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This is the 1.8 version of the Witchwood rulebook, last revised April 25, 2025.

http://www.witchwoodroleplaying.com

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Don't be a jerk! Play safe! Don't cheat! Stay in game!

Introduction

Witchwood is an ongoing fantasy **live action role playing** game (**LARP**) that runs in New England. It has daring combat, devious politics, dreadful magic, dangerous monsters, and just about anything our players and staff can dream up. It is set in the fictional world of **Evren**.

In a roleplaying game, you take on the role of a **player character** (**PC**). "Live action" means the game is visceral and real: instead of sitting down at a table to just imagine your character's actions (or watching them on a screen), you act them out yourself, within the rules of safe and engaging play. The rules are easy to learn, easy to use, and flexible.

Roleplaying is more than just acting or pantomiming. It is *choice* and *agency*: while your actions are guided by your character and situation, you are not reading from a script. *You* decide what you do, what you think, and how you feel. You create your character and play them at Witchwood events, developing them further the more you play.

Some people play to tell a story, or for drama and catharsis. Some play to live as another person, to get inside their head and think like they do. Some play for the challenge or competition. Some want to explore the world and its possibilities. Some play to spend some time outdoors, get exercise, wear a costume, or just have a lot of fun for the weekend...

The game also has **non-player characters** (**NPCs**). They are under the guidance of or played by **staff**, who run events, develop plotlines, provide challenges, and play and interact within the game.

Witchwood runs 4 weekend-long events each year: 2 in the spring season and 2 in the fall season. We occasionally run day-long special events in the summer and winter. The game is played at a campsite, mostly outdoors.

No one under 18 years of age may play without permission.

Witchwood is a game of character, conflict, and choice. There is no monolithic campaign, no inviolable narrative, no singular metaplot. There are many stories to create: some small and personal; some large in scope, big enough to sweep everyone into the struggle. Many characters wait to be realized, and Evren and the realms have much to offer. Come, explore — and remember that the trees are as important as the forest.

The Rulebook

This rulebook has 3 chapters. *The World of Evren* gives you information about the large and diverse setting of Witchwood. *Playing the Game* describes the rules you need to know as you play. They are meant to combine the best aspects of live action and playability to make the game smooth and fun. *Player Characters* will show you how to create a character and jump right in, and how to maintain your character between events. The *Safety Specifications* section gives details and safety specifications for weapons, shields, armor, etc. The *Character Histories* section gives some advice on writing a character history. The *Advice* section gives some basic tips for playing the game. The *Checklist* section is a 1-page list of topics you should know and review before events. Finally, the *Code of Conduct* section describes the official code of conduct for Witchwood Roleplaying.

Red Feather Roleplaying

We believe in fair play. Participants are expected to follow the game rules with honesty and integrity. Sometimes calls will be made to preserve the spirit of a rule over the letter of a rule.

We believe in collaboration. Games are at their best when all participants strive to be helpful and to contribute to the success of the endeavor. Volunteering is one of the best ways to help.

We believe in open dialog. Roleplay is predicated on trust, and participants are encouraged to share their concerns frankly and candidly.

We believe in stewardship. Games belong to the community, and each event are given anew to staff that they may oversee and protect them. Game materials are in the Creative Commons so that anyone may build off of them.

We believe in respectful conduct. When participants are invested in the story, impassioned conflicts can ensue, but everyone in the community deserves to be treated with respect.

We believe in mental and emotional safety. It is the responsibility of all participants to foster an environment in which discrimination and harassment will not be tolerated. We believe in mental health check-ins, and in balancing larp with other aspects of life.

We are Red Feather Roleplaying. Please, come play with us.

Chapter I: The World of Evren

I would like to introduce you to Evren. Across the world, major powers scramble for resources an influence, while other cultures hold tightly to what they have or do their best to remain unnoticed. Elves, humans, lyra, dwarves and galatura co-mingle in these communities, scattered across the continents, having lived together for time immemorial.

Here there are the soaring cliffs of Dravlen, where people of the Fandalee listen to the whispers of prophecy born upon the wind. The woods surrounding the town of Frain have an icy beauty in an otherwise bleak frozen landscape. The clan of Kalmaks who live there are known for their furs and hospitality. There is the bustling island of Saragosa, where people who have wandered from all corners of Evren mingle, trade, and hire out on ships that sail the seas. The city of Tortaira is more reserved, a center of commerce and study, built upon the ruins of the city that stood before it. The clanholds of the Lothlan ring out with festivals and sounds of combat, while the villages of the Agni Lana are eerily silent, nearly indistinguishable from the forests where they dwell.

Unlike many fantasy settings, the world of Evren is not predominantly a feudal society. In most of the world, governance is based on commerce, cultural ties, and family bonds. The races mix freely throughout the world, and each contains individuals as diverse as humans in our world. Not all dwarves are miners and not all elves love the wood. Instead, these races have ties to the realms of the universe; they are about ancestry, rather than destiny.

Hopefully you will find Evren both familiar and intriguing.

Cultures

This is a taste of Evren, to help you decide what sort of character to play. Once you have an idea, visit the website to view the detailed **culture packet** describing things only those brought up in your culture would know. Although the packets are accessible to everyone, please only read the ones where you would have a deep understanding of that culture.

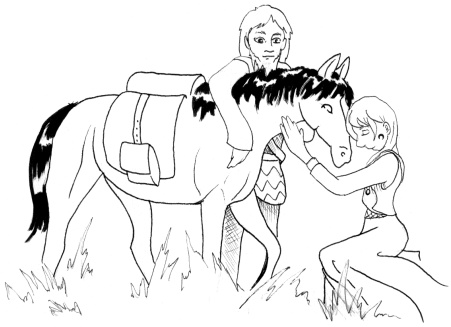
Settled Cultures: In Evren many people never travel far from where they were born. These groups share deep ties to the geography where they live, shaping Evren and being shaped in turn.

Agni Lana: The Agni Lana are considered a people who have always dwelled "out there" by the folk who live in towns and cities. Tribes of the Agni Lana can be found in nearly any environment. Unlike the Wanderers, Agni Lana have close ties to the land they live on, and form a unity with their space depending on climate and the needs of their people. Some tribes can become xenophobic and territorial, especially those from harsher lands, where survival is not guaranteed. Others, however, have direct dealings with the other cultures of Evren.

The Agni Lana value the life of their tribe first, but all creatures on Evren remain a close second. They strive to protect people, often from each other. Many tribes have wardens and rangers that protect travelers from hostile creatures and protect the same creatures from travelers.

The garb of the Agni Lana, usually of leathers and furs of the creatures they hunt, strives for efficiency over style.

Dalers: Dalers pride their cultivation of, and close connection to, the places where they live. Often remaining in the same location for many generations, they are the stewards of their homes and take pride in their productive work. They or their ancestors probably pulled the stump from the field, established the mine shaft, planted the trees, built the forge, or constructed the fences for sheep and goats and cattle. Their homes and clothes are made from materials at hand. Daler society is harmonious and egalitarian. Towns are run by councils of elders, the good of the community is of top concern, and those who do not fit this mold leave as young adults to seek their fortunes elsewhere. While Dalers offer hospitality to travelers, and gladly trade year after year with the same Tattershawl caravans, no outsider stays for long. Near cities, merchants offer payment and barter for Daler products. Larger towns may collaborate with Davenstern administrators to transport their goods or coordinate markets.

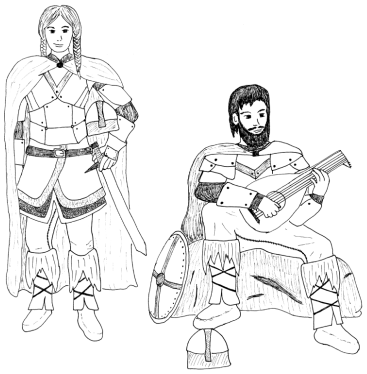


Daler garb is utilitarian, modest, and home-spun; finer things are seen as setting oneself apart from one's neighbors.

Fandalee: Simplicity and contemplation. Flexibility and freedom. These are the core of the Fandalee. Fandalee live everywhere and anywhere, in groups large and small. Most live in small assemblies, favoring any remote area that may hold the opportunity for greater understanding of how the realms work, though some can be found happily living in cities. Believing that each member holds equal potential for good and that everyone carries with them a set of unique knowledge, Fandalee have no one leader. Instead, they operate by an equal vote from each member of the community. They have a special tie to magic, seeking to understand the forces at work by understanding themselves.

Fandalee clothing tends to be made from whole pieces of cloth, with minimal cut or waste; they say the loom knows what the garment is supposed to look like. The resulting garments are often billowy and dyed in pale colors.

Kalmaks: The Kalmak hold strong allegiance to their clan and family, putting the good and honor of their family over their own interests. To be exiled from one's clan is a punishment reserved for the most heinous crimes. The Kalmak are fiercely martial, but they are also known for their storytellers and bards that unite and entertain the families in times of peace. Though the clans are often rivals, when they band together they are a force to be reckoned with. Generally they get along with the surrounding peoples, trading the products of their expert hunters, trappers, and fishers.



Kalmaks tend to live in small villages, and favor stone, earth, and thatch as building materials. Most villages include a sturdy wall of rock and earth, built to withstand fire.

Kalmaks dress practically, in furs and colors common to their villages.

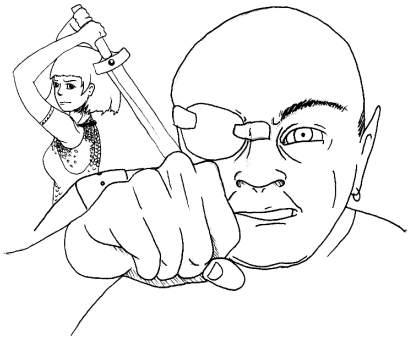
Hurzicht: The Hurzicht are one of the most secretive cultures in Evren. Their villages are closed to outsiders at dusk, and wanderers know better than to expect hospitality, at least at night. Despite this, travelers still go to their villages to trade or seek advice and assistance, as it is believed there are some problems only the Hurzicht can solve. The Hurzicht are known for their Mystics, and are consulted on matters of Umbra, though it is rumored they have other lore that even the University does not know. While they will often trade with the farmers of Daler or Fandalee villages, they have never been known to enter into larger scale relationships with Felicitoro, Davenstern, or any others of a more mercantile mindset.

Hurzicht of all genders wear their hair covered. They are known for simple adornments of embroidery or applique and richly dyed clothing. Some of the more popular colors are crimson, purple, and shades of orange.

Traveling Cultures:

Other cultures travel the world over, making their livings between the settlements.

Lothlan: To the Lothlan, every aspect of their culture stems from "Might Makes Right." Only those who can defeat their rivals can rule, and to rule a band of Lothlan is to constantly defend one's station. They believe their culture is a meritocracy; no one is in a position to which they are not suited, and they have no patience for the weak, the sentimental, or the lazy. This upbringing has made the Lothlan highly prized as mercenaries, bodyguards, and healers, and when those fail they have been known to be successful bandits. Honest and forthright, the Lothlan put great stake in their personal reputation, and would not engage in any combat that anyone else would consider cowardly or unsporting.



Lothlan dress for combat; even their healers often wear leathers. To make themselves memorable and to build their reputation, Lothlans often adopt some striking piece of brightly colored clothing.

Peleset: The Peleset call themselves "free spirits of the ocean." Held in place only by the whim of the wind and waves, they sail the open sea, making landfall rarely. While some live year 'round on the islands, the call of the sea is ever present. Independent Peleset ships trade with those who do not like the merchant houses, sail routes considered too dangerous and risky, or do other work for coin.

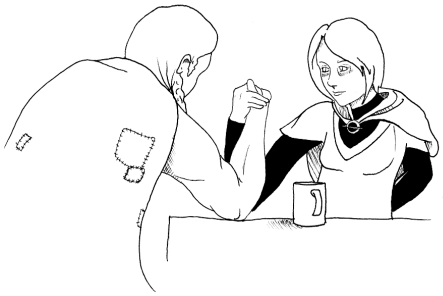
Outsiders more likely call them "privateers," "pirates," or "a nuisance." That tune changes as soon as the Felicitoro have a ship of cargo and need a crew; Many a "Felicitoro ship" is crewed entirely by Peleset sailors.

Often, they were not born Peleset, but joined, seeking freedom, riches, or mercy after being taken by privateers. They live among the many islands off the coast of Marsega, though many come ashore rarely, unless marooned or wrecked. Their days are spent in the bright sun and salt spray. Saragosa, the largest island in the arpeggio, is a place where anything can be acquired for the right price, from the ships that pass through or the Peleset who make it their home.

Peleset clothing is usually made of sturdy and serviceable pieces that will keep out of the way of rigging and sales, patched and repatched at sea with whatever scraps are on hand.

Tattershawl: Bright clothing, music, and laughter are all signs that Tattershawl are near. A roaming culture of bards, performers, tinkers, and artists, they hold no permanent home. Traveling on river barges or by wagon, they go wherever opportunity takes them, in family groups called kiths. While kiths are not related by blood, they are bound by the unity of kindred spirits. It is said there are as many kiths as there are differing personalities, with each member able to find true belonging. Many a young person from another culture has found their home by joining a Tattershawl kith.

Tattershawl clothing often reflects their nature: a patchwork of influences brought together and made joyful. It frequently draws from the multitude of places they have traveled, juxtaposing disparate colors, layers, and styles.

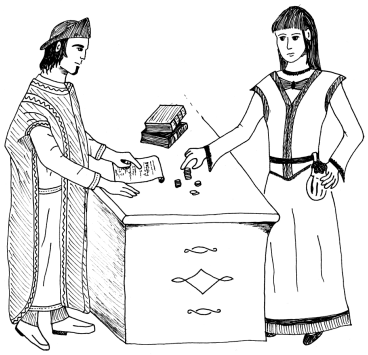


Wanderers: There are those who simply wander, not a member of any culture in particular. Often they have some trade that is useful, such as tinsmith or bard, though others simply trade physical labor. Some were exiled from their communities, while others simply choose to see the world. They are more common in those parts of the world settled by the Kalmak or Dalers, where traditions of hospitality and the work available during harvest time make the lives of these lone wanderers easier. Many bards tell tales of the terrible fates that befall those who turn aside a hungry wanderer, though some folks note that these bards may have ulterior motives.

By tradition, Wanderers wear cloaks that once began as unbleached cloth and become the color of grass, dirt, tea and whatever else stains them over the course of their travels. The term "rustcloak" refers to old wanderers who have cloaks reflecting the many trials they have survived.

Organized Cultures: There are three groups that span the continents and control most of the trade in goods and information across the world: two "guilds" of merchants, the Davenstern and the Felicitoro, and the Great University, around which the Velliar culture has emerged. In addition to formal members, there are those who may be loosely associated with these cultures.

Davenstern: The Davenstern are proud of their long and distinguished history, and the meticulously maintained records that detail it. They are information brokers, land owners, innovators, scribes, and paid mediators. They are widely respected for their impartiality, and called upon to settle disputes. Even though some Davenstern are very successful in business, ostentatious displays of wealth are considered distasteful. They believe wealth should be saved or invested for the future, rather than flaunted. They are not typically risk-takers, but they are courteous and well-respected throughout other cultures. The Davenstern accept all sorts, so long as they go through the proper channels and prove they will conduct themselves in a respectable manner. Their messengers are considered sacrosanct by most. They are the fastest way to convey messages across Evren.



Davenstern tend to dress in conservative styles after the style of the people they are working among. In whatever context they find themselves, Davenstern often prefer not to stand out. Davenstern messengers wear the color blue, a custom which has been adopted by the culture at large.

Felicitoro: The Felicitoro are optimistic risk takers who gather wealth, not for security, but for the luxuries and ease it can buy. The Felicitoro spend freely, laugh often, gamble, undertake risky business ventures and investments, and shrug it off if it doesn't work out. A member of the Felicitoro Merchant Guild may not have the impeccable reputation of the Davenstern, but a Davenstern likely wouldn't buy the entire tavern a round because their gamble paid off, either. To be a Felicitoro is to expect luxury and share freely of what you have for your family and your community. To be a Felicitoro of one of the minor houses is to hope that one day, you will attain the pinnacle of success, becoming one of the Great Houses or securing a strong alliance with one of them.

Clothing is one of the many opportunities for Felicitoro to show off their success in business. Sumptuous, self-indulgent and complex are common descriptors for Felicitoro clothing. Ruffles, braid, trim, rare fabrics and leather, custom tailoring, and the shiniest of armor may be seen at a Felicitoro party. All Felicitoro wear a ring, or rings, to indicate rank and allegiance, usually to one of the great houses. Commonly, Felicitoro dress in the color of their Family's ring. The Great Houses have vassal houses that swear allegiance to them, though most outsiders only know the names of the largest houses and perhaps which ring color belongs to which. There are also minor houses which are not directly affiliated with any of the greater houses. Rank begins on the pinky and moves across the hand.

Velliar: The culture of the Velliar originally sprung up around the University. Now a city in its own right, the University contains the library of Evren, and the people there take pride in their access to knowledge and debate. Over the centuries, the University has spread, building universities and outposts across Evren. These are used as research outposts and centers of learning.

Velliar are known for both patience and unbridled enthusiasm on whatever topic strikes their interest. They often rely on research, finesse, and teaching to make their way in the world, and usually live near some branch of the University. The University itself is strictly hierarchical and based on a convoluted system of honors, elevations, spheres of influence, and bureaucracy, but those not directly involved usually ignore all that, as do many of the more eccentric researchers. The Velliar welcome apprentices who want to join as long as they've shown some inclination towards the bookish arts. This can sometimes lead to tension with the communities where they settle, but usually the knowledge they offer is valuable enough to make up for the few children who run off to study.

Velliar dress varies greatly. Some Velliar delight in fashion, as their lack of physical labor makes it less troublesome to wear easily stained colors or otherwise impractical garments. Other Velliar are too busy with their books and research to spend time thinking about fashion and may wear whatever is inexpensive and easiest to obtain.

Sex, politics, violence, fanaticism, and the unknowable all exist in the game, along with many other messy topics. However, *rape* and *religion* do not. Please avoid these two topics, in game or in your character history.

On the Matter of Realms

Our world is infused with magic from the neighboring realms: Firmament and Reverie. Reverie is the realm of mind, dreams, inspiration, and knowledge, while Firmament is the source of mana, elemental power, structure, and order. In turn, those realms are shaped by ours; elementals and magical creatures manifest in the Firmament, and in Reverie our hopes, dreams, and knowledge become solid.

Evren has its own magic as well: the magic of healing, growing, and manifestation. We live in this physical realm because it is where our bodies may tie together the components of humanity: our mind, spirit, quintessence, and magic. People who spend too long in another realm stop being, well, people.

Further from our world sit Umbra and Vigor. Umbra is the world of shades and spirit, of emotion and self. Vigor is the world of quintessence: of potential, skill, craft, and action. These can be called upon, but only with effort and practice.

Beyond Umbra and Vigor lies the Void, and the less said of that place the better.

Telling Time

Years: There was a period of extreme upheaval several hundred years ago. The Velliar established a reckoning, via fragmentary historical documents and oral history, counting the years since the supposed upheaval (subtract 1200 from the year). Thus, the year (as of 2025) is 825 of the Velliar Reckoning.

Months: There are 6 months, named for the Realms:

- Void (January–February)
- Vigor (March–April)
- Firmament (May–June)
- Evren (July–August)
- Reverie (September–October)
- Umbra (November–December)

Weeks: There are seven days in a week:

- Maplesday (Monday)
- Oaksday (Tuesday)
- Pinesday (Wednesday)
- Firsday (Thursday)
- Elmsday (Friday)
- Willowsday (Saturday)
- Aldersday (Sunday)

Death and Spirit Contracts

Beyond the edge of history, two bridges were built, stretching to the realms of Umbra and Vigor. By traveling across a bridge and returning, someone who has died on Evren can be returned to life, for a cost. When standing at the Gatekeeper's door, you choose which bridge to walk and thus which Gatekeeper you meet. Each collects a toll of spirit, keeps the records, and gambles for the lives of those without payment. When you leave, you may receive a gift:

- **Gatekeeper of Umbra:** You will be Healed fully, and receive a Spellshield, Bloodshield, and Oakskin.
- **Gatekeeper of Vigor:** You will be Healed fully, and 10 QP of your skills will be refreshed.

Each person goes through a rite of naming, where their true name is inscribed on three copies of a contract. Each is signed with the infant's blood, carrying a measure of their quintessence and spirit to sign the bargains. These things are usually handled by a Mystic or a member of the Hurzicht. The 5 traditional contracts are named for the realms:

- **Contract of Evren:** You can return via a bridge only once, but receive 15 extra QP at character creation.
- **Contract of Reverie:** The Gatekeeper of *Umbra* will answer 1 question, by the next event.
- **Contract of Firmament:** The Gatekeeper of *Vigor* now refreshes all your skills.
- **Contract of Umbra:** Your spirit is stronger than otherwise.
- **Contract of Vigor:** You face better odds when gambling for your return.

The Contract of Evren is so named for those without a contract. It is known they may pay their way across a bridge, and back, once, by pledging only to serve the Patron of that Plane. The other bridge will then be forever barred to them, and a second trip not at the invitation of their Patron would be their end. However, they do not sacrifice part of themselves to form the contract in the first place, leaving them an extra measure of quintessence.

Races

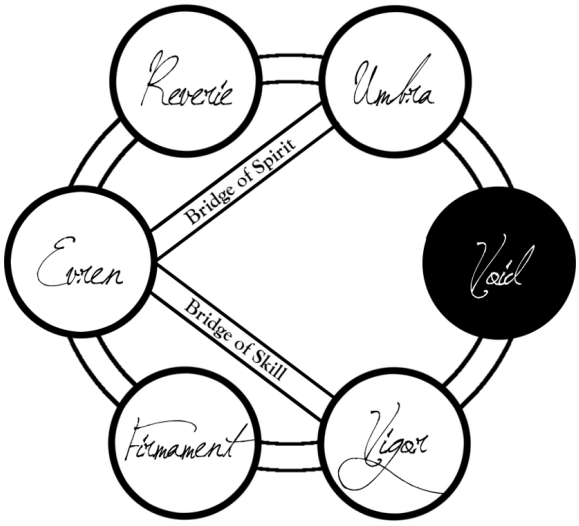
Every culture contains individuals of each race, though in some areas one race or another may be more common. Mixed marriages are common. Race in the world of Witchwood is not exactly the same concept as race in the real world. It exists in the game as an affinity for a particular Realm and a set of physical features that your character is born with that they did not get to choose, but not exactly as a genetic inheritance. While most children share their race with one or both parents, children may be born with an affinity different from either parent. Mechanically, every individual is of only one race. However, it is common for people in Evren to feel a familial connection to more than one race. While you are required to use the distinguishing make-up or prosthetics of your primary mechanical race, you may choose to also incorporate visual elements of other races if you wish to explore having a character of visibly mixed racial heritage.

Elves: Elves are known to the bards of Evren as "Those of the Night Sky." All elves share a tie to realm of Firmament, the realm of fae and magic. They each feel that sense of vastness and timelessness, though how individual elves react to that is as varied as they are. In general, they tend to consider their actions with care, taking a long view and considering their actions to be as a single spark in the constellations of history.

All elves have pointed ears. Most have simple, small points. Some elves have devoted themselves to theory and knowledge, and have longer ears, while others have committed to pragmatic action and have ears that hook up or down.

Dwarves: Dwarves are inclined towards Vigor, and they are indeed frequently vigorous and skillful. They often display unbridled enthusiasm and a single-minded focus others envy, whether it is applied to perfecting a sword strike, baking the perfect pecan pie, or knowing everyone worth knowing in Tortaira. These tendencies lead some to excel in crafting or soldiering, but others are farmers, merchants, or whatever else struck their fancy, and with equal dedication.

Dwarves of all genders are recognizable by their beards, which are often groomed in some way that reflects their culture, or the gems at their temples.



Galatura: Inclined towards Umbra, galatura are frequently introspective, empathetic, and fatalistic. Through their connection to realm of shades, the legacies mortals leave behind, they are viscerally aware of the cycle of life and death. They often focus on such transformations in their own way, telling stories of those who had gone before with reverence or living stories of their own.

Galatura have pale lips, sunken eyes and often display a tendency to favor the color grey.

Humans: Humans are inclined towards the realm of Reverie, their nature born of the energy of Mind and Dream. They are prone to flights of fancy, daydreams and the occasional overconfidence that a belief in your own foresight produces. These tendencies can lead to useful innovations or tactical decisions, though other humans come across as distractible, flighty, or self-centered, spending more time on what could be rather than what is. This power of imagination is infectious: humans are also well-known for their powers of inspiration, whether employed for good or ill.

Humans have no distinguishing makeup.

Lyra: Lyra are a race inclined towards the realm of Evren, the physical realm where we live. Lyra have an innate sense of the interconnectedness of both society and the world. Because of this, many devote their time and energy to nurturing the communities to which they belong. Towards that goal, they often work with other similarly-inclined lyra across cultures, sharing their stories and assisting each other. Some such lyra take up the Wanderer's mantle and are called Ravelers, owing their allegiance to the realm of Evren.

Each lyra has an affinity to some aspect of Evren. This may be an object ("jade," "rivers"), natural forces ("sunlight," "time"), plants ("mushrooms," "oaks"), animals ("spiders," "deer"), places ("meadow," "beach"), or something less easily categorized, like "shadows" or "tears." Those who collaborate with other lyra may deepen these affinities over time. These affinities also manifest themselves in the form of facial markings or other thematic facial signs.

Each race grants a choice of racial ability (see *Racial Skills*). These are designed to offer flavor and emphasize the mechanical nature of the choice of race, not to discourage roleplay. You are welcome to play an elf that hates Firmament or a galatura who feels at home with Reverie. Such choices can create interesting story and are supported.

Places

Marsega: Marsega is the least-populated continent and is dominated by the imposing **Witchwood**. Still, there are three major population centers.

- **Sahren:** Sahren is on the far side of the Sursett Mountains, protected from the dangers of the wood. Founded by Fandalee, it attracts predominantly Peleset, Agni Lana and traveling Tattershawl. The trade between Sahren and Celire is one of the favored routes of independent Peleset, carrying the valuable wood and components of Marsega.
- **Juldan:** Juldan was the first attempt by the Felicitoro to establish a presence on Marsega, pioneered by the Romanza family. It is surrounded by cleared farm land, up to the limits established to protect the inhabitants from the woods. These boundaries are guarded by a the Verdjays, a Lothlan band who's Conceit has spread with the tales of the improbable beasts they are said to have defeated.
- **Luvik:** Luvik was established by the few Lothlan who successfully made the dangerous crossing. The town now enjoys trade with Felicitoro from Salendale and helps to support the settlement on the icy continent of Anuttara.

Lazuria: Lazuria is the largest continent. The **Annherfynol Mountains** cut across the land, rich with metals. North of the mountains, Kalmak tribes war with the Lothlan.

- **Erlon:** Erlon is the seat of the Kalmak council, on the far edge of the Mashua Sea. From the east the easiest approach is across the water, and the boats of the Kalmak are always visible, watchful against incursion.
- **Rensul:** Rensul is the northernmost port and a common source of skilled mercenaries. It is controlled by Tyban Greysong, a Lothlan commander who made her name in the recent War of the Byways. It is the largest Lothlan port. It is a chaotic city, where arms and training are as nearly as easily come by as dishes and chairs. Many seek to raise their names or fortunes in the sprawling markets and so are willing to pay the tariffs.

South of the Annherfynol Mountains, the **White Forest** meets the fertile farmland of the lowlands.

- **Zantia:** Zantia sits deep in the White Forest, populated by Agni Lana and those who trade with them. The oaks of that forest, harvested and sold at a premium to the Felicitoro, become the large ships of the high seas.
- **Tortaira:** Tortaira is a large city that rose up around the University of the Velliar. The surrounding lands provide plentiful food and support the dense population of the city while the Velliar Guardians provide stability and order.
- **Kirkale:** Kirkale is a smaller city outside of Tortaira where Daler trade is facilitated by Davenstern.
- **Galice:** The Davenstern city of Galice lies further south, at the outlet of the Broadbrook River. The metals, minerals and gems of the mountains and the fruits of the farmland make there way to Galice and then to the riches of the rest of Evren.
- **Xiem:** Xiem is cut into the twin slopes of the Spark mountains, spanning the valley below. Protected on all sides, the Lothlan there train, compete and gather into companies, or take up employment funded by the yearly raids.
- **Honafos:** Honafos sits to the south of Xiem, with a mountain pass running between the two. This port is too small for the Felicitoro ships, but the Lothlan ships built in Rensul make the short trip from Honafos to Drustagnos.

The **Marialla River** and the trade it allows is the seat of Felicitoro power. The Wanderers' barges travel its slow-moving length, carrying the goods of Erlon to Aethis and beyond.

- **Kresa:** Kresa is a new city, brought to prominence by the Ternacenti merchant family. The arts and trade are flourishing along the Davenstern-designed system of canals that facilitates travel and sanitation within the town, and many Kalmak have taken up employment or craft within its walls. Indeed, it is a place where every culture and faction can be found and, for the right price, nearly any goods or services as well.
- **Asola:** Asola is a river town, best known for the card game that bears its name.
- **Aethis:** Aethis sits at the outlet of the Marialla. It is the long-standing center of the Felicitoro merchanting group, run by the Romanza family of the Felicitoro. Kalmaks, Agni Lana and Peleset mingle in the streets and markets. It also has the largest Velliar college in the east, drawn there by the centuries of Kalmak trade.
- **Norok:** Norok is a smaller city run by the Davenstern and populated predominantly by Kalmak and Dalers. It provides an alternative for those avoiding the more political ports.
- **Tarves:** Tarves is a Kalmak town where the Marialla river flows, as a waterfall, from the Erlon Sea. Here riverboats from Asola land with their goods and acquire the treasures of the north to take to the markets downriver. The city is walled, and has stood against the Lothlan raids for generations.
- **Knocklee:** Knocklee is a smaller town, but notable as the most prolific mining town on the north side of the mountains. Its products can be taken by barge to Tarves or Erlon.

Ohtryan: Ohtryan stretches north to south, from icy fog to baking desert. The wet, warm farms of the mountains would be unrecognizable to those who till the chill southwestern plains.

- **Salendale:** Salendale is the largest city in Evren. A major Velliar College on a natural port grew into a bustling metropolis of Davenstern, Velliar, Fandalee, Dalers and others. Built into a natural hill it is easily defensible, which has allowed its rapid growth. Currently the city administration is the province of the Sarto family.
- **Lenmeri:** Lenmeri is a river city, and the farms along the river's borders feed the trade from the mountains to Salendale. The strategic placement was engineered by the Davenstern who profit from the trade along the river.
- **Ralden:** Ralden is a settlement primarily of Fandalee, Agni Lana and Hurzicht on the edge of the Weschkal Desert. Sprawled across the countryside, it is less dense than most, more a collection of towns that all happen to be in the same place. It is known for the textiles, art and innovations that migrate only slowly to the rest of Evren.
- **Celire:** Celire is surrounded by orchards, vineyards and olive groves that make the long trip to Sahren or Tandalthas profitable. Built originally by a far-flung Kalmak family, it has grown to be run by Davenstern and many of the area farms are populated by Dalers drawn by the unique agriculture.
- **Tandalthas:** Tandalthas is the city on the far side of the mountains from Monia. Here the trade from further south fill the warehouses and wait for passage over the pass, while Fandalee harvest rare woods from the forests and fish the seas. It has been run by Lothlan Jori, Felicitoro Mestros, and Fandalee councils, but currently it is administered by a Davenstern advisor, Alrick.
- **Monia:** Monia is the seat of the Sarto family of the Felicitoro. The silks, wool and flax of Ohtyran are furnished to the famous tailors of the city and the many products of Ohtyran fill the holds of the Felicitoro ships to Lazuria.
- **Dravlen:** Dravlen is a small city of Fandalee and others who find themselves unwelcome in profit-oriented Monia.

Islands: The islands are mostly populated by Peleset. Two islands have major cities on them, beyond the towns and villages of the Peleset:

- **Drustagnos:** On **Saragosa**, some Lothlan founded a trade port called Drustagnos. Both the Peleset and the Felicitoro have found it useful, and so it has grown.
- **Doulo:** Doulo is a Peleset city on the island of **Ladaran**. Surrounded by treacherous waters, it has long been a safe harbor for their crews, wherever they are coming from.

Anuttara: The southern-most continent of Anuttara is mostly uninhabited, except for the ancient village of Frain nestled among the frozen trees. The best furs in Evren come from the thick coats of the animals in that forest.

Lazuria
Ohtyran
Saragosa
Marsega
Fantia
Tartaira
Kirkale
Niem
Galice
Honafos
Aethis
Norok
Kresa
Asola
Marialla River
Spark Mountains
Broadbrook River
Knocklee
Erlon
Tarves
Pensul
Annherfynol Mountains
The White Forest
Monia
Drawlen
Handalthas
Palden
Celire
Weschkas Desert
Lenmeri
Salendale
Drustagnos
Fulan
Oak Harbor
Luvik
The Witchwood
Sunset Mountains
Sabren
Doulo
Frain

The Witchwood

At last we approach the Witchwood, long a source of inspiration for the bards of Evren. Some stories tell of copse so dense no light reaches the forest floor, even at high noon. Others speak of trees so tall creatures live their whole lives among the branches, never walking upon the ground. Most involve people venturing into the woods and never returning.

They also mention plentiful components and magical materials, silver and gold scattered across the ground free for the taking and gems that glitter like ice on the cliff faces. There are supposed to be ancient beings who remember the ages past and knowledge long-since lost. Darker tales, told to small children too brave for their own good, whisper of grasping hands and sharp teeth in the water or vicious beasts with tusks that can eviscerate someone like a knife through butter.

Despite the popularity of these tales, few really know what might dwell in Witchwood or what might be available for the taking. The **Hania**, an Agni Lana community deep in the woods, have long protected the world from the forest and the forest from the world. Outsiders may have been to the edges, but otherwise the Witchwood has successfully kept its secrets for hundreds of years.

Oak Harbor: In the year 812, nightmares defiled by Void began afflicting the Witchwood. Numbers of the Hania and others suffered from terrible nightmares, that maddened the mind and took over the self. Some became nightmares themselves. The dreamers were slowly failing in this battle, overwhelmed by growing numbers; the warriors were exhausted or dead.

Thus, by necessity, in 813 the Hania sent out an invitation and plea. Come to Oak Harbor and fight back the dreams of the Void that threaten the Witchwood. They allowed a Felicitoro merchant's guild, the **Ternacenti**, to build a small town on the edge of the woods, which has since come to be called Oak Harbor. They bought up weapons, potions, and poultices: all that the Ternacenti could provide. Despite their discretion, stories of the treasures offered in trade have spread.

The Ternacenti arranged free passage (at least, free to some). Their ships left carrying those fleeing the wood and returned with adventurers, warriors, scholars, healers, and enterprising families. The risks were real, but so were the opportunities for those willing to step up.

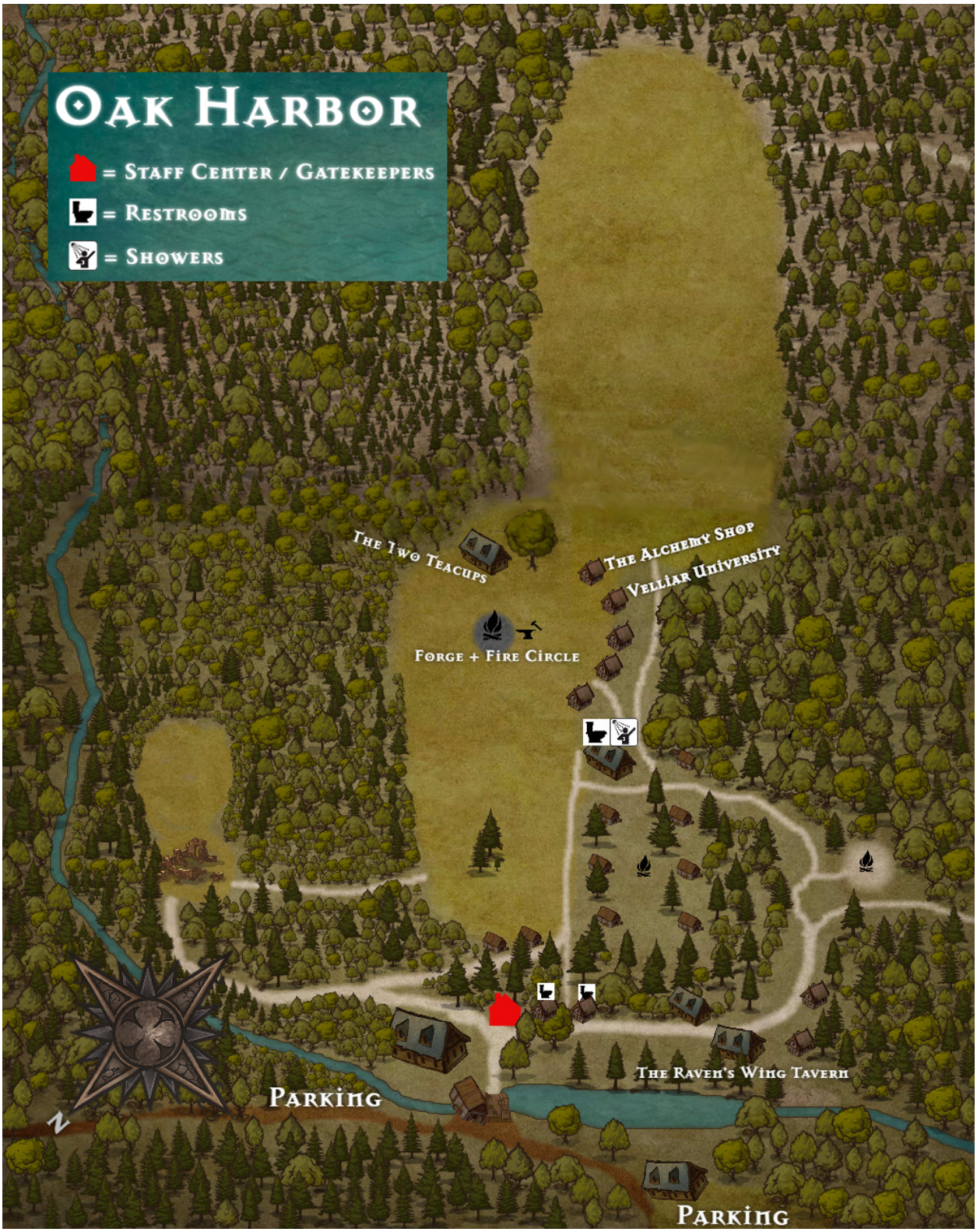
Those that took up the offer, and lived in Oak Harbor, began to refer to the problem as the "green-eyed sickness" because the of green tears shed by those afflicted. It was, of course, only one of many challenges faced. By the spring of 815, after many adventures and much peril, the sickness was focused into a lone Hania druid, who was defeated in a costly battle. Thereafter, many believed the voidic nightmares to have ended. Some of the Hania began to question the continued presence of Oak Harbor. Ultimately, the elders decided they would like the town of Oak Harbor to remain. Defending the world from the danger of the Witchwood has always spread the Hania thin, and the people of Oak Harbor were a help in guarding their part of it.

In the fall of 815, a year-long siege began, carried out by Lothlan mercenaries and a blockade of privateers. By the fall of 816, this pressured the Ternacenti backers of Oak Harbor to sell their stake to an organization based in Kirkale called the **White Forest Trading Company**. The Company established its own government in Oak Harbor, and negotiated its own terms with the Hania.

Toward the end of 818, gates to other realms began to open randomly all across Evren as the borders between the realms thinned. Ambassadors from affected cities called on the people of Oak Harbor for assistance, due to their expertise in dealing with other realms. The people of Oak Harbor devised a plan to address the thinning of the borders. As part of the process, they spent two years in an extradimensional space known as the Aesthesis, while only a few weeks passed in Evren. As a result of reconstructing the borders between realms, the barrier to Dreaming about events before the Cataclysm in the year 0 has fallen.

Meanwhile, Evren is in conflict. Rumors of Voidmancy among the Felicitoro have pit them against the Velliar and Kalmak. The two largest Lothlan bands are at war, and rallying the other Lothan to choose sides. Some Dalers are turning their plowshares to swords in self defense. The Cult of the Golden Acorn blames Evren's problems on the use of magic from other realms, and they have become increasingly bold in committing acts of terror against those they oppose.

Oak Harbor still persists, and the Witchwood's mysteries, challenges, and opportunities still call to those who would travel there.


Oak Harbor
= Staff Center / Gatekeepers
= Restrooms
= Showers
The Two Teacups
The Alchemy Shop
Vellian University
Forge + Fire Circle
The Raven's Wing Tavern
Parking
Parking
N

Chapter II: Playing the Game

Fundamentals

The rules are designed to be fast, fun, and flexible. There are no referees. When in doubt, try to make the best call you can rather than break character. If you have questions or concerns, ask staff.

While *characters* in the game might lie, cheat, steal, and murder, *players* and *staff* should act with respect, sportsmanship, patience, and taste. Follow the Code of Conduct, and don't be a jerk.

Safety: Play safe. Accidents happen, but we want to minimize injury. Observe all safety rules with extra care.

- Do not leave open flames unattended.
- Do not bring or use illegal drugs at any event.
- Do not fight while inebriated, if alcohol is allowed.
- Do not touch anyone without permission.
- Do not force your way into within 5 feet of anyone.
- Do not charge, grapple, or grab anyone.
- Use only approved weapons and shields.
- Do not hit the head, neck, hands, or groin.
- Do not try to block weapons with illegal target areas.
- Do not grab or "trap" other's weapons or shields.
- Do not push or hit with a shield.
- Do not fight on stairs or dangerous ground.
- Do not hop on 1 leg if the other is maimed; take a knee.
- Do not hold doors shut or physically block passage.
- Avoid intensive running or chasing in low visibility.
- Do not bring or wear real weapons into combat.
- Secure any utility knives and tools in a bag or pocket.
- Use flashlights or other bright lights only for safety.

Combat is based on **lightest touch**: weapon hits must be light taps only. Do not hit hard. A hit is considered blocked if it hits a weapon or shield on the way in; do not try to force a weapon past a block.

A **noncombatant** wears a white or yellow **armband** and/or a **glow bracelet**. To attack a noncombatant, walk within striking distance, point with a weapon, and say "you are unconscious" or "you are dead." Do not attack them in any other way. You may play as a noncombatant, for medical or safety reasons.

Caution is used to alert someone of danger or other out-of-game matters, as in "Caution: you're backing into a candle," or "Caution: you're hitting too hard." It pauses game action for only those involved. **Emergency** is used when someone is injured and needs attention; anyone nearby should stop play and help if necessary.

You can also use **hand signals** to communicate things surrounding safety (especially psychological safety, when stress or anxiety can make verbal communication difficult). You are not required to run around flashing "OK" and "thumbs up" at each other at every opportunity. These are for when you're not sure, like if things have suddenly become emotionally intense.

- **Thumbs Down:** This means "I am not OK" / "I need this interaction to stop" / "I need to bow out" / etc.
- **Flat Hand, Palm Down:** This means "I'm not sure if I'm OK" / "maybe we could chill this out a bit" / etc.
- **Thumbs Up:** This means "I'm OK" / "all is well" / etc.
- **''OK'' Symbol:** This means "Are you OK?"

These things can be communicated verbally with "Caution" if you prefer. Caution is the game's "safe word" and can be used for things like "Caution: I need to take a break" or "Caution: are you alright, for real?" or even "Caution: can we keep this argument toned down?"

You may take a break from game, for any reason — try to be discrete, or throw in a quick hand signal or "caution" if possible. You are always free to bail, but please do not abuse this for game advantage.
We understand that people's ability to engage with combat and other aspects of the game may vary over the course of an event; and that people may not wish to disclose their out-of-game health status by wearing a non-combat armband. A variety of In-Game effects allow characters to opt out of combat. In order to give everyone a discreet way to opt out for safety reasons, every character starts with one free use of Repose of Peace. You may also use Repose of Peace as an alternative to calling caution any time you need to opt out of something for safety reasons. Again, please do not abuse this for In-Game advantage.

Roleplaying: We take pride in having mature, creative players and staff. Here are a few guidelines.

Honesty: Do not cheat. Do not fake skills, spells, or other effects. Do not counterfeit items, money, or other in-game materials. We are here to play a game together. LARPs work on honesty, as the rules are all but impossible to enforce. Keep a mature attitude. Don't cheat yourself and don't cheat others.

Staying in Game: Once the game begins, stay in character as much as possible. Avoid out-of-game talking and joking — it pulls everyone out of the world. Try to ask questions or give information while staying in game: "Do you know if your curse will last this whole moon?" is better than "did staff tell you the curse lasts until next event?"

If absolutely necessary, you may call **Clarify** to deal with confusing situations: "Clarify, was that a Slay or a Silence?" Try to keep this to a minimum — if you have big questions, play on and ask staff afterward.

Metagaming: Metagaming is inferring in-game information from out-of-game sources. Because fairly pretending you don't know something can be awkward, if not impossible, you *are* allowed to metagame. You are free to pretend to not know things, but you are not required to do so; e.g. if unconscious, you *may* remember things that happen around you.

If you want to keep a secret from a *character*, you may need to keep the secret from the *player* as well. If you murder a character, it might be unwise to monologue over the corpse about your secret plans.

You are allowed and encouraged to regale your friends with stories of your exploits! You may make agreements with them to keep secrets out-of-game, but staff can't enforce those agreements.

You should not carry grudges or deeply secret knowledge across characters. A new character knowing basics that you (the player) have already learned is fine — if you have any doubts about particular information, ask staff. Similarly, staff is bound by more restrictive rules. If you tell in-game information to staff members in an out-of-game context (e.g. in a PEL), they will not abuse it in-game.

Basic Actions

The following actions only work with *helpless* or *willing* victims. Don't touch anyone without permission, and avoid taboo or sexual interaction (e.g. don't search for or hide items in swimsuit areas).

- **Examination:** Narrate and act out examination of wounds, checking for a pulse, etc. This will reveal if the target is maimed, poisoned (e.g. weakening pulse), or dead (e.g. no pulse), but *not* how much damage they have taken. They can fake unconsciousness.
- **Carrying:** To carry someone, say "I carry you." If they give permission, you may carry them (take great care to be safe). Otherwise, put your hands on their shoulders and walk with them. Do not run while carrying someone.
- **Searching:** Search by saying "I search you." If both of you are willing, actually search them. Otherwise, describe your search ("I check your pouch," "I search your shoes," etc.). Don't take mundane props or weapons. When searched, give permission or respond with "describe your search." Hand over items at a reasonable pace. You may keep mundane costuming, mundane weapons, or items of no in-game value, by responding with "**prop**." Searching also finds objects that are visible in game but not removable, e.g. active disk spells
- **Restraints:** You can bind someone with rope, manacles, or other restraints. Do so loosely enough that they can, out-of-game, get out safely. In-game, bonds are tight enough to hold: they must be untied or unlocked (see *Locks*). You may attempt to untie or unlock your own bonds.
- **Death Strike:** To kill someone, hold a weapon to their torso and say "Death Strike 1, Death Strike 2, Death Strike 3." You are interrupted if your weapon leaves contact with the torso, the victim moves, anything hits your weapon, or anyone attacks you. If interrupted, start over. To kill with a skill (spells use a spell packet held to the torso), end with the call, e.g. "...Death Strike 3, Flame Dart." The call must inflict damage or death to work.

Attrition

Damage: Points of damage go against, in order:

1. **virtual armor** (e.g. from Agility)
2. **magic armor** (e.g. from Oakskin)
3. **costume armor** (see below)
4. **Vitality** (innate ability to take damage)

You fall unconscious at 0 Vitality. Your last point can be taken *only* by damage to the **torso** (area covered by a tank-top) or **magic damage** — plain hits, Cleave, or Slay need to hit your torso to take you down; Dart, Strike, or Fireball don't — Slay and Fireball skip armor and affect Vitality directly.

Multiple sources of virtual armor or magic armor do not stack with each other unless the description of the sources explicitly say otherwise.

Costume Armor: Costume armor requires staff approval (see the *Safety Specifications* section). Its value is totaled from your costuming on 3 locations: arms, legs, and torso/head; it must cover half the location to count. **Light armor** is worth 1 point per location; **heavy armor** is 2 points. A **helmet** protects you from Subdue.

Unconsciousness: You fall unconscious (distinct from asleep/poisoned/dead) by reaching 0 Vitality or being subdued. You wake up in 5 minutes; further Subdue or torso/magic damage resets the time. If kept unconscious for a very extended period, you may choose to die from excessive wounds. Tend or Awaken can wake you up early; Healing does not. If you are at 0 Vitality, you wake up with 1 Vitality.

Being poisoned, being dead, and being hit by a Sleep spell are all distinct from regular unconsciousness.

Poisoned: If you become poisoned (see *Venom*, *Poison*, *Contact Poison*, etc.), fall unconscious in 5 seconds and die in 5 minutes. Tend or Awaken will *not* wake you up. Purify will cure you; if you are already unconscious, Purify means you wake up instead of dying at the end of the 5 minutes, allowing Tend or Awaken to wake you up early. Bloodshield causes you to resist poisoning.

Death: You can be killed by: a Death Strike, the Death spell, the Assassinate skill, or by 5 minutes of being poisoned. If dead, remain a corpse for 5 minutes (Stall Eidolon resets this). Restore Spirit returns you to life, awake with 1 Vitality.

Eidolon: After your corpse expires, you become an Eidolon. Travel directly to the Gatekeeper (see below), at a walking pace — you may pass through closed gates (see *Gates*) along the way. Your remaining possessions go with you. You may *not* communicate, fight, or exchange items.

- Respond "**Ward, Eidolon**" to all attempts to communicate, all hits, and all calls, *except*:
  - Speak with Dead, Stall Eidolon, and special calls (see *Special Calls*) all still work. Speak with Dead does not stall you on its own.
  - If you have been stalled, some narrative touch/disk spells may affect you.

Gatekeepers

The Gatekeepers shepherd dead spirits and let them return (or not). The Gatekeepers' door is at the staff center — you may not pass through without permission.

- When you arrive, knock loudly, make your presence known, and wait.
- You will be asked which Bridge (gate) you wish to cross — either Vigor (blue) or Umbra (red).
- You may enter once the gate has been opened and you have been invited.
- What happens on the other side will depend on your Contract (if any), which realm you have visited, what shards and other effects are upon you, and your interactions with the Gatekeeper.
- You will, likely, be asked to describe your death.

If you die during a soft stop (see *Schedule*), report to the Gatekeeper at 9am the following morning.

Delivery of Effects

Basic boffer combat can be *silent* — weapon hits do a point of damage, and you stop them by actually blocking or dodging. However, spells and weapon skills have **calls**, spoken aloud. A weapon or packet can have, at most, a single call.

- Don't "**machine-gun**" — don't attack faster than once per second (per weapon).
- If someone hits (weapon/call/spell) faster than once per second, treat it as a single hit.

Weapons: Weapons must make safe contact with you to have any effect.

- Hits are blocked by shields and weapons. They only count if they hit your body — if they hit loose clothing/hair but wouldn't hit you upon passing through, they don't count.
- A plain weapon hit does 1 point of damage. A hit with a call does *only* the call's effects.

Projectiles: Projectiles (arrows, crossbow bolts, throwing knives, etc.) act like other weapons: they do 1 point of damage, are blocked by weapons/shields, and must hit your body — if they swish through clothing or hair, they miss.

Parry: Parry is a defensive weapon skill (see *Parry*) used against weapon calls — it *does* work against *calls* from melee weapons, projectiles, or By My Voice delieved weapon calls — it *doesn't* work against Slay, Subdue, Assassinate, uncalled hits, or the Special calls regardless of the delivery.

Spells: Spellcasting requires empty hands (except packets or magic focus items, see *Magic Focus Items*). You can't cast any spells when *silenced*. Spells can be resisted by an active Spellshield (and other types of magical resistance).

- **Spell packets** are thrown. They work if they hit you on any location — they also work if they hit your shield, weapons, clothing, hair, or things you are holding.
  - Packets are mundane props; don't confiscate, steal, or hoard them.
- **Spellstriking** is casting a spell via weapon (melee, ranged, etc.). A spellstrike counts as *both* a weapon call and a spell: it can be blocked by weapons and shields (etc.), parried, *and* resisted as a spell.
- **Touch spells** (use a held packet) can only be cast on willing/helpless targets, and require 1 working arm.
- **Disk spells** are touch spells that place or remove disks as tokens. They are active (see *Active Spells*).
- **Complex effects** can be narratively described by touch spells, tags (see *Tags*), or voice.
- **By My Touch** indicates a complex touch spell — it requires a willing/helpless target.
- Spells, especially Dart and Strike, may have a **prefix**, like "Spirit Dart" or "Flame Strike."

Other: **By My Voice** indicates that the following effect works by voice: the target will be clearly specified (e.g. "By My Voice: everyone...," "By My Voice: all humans in this circle...," or "By My Voice, John Smith..."). Voice calls do not cross through gates or into or out of areas that represent far away locations (e.g. buildings that represent deeper parts of the Witchwood). The target must be clearly specified but need not be a character name. "By My Voice, tall skeleton with the polearm" is fine as long as that clearly communicates the target. Voice calls that are spells may be resisted with Spellshield or similar abilities. Voice calls that are weapon calls may be resisted with Parry if it could normally be parried. A maim delivered by voice should indicate which limb is maimed (e.g. "By My Voice, Thon, Maim Left Arm"). A disarm delivered by voice should indicate which weapon is disarmed (e.g. "By My Voice, Ficus, Disarm fancy sword").

Some calls may have additional descriptors that indicate something about the call. A descriptor of trap indicates that it may be resisted by a skill such as avoid trap but not resisted with a normal Parry. A descriptor of ambient means that the person making the call is not the source of the effect. This is used when a staffer is making voice calls representing an environmental effect such as rocks falling or tree branches smacking people. Ambient does not have any mechanical effect.

The structure of a By My Voice call is "By My Voice, [target(s)] [optional descriptor(s)] [effect]". The specific wording will be given with the skill that allows you to make the voice call. Example calls include: "By My Voice, everyone, trap cleave" and "By My Voice, you with the shield, root".

N-Counts: You may occasionally be instructed to or see someone counting up with a narration of what they are doing (e.g. I light this on fire 1, I light this on fire 2, etc.). This is generally followed by a call or a more complicated effect. This is generally interrupted by taking actions other than counting or by being hit with a weapon, projectile or packet. If interrupted, the count must start over. The target number varies based on the source of the count and may not be clear to observers. Some versions may have a count down instead in which case the count is completed after it reaches 1.

Surprise: Surprise is determined by the victim; you are *not* surprised if:

- You attempt to block or dodge the attack (even if the attack lands).
- You are trying to avoid the attacker (even if they are faster than you).
- You are actively fighting the attacker (even if they are behind you).

Responses: There are 5 responses to hits and calls; any of them mean your skill is *resisted* and *used up*:

- **Resist:** A skill or resource was used.
- **Parry:** The Parry skill was used (see *Parry*).
- **Reduce:** A different/lesser effect was taken.
- **Ward:** The resistance is an active ability.
- **Immune:** The resistance is (semi)permanent.

Play On: People make mistakes, especially when tired, hungry, stressed, or excited. The game is generally played outdoors, often in the dark, sometimes in bad weather, so people may be hard to understand. If you or someone else gets confused by game action, try to clarify, make the best call you can, and play on — don't start an out-of-game argument.

- When hit by weapons, skills, and spells, be clear in your responses — roleplay the effects and have fun with it!
- Communicate in confusing situations. If someone slays you in the arm, you might say "arm," so they know they missed. If they fail to surprise you with an Assassinate, "I saw that" or "not surprised" makes it clear.
- People may have trouble hearing, seeing, or feeling hits/calls, especially in chaotic melee (or when wearing a mask) — they are usually just overwhelmed, not cheating. Be considerate, clear, and direct in combat. Cast wisely.
- If, despite your best efforts, a target ignores your skill or spell, without any response, you may keep it.

Do your best to clearly communicate game terms and be aware of your surroundings and effects called on you.

Calls

Physical Calls: These require roleplaying with a willing or helpless target.

- **Tend:** Wake up, if tended on the torso. Tend to a maimed/withered limb fixes it.
- **Reveal:** Hand over every in-game valuable on your person (even the Concealed ones).

Weapon Calls: These require a weapon hit, and often depend on where they land.

- **Cleave:** Take 5 damage to the location hit. It must hit the torso to take your last Vitality.
- **Disarm:** If a wielded weapon is hit, throw it 5 feet away, or tuck it behind your back and don't use it for 15 seconds. If delivered via voice, the call should specify the wielded weapon to be disarmed, (e.g. "By My Voice, Jesse, Disarm Sword")
- **Maim:** If a limb is hit, it becomes useless. If delivered via voice, the call should specify the limb, ("e.g. By My Voice, Ralkurian, Maim Right Leg")
- **Slay:** If your torso is hit, drop to 0 Vitality (ignoring armor) and fall unconscious. You can't Parry it (see *Parry*).
- **Trip:** Fall to the ground (you may defend but not attack) for 5 seconds.
- **Venom:** Become poisoned (see *Poisoned*).

Surprise Calls: These require surprise, and depend on where they land. You can't Parry them (see *Parry*).

- **Assassinate:** If your torso is hit by *surprise*, die instantly.
- **Subdue:** If hit on the center upper back by a close, *surprise* hit, fall unconscious. Call "Ward" if wearing a helmet.

Spells: All spells, regardless of delivery (packet, spellstrike, voice, etc.), can be resisted by an active Spellshield.

- **Dart:** Take 1 magic damage.
- **Death:** Die instantly.
- **Fireball:** Drop to 0 Vitality (ignoring armor) and fall unconscious. Fireball is like a magic Slay.
- **Fumble:** Throw any held items (including a shield) 5 feet away, or tuck them behind your back and don't use them for 15 seconds.
- **Gust:** Fall to the ground (you may defend but not attack) for 5 seconds. Gust is like a magic Trip.
- **Poison:** Become poisoned (see *Poisoned*). Poison is like a magic Venom.
- **Strike:** Take 5 magic damage. Strike is like a magic Cleave.
- **Wither ⟨*limb*⟩:** The stated limb (e.g. "Wither right arm") becomes useless. Wither is like a magic Maim.

Restorative Spells: Some spells heal or fix conditions.

- **Awaken:** Wake up from unconsciousness, unless poisoned or dead.
- **Heal:** Regain 1 Vitality (or however many are stated, e.g. "Heal 5"). You do not wake up.
- **Mend ⟨*limb*⟩:** The stated maimed/withered limb is fixed.

- **Purify:** Cease being poisoned (see *Poisoned*). If already down, be unconscious for the remainder of the 5 minutes.
- **Restore Spirit:** If dead, return to life, awake with 1 Vitality.
- **Un⟨*spell*⟩:** The stated duration spell (e.g. "Unroot" or "Unsilence") ends immediately.

Active Spells: An active spell is an ongoing effect that can be dispelled (see *Dispel*). You can have only *1 of each* active at at time. Disk spells are active while you have the disk.

- **Bloodshield:** Resist the next Venom, Poison, Contact Poison, or tag of type "poison." It is *active* until used.
- **Mindshield:** Resist the next Silence or Sleep. If cast on you as a BGS, it will have some protection from offensive use of Dream. It is *active* until used. A Mindshield cast during the event expires at the end of the event; a Mindshield cast in BGS expires at the end of the BGS cycle.
- **Oakskin:** Gain 3 points of magic armor. It is *active* until the armor is gone.
- **Spellshield:** You may call "Resist" to a single future magic effect. It is *active* until used. You may choose when to use it, even if unconscious, dead, or an Eidolon.
- **Deathshield:** Resist the next Death (not deaths trike). It is active until used.
- ⟨***type***⟩ **Shard:** This is a disk spell. If you are a dead corpse, take the disk and keep it until you visit the Gatekeeper. It is removed if you are restored to life.

Duration Spells: All duration spells are active during their duration. They can be dispelled, and Un⟨*spell*⟩ can end them. They do not stack with themselves, e.g. a second Root spell resets the duration.

- **Control ⟨*monster type*⟩:** For the next five minutes, the affected NPC will follow basic orders (e.g. "guard this, defend me, attack them"). Does not work on anything with sufficient individuality to have a name.
- **Repel:** For 1 minute, you are driven away from the caster's initial location. Try to stay at least 50 feet away from (or out of line of sight of) the location; if you can't, maintain what distance you can. *Do not* run blindly away in a panic. You may still fight, defend yourself, think rationally, move safely, etc.
- **Root:** Any part of you touching the ground (or similar) is stuck for 5 minutes. If you are in mid-air when hit, whatever you land with becomes stuck.
- **Silence:** For 5 minutes, you can't speak, make verbal sounds, cast spells, or use powders / magical augments. You can still state weapon and physical calls for non-magical skills, all augments, and powders (see *Powder* and *Weapon Augments*).
- **Sleep:** Fall asleep for 5 minutes. If anything jostles or damages you, wake up.
- **Speak with Dead:** If you are dead or an Eidolon, you may (but not must) speak for 5 minutes.
- **Stall Eidolon:** If a corpse, you will not turn into an Eidolon for 5 minutes. If you are an Eidolon, stay in place for up to 5 minutes, until the caster leaves or releases you — you can be affected by follow-on touch/disk spells.
- **Weakness:** For 5 minutes, you can't use Parry or weapon calls; you can still use augments (see *Weapon Augments*).

Special Calls: Special calls can't be resisted via normal means (Spellshield, Parry, Circle, Repose, Eidolon, etc.). If a defensive ability does not explicitly say it works against any of these, it won't work against them.

- **Dispel ⟨*spell*⟩:** The stated active/duration spell (e.g. "Dispel Root," "Dispel Circle," or "Dispel Oakskin") ends instantly. **Dispel Magic** ends any and all active/duration spells (including disk spells).
- **I Curse Your Spirit:** A generic curse has no immediate effect; inform staff before checking out. A specific Curse, e.g. "I Curse Your Spirit, Root," takes immediate effect, and lasts until the duration ends or the Curse is lifted, destroyed, etc.; e.g. "I Curse Your Spirit, Silence" is not ended by Unsilence or Dispel Silence (but still ends after 5 minutes).
- **Obliterate Spirit:** Die, instantly and permanently (tell the Gatekeeper). Restore Spirit will not work on you.
- **There is No Escape:** You can't move more than 5 feet in any direction for 5 minutes. This effect ends early if the caster leaves line of sight. It is usually cast by voice.

The World Around You

Items: In-game items and valuables can be traded, stolen, hidden, lost, etc. Don't break or destroy the props. You may bring your own appropriate, mundane props — when in doubt, ask staff. An item might have a sticker:

- **Green Dot:** Give the item to staff at check-out — use green stickers on props you don't want to lose.
- **Yellow Dot:** You may roleplay with it, but not remove or steal it (it is usually a "prop").
- **Red Dot:** It is immobile.
- **Serial Number:** It is **enchanted** to grant power to someone attuned to it. Only 1 person can be attuned at a time, and 1 person can be attuned to up to 3 at once. You can use the Attunement skill (see *Attunement*) to attune or transfer attunement. De-attunement is free.

Perishables: Plastic or otherwise artificial plants, small animals, and the like are perishable components. Most wither and die (*expire*) between events. Give any perishables you have to staff at check-out.

Charms: Charms are small items with runes. If you are attuned to one, it grants you a temporary single-use skill. Someone with required knowledge can attune you to a charm using a touch spell.

- You can be attuned to only 1 at a time (choose which you keep).
- Charms *expire* when the skill is used or at the end of the event.
- To use the skill, you must touch the charm — after 5 minutes, the charm expires.

Disks: Disk spells use painted wooden disks. Unused disks are normal in-game items, and can be traded, stolen, etc. Used disks are tokens of spell effects and not in-game items. If you are given a disk via a spell, keep it in your hand. Resisted disks are out-of-game items. Unused disks *expire* between events.

Locks: A lock with the Witchwood logo is in-game. **Lockpicking** is real player skill with real lockpicks, which you may bring. If it has a **device number** — e.g. "Device: 2" ("Device: 0" is the same as no number) — you must spend that many Device points (see *Device*) if/when you pick the lock. If a lock is a fake, with only a device number, roleplay for a moment and spend the Device points to open it. If a rope/chain is tied to a lock, open the lock to open the rope/chain. Any door/box/etc. shut with an in-game lock should still be openable out-of-game without having to bypass the lock.

Lights: Glow sticks and approved equivalents are magic lights; use the Light skill to ignite them (see *Light*). Anyone may pick up, carry, pass around, or *gently* toss them. **Glow bracelets** are used as safety markers; don't move them.

Disguises: Do not wear prosthetics, wigs, masks, etc. without permission. Clothing may hide your appearance. Some prosthetics (such as a wig) may be part of your character's permanent looks. Wear face paint only for tattoos or scars.

Tags: A tag is a slip of paper with the Witchwood logo: it contains out-of-game information that you must read carefully (you may need a light source). Dispose of used tags (don't litter); some tags are reusable or kept as reminders. A tag might be **magic** (resistible via Spellshield), **active magic** (resistible via Spellshield, dispellable), a **poison** (purifyable, resistible via Bloodshield), a **malady** (cleansable), a **curse** (destroyable), or something more complicated.

- **Items:** An item might have an attached, laminated tag, which you read when you pick up or interact with the item. Some items have instructions for both the user and recipient.
- **Vials:** A sealed film canister or other vial contains a tag; you must read/use it immediately after breaking the seal. It is powerless if found unsealed. Sealed vials do not expire.
  - **Potion:** A **red** seal means you drink the potion; the recipient reads the tag. To force someone to drink, they must be helpless or unconscious.
  - **Oil:** A **blue** seal means you rub the oil on an item or willing/helpless person. The recipient reads the tag; if you apply it to an item, the person holding the item reads the tag.
    A **Venom dose** is an oil in a small vial bearing a skull-and-crossbones symbol. It has no tag. When applied to a weapon, it grants "Venom" as an augment.
  - **Powder:** A **yellow** seal means the powder is cast as a spell packet or touch spell; the vial contains a spell packet. The user reads the tag. An opened powder expires after 5 minutes or when you set down the packet. You may throw a powder even if you are silenced.
- **Scrolls:** A scroll is a tag folded and sealed with wax or tape. Read it when you break the seal. If you find a scroll with a broken seal, assume it is expended.
- **Consumables:** Food or similar might contain an obvious tag, and a drink might have a laminated tag at the bottom. Read the tag when you finish consuming the item. Consumables *expire* at the end of the event.
- **Signs:** There may be signs on or in buildings or out in the woods. The signs will have instructions on how to interact with them. Some signs may have multiple pages which will be explained on the sign

Weapon Augments: Weapons can have a temporary skill, from sharpening, venom, oil, temporary enchantment, etc. Call the skill with every attack until it is used or resisted (via Resist/Parry/Reduce/Ward/Immune).

- A weapon can usually have only 1 augment at a time: any new augment replaces the previous one.
- For a ranged weapon, augments are applied to the projectile.
- If you lose track of a weapon or projectile, assume any augment is lost.
- If you use a weapon call from a skill (except Subdue; see *Subdue*) with an augmented weapon, the augment is lost.
- Augments that are spells (or special calls) are magical, and can't be applied if you are silenced.
- Augments with a regular weapon call are non-magical, and can't be applied if you are under the effects of Weakness.
- You may use Augments even if you are under the effects of Silence or Weakness.

Traps: Placing, moving, or breaking traps requires the **Device** skill (see *Device*) or similar. If a single step or action sets off a number of the same kind of trap, treat them as 1 trap.

- **Bubble Wrap Trap:** If you pop bubble wrap, fall over for 5 seconds, as if hit by a Trip. This is not parryable.
- **Buzzer Trap:** An electronic buzzer (or anything that makes an obvious electronic sound) causes everyone within 5 feet to take a Fireball spell. This is resistible as a spell. If it continues buzzing, the effect repeats every 1 minute.
- **Contact Poison:** If you touch petroleum jelly with bare skin, or someone responds with "Contact Poison" when you touch/search/examine/etc. them with bare hands, become poisoned (see *Poisoned*). This is purifyable, resistible via Bloodshield, etc.
- **Popper Trap:** A popper or "bang snap" (tiny firework) going off causes the limb that set it off to become maimed. If you set it off with something unmaimable, pick an unmaimed limb to take the effect. This is not parryable.
- **Weapon Trap:** A swinging, dropping, spring-loaded, or otherwise *autonomous* weapon has 3 effects: it Disarms any weapon it hits, Maims any limb it hits, and Slays any torso it hits. It can be blocked with a shield, the Slay can be retreated, and the Disarm/Maim can be parried, etc.
- **Voice Trap:** A By My Voice call with the "trap" descriptor included. This may be delivered by a person or by a recording. The effect depends on the call that is included. Weapon calls delivered this way may not be parried. Spell calls delivered this way may be resisted with Spellshield and similar effects.

Never forcibly rub contact poison on someone, throw popper traps, or physically force someone to set off a trap.

Places: Witchwood creates a variety of places using props and other work. Treat them as real in-game. Do not break sets, props, doors, locks, or any property. Plastic, cardboard, flats, and such often represent walls. Treat them as solid and immobile. Do not peek or pass anything over/under them.

Pits: An area covered in crumpled clear plastic sheeting is an acid pit. An area covered in well-lit red tarping is a magma or fire pit. If you step or fall in any of these, you die and turn into an Eidolon instantly.

Greater Circle of Protection: The boundary of a Greater Circle of Protection should be clearly delineated by the caster. If you are inside, you call "Ward" to all weapon hits, weapon/physical calls, and magic calls from outside. People and items may not enter the Circle once it is cast. You may freely interact with others inside. If the Circle breaks, it ceases to exist, and everyone inside should be made aware. The Circle is broken if (exceptions will be made clear):

- Any person, thing, attack, or spell exits the circle.
- Anyone inside is hit by Dispel Circle or Dispel Magic.

Someone with a Wizard's Staff can usually cast out of a Greater Circle without breaking it (see *Wizard's Staff*).

Red Hands: A red hand symbol on a door, opening, or path indicates that it is out-of-game: do not open or enter without permission. Check carefully for red hands; they should should be clearly displayed and easily seen.

Gates: A string of lights around a door or opening is a gate. If they are lit or blinking, you may pass through — else, the gate is closed and you may not. An Eidolon can pass through a closed gate on its way to the Gatekeeper's door.

- If you encounter an archway gate on a trail outdoors, do not go around it — you must go through to pass.
- A red hand framed by *lit lights* is an open gate. If the lights are off, it is a closed gate.

Some people may have special rules that differ from the publicly-known ones. Do not assume they are cheating. You may be able to discover these rules in game. The rules presented here are default, not absolute.

Logistics

The **staff center** is the game's headquarters during an event. Knock on the door if you have questions or other issues.

Cabins and Sleeping: Players generally sleep in cabins. Residents decide whether their cabin will be in-game or not.

- Clean and sweep your cabin at the end of an event.
- The area under beds is out-of-game in all cabins; do not store in-game items there.
- If your cabin is out-of-game, display a red hand (get one from staff) on the door or doorframe.
    - Don't keep in-game items inside an out-of-game cabin.
    - Don't retreat to an out-of-game cabin in the middle of a fight, etc. Don't "spawn camp" an out-of-game cabin.
- If someone is sleeping (for real) or in bed, you need *explicit permission* before any in-game interaction with them.
- You may go out-of-game early, even in an in-game cabin — make it obvious (change out of costume, etc.) — stay out-of-game for the night once you do.

Event Schedule: Check-in and game-on may be delayed by staff schedule, and game-off may vary slightly.

- **Check-in** opens no earlier Friday 6pm. Bring your armor, weapons, and money or a check if you haven't prepaid. You will get a **character sheet** listing your skills and spells; it is not in-game.
- The **opening meeting** occurs just before game-on. **Game-on** is no earlier than Friday 9pm.
- Game closes at night from 2am until 9am. Overnight is a **soft stop**: you may continue playing, but monsters and such will not be out, and you may go to bed undisturbed — do not harvest components during soft stop.
- **Game-off** is no later than Sunday 1pm. **Check-out** is after game. Bring your remaining perishables and other consumed/expired game materials to check-out, along with any green-stickered items, etc.

Chapter III: Player Characters

Creating and Maintaining Your Character

Pick a culture, a race, and a spirit contract (see *The World of Evren*). Then pick a true header (see *Headers*). Finally, write a **character history** that ties into your background (see the *Character Histories* section).

- **Changing Your Character:** You may, once, rearrange your background and skills, if you have played your character no more than 2 events. Try to minimize changes to your history and identity.
- **Multiple Characters:** You can maintain more than one character, but you can only play 1 at a time; you can swap with staff permission.
- **Deadlines:** To earn QP for a PEL, submit within 2 weeks of the preceding event. BGS must be submitted 6 weeks before the next event or 1 week after the preceding event, whichever is later. Both deadlines are at 6am on the relevant Monday.

Between-game character maintenance — including event registration, PELs, BGS, and skill purchasing — requires using the website. If accessing or using the website is a hardship, contact staff and we can work something out.

Quintessence Points (QP): You spend QP (the in-game term is just **quintessence**) to buy skills for your character. A starting character gets 25 QP plus 5 QP for an approved backstory. All further earned QP go to your player:

- 2 QP for attending a Witchwood event.
- 1 QP for submitting a PEL (see below) by the deadline.
- 1 QP for 2 hours of event clean-up or "skilled" labor.
- 1 QP for helping through the end of event clean-up.
- 1 QP for $25 of requested/approved material donations.

An unplayed character can have no more than 50 QP total. You may spend up to 20 QP per season on an active character.

Gifting: You can give QP to other players. Any given player can not receive more than 5 QP per season from gifts. You can give out more than 5 QP a season by spreading it amongst multiple people.

Post Event Letters (PELs): After each event, you can and should write a PEL, via the website. Staff will use your PELs to craft plot for your character. Good PELs offer both feedback for previous events and hooks for future events. There are no strict requirements, but try to be useful and communicative. Consider including:

- What did you like or dislike about the event?
- What happened at the event that was memorable?
- Who did you like or dislike playing with?
- What are your short-term goals and aspirations?
- What are your long-term goals and aspirations?
- What efforts have you made to further your goals?

Deadline: *To earn a QP*, your PEL must be submitted before *6am on the Monday 2 weeks after the event*.

Between-Game Skills (BGS): You use BGS between events, via the website (requires event registration). You receive results at check-in. The results are out-of-game — you may copy them to in-game documents. The earlier you submit, the more time staff will have to answer. See the *Advice* section for more information about BGS.

You might learn ways to use BGS during an event or use normal skills as BGS — if you have used a skill during an event, it is not available for BGS until the next event, unless it gets refreshed.

Deadline: You must submit BGS before *6am on the Monday 3 weeks before the event*. You need to register for an event to submit BGS.

Feasts and other in-game 1-day events don't have BGS (including Focus/Lessons) or attendance QP.

Focus: As a BGS, you can describe productive actions you take between events. Focus can be very flexible, but exactly what you can accomplish (and how much) is still determined by staff. Keep it to a short paragraph:

- "I travel to the nearby village and try to recruit help fighting undead."
- "I and my friends coordinate our efforts to plan and prepare for a ritual to cleanse the glade."
- "I spend my time doing odd jobs at the docks, to make some extra money."

Focus can do things not covered by established BGS mechanics — it is usually not a good substitute for existing BGS, but it can augment them and help (see below). Focus is *not* usually necessary for simple things like sending letters, visiting family, getting new props, etc. However, it is necessary to get significant direct in-game benefit from those types of actions.

Focus and Lessons are mutually exclusive — if you use your Focus, you can't report any Lessons; if you report any Lessons, you can't use your Focus.

Chaining BGS: Any of your BGS that relate to your Focus can be chained in the same BGS cycle — if one request needs to be based on the results from another (such that normally you'd put them in sequential BGS cycles), you can do both at the same time. For example:

- You could use Sage to figure out the components needed for a ritual, and Merchant to line up a purchase for some of them.
- You could use Speak with Dead to ask a long-dead mage what her favorite heirloom was, and Oracle to dream about its location.

Without using Focus, you could perform those tasks, in order, over multiple events. Or, if you were feeling lucky, you could just wing it — use Merchant to line up a purchase for rubies and obsidian, on the assumption that your research would lead you to that — if you are a good guesser, this could work quite well. However, using Focus to chain BGS can remove the guesswork.

When chaining BGS, include a description of the chain in your Focus.

Chaining BGS with Multiple People: Chaining BGS with Multiple People: You can chain with other people, as long as at least one of you uses Focus and all of you mention in the relevant BGS that you are coordinating with one another:

- One person could use Oracle to find the time and place of a secret meeting, another could use Subterfuge to spy on it, and a third could use Sage to research anything interesting they find out…
- One person could use Subterfuge to sneak into an encampment, while another could use Agents to clear the way and make it easier, thus stacking their efforts.
- Two spies could team up and combine their Subterfuge…

Lessons: You can have in-game Lessons (see *Long-Term Advancement*) during events. A Lesson's effectiveness will be based on its content. Lessons *can* be self-taught (some work better with a good teacher, some without). For a Lesson to count, you must report it as a BGS (for a later event): what the Lesson was for and what you did.

You may report 3 Lessons per event, as a BGS. You might choose to spend all 3 on one skill, 1 each on 3 different skills, or 1 and 2 split on 2 different skills.

Most skills in game require 3 Lessons to unlock. Some difficult things, like your first skill in a new True path, often require 6 Lessons. A few skills, most often found within Professions, require only 1 or 2 Lessons.

Lessons and Focus are mutually exclusive — if you report any Lessons, you can't use your Focus; if you use your Focus, you can't report any Lessons.

Focus or Lessons are submitted as BGS, so must be submitted by the BGS deadline.

Skills

Each skill has a QP cost. **Infinite-use** skills (marked with *****) can each only be purchased once, but used without limit. **Per-use** skills can be used once per event per purchase. Each increases in cost, by 1 QP, after every 10 purchases.

- Per-use weapon skills are *not* used up when you miss, are blocked, or fail to surprise (for surprise skills). They are used when they successfully land or are resisted (via Resist/Parry/Reduce/Ward/Immune).
- Per-use spell packets *are* used up when you miss.

Many skills share a name with the call they allow you to make.

Natural Skills: Skills that you have purchased, or racial skills, count as natural. Natural skills can be refreshed, doubled, or modified by other appropriate skills. Temporary skills granted by tags, charms, magic items, etc. do not count as natural — unless they are explicitly specified to do so.

Refresh: Overnight, you refresh 10 QP worth of used natural skills. If your cabin/tent is in-game, refresh 15 QP instead.

Overnight Healing: Overnight, your Vitality is restored to full.

Magic Focus Items: Some skills grant magic focus items. They are mundane unless you have the skill and have attuned to them. An attuned focus item can be stolen or lost — you may use a green sticker, especially for Wizard's Staff, if you want the prop returned at the end of the event.

You can attune to a new focus only between events; you start attuned when you buy the skill. You may be attuned to only 1 magic focus item *of a single type* at a time.

Doublers: Some skills — for example, Weapon Finesse and Slumber — let you use double your number of particular per-use natural skills. The doubled skills do *not* count as natural. Some doublers are **conditional**: you can only use double the skills under certain conditions.

- When fulfilling the condition, using the skill consumes 1/2 a purchased use. Otherwise, it consumes a full use.
    - If tracking halves is daunting, consider: you have twice the number of purchased skills, but consume 2 of them to use the skill when *not* fulfilling the condition.
- Refresh happens on a QP-by-QP basis, regardless of doubling.

Outside Combat: Some skills require resting outside of combat. Resting out of combat means you aren't fighting, being attacked, or otherwise dealing with the stress of immediate peril. You do not need to be conscious, but if you are knocked out in a fight, you aren't resting.

Noncombatant Conversion: If you play as a noncombatant, you can temporarily re-arrange your skills for the current event — you may respend up to 10 QP into non-combat skills (without buying new headers/professions, buying new BGS, or unlocking new hidden skills).

Racial Skills:

Your race gives you a choice of racial skill and possibly a makeup/prosthetics requirement:

- **Elves:** Choose 1 of Fumble, Elemental Dart, or Root. You must have pointed ears.
- **Dwarves:** Choose 1 of Trip, Maim, or Parry. You must either wear a beard, or circular blue gems on your temples (the gems may be makeup or prosthetic, and must not be game gem components).
- **Galatura:** Choose 1 of Speak with Dead, Spirit Dart, or Repel. You must have pale lips and sunken eyes.
- **Human:** Choose 1 of Silence, Dream, or Sleep. You have no makeup/prosthetics requirement.
- **Lyra:** Choose 1 of Healing, Oakskin, or Purify. You must have thematic facial markings/signs of your affinity.

If you choose a skill that costs 2 QP, you may use it once. If you choose a 1 QP skill, you may use it twice. You may not purchase more of the skill unless you purchase the appropriate header. You may refresh your racial skill(s) just like any other. Racial skills do *not* count towards determining cost increases for regular purchases.

Long-Term Advancement

Lessons, determination, and sacrifice (time, effort, and dedication) can lead to new ways to advance (and spend QP): progressing in a profession, picking up advanced skills, following an advanced path, or even uncovering a new header...and learning to be true in more than 1 header.

There are a few overall limits:

- **Trueness Limit:** You can not be true in more than 3 things. You can advance to a level equivalent to true in professions and paths — this will vary by path, and you will know before you pass a point of no return.
- **Paragon:** In a few cases, you may be able to become a paragon of a path (or similar) — you devote all 3 of your "true slots" to it, and gain greater power and specialization. Only some paths support this, and it may be quite difficult to achieve.

Additionally, as you grow in QP, you gain some limitations:

- **At 100 QP:** Your overnight refresh is reduced to 5 QP, or 10 QP if you stay in an in-game location.
- **At 150 QP:** Your overnight refresh is reduced to 0 QP, or 5 QP if you stay in an in-game location.
- **At 200 QP:** Your overnight refresh is reduced to 0 QP, regardless.
- **At 250 QP:** You are limited to spending 15 QP per season on your character.
- **At 300 QP:** You are limited to spending 10 QP per season on your character.

Changes to the seasonal spending cap are only made at the boundary between seasons.

See the *Advanced Learning* Section for more information.

Headers

Your first header is free, and **true**, meaning you may purchase the **true skills** listed in the second group under the header. Each header after your first true one only grants the ability to buy its first group of skills. Your second header costs 3 QP and all subsequent headers cost 6 QP each.

Extra headers can flesh out an idea. Combining True Scout with Druid could make for a classic fantasy ranger. True Soldier plus Spy makes for a canny sellsword. True Wizard plus Weaver can make a very dangerous battle mage.

Open Skills

Attunement	0*
Light	0*
Scavenge	2*
Income	3*
Vitality	1
Sage	1
Recovery	3
Repose of Peace	3
Short Weapon	1*
Long Weapon	2*
Off-Hand Weapon	2*
Small Shield	2*
Two-Handed Weapon	4*

Professions

Alchemy	5*
Contacts	5*
Herbalism	5*
Runecraft	5*
Smithing	5*

Soldier

Iron Grip	2*
Trip	1
Cleave	2
Parry	2

Armor Expertise	3*
Retreat	3*
Large Shield	4*
Slay	4

Swashbuckler

Subdue	3*
Disarm	1
Maim	2
Parry	2

Agility	3*
Two Weapons	3*
Weapon Finesse	5*
Slay	4

Scout

Bow/Crossbow	2*
Tend	2*
Device	1
Trip	1

Venom Base	2*
Avoid Trap	1
Venom	2
Slay with Bow	3

Spy

Thrown Weapon	2*
Subdue	3*
Conceal	1
Device	1

Avoid Trap	1
Reveal	3
Assassinate	4
Subterfuge	4

Wizard

Fumble	1
Elemental Dart	1
Root	2
Spellshield	3

Wizard's Staff	4*
Elemental Strike	2
Circle of Protection	4
Fireball	4

Weaver

Subdue	3*
Silence	1
Dream	2
Sleep	2

Dream Token	2*
Slumber	3*
Mindshield	2
Unsilence	2

Druid

Tend	2*
Healing	1
Oakskin	2
Purify	2

Wreath	2*
Mend Limb	2
Wither Limb	2
Healing Refresh	3

Mystic

Speak with Dead	1
Spirit Dart	1
Weakness	1
Repel	2

Talisman	2*
Self Shard	4*
Spirit Shard	2
Death	5

Open Skills

The open skills may be purchased by anyone, with no prerequisite. They are of general utility. They include the ability to light your way, survive basic combat, wield weapons, protect yourself from unwanted hostilities, gain knowledge, study items, and make simple amounts of money.

Open Skills

Attunement	0*
Light	0*
Scavenge	2*
Income	3*
Vitality	1
Sage	1
Recovery	3
Repose of Peace	3
Short Weapon	1*
Long Weapon	2*
Off-Hand Weapon	2*
Small Shield	2*
Two-Handed Weapon	4*

Attunement (0*): Use this BGS to attune to an item with a green sticker and/or serial number for your use in future events. Remember: you may have at most 3 items attuned to you at a time (if attuning a new item would take you above 3, please also indicate which of the items currently attuned to you should be de-attuned.)

Light (0*): You may light approved green light sources.

Scavenge (2*): You receive 1 to 3 items of minor in-game value at check-in each event. These items will often but not always be components. You have no control over what you receive.

Income (3*): You receive 10 leaf (10 basic silver coins) at check-in each event. This may be from whatever in-game source you choose.

Vitality (1): Each purchase grants you 1 more point of Vitality. The first point is free. You can't have more than 10.

Sage (1): Use this BGS to find public/famous information in a library, perform scholarly research, and detect and analyze magical items. You get better results by using more points of Sage. *You must submit Sage in multiples of 3.*

Recovery (3): With 5 minutes of rest or other appropriate roleplay *outside combat*, you may expend a use of this skill to heal yourself to full Vitality.

Repose of Peace (3): Stand, sit, or lie with your arms crossed, head bowed, and hands/arms empty, and state "Repose of Peace." The spell is *active* until you speak or move. Call "Ward" to all physical interactions or calls, weapon hits or calls, and magical calls. Keep your eyes open and be aware of your surroundings for safety purposes. Do not block doors or narrow passageways; allow people to safely pass by.

Short Weapon (1*): You can wield any single safe, legal boffer weapon between 12 inches and 24 inches long. You may use coreless boffer weapons as small as 6in, only for surprise hits or interacting with willing/helpless targets: if they are trying to avoid you or fight back, you can't use coreless weapons. Be extra careful with all short weapons.

Long Weapon (2*): You can wield any single safe, legal boffer weapon between 24 inches and 42 inches long. This also includes the Short Weapon skill; if you have it, discount its cost.

Off-Hand Weapon (2*): You can pair a short weapon with another short or long weapon. You must still have the ability to wield either individually.

Small Shield (2*): You can wield any single safe, legal shield that is no larger than 12 inches in any direction. You may pair it with a short or long weapon. A shield worn somewhere other than the wielding arm does not block hits.

Two-Handed Weapon (4*): You can wield any safe, legal boffer weapon between 42 inches and 72 inches long. You need 2 free hands, but you don't have to grip with both. This also includes the Long Weapon and Short Weapon skills; if you have either, discount its cost.

Only wield 1 weapon at a time. Off-Hand Weapon, Two Weapons, Small Shield, and Large Shield allow pairing. All weapons and shields must pass safety inspection. See the *Safety Specifications* section.

Professions

Professions may be purchased by anyone, with no prerequisite. Each includes a set of abilities you can start with, and you'll be able to advance by finding and learning more.

You will receive a **profession packet** with further details. Contact staff if you want to see the packet for a profession you are considering purchasing.

Professions

Alchemy	5*
Contacts	5*
Herbalism	5*
Runecraft	5*
Smithing	5*

Alchemy (5*): You can use mana-laden components to make elixirs (potions, powders, and oils). Most alchemists swear themselves to the Alchemy Guild, for training, information, and resources. Alchemy includes:

- **Tincturing:** You can make up to 5 tinctures (very simple elixirs) per event — turn in up to 5 components at check-out, and you may receive a tincture for each at the next event.
- Learning without a teacher is possible but dangerous, perhaps leading to insanity or death. The Alchemy Guild provides teaching and requires an oath of secrecy, which can protect you, both politically and magically.

Contacts (5*): You are skilled at dealing with NPCs. When you buy the Contacts profession, you choose one of three skills:

- **Rumors:** , which allows you to gather and spread information as a BGS.
- **Favors:** , which allows you to request NPCs to take actions for you as a BGS, in return for doing things for them; or
- **Shopping:** , which allows you access to special opportunities to buy or sell items by visiting the Staff Center.

You also start with 1 free use of Basic Contacts, the skill expended to use Rumors, Favors, or Shopping.

Herbalism (5*): You have the ability to make quick use of plants and other components. You can go on to learn to make poultices, keep gardens, or perform powerful extractions. Herbalism includes:

- Of the below skills, you have the Holly skill and your choice of 1 other; you can unlock the others in-game. Each skill consumes the component and requires 1 minute of applying the it to the target:
  - **Holly:** Use a holly component to cast "Heal 2."
  - **Blue Aster:** Use a blue aster component to put a Sleep augment on a weapon.
  - **Crimson Bellis:** Use a crimson bellis component to cast Purify.
  - **Salt:** Use a salt component to either cast a Speak with Dead or put a Spirit Dart augment on a weapon.

Runecraft (5*): You have the ability to inscribe runes and imbue them with power. Runes can be used for charms, scrolls, augments, tattoos, enchantments, etc. Runecraft includes:

- You have 2 free uses of the following (which still count towards cost increases), and may purchase more:
  - **Craft Runic Charm (1):** As a BGS, you can craft a runic charm with a rune you know — staff can provide the prop, or you can provide it with approval.
  - You can attune a charm you made to someone (including yourself), as a touch spell: make clear what the skill is, and remind them of the charm rules (see *Charms*).
- You may start knowing 1 of the following basic runes:
  - **Hagalaz:** grants a Fumble (see Wizard).
  - **Perth:** grants a Conceal (see Spy).
  - **Thurisaz:** grants a Silence (see Weaver).
  - **Uruz:** grants a Trip (see Soldier).

Smithing (5*): You have begun studying the art of crafting with leather, metal, and even wood. You might focus on weapon craft, armor craft, or fine goods. Smithing includes:

- You have 3 free uses (that count towards cost increases) from the following, and may purchase more:
  - **Armor Repair (1):** You may spend 1 minute at the forge to fully repair 1 location of costume armor.
  - **Sharpen Maim (1):** You may spend 1 minute at the forge to apply a Maim augment to a melee weapon.

You will be considered *true* in a profession when you reach the level of "adept," "journeyman," or equivalent. For Contacts, this is when you have unlocked 2 of the 3 advanced skills (Network/Merchant/Agents).

Soldier

Soldiers are the heavy fighters of the world: the trained guardsmen, the front line of every military, the tribal berserker. They are the ones who know that nothing lets you walk out of fight better than a good set of armor, a sturdy shield, and a strong weapon arm. Any place there is fighting, you will find a soldier in the thick of it.

Soldiers wear armor to the greatest effect. While some use two-handed weapons, many soldiers use weapon and shield. A soldier is a tough nut to crack on a battlefield.

Soldier

Iron Grip	2*
Trip	1
Cleave	2
Parry	2
Armor Expertise	3*
Retreat	3*
Large Shield	4*
Slay	4

Soldier Skills

Iron Grip (2*): If you have both hands on a single, lone weapon, state "Ward" in response to either Disarm or Fumble.

Trip (1): You can call "Trip" once with any melee weapon you can wield.

Cleave (2): You can call "Cleave" once with any melee weapon you can wield.

Parry (2): If you are wielding a melee weapon, you may call "Parry" once in response to a weapon call:

- You can parry melee, thrown, or projectile calls.
- You can parry spellstrikes (see *Spellstriking*), including thrown/projectile spellstrikes.
- You can parry By My Voice delivered weapon calls that are not listed as exceptions below.

You *can't* parry some calls:

- You can't parry Slay, Subdue, or Assassinate (the 3 weapon calls that require torso hits).
- You can't parry special calls (see *Special Calls*).
- You can't parry spell packets, uncalled hits, voice attacks, etc.

True Soldier Skills

Armor Expertise (3*): Add 2 to the value for each location of costume armor you wear. You may partially repair your costume armor up to half of its total value, rounded down, with 5 minutes of tinkering, refitting, or other appropriate roleplay at the forge. A full set of light armor can be repaired to 4 points of armor and a full set of heavy armor can be repaired to 6 points of armor this way.

Retreat (3*): Say "Reduce" and take 10 damage (which can go against armor) in response to Slay. Slay still needs to hit your torso to affect you at all.

Large Shield (4*): You can wield any single safe, legal shield (round, rectangular, kite, or teardrop; see *Safety Specifications*). You may pair it with a short or long weapon. A shield worn somewhere other than the wielding arm does not block hits. If you already have Small Shield, discount its cost.

Slay (4): You can call "Slay" once with any melee weapon you can wield.

- Slay must hit the torso to work. If you miss, it is not used up.
- Slay cannot be parried.

Swashbuckler

Swashbucklers are found in many forms: a dashing guard captain, a lively pirate, a skilled duelist, or a noble fop. They are masters of speed and precision. They are versatile skirmishers, usually preferring to stay mobile on the battlefield rather than stand their ground.

Many swashbucklers wield a pair of weapons and make frequent use of weapon skills. They tend to be fast and flexible fighters able to adapt to the changing conditions of any fight.

Swashbuckler

Subdue	3*
Disarm	1
Maim	2
Parry	2

Agility	3*
Two Weapons	3*
Weapon Finesse	5*
Slay	4

Swashbuckler Skills

Subdue (3*): You can call "Subdue" with any safe, soft, surprise pommel strike to the center upper back.

- You can't Subdue while running.
- You must approach from behind or the side — do not reach around or hug from the front.
- You may use the weapon's regular striking surface, for safety, if you are close enough to hit with a regular pommel strike. Do not strike with force.

Disarm (1): You can call "Disarm" once with any melee weapon you can wield.

Maim (2): You can call "Maim" once with any melee weapon you can wield.

Parry (2): See description under Soldier.

True Swashbuckler Skills

Agility (3*): You have 2 points of virtual armor (that takes damage before magic or costume armor). You can refresh this virtual armor with 5 minutes of restful stretching, limbering, or other appropriate roleplay, *outside of combat*.

Two Weapons (3*): You can pair any combination of short or long weapons together. You must still have the ability to wield either individually. If you already have Off-Hand Weapon, discount its cost.

Weapon Finesse (5*): You can use double the number of your *natural* Maim and Parry skills.

Slay (4): See description under Soldier.

Scout

Scouts range ahead of their compatriots, encircle and fight from a distance, and explore the world. The quiet hunter, the stealthy delver, the long-distance explorer, the careful and deadly marksman: all are forms of the scout.

Scouts are well-prepared for survival in hostile territory. They are masters of traps, using them hinder or catch enemies. They are comfortable with complicated weaponry and other devices, and are very good at slipping past defenses. Many choose to train in archery and venomcraft, and can be equally deadly from range and up close.

Scout

Bow/Crossbow	2*
Tend	2*
Device	1
Trip	1

Venom Base	2*
Avoid Trap	1
Venom	2
Slay with Bow	3

Scout Skills

Bow/Crossbow (2*): You can wield any safe, approved bow or crossbow as a ranged weapon. Bows and crossbows may not be used as melee weapons, nor can they be paired with anything (you can't shoot one if another weapon or shield is in your hands).

Tend (2*): With 1 minute of roleplaying and at least 1 working arm, you can call "Tend" to a single body location, e.g. a torso or a limb.

Device (1): You can operate complex devices, like locks and traps:

- If you have any points of Device, you can pick up popper traps and keep them in a film canister.
- Spend 1 point of Device to place up to 1 film canister's worth of popper traps in a single area.
- Spend 1 point of Device to clean up 1 patch of contact poison; the petroleum jelly may not be re-used.
- Traps may have device numbers, which are the number of points of Device you use to either disarm or place them.
    - Other than popper traps and contact poison, a trap without a device number can't be disarmed.
    - Other than a film canister of popper traps, a trap without a device number can't be collected or deployed.
- Locks may have device numbers; see *Locks*.
- Other complicated devices may have device numbers. See the accompanying tags.

Trip (1): See description under Soldier.

True Scout Skills

Venom Base (2*): You can apply 2 Venom doses to a single melee weapon.

Avoid Trap (1): You can call "Resist" once in response to a trap.

Venom (2): You receive 1 Venom dose at check-in.

Slay with Bow (3): You can call "Slay" once with a bow or crossbow you can wield.

- Slay must hit the torso to work. If you miss, it is not used up.
- Slay cannot be parried.

Spy

Spies are masters of infiltration and secrets. They work best unseen, deadly with the element of surprise and effective in many forms of skullduggery. They excel at providing and protecting information.

Spies know where to look to find things, know where to stab to kill things, and know how to get past many traps and tricks. They can surprise you up close or from a distance. They can fight in a pinch, but they prefer to go unnoticed.

Spy

Thrown Weapon	2*
Subdue	3*
Conceal	1
Device	1

Avoid Trap	1
Reveal	3
Assassinate	4
Subterfuge	4

Spy Skills

Thrown Weapon (2*): You can throw any coreless, safe, approved weapon between 6 inches and 24 inches long. You cannot throw skills other than augments.

Subdue (3*): See description under Swashbuckler.

Conceal (1): You can hide 1 small item (e.g. ring, note, film canister, etc.) on your person, not in plain sight. It will not be found by a search; it will be found by Reveal.

Device (1): See description under Scout.

True Spy Skills

Avoid Trap (1): See description under Scout.

Reveal (3): You can call "Reveal" once on a person.

Assassinate (4): You can call "Assassinate" by surprise once with any melee weapon you can wield.

- Assassinate must hit the torso to work. If you miss, it is not used up.
- You can't Assassinate while running.
- If you fail to surprise the target, the skill is not used up (the same as if you missed).

Subterfuge (4): Use this BGS to do subtle and possibly unsavory work: sneaking, skulking, spying, and secrecy. You might eavesdrop on conversations, infiltrate places, cover your tracks, or intercept, redirect, and manipulate other people. You get better results with creative methods and more points of Subterfuge. Subterfuge might also get you in trouble.

Your deceptive mind and habits make you slippery and hard to read. Subterfuge passively clouds attempts to use BGS scrutiny and scrying against you; this only applies to *your* thoughts and plans.

Wizard

Wizards are those who seek to engage magic from the realm of Firmament. Theirs is the magic of the elements; many choose to align themselves to one: aggressive fire, enduring earth, flexible water, or quick air. Some choose balance, in one form or another.

- Fumble is associated with *air*.
- Root is associated with *earth*.
- Circle of Protection is associated with *water*.
- Fireball is associated with *fire*.

Of all casters, wizards are the most at home in battle, possessing the widest range of protective and offensive spells.

Wizard

Fumble	1
Elemental Dart	1
Root	2
Spellshield	3
Wizard's Staff	4*
Elemental Strike	2
Circle of Protection	4
Fireball	4

Wizard Skills

Fumble (1): You can call "Fumble" once as a spell packet.

Elemental Dart (1): You can call "Flame Dart" once as a spell packet (Wizard's Staff can change your element).

Root (2): You can call "Root" once as a spell packet.

Spellshield (3): You can call "Spellshield" once as a touch spell.

True Wizard Skills

Wizard's Staff (4*): You have a Wizard's Staff (between 42 and 72 inches long) as a *magic focus item*; you can also wield it as a weapon, if it is yours and attuned — you need the Two-Handed Weapon skill to wield an *unattuned* staff.

When you attune to it, you choose 1 of the 4 basic elements (flame, air, water, earth): all of your Elemental Dart spells (including Elven racial Elemental Darts) and all of your Elemental Strike spells become that element. While wielding your staff:

- You can cast spells with it in your hand.
- You can cast spell packets from inside a Circle of Protection (and from inside a Greater Circle of Protection) without breaking it.
- You can, with five minutes of roleplay appropriate to your element *outside combat*, refresh all of your *natural* Elemental Dart spells.
- If you cast an Elemental Strike and miss, the spell is not consumed. The spell *is* consumed if the target calls Resist, Reduce, Ward, or Immune.

You should supply your own staff.

Elemental Strike (2): You can call "Flame Strike" once as a spell packet (Wizard's Staff can change your element).

Circle of Protection (4): Inscribe a circle around yourself (go through the motions even if you can't mark the ground) and say "Circle of Protection."

- For 5 minutes, call "Ward" in response to all physical interactions or calls, weapon hits or calls, and magic calls from the outside.
- The Circle only contains you and your possessions.
- It is broken and ends early if you step out, pass any items out, or attack or cast spells at anything outside.
- You are vulnerable when tracing the circle or re-tracing to recast. If there is already a clear circle marked on the ground, you don't need to trace it — if it is too smudged, you do.

Fireball (4): You can call "Fireball" once as a spell packet.

Weaver

Weavers draw power from the realm of Reverie, where the thoughts and dreams of all of Evren are manifest. Some use this power to divine the future. Others use it on the battlefield, ending combat with the sweet rest of sleep. Still others realize that to manipulate an opponents mind has more mundane uses. Those who have secrets had best be wary of the weavers.

Weavers are the workers of dream and prophecy. They possess a diverse set of ways to attempt to learn things via magical means, but often what they learn requires subtle interpretation to gain a full understanding.

Weaver

Subdue	3*
Silence	1
Dream	2
Sleep	2

Dream Token	2*
Slumber	3*
Mindshield	2
Unsilence	2

Weaver Skills

Subdue (3*): See description under Swashbuckler.

Silence (1): You can call "Silence" once as a spell packet.

Dream (2): You will receive staff-directed hints or clues, concerning yourself or people close to you, from the past, present, or future. More uses of this skill may increase the number of hints or their acuity, but they may still be enigmatic.

Sleep (2): You can call "Sleep" once as a spell packet.

True Weaver Skills

Dream Token (2*): You have a token as a *magic focus item*. You may choose its form/appearance, subject to staff approval. It must be ornamental (serve no other game purpose), and cannot be clothing. With it:

- You can cast spells while holding it. It cannot be wielded as a weapon or shield.
- **Share Dream:** You can share your dreams with other people.
  - They can see and interpret the dreams.
  - The dreams may be just as connected to them as they are to you. The more people involved, the more contexts the dreams might be affected by.
  - You have no control over the dream contents, unless you use a skill like Oracle.
- **Oracle:** You can specify a topic or topics for your Dream skills — this is a single BGS submission, even with multiple topics.
  - The more Dream you have, the more specific you can get and the more topics you could have. Difficulty scales with the complexity of the topic, the complexity of the answer, and the distance (in space and relationships).
  - Answers may still be enigmatic, and you cannot discover someone's well-kept secrets.

Slumber (3*): You can use double the number of your *natural* Sleep spells.

Mindshield (2): You can call "Mindshield" once as a touch spell.

- You can also do this as a BGS to a willing target — you will start the next event with a Mindshield expended.

Unsilence (2): You can call "Unsilence" once as a spell packet.

Druid

Druids are masters of the arts of healing and nature. They tend to the wounded in more ways than one, they provide magic armor, and they can release you from the basic binds of nature and magic.

It is always wise to have a friendly druid around. It is unwise to anger them. While many embrace the woods and make use of its life energy to heal and protect their companions, others realize that nature is not always kind.

Druid

Tend	2*
Healing	1
Oakskin	2
Purify	2

Wreath	2*
Mend Limb	2
Wither Limb	2
Healing Refresh	3

Druid Skills

Tend (2*): See description under Scout.

Healing (1): You can call "Heal" as a touch spell. You may combine castings, e.g. "Heal 2."

Oakskin (2): You can call "Oakskin" once as a touch spell.

Purify (2): You can call "Purify" once as a touch spell.

True Druid Skills

Wreath (2*): You have a wreath as a *magic focus item*. It cannot be wielded as a weapon or shield. With it:

- You can cast spells while holding it.
- You can double the strength of all of your *natural* Healing spells while at a tree, after spending 1 minute there.
- Whenever your Healing spells are doubled (as above), you may expend 3 *natural*, undoubled Healing to cast "Heal All" once as a touch spell.

Staff will supply your wreath, but you may make your own with permission.

Mend Limb (2): You can call "Mend ⟨*limb*⟩" once as a touch spell.

Wither Limb (2): You can call "Wither ⟨*limb*⟩" once as a spell packet.

Healing Refresh (3): With 5 minutes of appropriate roleplay *outside combat*, you may expend a use of this skill to refresh all of your *natural* Healing spells.

Mystic

Mystics draw power from the realm of Umbra, the realm of the spirit. The arts of the mystic often play on the balance of life, death, and undeath. When one dies one hopes a mystic is around to grant a spirit shard to help pay the toll the bridges demand. Unless of course it was the mystic who severed one's life in the first place...

The mystic's mastery of spirit makes them a dangerous opponent for anything alive or undead. In the correct situation, there are few casters more potent than a mystic.

Mystic

Speak with Dead	1
Spirit Dart	1
Weakness	1
Repel	2

Talisman	2*
Self Shard	4*
Spirit Shard	2
Death	5

Mystic Skills

Speak with Dead (1): You can call "Speak with Dead" as a touch spell.

Spirit Dart (1): You can call "Spirit Dart" once as a spell packet. Spirit Darts will often have extra effect on undead.

Repel (2): You can call "Repel" once as a spell packet.

Weakness (1): You can call "Weakness" once as a spell packet.

True Mystic Skills

Talisman (2*): You have a talisman as a *magic focus item*. It cannot be wielded as a weapon or shield. With it:

- You can cast spells while holding it.
- You can turn undead: while holding forth your talisman, you may chant or yell to drive away undead. The effectiveness will be based on your conviction and the number of turners.
- You can use Speak with Dead as a BGS to question spirits in the realm of Umbra. You need a name or a personal item belonging to the spirit. They often will answer, but are not required to do so; your BGS submission can include arguments why they should. More uses of Speak with Dead will allow a more verbose answer. *You may not speak with more than 3 spirits per round of BGS.*
- You may spend 1 minute holding your talisman against a person who is Rooted, Weakened, or Silenced, and telling them a story. At the end of the minute, you can call Unroot, Unweakness, or Unsilence.

Staff will supply your talisman, but you may make your own with permission.

Self Shard (4*): You can, while alive, use a Spirit Shard on yourself.

Spirit Shard (2): You receive 1 Spirit Shard disk at check-in. You can call "Spirit Shard" as a disk spell to give a shard to a dead body. Disks *expire* between events. You may also cast other colors of disks on dead bodies if you acquire them.

Death (5): You can call "Death" once as a spell packet.

Advanced Learning

The skills listed in *Player Characters* are not the only skills that exist. There are a variety of systems and paths you can discover and learn in-game (see *Long-Term Advancement*, *Focus*, and *Lessons*). If you want to find out more, ask around! PCs or NPCs might know things. Sage can give you established information, Contacts might help you find a teacher, and other BGS are useful within their areas of specialty.

Advanced skills are not required! The core rules are designed to enable powerful, decisive play both in and out of combat. Someone who's spent their QP on rulebook skills, and spent their time, energy, and Focus on plot and/or resources may be just as capable (or more so!) of success, fortune, and glory as someone who's focused on specialized, advanced skills.

Examples: You can advance within a Profession (Alchemy, Contacts, Herbalism, Runecraft, or Smithing). You can pick up a few loose skills (openly available or related to your true header).

Soldiers and **Swashbucklers** can find their place in the hierarchy of Vigor as a Commander, strengthening and coordinating those under their command; as a Lieutenant, focusing on mobility and targeted strikes; or as a Grunt, dealing damage to multiple foes to complete the mission. Soldiers embrace the path of the Line Commander, Vanguard Leader, or Berserker, while Swashbucklers would follow the path of the Flank Commander, Strike Captain, or Reaver.

Spies and **Scouts** can focus their training on specific fields. A Spy can embrace striking at a target from the shadows as an Assassin, perfect their breaking and entering as a Master Thief, or focus on building their plan of execution as a Spymaster. A Scout can embrace their ties to the woods as a Woodsperson, use careful shots with their bow to take down a target as a Hunter, or focus on leading a group where they need to go as a Guide. In addition to these paths, both a Spy or a Scout can focus on more efficiently placing and utilizing traps as a Trapmaster, take deadly aim with their ranged weapons as a Deadeye, or cleverly use venoms and poisons to eliminate their foes as a Poisonmaster.

Anyone with the **Device** skill may learn to craft their own traps.

Wizards can specialize in elements: Fire is focused on doing damage — Air is associated with disabling opponents — Water centers on self defense while moving through battle — Earth is highly effective at self defense while remaining still — a para-elementalist may specialize in two non-opposed elements — Metal mages balance all four elements, gaining less total power, but more variety. Advanced wizards can learn to use Arcane magic to create powerful rituals.

Weavers may pursue up to three Threads: Seers learn to deeply probe Reverie for information from the minds of others — Fatespinners use their dreams to indirectly control future events — Nightstalkers control nightmares as a BGS, either to cause harm to a target in their sleep, or to summon and control nightmares in game — Dreamwalkers craft Gates to Reverie, create Sanctums within Reverie, and craft a items out of dream — Spellpliers use Weaver spells to replicate the effects other magics — Battleweavers turn their tokens into weapons and apply the magic of Reverie to combat.

Druids can choose a Path: Root druids plant their wreath in a grove to magnify their healing power there — Vine druids embed their wreath within their body to enhance their defense — Branch druids turn their wreath into a weapon or shield and cast spells at a distance by voice — Fang druids gain the approval of one of the Great Animal Spirits, transform their wreath into a weapon, and using it to gain magical power by killing with it — Shell druids temporarily anchor their wreath to the ground to magnify healing power — Heart druids shift the injuries and ailments of others into their own body, and toughen themselves to withstand the burden.

Mystics may choose to become Emissaries of the Gatekeeper of Umbra or the Gatekeeper of Vigor — by performing certain tasks for their gatekeeper, they may gain favors in return. Other mystics either forgo the use of all weapons to become Ascetics and enhance the power of their magical connection to Umbra, or they give up the ability to Turn Undead and instead channel enhanced magical energy through a magic weapon as a Mystic Warrior. Lastly, mystics may become Mediums, enhancing their ability to Speak with Dead as a BGS and allowing them to perform rituals to summon helpful spirits and energies in a graveyard.

Though it is broadly abhorred, a mystic may learn Necromancy, the art of raising and controlling the undead and otherwise manipulating energy obtained through Death.

Other: A number of other paths are available to anyone. Coordinated Fighting allows people who train together to share defensive and offensive abilities. There are organizations that will sponsor worthy individuals, like the Knights of the Bulwark, who fight undead. There are magical artifacts, like the Swords of Legend, which can grant abilities to their wielders as their relationship develops.

Musically inclined individuals may learn Spellsinging, either connecting to the great heartbeat of Evren and channeling its power, or acquiring a Patron from Firmament who will grant power in exchange for performances. Musical instruments may also be used instead of singing.

There is the reprehensible practice of Voidmancy — where one can accept madness and misery in exchange for forbidden power. Rumored to be related, there are people who repeatedly expose themselves to toxins to gain venom resilience.

Racial Skills: You may develop personalized skills through role-play involving your race. You may gain only a few of them, or you may become True in your race or culture to gain more. Generally, you will be limited to a total of 4 non-true and 4 true skills. They may be thematically appropriate skills chosen from the rulebook headers, or they may be skills unique to your character. (Unique skills are not guaranteed, and you should discuss the possibility both in-character with a teacher and out-of-character with staff, which may take extra time.)

- Lyra can deepen their affinities to natural forces.
- Humans can cultivate a Reputation.
- Galatura can deepen their connection to Story.
- Dwarves can take Oaths.
- Elves can explore the concept of timelessness.

Culture Skills: In general, cultures have 4 Basic skills associated with them that any member of that culture can learn. (You begin game as part of any Culture where you spend significant time in your backstory. You may join a culture during game through various plot, generally involving helping people of that culture.) Most cultures also have 4 Advanced skills that you may learn once you have both a) learned all 4 Basic skills in the culture and b) completed a particular roleplaying task significant to that culture. Although it is possible to learn skills from more than one culture, there may be limits on how many cultures a character may gain skills from.

Writing BGS

The following are basic examples and guidelines for the Between-Game Skills (see *BGS*) available from rulebook skills. Explaining what in-game actions your character is taking and what result you are hoping to get (on an out-of-game level) is often helpful — this is especially true when using **Focus**.

Sage: Sage usually must be spent in multiples of 3 (3, 6, 9, etc.). The more you spend, in relation to the difficulty of the question, the better the answer. Better answers might not be longer — they will be more clear and detailed.

More specific questions (with more information and context) will get more specific answers. "I've heard that Kresa was founded by the Felicitoro. Is that true? In what year was it founded, and why?" might get a straightforward answer. "Tell me about Kresa" might get a more vague answer, in the form of various topics you could research further.

Sage can represent using a library, looking up famous things, doing your own experiments, meditating and mulling over deep questions...

Basic Network: Basic Network can be directed as a BGS: you specify a topic you are interested in, like "I want to hear about political intrigue in the University" or "I want to know about Frederick's past." You might even be able to create a rumor or block information. However, don't expect Basic Network to be especially powerful.

Subterfuge: Subterfuge can be used to perform clandestine operations between events. This is similar to, but distinct from, things that can be done with Agents (an advanced Contacts skill) — Subterfuge is doing the work yourself, not having other people do it, and is far more specialized — and the two could be done together.

Directed Subterfuge lets you do secretive things: "I want to sit in the corner of the tavern, nursing drinks for several hours, and carefully listen in when my target meets with his associates," "I want to look into Jack's past, by surreptitiously asking his friends about his childhood," "I want to sneak up on the roof of a cabin across from the meeting place and take note of who, when, and how many people show up," etc. Providing detail always helps — "I want to find out what Cassandra is up to," without further information, means you'll be using up effort to figure out effective-but-secretive ways to get information, leaving less effort for the methods themselves.

Passively, Subterfuge protects your secrets. The more Subterfuge you have, the harder it will be to use Contacts, Subterfuge, etc. to find out private things about you. It *won't* hide the things other people do, or what you do with others — if you use Contacts to ask about political intrigue, your *passive* Subterfuge won't hide that — but you can use *directed* Subterfuge to cover other people's actions or your interactions with them.

Mindshield: Mindshield can be used as a BGS — its use is very straightforward. List the targets, who need to be willing. You can only cast one on any given person. A Mindshield cast in BGS also expires by the beginning of the event, so the target won't have it up as an active spell.

Oracle: Oracle allows you to "direct" your dreams — you specify a topic and a number of uses of the Dream skill. You can do this for multiple topics, in the same BGS submission, up to your Dream total. Dreams will often be vague and symbolic, like hints and riddles. How much information you can get, and how clear it is, will be based on how much Dream you spend compared to the difficulty of the topic.

Difficulty is based on complexity — questions or answers with a lot of "moving parts" will be harder than simple, straightforward things — and distance — questions about far-away places, long-ago times, or people you've never met will be harder than questions about your current, nearby associates. Lastly, regular Oracle can not be used to find out well-kept secrets, at all.

You should write a straightforward description of your topic/question, and you can describe a symbolic framework for the dream.

Speak with Dead: With a Talisman, a Mystic can use Speak with Dead as a BGS, to ask questions of (*up to 3*) spirits that reside in Umbra. For example, if you ask a dead ancestor "where is the chest of gems buried?" and their spirit resides in Umbra, they may answer — the more points of Speak with Dead you use, the more detail they will be able to give. Spirits are not forced to answer — you may need to convince them: "where is the chest of gems buried? Your dear son and his family need it to pay a ransom," etc.

Safety Specifications

Weapons

Melee Weapons: All weapons must pass safety inspection. You can use many different techniques for building weapons as long as you follow these minimum guidelines. No weapon is perfectly safe — no matter how safely built the weapon, always play carefully.

- Weapons with any sort of non-foam core must be at least 12 inches long.
- Cylindrical cores must be capped at both ends.
- Weapons must not whip, catch, bind, trap, or be more than 1 piece (no flails or nunchucks).
- Striking surfaces must have at least 0.5 inches of closed-cell foam.
- Striking tips, including pommels used for Subdue, must have at least 0.75 inches of closed-cell foam.
- Thrusting tips must have at least 2 inches of foam, at least 0.75 inches of which must be closed-cell.
- Open-cell foam thrusting tips must not fold over on impact.
- All protrusions (guards, spikes, flanges, etc.) must be coreless foam.
- All open-cell foam striking surfaces must be perforated to allow air in and out.
- Any tether must be at least 6 inches long and easy to safely remove.

Some weapons may require you to demonstrate that you can fight with extra care. Some weapons may only be partially approved — for example, many latex weapons can be used, but not for thrusting.

Thrown Weapons: Thrown weapons must be **coreless**, made from only foam and tape (or other soft coverings).

Bow/Crossbow: All ranged projectile weapons must be approved:

- The weapon must look like a bow or crossbow. You may not use it as a melee weapon.
- The entire projectile must be foam or other soft material.
- The weapon must launch only 1 projectile at a time, and require reloading for every shot.
- The weapon may not have greater than a 30 pound draw.
- Rubber-band-powered "finger arrows" are allowed, in combination with a bow prop.
- Toy bows/crossbows are allowed — decorate them such that they do not appear modern.

Shields: All shields must pass safety inspection. All edges of any shield must be covered by at least 0.5 inches of closed-cell foam. Any hard or pointy protrusions must be padded.

- A **small** shield (e.g. a buckler) can't be wider than 1 foot (in any direction).
- A **round** (circular) shield can't be wider than 2 feet.
- A non-round shield can't be wider than your shoulders.
- A **rectangular** or **kite** shield can't be longer than from the base of your neck to the middle of your thigh.
- A **teardrop** shield can't be longer than the base of your neck to your knees.

Costume Armor

All costume armor must be approved. It should not have sharp edges, sharp corners, or rigid spikes. Whether it counts as **light** or **heavy** armor will be determined by its appearance and actual weight. To be approved for Subdue resistance, a **helmet** must obviously look like and be worn as real armor (no hats, hoods, etc.) — it does not need to be real or heavy.

Other

Spell Packets: Spell packets must be filled with birdseed or similar light material. They must be loose enough to not be hard, and small enough to fit in a 35mm film canister. They may not contain sunflower seeds.

Glow Sticks: Glow sticks must be no longer than 6 inches. Battery-powered equivalent lights may be approved.

Costuming

Costuming should not look modern nor have modern logos or prints. It does not need to be authentic to any historical period or fictional setting. Don't wear blue jeans, polo shirts, etc. Basic black conceals many sins. Do not ignore practical concerns: costuming may be durable, weatherproof, safe, and suitable for the outdoors. You may wear prescription eyeglasses and other necessary accessories. You may wear modern footwear, such as simple hiking boots, for safety or comfort. You may wear athletic shoes, though avoid bright colors, obviously modern designs, and visible logos.

Cultural Costuming

The world of Evren, much like Earth, is a diverse place. The cultures presented here are intended to be open-ended, and do not correspond precisely to particular real world cultures. However, we would like to offer a variety of different guiding examples for styles associated with each culture. Furthermore, we would like people from all Earth-cultures to know that there is room in the world of Evren for them to explore stories inspired by their heritage.

Many of the cultures of Evren are diasporas, scattered since before recorded history. Although most people within a given culture share certain values, philosophies, and traditions, the people of each culture have also been shaped by their geography and neighbors. As such, there is substantial diversity within each culture found across Evren. The is no one right way to portray a Daler, a Hurzicht, a Tattershawl, or anything else.

While we aspire to welcome a broad variety of cultural influences in our game, we would also like to stress the importance of avoiding **cultural appropriation**. If you are considering including elements in your character from a real-world culture that is not your own, think carefully. This is a complex issue, and we can't provide comprehensive rules on what is and is not appropriative. But if you are ever in doubt and want to talk to someone, the game director, board, or ombudsperson are more than willing.

You can see costuming examples at `https://www.pinterest.com/witchwoodlarp/`.

Character Histories

When you write a character history, you give yourself an idea of who and what you are going to play, you give staff an idea of who and what you are going to play, and (optionally) you give staff some inspiration for what sorts of plots to write for you.

A good history also helps flesh out the details of Evren — you have an opportunity to create a town or village, expand on some aspect of a culture, or set up some personal history that might impact others. These sorts of details may be negotiated with staff: when you first submit a history, some of the specifics may be modified to better fit with existing material, while still matching the spirit of what you wrote — you might wait to write your history until you've read your culture packet, after you've begun creating a character.

Your character history should try to answer a few key questions:

- **Who are you?:** What is your name? What is your personality? What defines you, if anything?
- **What has your life been like so far?:** How old are you? Where do you come from? Who is your family? What is your trade, if any? What are you leaving behind?
- **Why have you come to the Witchwood?:** What brings you to a settlement far away from home? What are your ambitions? Why did you leave? Who did you come with, if anyone?
- **Other questions:** How trustworthy are you? How *trusting* are you? What do you like? What are your pet peeves? What kind of person do you want to be?

Some players may prefer to answer all of these in their histories. Others prefer to to find out the answers in game, as they play and flesh out themselves. Your character history might be long and detailed — or it might be short and skeletal.

Things to Keep in Mind

Evren, being a fictional, magical world, is different from the real world in many ways. Some of the differences may impact common tropes used in character histories:

- Most people return from death a number of times.
- Magical healing is very common.
- "Bleeding to death" is very rare.
- Women do not usually die in childbirth.
- Birth control exists.
- Religion and rape do not exist.
- There are no monarchies.
- Evren is not predominantly patriarchal.
- Gunpowder, guns, and cannons do not exist.

Evren does not have large "nations." Usually, the largest sovereign entities are city-states. However, the Davenstern guild, the Felicitoro "families," and the Velliar University are large organizations that span political boundaries.

Although there is magical healing, disability still exists. Druidic power will restore each person to a particular default state determined on an individual basis, rather than to a hypothetical ideal. That state is not the same for each person, and it may change for a given person over time.

Advice

Preparing For the Event

Most character maintenance can be done via the website: entering a PEL, spending QP, registering for the next event, submitting BGS, contacting staff, getting directions to the camp, and communicating on the forum.

Events are usually held at a campsite, and most activity is outdoors. Be prepared. When packing, consider:

- sleeping bag or blanket (appropriate for weather)
- pillow, towel, and toiletries
- any necessary medication
- underwear, sleepwear, extra socks, etc.
- costuming, weapons, props, and in-game valuables
- crafting components owed to check-in
- cash or check (if you didn't pay online)
- duct tape, foam, and other repair materials
- personal snacks or drinks
- a copy of the rulebook (or primer)

Strange Abilities

There are a number of special abilities and resistances that people, especially "monsters," might have. The exact details may differ from case to case. Here are a few examples:

- Combat NPCs might "recycle" during a fight: after they are down or dead, they might come back, either individually or in a wave. This is usually done away from the combat (they will turn into Eidolons, walk away, and return) or might be done in-character. Recycling is a way NPCs can play forces larger than they can physically muster.
- Some things might be immune to all non-magic weapon hits to the limbs — try hitting their torso. Others might be immune to Subdue even without a helmet.
- Some might be immune to all hits to the back — this will usually be accompanied by some sort of special costuming, like a hunchback, shell, or even wings.
- Monsters might have the Retreat skill. Very tough monsters may also take calls like Fireball, Death, Assassinate, Venom, and even status effects as damage instead of the regular effects, or get out of duration spell effects early.
- Some might be incorporeal, meaning they are immune to anything that isn't magic damage (or select status effects).
- Elemental creatures might be immune to magical calls of their own element, and might take extra damage from their opposing element (Dart as 5 damage, Strike as a Fireball).
- Undead creatures tend to be immune to Death, Sleep, Venom, Poison, and Subdue, and take Assassinate as a Slay. They also take Spirit Dart as 5 damage and Spirit Strike like a Fireball.

Checklist

This page lists every topic you need to know to play Witchwood. We encourage players and staff, especially new ones, to review this page before each event. The rules and meanings for each of the below terms are described in the *Playing the Game* and *Player Characters* chapters — reference by finding the term in **bold**.

Basics

- Don't be a jerk
- Play safe
  - Lightest touch
  - Noncombatants
  - Caution
  - Emergency
- Don't cheat
- Stay in game
- Clarify
- Metagaming
- Examining
- Carrying
- Searching
  - Prop
- Restraints
- Death Strike
- Damage
  - Virtual armor
  - Magic armor
  - Costume armor
  - Vitality
  - Torso
  - Magic damage
- Costume Armor
  - Light armor
  - Heavy armor
  - Helmets
- Unconsciousness
- Poisoned
- Death
- Eidolon
- Gatekeepers
- Delivery of Effects
  - Machine-gunning
- Weapons
  - Projectiles
  - Parry
- Spells
  - Spell packets
  - Spellstriking
  - Touch spells
  - Disk spells
  - By My Voice
  - Complex effects
  - By My Touch
  - Prefixes
- Surprise
- Resist, Parry, Reduce, Ward, Immune
- Play on

Calls

- Physical Calls
  - Tend
  - Reveal
- Weapon Calls
  - Cleave
  - Disarm
  - Maim
  - Slay
  - Trip
  - Venom
- Surprise Weapon Calls
  - Assassinate
  - Subdue
- Spells
  - Dart
  - Death
  - Fireball
  - Fumble
  - Gust
  - Poison
  - Strike
  - Wither ⟨*limb*⟩
- Restorative Spells
  - Awaken
  - Heal
  - Mend ⟨*limb*⟩
  - Purify
  - Restore Spirit
  - Un⟨*spell*⟩
- Active Spells
  - Bloodshield
  - Mindshield
  - Oakskin
  - Spellshield
  - Deathshield
  - ⟨*type*⟩ Shard
- Duration Spells
  - Repel
  - Root
  - Silence
  - Sleep
  - Speak with Dead
  - Stall Eidolon
  - Weakness
- Special Calls
  - Dispel ⟨*spell*⟩
  - Dispel Magic
  - I Curse Your Spirit
  - Obliterate Spirit
  - There is No Escape

Things

- Green/yellow/red stickers
- Serial numbers, enchanted items
- Perishables
- Charms
- Disks
- Locks
  - Lockpicking
  - Device numbers
- Magic Lights
- Disguises
- Tags
  - Magic, active magic, poison, malady, curse
  - Potions
  - Oils
  - Venom doses
  - Powders
  - Scrolls
  - Consumables
- Traps
  - Bubble wrap
  - Buzzer
  - Contact Poison
  - Popper
  - Weapon
- Walls
- Gates
- Greater Circle
- Pits
- Weapon augments
- Logistics
  - Staff center
  - Red hands
  - Cabin and Sleeping
  - Soft stop

Skills

- BGS
- Per-use
- Infinite-use
- Natural skills
- Refresh
- Overnight healing
- Magic focus items
- Doublers
- Outside combat

Code of Conduct

All members of the Red Feather Roleplaying (RFR) community, including players and staff, must follow these guidelines:

- Treat everyone with respect.
- Follow the rules of safety (see *Safety*).
- Do not threaten or intimidate people out-of-game.
- Do not harass participants, make them feel unsafe, or contribute to a hostile environment.
- If asked to stop any harassing behavior, comply immediately.
- Do not sexually harass anyone, in-game or out-of-game. This includes public sexual behavior, sexual comments, and all forms of sexual assault.
- Do not physically assault others except as described by the combat rules of the game.
- Do not verbally assault anyone out-of-game.
- Do not discriminate or make jokes on the basis of out-of-game characteristics such as race, sex, sexual orientation, gender expression, disability, national origin, citizenship, religious beliefs, etc.
- Follow camp rules and insurance stipulations in regards to alcohol, tobacco, and fire. Do not smoke except in designated areas; do not litter with cigarette butts; do not consume alcohol at events where it is prohibited; etc.
- Do not have fires outside of established fireplaces or fire rings without the approval of a fire marshal. All fires must be attended, and a fire extinguisher, fire blanket, large quantity of water, or other means of fire suppression approved by a fire marshal must be readily on hand.
- Do not cheat. Follow and uphold the spirit and letter of the games rules to the best of your ability. If you feel the rules should be amended, contact the Rules Committee.
- Griefing, hazing, and trolling are not permitted. Do not use in-game antagonism as a method of harassment, or to carry over out-of-game grudges. In-game actions taken against others in apparent bad faith will be referred to the Conduct Committee.
- Make a good-faith effort to uphold requests made by community members to keep them uninvolved in plots whose themes relate to their phobias, past traumas, or other similarly sensitive topics.

The Code of Conduct is not all-inclusive. Any action which creates an unsafe or hostile environment or which precludes fair game, even if not explicitly delineated in the code, may be considered a violation.

Procedure for Code Violations: If you feel there has been a breach of the Code of Conduct, send a complaint to the Conduct Committee (conduct@redfeatherroleplaying.com).

The Conduct Committee will determine if the Code of Conduct has been violated. During the investigation, they will preserve the anonymity of both the complainant and the accused. If preserving anonymity is not possible, they will alert the relevant parties and receive consent from them before breaking anonymity.

- Committee actions, including warnings, suspensions, etc. will match the severity of the offense. They will be promptly reported to the complainant and the accused.
- Actions may be reviewed by the President of the Board; if they find an action inappropriate, they may bring the case to the Board for approval or rejection by simple majority.
- Written warnings, suspensions, and bans will be delivered by the Board President, to be acknowledged and signed by the accused.
- If a first offense is serious enough to warrant an immediate ban, the ban will require a majority vote of the Board.

Mark of the Red Feather

If you are being harassed (or experience similar out-of-game problems), people who wear a **red feather pin** (player or staff) are available to help/advise/listen.

If you are interested in wearing a red feather pin, speak with the Ombuds (ombuds@redfeatherroleplaying.com) — pins will also be available from the staff center. If you wear one, you are promising to be understanding and not fall victim to bystander apathy — some basic training is available at events.