player points at a target and calls **PARALYSE**. The target **MUST** remain completely motionless for a clear count of 30 seconds. Players can still make sounds while Paralysed, though speaking with motionless lips may prove difficult.

**Range: 10 metres**

**Requires Slow (SLO)**

### SPELL Dispel - DIS

After **incanting**, the player calls **DISPEL**. This removes all temporary magical effects in place on a target person and their equipment or in the immediate area (for example, ending a shockwave spell).

**Range: 10m**

**Requires Greater Detect Magic (GDM)**

### SPELL Greater Mage Armour - GMA

After incanting, the player calls **GREATER MAGE ARMOUR**. The caster is protected by an additional 6 points of magic armour that cannot be repaired, and is lost first when struck.

You cannot use any other armour with this spell, nor receive any benefit from a crafted item amending your armour (e.g. immune to through, immune crush etc). This armour can only be applied when the caster is not wearing physical armour. If the caster puts armour on after casting this spell, it immediately dispels the effects.

**Duration: 10 minutes, unless depleted by damage.**

**Range: Self**

**Requires Mage Armour (MRM)**

### Master - MAS

A character with this skill has grasped some of the core mysteries of Magic in the heard of lands. Once per **5 minutes**, when casting a single target spell, the caster may instead choose to affect up to **3 separate targets** simultaneously for the cost of a single spell rip. Each target can only be affected once.

**This Skill shares a cooldown with the 'Adept' and 'Master' skills. Using any one of them prevents the use of the others for 5 minutes.**

**Requires Adept (ADE)**

### SPELL Daze - DZE

After **incanting**, the player points at a target and calls **DAZE**. The spell fills the targets eyes with a sudden flash of light, disorientating them. The target can only defend themselves, and will act as if stunned by a blow to the head. No skills requiring a call (except **NO EFFECT**) may be used, and you may only defend with weapons and shields. Duration 30 seconds.

**Range: 10 metres**

**Requires Slow (SLO)**

### Ritual 6 - RT6

Grants the player six points of ritual power. See rituals for more information.

## Level 7

### SPELL Elemental Ball 4 - EL7

After **incanting**, the player points at a target and calls **[ELEMENT]BALL FOUR**. The target takes four points of through damage to all locations.

**Range: 10 metres**

**Requires Elemental Ball L2 (EL5)**

### SPELL Shockwave- SHO

After **incanting**, the player calls **SHOCKWAVE**. All players within the immediate area (approximately one clearing) must fall to the ground and remain there for 30 seconds or until the caster ends the spell. A mage with shield 7 can shield the spell once for themselves or another person as usual, and that person may move about for the duration. Shockwave Defeats the protection offered by Indomitable.

**Range: Area**

**Requires Explosion (EL6)**

### SPELL Sanctuary - SAN

After incanting, the player calls **SANCTUARY**. The mage must roleplay concentrating on maintaining their sanctuary warding and as a result may not run while maintaining the spell. The player is under the effect of the Sanctuary spell, causing **ANY** attack from a weapon to have **NO EFFECT** (damage or call). They are also immune to Pain, and take no damage from any other source.

**The mage cannot use any skills or spells that affect anyone other than themselves**, except for the **SHIELD** or **ENCHANT** spell, if they do the effect ends immediately. You count as having **1 Power** more on you while sanctuary is active, If you are not able to accommodate the Power the spell does not work.

**Duration: 10 minutes.**

**Range: Self**

**Requires Greater Mage Armour (GMA)**

### **+2 Mana - 2MA**

Entitles the player to 2 extra spell rips per day. This does not stack with other +Mana skills and effects. **Requires Lesser Channelling (CHA)**

### **Greater Channelling- QUE**

Once a day, the mage is able to take time to sit and meditate at a site that is appropriate for them, this may be on a ley line, ritual circle, surrounded by their element etc. After **5 minutes** of uninterrupted roleplayed meditation, they regain approximately 4 spell rips.

During this meditation, the mage is able to ask a question of a magical patron they have a kinship with. This can be a more in-depth question and may sometimes be used with a ref to reach a magical entity to receive advice during a linear, to send a magical message to their patron or to ask a question and receive an answer the same day. This will be submitted to GC, you must write your name, player ID, who you are attempting to mediate to on paper and it will be responded to the same day of the event.

There are a number of potential patrons within Skullduggery, but the most common entities to commune with are the Heart of Magic, a specific ritual circle or an Elemental. There may be instances at an event, for story purposes, where a patron may not be able to reply to the question. If this is the case a ref will inform the player of the situation. Often with a description for the player to interact with.

**Requires Lesser Channelling (CHA)**



#### **REFLECT - REF**

This skill upgrades the 'Shield' skill. When a character with this skill is the target of a Spell that they could shield normally, they may instead choose to call 'Reflect' instead. Reflect returns the spell back to its caster. *Only spells that specifically target the caster may be reflected, 'Area' and 'Cone' spells can never be reflected.* You may not reflect a reflected spell, it may be shielded as normal

**Requires Shield (SHI)**

#### **Ritual 7 - RT7**

Grants the player seven points of ritual power. See rituals for more information.

## Solitary

### Level 2

At level 2 on solitary, you may choose to align yourself with a Sect (Please see Initiate for further details). Sects are In Character organisations with different focuses, themed around Solitary style of play. Once you have chosen the sect you wish to try and join, they may provide you with a small number of resources each game. (This will be provided on collecting your character card) They may also send you missions to be completed, this could be finding key information for your sect, or acquiring something they are after. Should you be successful, you might receive a reward from your sect at the following event.

#### Lesser Forage - LFO

Player is to collect herbs. These will be given to the player with their character card before time-in. Variety and quantity of herbs will vary depending on the IC location in which the game takes place.

#### CAMO - CAM

Player finds a suitable hiding place *out of sight* of their opponent and places their hands on their head. The player becomes invisible to anyone without **Detect Camo**. Player must remain motionless to avoid detection.

#### Trapper- TRA

Allows the player to set a hunter's trap. The player spends **30 seconds** preparing a circle with **1m** diameter, which they must then stay within sight of. When another person enters the area, friend or foe, the player **MUST** then trigger the trap, and call **TRAP, DOUBLE KNOCKDOWN [LOCATION]** against that person, friend or foe. They may use a blade venom, in which case the trap deals the poison's effect through armour call **TRAP THROUGH [VENOM EFFECT]**. If the player stops attending the trap it goes off harmlessly, having no effect, and the poison is wasted. Limited to one trap/10 minutes.

**Cooldown: Once every 10 minutes**

#### Shiv - SHV

Player may use skill may be used under one of the following conditions:

The first strike against a target with whom you have just held one minute of uninterrupted conversation **OR** The first strike of a combat scene, made from behind the target. This will allow player using a Small Weapon to call "**Through**" or increase their damage by 1 to a **maximum** of "**Triple Through**" if they already have the "**Through**" or "**Double Through**" skill.

#### Detect Poison - DTP

Player role plays examining the suspect item for 10 seconds and then calls **DETECT POISON**. Player can determine if the item is poisoned but cannot necessarily determine the effects of the found poison.

#### Petty Thief - PTY

Each day the player may go to Games Control and attempt to use this skill to earn a (il)legitimate? Living, scouring the wilds and snagging purses. In GC we'll see what *fate* is in store for you, where you'll complete a game of chance with a variety of results from very good to very bad. Such as drawing coloured tokens from a bag, the colour of each denoting success, failure, or something else.

**Cooldown: Once a day**

## Level 3

### Archery Knockdown - AKN

Player may shoot a blunted arrow instead of a sharp arrow. A successful strike will cause **KNOCKDOWN**, but the damage is no longer through. Player must roleplay blunting the arrow before nocking the arrow.

**Requires Bow Use (BOW)**

### Detect Pickpocket - DPP

Player is able to detect when someone is using the Pickpocket skill on them. In reaction to being pickpocketed the player calls **DETECT** and the pickpocket is caught in the act. You can only use this skill if you are the target of the ability. This does not prevent the pickpocket from succeeding, you are only aware that it has happened.

### Lesser Herb Lore - LHL

Player must tear a Herb Lore rip and roleplay using alchemical herbs and ointments for **15 seconds** - the target is restored by 1 hit point to all locations. Additionally this skill allows the player to apply an appropriate poison to any weapon 18" or less in length.

### Resist Command - RCO

Player is able to resist the **COMMAND** call, and must call **NO EFFECT** when targeted.

### Conceal 1 Item - CN1

Player is able to conceal one item (pocket sized) that cannot be found either by searching or the pickpocket skill.

### Hide Body and Tracks - HBT

Player can role-play (**30 seconds**) hiding an unresisting living, unconscious or dead body in camo. The body remains hidden unless detected by Detect Camo or the body moves. Player role plays hiding tracks for **30 seconds** and is able to conceal them from those with Lesser Tracking.

**Requires Lesser Tracking (LTR)**

## Level 4

### Distract - DST

Player gains eye contact with the target and calls **DISTRACT**, and then role plays a distracting scenario. This causes target to be distracted from their current tasks (e.g. guard duty). Target remains distracted for a maximum duration of **30 seconds**. Target will remember who the Player is, and that they've been tricked.

**This skill cannot be used in combat.**

**Requires Resist Command (RCO)**

### Pickpocket - PPK

After **30 seconds** of normal conversation with a target, the player may call **PICKPOCKET [Item type]**. The target must IMMEDIATELY give the player the requested items (coins, alchemy rips etc), other than any they are holding. The target has no idea they have been robbed, and must take no action. Pickpocket will not find Concealed items.

**Range: Touch**

**Requires Detect Pickpocket (DPP)**

#### Con Artist - CNA

This is an extension of the Petty Thief skill. The player may opt to play 3 games of chance and receive three rewards instead of playing once. And must accept the results of all 3 attempts.

**Cooldown: Once a day**

**Requires Petty Thief (PTY)**

#### Greater Herb Lore - GHL

Player must tear a Herb Lore rip and role play using Alchemic herbs and ointments for **15 seconds**. The target is restored by 3 hit points to all locations. Additionally this skill allows the player to apply an appropriate poison to any weapon 42" or less in length.

**Requires Lesser Herb Lore (LHL)**

#### Through - TGH

Player must strike the target with a weapon with a length of 18" or less, and call **THROUGH** simultaneously. A successful strike results in the target taking one point of through damage to the struck location.

#### Silence - SIL

Player can call **SILENCE** when they strike an opponent on the torso. The target is muted for **30 seconds** as if they had been struck in the throat.

## Level 5

#### Greater Forage - GFO

Player goes to GC once per full day and can choose a specific herb that they wish to look for. They will receive a set number of herb rips in return. Some herbs may not be native to the current region, if so the search fails. Request must be made each day (i.e. you cannot collect yesterday's forgotten rips)

**Cooldown: Once a day**

**Requires Lesser Forage (LFO)**

#### Initiation- INI

When a solitude player gains the skill Initiation, they have been granted an invitation to join one of a number of groups. Once that selection is made these groups provide you with the following benefits:

- Access to intelligence related to their sphere of interest (You may submit one query to your Sect no later than 2 weeks before an event to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk) and you'll receive a response with your player card.)

- provide you with resources that are due to a member of your standing with the sect (provided with your player card at the start of the game).

There are a number of sects that are readily available, known as Public Sects, there are also some groups that are even more exclusive and can only be earned in play.

Leaving a Public Sect is easy and can be achieved for 5 silver fee along with a written notice provided to the Courier who is found at (the desk in GC). However leaving the exclusive communities amicably is difficult, but possible. Each group has a different 'price' for leaving, and would need to be found out in play. Please find the below the Public Sects:

#### Woodstriders Alliance – Public

Affiliation: This is a guild focused on striking a respectable balance between nature and civilisation. They have members from across the lands and have no bias for one nation or another, and are generally approachable and kind hearted even if they might be a little wild. Often sought out for their tracking and hunting skills.

<b>Knowledge:</b>	Nature, wilderness, survival, countryside, remote trails
<b>Resources:</b>	Herbs and Medicines to look after yourself in the wild.

#### League of Merchants – Public

Affiliation: The League is a multi-national league, based in Afacia. It's influence comes from it's close relationships with the banks and it's work with the three Master Guilds, procuring materials and resources. If there is gold to be found, the League of Merchants will have an interest. Merchants Guild are very conscious of the fact that getting caught breaking the law is unprofitable.

<b>Knowledge:</b>	Access to knowledge on construction, taverns, infrastructure, Caravan supply, legal aid etc.
<b>Resources:</b>	You'll always make extra money with the league

#### Grim fellows – Public

Affiliation: They provide an expensive no, questions asked services. Nobody expects them. They're ostensibly a secret organisation, but it's the worst kept secret. Everyone knows them by one name or another. Grim fellows yes, but Assassins, Thieves and worse also yes.

<b>Knowledge:</b>	You have a criminal network that can access all sorts of illicit information for a price.
<b>Resources:</b>	Ready access to blade venoms and vapours to perform your work.

#### The Lodge – Public

Affiliation: The lodge is a body that's focussed on retrieving lost knowledge and artefacts and bringing them back to the lodge for study and safekeeping. Most frequently found working with the Grand library and the Mages guild, who are both constantly looking for new information.

<b>Knowledge:</b>	The Lodge is full of adventurers and scholars, who know their way around a library or a dusty old dungeon.
<b>Resources:</b>	Magical nick-nacks that might prove helpful in a pinch.

#### The Quills – Public

Affiliation: If you ask them, they are merely exposing the truth from all kingdoms. These are the professional spies and socialites of sects. Knowledge is power and they are known for sharing the truth at opportune moments.

<b>Knowledge:</b>	Quills are a curious bunch, there is one quill somewhere who knows or is pursuing the answer to any question...
<b>Resources:</b>	A Scroll or two does turn up in their travel, though Quills are more often rich only in company.

#### **Requires Con Artist (CNA)**

#### Thrown Through - THT

Player may cause **THROUGH** damage with LARP safe sharp throwing weapons. Must call **THROUGH** after a successful hit with a LARP safe throwing weapon. Struck location takes 1 point of damage, ignoring armour.

**Requires Thrown (THR)**

#### Agility - AGI

Once a day, while wearing light or no armour, in response to being struck with a melee call you may say "**Agility**" and ignore its effects, taking the strike as if it were "Irresistible Knockback" instead. (You cannot use Agility to beat **Fatal**. If struck with **Fatal** you will start your death count as normal.)

Furthermore, if caught at the edge of an Area / Mass Effect you may take 2 steps, if this takes you outside of the area of effect, it does not affect you, instead you take an '**Irresistible Knockback**'. This part of the ability does not have a cool down.

**Cooldown: Once per day**

#### Archery Double - ADO

Player must strike target with an arrow and call DOUBLE THROUGH. A successful strike results in the target taking 2 points of through damage to the struck location.

**Requires Bow Use (BOW)**

#### Slowing Strike - SST

This skill may be used under one of the following conditions:

- The first strike against a target with whom you have just held one minute of uninterrupted conversation **OR**
- The first strike of a combat scene, delivered with a Small Weapon, made from behind the target **OR**
- On landing a shot on the target with a Bow or Crossbow.

This will allow a character using a Small Weapon, Bow or Crossbow to call "**SLOW**". This effect lasts **30 Seconds**.

**Cooldown: 10 minutes**

**Requires Silence (SIL)**

## Level 6

#### Greater Tracking - GTR

After calling **TRACK** the player roleplays surveying the area for **10 seconds** and will then be provided with information on what they can see. Information is disclosed at the ref's discretion and may vary depending on the current location. This skill can overcome the Hide Tracks skill, and can also detect traps set by the TRAPPER skill that are within 5m of the tracker. The tracker may step into this area without triggering the trap (call NO EFFECT to the trap call), and spend a moment of RP to disable it.

**Requires Hide Body and Tracks (HBT)**

#### Vanish - VAN

Through agility, misdirection, or devices the player is able to seemingly become invisible. Once every **30 minutes** a character with this skill may call **VANISH** and immediately enter **CAMO** even whilst they are being observed. A character using this skill must immediately take up to **10 paces** towards the nearest cover and remain there for at least **10 seconds**. If they do not reach cover they immediately reappear. If you are struck whilst entering vanish you take the damage but do not break camo.

**Cooldown: 30 minutes**

#### **Detect Camo - DCA**

The player is able to see those using camo (or hidden bodies) after role-play looking around the area. The call does not have to be made unless the individual wishes to interact with the hiding person, including attacking them, or pointing out their location. Anyone who does not have the skill will still not be able to see them, but can be shown a general area to avoid/approach.

**Requires Camo (Hide in Shadows) (HIS)**

#### **9 Lives - 9LI**

When taking damage that would put you on your death count, you may lay on the floor and play dead for up to **30 seconds**. During this time you would show as deceased to a healer inspecting you. After the first **10 seconds** you regain 1 hit point to all locations. You may not use this skill in response to the call 'Fatal.'

**Cooldown: Once a Day**

#### **Double Through - DTG**

Whilst striking a target with a sharp one handed small (OSM) weapon the player may call **DOUBLE THROUGH**. A successful strike causes the target takes two points of damage through armour to the struck location. Also grants the character the ability to call **THROUGH** using a 1 handed weapon, provided that the player has the one handed weapon skill.

**Requires Through (TGH)**

#### **Magpie's Eye - MPI**

Allows the player to find items hidden by the Conceal skill, by calling **DETECT CONCEALED** when searching or pickpocketing. In addition, after thirty seconds of conversing with a player, they may call **MAGPIE'S EYE**, and the target **MUST** inform the player if they are carrying any coin, materials for crafting, or crafted/magical items (represented by a lammie). They do not have to reveal what the item does, merely that it is of potential value.

**Requires Pickpocket (PPK)**

## **Level 7**

#### **Sneak - SNK**

The player using Camo (HIS) may activate sneak (no call required) and move for a maximum of **10 seconds**. The player may then remain in Camo if they are out of sight at the end of the **10 seconds**. The player may then not Sneak for the next **30 seconds**. Player must move through some form of cover for the entire move, i.e. cannot cross open areas.

**Cooldown: 30 seconds**

**Requires Camo (Hide in Shadows) (HIS)**

#### **Conceal 3 Items - CN3**

Player is able to conceal three items (each pocket sized) that cannot be found either by searching or the pickpocket skill. as per Conceal 1. One of these items cannot be found by any mundane means nor it's location hinted at, foiling Magpies Eye.

The player may also call no-effect when targeted with a pickpocket attempt, calling no-effect in response to the pickpocket call instead of afterwards with Detect Pickpocket skill.

**Requires Conceal 1 item (CN1)**

### **Archery Triple - ATR**

Player must strike target with an arrow and call TRIPLE THROUGH . A successful strike results in the target taking 3 points of damage through armour to the struck location.

**Requires Archery Double (ADO)**

### **Wounding Strike -WST**

This skill may be used under one of the following conditions:

- The first strike against a target with whom you have just held one minute of uninterrupted conversation **OR**
- The first strike of a combat scene, delivered with a Small Weapon, made from behind the target **OR**
- On landing a shot on the target with a Bow or Crossbow.

This will allow a character using a Small Weapon, Bow or Crossbow to call "**PAIN**". This effect lasts **30 Seconds**.

**Cooldown: 1 Hour**

**Requires - Slowing Strike (SST)**

### **Mental Dexterity - MDE**

The player is able to resist the effects of Daze and Quest (a monster skill). When they are targeted they must call **NO EFFECT**. This immunity covers everything except irresistible forms, regardless of whether it was caused by a spell, potion, poison or other method.

**Requires Distract (DST)**

### **Slug - SLG**

This skill allows the player to deliver base HP amount of subdue damage in one hit, following the same rules as Subdue. This will not immediately knock out those with Constitution or a helmet, and if an opponent has both a helmet and the Constitution skill, it will require three strikes.

**Requires Vanish (VAN)**



## Piety

### Devoted

The gods within Skullduggery have a number of pervues or traits linked to them, someone may worship Kyemdefie as they value freedom and the seas, whereas another worshipper may be reaching out for their monstrous gifts. Within the Piety Skill tree we have introduced new skills that take influence from which god you worship. For the purposes of these skills we have broken the gods into the following classifications:

#### **Militant Gods**

These gods are those that embrace warfare and conflict. They frequently have the most zealous followers, calling their name in battle, stoking the fires of rage, glory and tenacity.

- Arkane
- Grey Torment
- Rhiestevai

#### **Oracle Gods**

The Oracles are a mix of gods who would rather allow their followers to find their own paths, through interpreting divine visions, ensuring they have the resources they need to achieve their goals or consider strategy above violence. These gods have a measure of cunning about them, intentional or otherwise.

- Sil
- Ormrstorr
- Kyemdefide
- Viestevai

#### **Preservation Gods**

These gods value their people or holy places above all else, valuing the gift that is the earth itself and those they love. The dedicated to these gods find themselves unmatched in holding holy areas, as well as protecting their allies.

- Elm
- Greenman
- Iron Warlord

This is no way intended to limit the ways you might worship these gods, but rather provide flavourful roleplay and abilities around the primary realm of the god. You may still smite and fight for the Greenman, equally, you might call for the Angels of Arkane to grant peace to the suffering. The key part to being a Devoted player at Skullduggery is that your roleplay makes it clear who you follow, there is no prescribed way to worship each god. A few may have in game churches or cults around them, however you do not have to invoke in the same way. If you are uncertain of how you might roleplay the worship of a god, please do not hesitate to email [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk) and we will happily discuss the matter further and provide reassurance. "

### Anathema

The call HOLY, and the effect of consecrated ground specifies that it affects people who are **DENOUNCED**, and also **ANATHEMA**. Anathema are beings and creatures so against the natural order of the world that the Gods have universally declared them to be enemies of the lands. This typically applies to undead, demons, and certain other beings not of the Heard of Lands, though there are always exceptions. Whether a specific target or group of targets is affected should be obvious in game by trial and error, if it is not for any reason please ask a ref.

## Sermons

Followers of the Piety path in Skullduggery have access to abilities known as Sermons. A Sermon takes 2 minutes to deliver and must be dedicated to the deity or higher power worshiped by the character giving the Sermon, within this, the priest must detail the 15 second chant, prayer ect in order to activate their sermon. Any character who listens to the entire Sermon and considers themselves to be a worshipper of the deity or higher power the Sermon is dedicated to (Which will be specified on the player's character card) may choose to be affected by the associated benefits. A character can only ever benefit from one Sermon at a time, and can always choose not to be affected. Accepting the benefit of another Sermon instantly removes any previously-held benefits.

In order to use a sermon that has been gifted to you by a priest, the player activating the sermon skill must audibly perform a 15 second vocal, which could be a chant or prayer and include the name of the sermon in it to indicate this is the skill being used. Once you have used your sermon, you may return to your priest for them to apply another as outlined above. Unless the sermon is activated, the sermon will remain on the character until the end of that day, upon which it expires and a new one must be applied the next morning.

## Level 2

### Devoted 1 - DE1

Upon taking this skill you will receive one of the following benefits depending on the god your character follows:

**Militant - The Final Word** - The Player may meditate or pray for **5 minutes** to store the effects of "Judgement". Once completed the devotee is considered to have one use of the skill "Judgement" prepared as per the "**Prepared Invocation**" skill.

This ability can then be used instantly, with the call **PREPARED JUDGEMENT**. The target takes one point of holy through damage to all locations. This is in addition to any normal use of the "**Prepared Invocation**" skill, and you do not need to have the Judgment Skill to use this.

**Cooldown: 1 hour**

**Oracle - Bounty** - The player character will receive a 'mystery' gift of materials, coin, herb rips, crafted items or visions from their god at the start of the event. This could be Kyemdefide leading their devoted to hidden treasure or Sil gifting their children visions or key words that will aid them in the challenges to come.

**Preservation - Cleansing Faith** -The devoted may use this skill on someone sharing the same god as them by saying the vocals "By the grace of *Insert Deity here*, You are "RESTORED". This immediately removes any negative status effects from the target. The following skills are status effects: **Taunt, Mute, Command, Slow, Fear, Terror, Paralyse, Daze, Silence** and **pain via wounding strike**.

**Cooldown: 1 hour**

### Denounce - DEN

Following **15 seconds** of chanting or prayer, the player calls **I DENOUNCE YOU**. The target is then marked as *Anathema* for 30 seconds and as such will take 1 extra point of damage from calls of '**HOLY**' and suffer from a **PAIN** effect whilst in a consecrated area.

**Duration: 30 seconds**

**Range: 10 meters**

### Divine Knockback - DKN

Following **15 seconds** of chanting or prayer, the player calls **DIVINE KNOCKBACK**, causing a **KNOCKBACK** effect on their target.

**Range: 10 metres**

### Sermon of the Holy Avenger - SR2

Those that are imbued with the power of this sermon access a tiny portion of the power of the divine. A character imbued with this sermon may sacrifice a hit point from all locations, and shout '**I am X Holy Avenger**' (X being the shared god you follow) Rather than complete a 15 second activation chant, to gain the ability to use the call '**HOLY**' on weapons of **19" or greater** in length for the next **30 seconds**.

Holy calls do an additional point of damage to creatures declared **ANATHEMA** by the Divine, and those suffering the **DENOUNCE** condition. Once the effect ends, this Sermon expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the Anointing skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used up to three times before needing to be reapplied.

### Greater Talk to Dead - GTD

Player must point to the target and role play raising dead for 1 minute. The dead target rises, and rises for 60 seconds. **The target must be newly dead (5 minutes or less)**. The target can be asked questions, they may only provide single sentence answers and cannot lie even if their character would do so.

**Range: 1 metre**

**Requires Lesser Talk to Dead (LTD)**

### Blessing of Protection 1 - BL1

**The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used.**

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF [DEITY], BLESS ONE** in order to protect themselves and up to one other person, from any damage by all calls and effects that cause up to **ONE** point of damage.

Anyone under the effect of the blessing cannot use other skills or wield a weapon, both parties are affected by the 5 second cool down and contact must be maintained with the other person, otherwise the blessing effects end. This only protects you from **damage**, so if you are struck with a knockback ect, you would still take the effect of being knocked back, just not the damage attached to it.

**Range: Touch**

### Consecrate 2 – CO2

Grants the player two points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 3

### Lay On Hands - LOH

A priest with this skill may take the wounds of an injured ally onto themselves. When touching another character who has been Reduced to 0 HP on their Torso, the priest may choose to instantly restore HP to the character by sacrificing their own in a 2 for 1 ratio, calling **BY THE GRACE OF [DEITY], LAY ON HANDS X** (being the number of HP healed). They must sacrifice from all locations equally, and this restores to all locations on the target, any extra HP are lost. *For example; by spending 2 HP from each of their locations, the character using this skill may restore an unconscious character to 1 HP on all locations.*

### **Purity of Body - POB**

The piety character is immune to the effects of all poisons and potions. This includes potions that provide beneficial effects.

### **Banish - BAN**

Following **15 seconds** of chanting or prayer, the player can banish an undead soul, ghost (including those summoned by talk to dead) or demonic being. Some more powerful creatures may either take longer to banish, or be immune to this skill.

### **Lesser Divine Sense- LSD**

After **15 seconds of roleplay**, feeling into an area or item, the priest may detect any holy or unholy effects that have been laid and which god it has been dedicated to. This does not reveal the number of consecration points within the area, but will give a 'feel' of the power.

**Range: 10 metres**

### **Blessing of Healing SR3**

**To use a blessing your chant must be repeated 3 times before the blessing is activated, and there is a 5 second cool down period after chanting has ceased where no other skill may be used.**

This blessing is a prayer for those who tend to the wounded, this can be a song sung together from those who share a faith, it can be a bellowed prayer or many other vocal acts. You beseech your gods to aid in the restoration of another's physical body, helping to guide the needles, fortifying the individual so they are able to remain still while the surgeons do their work. This blessing is a continuous chant in order to receive the following benefits:

While the character is blessing, they may either improve their own or one other's healing skills, improving the total hit points healed by 1. *ie a character using Heal1 would instead restore 2 HP to all locations after 60 seconds of roleplay, rather than 1 HP.*

**If the priest is unable to continue their vocals, the blessing immediately ends. If you choose to make other calls, rather than maintain your vocals, this will also end the blessing effect. You may not stack multiple blessings on the same target.**

**Range: Touch**

**Requires Blessing of Protection 1**

### **Anointing - ANO**

With **10 minutes** of roleplay, a priest creates 3 symbols sacred to their chosen god, and may award them to those they believe worthy (they may also choose to keep one for their own benefit). While wearing one of these symbols, this priest's sermons will have an improved effect on that person. You do not receive the anointing benefits from another priest, whose symbol you do not carry.

A priest may only create a maximum of three symbols at an event, and the power only lasts for the duration of the event. A character may only have one symbol at a time. The holy symbol must be clearly phys-repped, but does not require a lammie.

### **Consecrate 3 - CO3**

Grants the player three points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**.

## Level 4

### Sermon of the Fallen - SR4

This Sermon inspires a need in those who accept its power - that no more will die today. A Character who accepts the benefit of this Sermon may choose to use **LAY ON HANDS** once, at which point the effect ends, this Sermon expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the Anointing skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used up to three times before needing to be reapplied.

**Requires Sermon of the Holy Avenger - SR2**

### Devoted 2 - DE2

Your character gains the **Sanctified Soul**: A player with this skill has proven themselves a favoured child of their Deity. - They are now immune to the effects of the Denounce skill and may call **No Effect** against it. In Addition, depending on the god your character follows, you will receive one of the following benefits:

**Militant - Blood Dedication** - The priest is always considered to have the **Sermon of the Holy Avenger** available on them, to activate as per the skill. This is the case even when another sermon is on them.

**Oracle - Changing Fate** - Once Per Day the devotees may use their god's favour to assist in a "Re-Attempt" of one of the following skills: **Greater Mining, Greater Forage, Greater Crystal Mining, Petty Thief** or **Con Artist**. To use this skill you should attend Games Control alongside the player using the listed skill in their initial attempt. If the first result is not to your liking then using this skill allows for **one "Re-Do" as if the first attempt did not happen**. This skill may benefit the devoted themselves or another player sharing the same god as them.

Alternatively this skill may instead be used to produce a second "**Lesser Meditate**" effect if the devoted has already used the "**Lesser Meditate**" skill once that day.

**Preservation - Purify** - The priest may spend **2 minutes** roleplaying a purification invocation over an ally who shares the same god as the Devoted. Once complete the target is considered to have the "**Purity of Body**" skill for the next **10 minutes**.

**Duration: 10 minutes**

**Cooldown: 1 Hour**

**Requires Devoted 1**

### Lesser Meditate - LMT

After **10 minutes** meditation consulting with their god a player may ask a simple question that will be answered yes, no or maybe. This will be submitted to GC, you must write your name, player ID, who you are attempting to mediate and it will be responded to the same day of the event.

### Judgement - JUD

Following 15 seconds of chanting or prayer, during which the priest explains how the judgement is manifesting: "*By Elms wrath, vines wrap and shred your body, Holy thorns biting into every part! You are not protected by mundane armour, you have nothing to shield yourself with against his power... ect*"

At the end of which the player calls **JUDGEMENT**. The target takes one point of holy through damage to all locations. The player may continue to chant, if they do so after 10 seconds they may call JUDGEMENT again. This may be continued indefinitely until the target is dead or the player is interrupted or stops the chant.

**Range: 10 metres**

#### Prepare Invocation- PIC

Player must meditate or pray for **5 minutes** to store the effects of **one** incantation. (Banish, Denounce, Divine Knockback, Judgement, Smite, Sacrifice Heal or Holy Weapon). Only one effect can be stored at any time. Once stored, this ability can then be used instantly, with the call **PREPARED, [stored call]**.

#### Blessing of the Bulwark - BBU

**To use a blessing your chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used. The receivers of the blessing ignore the 5 second cool down, when stepping away, this only affects the priest.**

With this blessing, the priest calls to their god to fortify them for as long as they can maintain the chant for e.g. *"Queen of the Iron Mountain, we are your **Bulwark**, strengthen our arms and armaments, steady our hearts and allow our feet to plant. Queen of the Iron Mountain, we are your **Bulwark**..."*

Once activated the blessing:

- Applies to the priest and those who are stood to the immediate left and right of them (Provided they are all followers of the same god). Should the allies move out of arm's reach, after the blessing has begun, it may protect the person taking their place (only if the new arrival also follows the same god as the priest).
- The priest may make **one melee damage call per full vocal cycle**, any more than this will consider **the blessing chant is broken and the blessing effects will end**. The 5 second cool down immediately starts. If the priest is unable to continue their vocals, the blessing immediately ends. Taking damage does not interrupt this blessing.
- Grants the following skills: Glancing Blow, Immune to Knockdown, Resist Crush

#### Requires Blessing of Protection 1

#### Consecrate 4 - CO4

Grants the player four points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 5

#### Greater Lay on Hands - GLH

A priest with this skill may take the wounds of an injured ally onto themselves, and in addition heal their ailments. The vocal changes to **BY THE GRACE OF [DEITY], GREATER LAY ON HANDS X**, and functions the same as Lay on Hands, except it may now be used on a conscious target, and additionally removes any negative status effect the target is suffering. You must still lose at least 2HP to use this skill; any unneeded healing is lost as per Lay on Hands.

**Requires Lay on Hands (LOH)**

#### Sermon of Iron Will – SR5

This Sermon fills the user with the strength of will normally restricted to the most powerful servants of the Divine. When a limb location is reduced to 0 HP a player who is receiving the benefit of this sermon may choose to continue to use that limb at full effect. **Further damage to a limb being used in this manner will transfer directly to the torso location, ignoring armour.** Once the limb being used in this manner is healed in any way (bearing in mind most healing heals all locations at the same time), the Sermon expires and gives no further benefit unless it is re-applied. Only one limb may be used in this manner, if a second limb is reduced to 0 HP it is non-functional as

normal. You may only use this sermon on one limb at a time, using a holy symbol does not mean you can have 3 limbs protected by this.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the Anointing skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used up to three times before needing to be reapplied.

**Requires Sermon of the Fallen (SR4)**

#### **Sacrifice Heal - SHL**

Following **15 seconds** of chanting or prayer, the player calls **SACRIFICE HEAL**. The player drops to a maximum of 1 HP to all locations for the remainder of the day and they may revive one character from their death count to full health or simply restore them if they are not on their death count. The target is then 'Inspired' and **immune to all damage for 90 seconds**. The inspired person may not use (Greater) Lay on Hands. This may be used only once per day and only when the piety character is at full health, the priest may use this skill on themselves.

**Duration: 90 Seconds**

**Range: 2 metres**

#### **Hold Monster - HMO**

Player chants in order to stop a single monster in their tracks. **The monster is held as long as the player maintains the chant. The hold prevents the monster from moving their feet, and their torso can only move at half speed.** They can fight, but with difficulty, and may **only cast 'shield' spells**. A monster is defined as most demons, beasts, animals, and mortals of lessened will power, such as the mad.

**Range: 10 metres**

#### **Pain - PAI**

The player chants appropriately and identifies a target using the call **PAIN** as part of their chanting. Throughout the chant the target is inflicted with severe debilitating pain. The target can still move at a walk but cannot move closer to the priest without the pain increasing. While under the effects of **PAIN** the victim is unable to use any **offensive** skills above level 1. Bless 2 will resist the effect of **Pain**.

**Range: 10 metres**

**Requires Banish (BSP)**

#### **Blessing of Protection 2 - BL2**

**The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used.**

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF [DEITY], BLESS TWO** in order to protect themselves and up to one other person, from any damage by all calls and effects that cause up to TWO points of damage. Anyone under the effect of the blessing cannot use other skills or wield a weapon, both parties are affected by the 5 second cool down and contact must be maintained with the other person, otherwise the blessing effects end.

This only protects you from **damage**, so if you are struck with a knockback ect, you would still take the effect of being knocked back, just not the damage attached to it.

**Requires Blessing of Protection 1 (BL1)**

#### **Consecrate 5 - CO5**

Grants the player five points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 6

### Devoted 3 - DE3

**Militant - Line in the Sand** - The priest may use "**Unyielding**" as per the fortitude skill. As long as the player does not move from the spot they are currently standing on, they reduce all damage by 1 point to a minimum of 1. As soon as they move, the effect ends.

**Cooldown: Once a day**

**Oracle - Echo Dreams** - Priests quickly learn that events in the physical world echo in the spiritual realm, leaving strange impressions linked to the emotion or action that took place here. This ability allows the priest to sense these echoes, even ones long past. By holding or handling an object, or resting their hand against a wall or tree, the priest can sense echoes of the object or area's recent past. These echoes are often symbolic and each gods' vision will be different to the others. This skill takes **2 minutes** to cast and **requires a ref to be present**.

**Cooldown: Once a day**

**Preservation - Greater Banish** - The priest's will, while in their consecrated ground, is unmatched. Provided the Devoted is within an area consecrated to their god they may roleplay chanting or praying for **15 seconds** to call "**GREATER BANISH**" against a target, this will banish stronger undeads' souls, hardier ghosts (including those summoned by talk to dead) or more powerful demonic beings. Some exceptionally powerful beings may either take longer to banish, or even be immune to this skill. In Addition the use of "**Greater Banish**" inside a Divine Ritual will remove any interference from "Anathema" entities further afield who may be attempting unholy sabotage of the ritual.

**Requires Devoted 2**

### Sermon of the Resolute - SR6

This sermon shields the bodies and minds of those who accept it, warding off the effects of **fear, terror and taunt**. While under the protection of this Sermon, **the first time** they are affected by any form of Fear, Terror or Taunt, they are able to call '**No Effect**' for **30 seconds**. Once the effect ends, this Sermon expires and cannot be used again unless it is re-applied.

**Anointing Benefit:** If a character affected by this Sermon has also been given a holy symbol as part of the Anointing skill by the priest delivering the sermon, the effect does not expire with its initial use and may be used up to three times before needing to be reapplied.

**Requires Sermon of Iron Will (SR5)**

### Mastery of Body – MOB

This skill enhances **Purity of Body**. The character with this skill may now choose which poisons and potions affect them.

**Requires Purity of body (POB)**

### Greater Meditate - GMT

After **10 minutes** of meditation consulting with their god a player may ask a ref a question that may be answered in more depth, if the Deity asked is willing to answer.

**May be used once per day.**

**Requires Lesser meditate (LMT)**

### Holy Weapon - HWE

Following **15 seconds** of chanting or prayer, the player calls **HOLY WEAPON**. The player gains the call **HOLY DOUBLE** for the next **30 seconds** for any weapon 19" or longer. Holy calls do an additional point of damage to creatures declared **ANATHEMA** by the Divine, and those suffering the **DENOUNCE** condition.

**Requires Judgement (JUD)**



### Greater Divine Sense - GDS

After **15 seconds** of roleplay, feeling into the area or item, the priest may detect any holy or unholy effects that have been laid and which god it has been dedicated to. This will reveal the power needed to remove the consecration, how long ago it was applied, how frequently it has been restored or used for holy rituals, the intention behind the holy/unholy area and who the lead priest is, who laid it.

**Requires: Lesser Divine Sense**

**Range: 10 metres**

### Consecrate 6 - CO6

Grants the player six points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## Level 7

### Sermon of the Martyr - SR7

This sermon reminds those who listen to it of the Inevitable end. Death awaits all heroes she walks with them always, but the bravest will always find a way to spurn her advances a little longer.

For the next **10 minutes** a character affected by this sermon has **their death count reduced to 1 minute**. However, they increase their HP total by 2 (This cannot exceed the Hit Point Cap) and reduce all incoming damage by 1 (to a minimum of 1). This skill may stack with **Unyielding**.

This Sermon can only affect those who have been given a Holy Symbol created by the priest performing the Sermon - it has no effect on those without a Symbol.

**Requires Sermon of the Resolute (SR6)**

### Hold Person - HPE

Player chants in order to stop a single person in their tracks. Target is held as long as the chant is continued. See **Hold Monster** for effect.

**Range: 10 metres**

**Requires Hold Monster (HMO)**

### Miracle - MIR

This skill is usable once per day and requires **15 seconds** of role-play. The player using the skill may choose **either**:

The piety character sacrifices their own life, in order to save those around them. The Character may Call "MIRACLE" after which they drop to the ground and are dead. All Players who hear this call are immediately healed to their full hit points. This includes players who are currently on their death count as well as any players who are up to 5 minutes beyond their death counts. Once a player is five minutes and 1 second past their death count this skill will not affect them.

**Or** they may choose one of the following benefits depending on their god:

**Militant - Wrath of the Gods** - Following **15 seconds** of chanting or prayer, the player calls **MASS SMITE**. This will affect a cone-shaped area, the angle of the cone is indicated by the casters arms (Max 90 Degrees) and extends 5m from the caster's feet. All affected take **2 points of HOLY THROUGH** damage to all locations and are under the **PAIN** effect for 5 seconds.

**Cooldown: Once a day**

**Range: 5 metres**

**Oracle - Foresight** - Following **15 seconds** of chanting or prayer, the player calls **MASS SLOW** to cast this effect to affect a cone-shaped area. The angle of the cone is indicated by the caster's arms (Max 90 Degrees) and extends 5m from the caster's feet. While under the effect of the invocation, the targets may only move and fight at half speed.

**Cooldown: Once a day**

**Range: 5 metres**

**Preservation - Altar to the Gods** - Following **15 seconds** of chanting or prayer, the player calls "**ALTAR TO (INSERT god HERE) Consecrate 30**". Effects: A 5 metre area centered around the priest is immediately considered "Consecrated" to the designated level and god. In addition any allies who are on their Death Count, within range and sharing the god mentioned in the call may extend their death count by 10 minutes. This Consecrated area lasts for 10 minutes from the time of casting.

**Duration: 10 Minutes**

**Cooldown: Once a day**

**Range: 5 metres**

#### **Smite - SMI**

Following **15 seconds** of chanting or prayer, the player calls SMITE. The target takes 2 points of **HOLY THROUGH** damage to all locations of the target, and also causes 5 seconds of PAIN.

**Range: 10 metres**

**Requires Holy Weapon (HWE)**

#### **Blessing of Rebuke - BRE**

To use a "Blessing" skill the player must first repeat their vocals 3 times to activate and then continually chant them thereafter to maintain their effects or they will end. Once a player's Blessing has concluded they may not use any skills for 5 seconds.

Your faith is so unshakable, that you are able to deny the wrath or influence of another who walks the Piety path. With the power of your words, you rebuke their power and prayer, your will overcoming your foe, protecting you from spite. While focusing on one enemy target, the priest may make use of this blessing with vocals similar to the example below. Example Vocal : *"By Sil's Might, I Rebuke the prayers of the weak, his fire surrounds me as his children fulfill their divine purpose..... By Sil's Might, I Rebuke the prayers of the weak... "I REBUKE YOU, NO EFFECT" By Sil's..."*

Should the enemy target attempt to use an offensive Piety Skill while being the focus of this priest's "Blessing of Rebuke", The priest may call "**I Rebuke You - "NO EFFECT"**" in response. Calling this is NOT considered to end the Chant. This will cause the enemy target's offensive Piety call to have No Effect, furthermore while targeted, the opposing priest **may not use any blessings of protection**. The target is able to use the blessing of Rebuke in response to the initial invoker.

While using this blessing the priest is **immune to MUTE** and must call **NO EFFECT** when targeted with the spell.

You may only rebuke one chosen priest at a time, should you wish to change target, you must restart the blessing.

**Range: 5m**

**Requires Blessing of Bulwark (BBU)**

#### **Blessing of Protection 4 - BL4**

**The chant must be repeated 3 times before the bless is effective and there is a 5 second cool down period after chanting has ceased where no other skill may be used.**

Whilst wielding no weapons the player must repeatedly chant **BY THE POWER OF [DEITY], BLESS FOUR** in order to protect themselves and up to one other person, from any damage by all calls and effects that cause up to FOUR points of damage. Anyone under the effect of the blessing cannot use other skills or wield a weapon, both parties are affected by the 5 second cool down and contact must be maintained with the other person, otherwise the blessing effects end.

This only protects you from **damage**, so if you are struck with a knockback ect, you would still take the effect of being knocked back, just not the damage attached to it.

**Requires Blessing of Protection 2 (BL2)**

#### **Consecrate 7 - CO7**

Grants the player seven points of divine power that can be spent in rituals, or used to consecrate an area. As described under **CONSECRATE 1**

## How to interact with Skullduggery LARP

At Skullduggery LARP there is no downtime system, meaning every moment matters in the field. The only downtime interaction available is by writing letters to NPCs, which must be sent to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk), or publicly to your fellow players by posting announcements or open letters on the Facebook Group.

If you wish to fight, trade or take any PVP action, this must happen in the field during time in. This is to ensure that as long as a player makes the games, they will not be left at a disadvantage due to IC online actions. If you are uncertain what you can do between games please feel free to ask. You are able to submit requests to the Plot team during breaks between games, and to help clarify the types of things you can do we have outlined this below:

### Submitting actions between games

There are a variety of requests that can be made of the Ref Team between games, all requests must be received at least 4 weeks before the next game, to be able to be considered for the upcoming game. The more notice you can provide the better it is for the team. The types of request that can be made are as follows:

-Ritual request -Plot request -Letters -Veteran Picks

All of the listed actions require an email to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk), with the appropriate form. Any requests must be received 4 weeks before the event in order to give our writers and plot team time to process this. Not all requests will be accepted, but you will be notified if you cannot do something due to a limitation at the game. IE you might be in a location in the world, where there may not be werewolves and you have asked to meet one.

### Plot Requests

This can be meeting with a specific NPC or outlining character objectives you would like to materialise at game. (Please note, requests we receive will be edited to fit the story of the individual game, or may be declined if they do not make sense for the location you are in.)

You may request linears for your character or group; we like to know what you enjoy! With these requests please provide the flavour of what you would want to achieve and leave the writing up to us. For Example: "I would like my character to have a story arc where she become a noble, leaving their lowborn background" Or "Following the conversation that I had with X NPC last game, I would really like to start the journey to look for the Chalice of Arkane ." Please complete the following Linear Form:

**The Aim:** (A brief summary of what you are trying to achieve)

**Who is playing:** (We would need approx. numbers if you can't give all names. Please don't just type, 'The Fae' Or 'Silurians and allies' as this is too vague for us to time table.)

**Who is monsterring for you:** (We encourage players to work together on these requests, however if you are stuck please let us know and we will try to help arrange monsters, as Skullduggery does not have a standing monster crew at this time)

**Story/Context:** (This is where you would write the IC information for us to understand the characters motivations and involvement. Ie, Whistle has always wanted to meet the Great White Hart Spirit, for the chance to earn its blessing. With it they would want to help regrow the forest, they understand it would be a great challenge but want to prove themselves along side their friends who are joining the adventure.) All requests are to be submitted to [plot@skullduggerylarp.co.uk](mailto:plot@skullduggerylarp.co.uk) within the required time frame, with the email title "Content submission: \*\*NAME OF CONTENT\*\*".

## Call Glossary

### Player Calls

**[Elemental] Ball X** - Deals X damage to all locations, ignoring armour

**[Elemental] Bolt X [Location]** - Deals X damage to the stated location

**Bless X** - The person calling bless can ignore up to X points of damage from any attack

**Break Grapple** - You must let go of this individual as they throw off your attempt to restrain them.

**Break Shield** – If struck, your shield is broken and must be dropped until repaired.

**Command you to X** - You must try and obey the command until you complete it or for 10 seconds

**Daze** - You must act dazed, and can only defend yourself, using no skills, for 30 seconds

**Denounce** - For the next 30 seconds you take an additional point of damage from any HOLY call

**Detect Conceal** - you must declare to the other person if you have any crafted, magical items, money, or material rips, and roughly where on you these are located.

**Detect Magic** - If you are within 10m, you must inform the caster if you are carrying any magical items

**Detect X** - Allows a hidden skill or information to be revealed.

**Disarm** - If you were struck on the forearm, you must drop any held item

**Distract** - You are distracted, and must go along with what the person is saying for up to 30 seconds.

**Double** - Deals two points of damage to a location

**Enchant with [Element]** - The indicated weapon can called **[Elemental] Double** for 30 seconds

**Explosion** - All within 2m of the caster suffer KNOCKBACK and 1 damage through armour to all locations

**Fear** - You must flee the caster until you are at least 15m away.

**Fumble that [held item]** - You must drop the declared item

**Hold** - You are unable to move your feet as long as the caster chants, and can only move your upper body at half speed.

**Holy** - If you are Denounced, you take one additional damage from being struck by Holy.

Players will always use the call Holy and will take effects from 'Unholy' called by monsters, to reduce confusion, regardless of the divine source.

**Judgement** - You take one point of HOLY damage to all locations

**Knockback** - You must take 5 steps back from the caller, and fall to the ground for 5 seconds

**Knockdown** - You must fall to the ground for 5 seconds

**Lay on Hands X** - You are instantly restored X hit points to all locations

**Loc Zero** - The struck or indicated location is reduced to zero hits, this does not damage armour.

**Mass X** - Affects anyone in the area gestured at by the caster.

**Miracle** - You are restored to full hits, even if up to 5 minutes past your death count.

**Mute** - You are unable to speak or make verbal sounds for 30 seconds

**No Effect** - The target is not affected by the last call they are targeted by.

**Pain** - You are in great pain as long as the caster chants, and can only use level 1 skills

**Paralyse** - You are unable to move at all for 30 seconds

**Pickpocket [Item]** - You must hand over all objects you possess matching this type

**Rally** - You may end the effect of Fear or Terror early by moving close to the person calling this

**Reflect** - The spell is reflected back to the caster, who must either shield it or take the effect.

**Shield** - The spell cast at the target is negated

**Shockwave** - Anyone in the clearing falls to the ground and may not move for 30 seconds.

**Slow** - May only move and fight at half speed.

**Slug** - Deals your hit points in subdual damage, knocking you out unless you have a helmet or the CONSTITUTION skill

**Smite** - Deals 2 points of HOLY THROUGH damage to all locations, and you are affected by PAIN for 5 seconds

**Terror** - You must flee the caster until you are at least 15m away.

**Through** - Deals one point of damage to the location, which ignores any armour worn there.

**Triple** - Deals three points of damage to a location

**Vanish** - the person has disappeared from sight, and you can not see them as long as their hands remain on their head. You must act as if they have either become invisible in front of you, or snuck away successfully.

### NPC Calls

**Fatal** - The target of a Fatal call has all locations reduced to zero and they immediately begin their death count, **no skills of any kind protect against a call of fatal**, and no skills of any kind can be activated in response to a call of 'Fatal', including skills that activate when you are reduced to 0hp, or during your death count. **No exceptions.**

**IRRESISTIBLE** - Any call with this prefix cannot be resisted by any means, however the circumstances associated with the call used. *For example a call of 'Irresistible Knockdown' would bypass the 'Resist Knockdown' skill, however the target must still be struck for the call to have any effect.*

**Slow Mo** - To create the effect that a Monster or NPC is moving at great speed, the players must move in slow motion.

**SHATTER** - The indicated objects or items are broken. Mundane equipment can be replaced with RP, for crafted or magical items please speak to Games Control.

**UNHOLY** - The call will affect every player character, unless you have been told otherwise. Unholy calls deal an additional point of damage to creatures declared ANATHEMA by the Divine who are opposed to your Gods. I.e, an Unholy Single will cause **TWO** points of damage to you. This affects characters with the **Sanctified Soul** skill as this is not a **denounce** effect.

**QUEST** - You must follow the instructions given to you by the caster for the duration specified.

### Ref Calls

**TIME FREEZE** - Time has stood still and you are momentarily out of character. All players must stand still, close their eyes and hum a tune. This is to prevent them from being aware of what is being set up around them. The intention is to create the effect that something (in game time), has occurred instantly.

**TIME IN** - The game starts or continues after a break in play.

**TIME OUT** - The game stops for the day. You are immediately OOC from this point on.

**MAN DOWN** - On the call of "Man Down" everybody immediately stops play and gets down on one knee. Clear the way for staff to assess the situation. In the case of an injury anyone can make this call. DO NOT use it or the call "MEDIC" IC (use "healer" instead). After "Man Down" has been called, Time IN will be called by a referee.

## One Final Note:

The rules within this book have been painstakingly reviewed, amended and adapted to support our system over the last 30 years, and I couldn't list every single person that came before this edition. Many of the rules still support the original concepts and this is one of the truly rich and special things about the Skullduggery community, we have the passion from 30 years worth of refs and players already in our foundations.

Thank you to every single person who has taken the time to give feedback and fresh ideas for the game, it is through this community effort that keeps the spark alive. Thank you to every single volunteer, who has given up even a single evening to help us prepare, or a day monsterring for us. On this note, I would like to thank my current team of consistent volunteers, who are the reason these events can happen: Jony Haddock, Jules Haddock, Nicholas Pasieka, Glenn Ticehurst, Molly Gerlach, Stephen Wall, Stephan Walters, Mark Chappell, Kriss Bailey, Chris Ferguson, Dan Meopham-Lagrué, Nick Meopham-Lagrué, Craig Pezet, Espie Violet, Adam Campbell-Smith and Sarah Campbell-Smith.

Can't wait to see you all in the New World! - Josie Ashton

