Introduction

Welcome to the Lorien Trust and the Lorien Trust Player's Handbook. The Lorien Trust was formed in late 1991, after a group of experienced live role-players decided to run something better than the events that had been run before. After a few large meetings, this group of players formed a company, the Lorien Trust (limited by Guarantee). They set up a board of trustees to run the company and the events on a co-operative basis, with a set of business ideas and policies.

During the first few years, it became clear that major changes in the way the business was to be run in the future needed to be implemented. By mid 1995 the Lorien Trust limited by Guarantee was replaced with a new company, Merlinroute Ltd T/A (trading as) the Lorien Trust.

Merlinroute Ltd then restructured the way the business and events were to run. As the requirements of the players have grown and changed over the years, so too have our business policies, the events we run and the Lorien Trust Role-Playing (L.T.R.P.) system. Every year since the change in 1995, many improvements to the quality of the events have been made and yet we still hold true to our original policy: 'live role-playing events, run for live role-players by live role-players'.

This Lorien Trust Players Handbook and Game Rules publication will provide you with the information you need to create a character and play in our world. It covers everything from a basic knowledge of the history of the game world of Erdreja, to the various people and races, with descriptions of the skills and rules needed to role-play within the game.

This Lorien Trust Players Handbook And Game Rules (version 3) now supersedes all previous versions of the Lorien Trust Role-Playing system Player's Handbook, and all supplements including Rune prior to 2007. It covers amendments to the previous rules, changes, and updates that have been made to the system over past years. A rules supplement, Occupational Skills: A Guide to Advancement is also available and should be read in conjunction with this Handbook. This contains information on the Occupational Skill (OS) system and descriptions of available skills.

Any correspondence regarding the Lorien Trust Role-Playing System or Lorien Trust events should be directed to:

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Merlinroute Ltd would like to say "thank you", to all staff and volunteers who have contributed to the production of this publication.

Welcome

This Handbook covers the Game rules system used by the Lorien Trust (LT) at all their events. In the introduction, the layout of the book will be explained, as well as some of the more basic concepts you will find used within the rest of the book. For those of you who are used to earlier versions of the System, some fundamental changes should be explained.

"WHERE HAS 'HOW TO MAKE A CHARACTER' GONE?"

A change of emphasis has been brought in with this booklet. Instead of placing the rules in the order in which you may first use them, the rules are now in order of importance and usage. The most important and most commonly used rules are at the front of this Handbook and the least common at the back. Rules that are only required for reference, such as Character Creation, have been placed in the Appendices.

"SO WHAT DO I NEED TO READ?"

The Handbook is laid out with the most important information at the front. It is divided into three Chapters and four Appendices. Each chapter is further divided into Sections.

The first chapter deals with the basics of playing within the rules system, including how the rules are set out, Safety calls and the roles of Referees and Marshals. This section is vitally important, as everything else in the Handbook requires you to know how the rules work.

The second chapter deals with the basic damage and magic system. These rules cover the character rather than the player in the game. Included in this section are the rules on combat and on magical effects that your character might be affected by.

The third chapter covers the other logistics around playing a character; details on how special items and powers work, spell cards, searching and other information you will need to play the game.

Appendix 1 covers character creation and character skills.
Appendix 2 covers guidelines for using weapons.
Appendix 3 contains tables showing the class and characteristic of every effect
Appendix 4 contains definitions of various terms and the glossary. All words in *italics* in this document are described in this Appendix.

Attending Events

"WHO ATTENDS LT EVENTS?"

All LT Main events are suitable for families. The LT provides entertainment for young and old, which is shown by the fact that our events are attended by children and grandparents alike.
People from all walks of life enjoy the escapism that the LT has to offer whether they are students, builders, mechanics, lawyers, IT professionals, nurses, doctors or those who are in between jobs.

"WHAT SHOULD I BRING WITH ME?"

All Lorien Trust events are camping-based weekends so you might want to bring the following with you:
- A tent and sleeping kit/bag
- Enough clothes for the event and some extra clothes, especially extra socks etc.
- Make sure you bring some warm and weather proof clothes for the evenings (even in the summer it can get quite cold and damp during the night)

Other useful things to bring:
- Money (for extra food and drinks, or maybe more costume and LRP weapons)
- Food and drinks
- Cooking and eating utensils including a stove (unless you plan to eat solely from the caterers)
- A torch
- Towel
- Wash kit
- Sun cream
- Don't forget any medication that you may require
- And not forgetting the costume and LRP weaponry you will need

The most important thing to remember is 'enjoy yourself and have fun'.

"WHAT IF I WANT TO ARRIVE EARLY FOR AN EVENT?"

You may wish to arrive on the Thursday for an event to set up camp and prepare for the event. Please call the office or ask at the gate or game control for further information.

You may also be interested in helping with the main setup of the events, for which we may be able to discount your ticket price. Please call the office for details on how to volunteer for event setup.

Facilities at Events

TOILETS AND WASHING FACILITIES

Toilets and a limited number of showers will be provided and placed as practically as we can.

Standpipes can be found in the main field and around the edge of the camping areas. The water comes direct from the water mains, so be warned it may be cold and under a lot of pressure.

CATERING, BAR AND SUPPLIES

Ranges of catering units provide a good selection of hot/cold food and drinks. Some vegetarian food will also be available.

A licensed bar tent will provide a range of alcoholic and soft drinks, during licensing hours to approximately 6pm on the last day of the event. (Alcohol will not be sold to any person under 18.)

The LT shop will be selling hot & cold drinks, sweets, snacks, chocolate bars, cigarettes, toothbrushes and other useful items. Lorien Trust merchandise including T-shirts, mugs, baseball caps and various other items of interest will also be on sale.

SITE FACILITIES:

- Camping areas
- Car parking
- Free mini bus service to local train station
- Toilets in blocks and tardis types
- Showers
- Water stand pipes
- A range of caterers
- A large bar
- An LRP related traders market
- LT shop
- Various helpful event and maintenance staff
- 24 hour cover by security and first aid staff during the whole event.

GAME FACILITIES:

- Game control/information point
- LRP weapons/armour checking
- Game referees
- Themed Ritual Circle (except The Great Erdrejan Fayre)
- Special effects and themed plot locations involving interactive game world plots
- Large skirmishes and battles
- Factions, Guilds, NPC's, monsters, in-game casino, Children's (plots, activities & adventures).

FIRST AID

Qualified male and female First Aid staff will be on hand to deal with any medical problems or accidents that may occur at the events. They are stationed at First Aid near to Game Control, 24 hours a day.

Information given to the First Aid team will be treated in confidence, unless needed by Ambulance or other medical personnel. In the event of an emergency, all LT staff with a radio will be able to contact First Aid or security on your behalf.

SECURITY

Lorien Trust security staff will be based in the Games Control marquee and will be available 24 hours a day during the events. If you do have non game-based problems, this is where you need to go. Male and female security is available. The LT will treat information given to a member of security in confidence.

Security also deals with:

- All lost and/or found property
- The issue of free refuse bags

Chapter One: About the Rules

Introduction

This chapter covers the rules that govern the Player, as opposed to the Character, at a Lorien Trust event. A Player is you, the real life person involved in the event, whereas the character is the person you are playing. The rules in Chapter One deal with the logistics of running a very large-scale event. Anyone wishing to take part in a Lorien Trust event must read this chapter. Without it, you will find yourself at a major disadvantage to understand any part of the rules and may well lead to you being pulled out of the event – at least for long enough to learn and understand the fundamentals of the rules.

Section One: Fundamentals

This section explains the logistics of the Lorien Trust Role-Playing System Rules and Handbook and includes details on how this information is laid out for ease of understanding.

About the Handbook

To make the Handbook easier to understand, a few layout conventions have been adopted. Any text that is in bold must be read, or you will not have the information needed to play within the L.T.R.P. system. All of the remaining text still constitutes the rules and cannot be ignored, but it only applies in specific situations, or is a further explanation of a situation or a call.
Where the Handbook uses a term that has a specific meaning within the context of the rules system, it appears in *italics* and is defined in the Definitions of Terms Section of Appendix 4, page 58. These terms contain rules and should always be read along with the section in which they are mentioned.
None of the Rules in Chapter One are ever overridden by any *lammie*, *loresheet* or OS.
All the Rules in Chapter Two and Three may be overridden by a *lammie*, *loresheet* or OS.
Throughout this booklet, the abbreviation IC refers to In-Character, or actions taken by the character rather than the player, and the abbreviation OOC to Out-Of-Character, or actions taken by the player rather than the character. Distances are given in Imperial, with an approximate value given in metric in parentheses. In cases of dispute, the Imperial measurement will be used.

The Spirit of the Game

All participants at Lorien Trust events are requested and required to uphold the spirit, not just the letter, of the rules. Referees and Marshals can only make decisions based on the information at hand; if they feel it is necessary they will consult with a Senior Referee before making a decision. The ultimate aim of live role-playing is to have fun. Role-playing a character in such a way as to deliberately upset others OOC is not within the spirit of the rules. The Lorien Trust would like to ask all participants to leave OOC disagreements with other people outside the event.
Please note that these rules exist to be an aid to your role-playing, not the basis of it. However, please be aware that breaking these rules, whether intentionally or not, is cheating and this is considered a very serious offence. A first offence is likely to generate a warning, further offences are likely to incur more severe sanctions such as your character losing Occupational Skills (without refund of the OSPs), or could ultimately lead to you being banned from Lorien Trust events. Please also note that deliberately misleading someone OOC in a way that could lead to them inadvertently cheating also counts in it's self as cheating. Be careful about spreading OOC information that you are not sure of, in case your actions lead to others inadvertently cheating.

The main LT events are family events and all participants are requested to respect the fact that children will be present at the event. There are certain limits to the depth of role-playing that is permitted at these events. Physical restraint and force should never be used when role-playing; if you are kidnapping or arresting someone IC, you should tell them if they are being tied, then ask them to role-play the effects without actual physical restraint.

References to racism, sexism and crimes such as rape and torture are not acceptable. It is not acceptable to run any plots featuring scenes containing offensive material or role-play behaviour of this nature. Arson should not be discussed at events due to the potential confusion between a real OOC fire and an IC fire. Fire safety is a serious issue and for this reason, it is not permissible under the rules to set fire IC to any building, structure, person, or to perpetrate any other inappropriate act of this nature, IC or OOC. Acts of arson as character background or part of a plot are permissible as long as there is no danger that they could be misunderstood to apply during *time-in*.
Persons found not abiding by the spirit of these guidelines face being warned, asked to leave site or banned from LT events, depending on the severity of their actions. If in doubt consult a Referee or Marshal or enquire at Game Control, as to what is considered appropriate or not.

Some Sanctioned events may have a darker feel than is outlined above and will state clearly that they are only suitable for adults on their event literature. All plot of this nature will be reviewed by the Head of Plot prior to receiving approval as part of the event sanctioning process.

When am I IC?
Apart from designated OOC areas, all areas accessible to players at Lorien Trust events are In-Character for the entirety of time-in. If you are in an IC area during time-in whilst wearing IC costume then you are considered IC. Personal tents are OOC areas, unless a part or the entire tent is specifically used for IC purposes, in which case those areas will be considered IC areas.

On very rare occasions, it may be necessary to drop briefly OOC. If it is not possible to move to an OOC area, change out of costume or to wait until time-out, and then you should indicate that you are OOC by raising your hand straight up in the air clearly above your head and keeping it there. This may only be done in the case of emergencies, in situations specified in a valid Lorien Trust publication, or at the discretion of a Referee or Marshal. This does not give you the right to drop OOC at will.

GOING OUT OF CHARACTER
A person with their hand straight up in the air above their head is deemed to be not present IC. Before dropping OOC, or crossing from an IC area to an OOC area, you must first extract yourself from all IC action. Please be aware that in an IC area, only emergencies and Lorien Trust staff members have priority over IC action, so please ensure that you do not disturb any IC activities which may be taking place and that whilst OOC, you avoid interacting with any people who are IC. If you are using your hand in the air to indicate that you are OOC, be prepared to explain your legitimate reasons to a Referee or Marshal, who may assess the validity of your reason and may require you to become IC again.

Head of Department
The LT is made up of various in game and out of game Departments that help run events. There will be a Head of each Department and may be a deputy. Their decision on any matter relating to their department is final.

Section Two: Safety
Safety Calls
Anyone hearing a safety call should stop what they are doing immediately and follow the instructions detailed below unless a Referee, Marshal or on-duty staff member gives other instructions, or until IC actions are restarted using the time-in call below. Safety calls are all OOC. Safety calls may be used by anyone, but players found to be using safety calls for IC reasons, or in unnecessary situations, risk being asked to leave site and being banned from all Lorien Trust events for a period of no less than one year. Safety calls exist for the safety and well being of everyone at the event. Please listen for instructions from Lorien Trust staff members while you are waiting and, if asked to do anything, obey as quickly and safely as possible.
Please do not try to approach an incident after hearing a safety call, unless you are fully aware of the nature of the incident and are certain that you have skills or information that may be needed (for example, fully qualified doctors, nurses or fire-fighters). In which case you should make yourself known to the staff members who are managing the incident.

MAN DOWN
This call can be used by anyone, when someone suffers a real, OOC, injury of any type. Wave your arms in the air while shouting this, to make yourself obvious but do please check that that it is a real injury and not just someone role-playing an injury before calling Man Down. If you hear this call, stop what you are doing immediately and move clear of the injured person. Do not echo a man down call as this can often lead to confusion as to where the injured person is. The only time you should repeat this call is if you believe other people in the immediate area have not heard the call and are in danger of fighting or moving towards the injured person. Anyone calling Man Down should be able to point out to a Lorien Trust staff member the location of the injured person.

FIRE
You should use this call if you see a fire that is uncontrolled or dangerous. If you discover a fire, alert everyone nearby (for example in adjacent tents) using this call. Find a Lorien Trust staff member, Referee or Marshal (preferably one who has a radio) as quickly as possible and tell them where you found the fire. Please leave the area as quickly and safely as possible once you have reported the fire.

Safety actions
NON-COMBATANT
Anyone who is concerned for their OOC safety or well-being whilst in a combat situation may call "Non-combatant", raise their hand in the air and move away from the situation. At this point, they are no longer able to take IC actions and should NOT be struck. At this point, the non-combatant will be *Unconscious* (head reduced to 0 hits). Should someone remove himself or herself from a combat situation in this way then both attacker and target may move to a safe area. Be prepared in this situation to explain your actions to a Referee or Marshal and note that this cannot be used to benefit your character; it is purely there for your personal safety. It should be noted that having your hand in the air and calling non combatant would not guarantee you would not be struck. If you consider yourself a non-combatant, you should avoid being involved in combat situations rather than rely entirely on this safety action. The Lorien Trust Role-playing System is a contact game and being struck is an inherent part of the game.

ASK FOR A REFEREE OR MARSHAL
In role-play situations where it may be inappropriate to put your hand in the air but you are still concerned for your OOC well-being or feel uncomfortable with a situation, you may request the presence of a Referee or Marshal. As above, this cannot be used to benefit your character; it is for your OOC safety and peace of mind only. In cases where actions may have occurred in the time it takes to find a Referee or Marshal, they will use their best judgement to determine any effects resulting from those actions.

Game Calls
Only identifiable Lorien Trust staff members and on-duty Referees and Marshals may use game calls. Please follow all the actions indicated by these individuals.
These are used mostly for in-game reasons and to control characters and not the players themselves. However, even if you are OOC, you must follow all the actions required unless otherwise directed.

TIME-FREEZE!
When you hear this call, stop all actions, close your eyes and remain still and silent until *time-in* is called. Please remain silent during this time, unless otherwise directed by a Referee or Marshal – this way you will hear any further instructions. Ignore any noise you hear, unless advised otherwise by a Referee or Marshal. No IC time passes during a time-freeze, unless directed otherwise.

TIME-OUT!
All IC actions are suspended by this call. Remain where you are. At the end of each day, and at the end of an event, there may be a special Time Out call, during which time is not suspended, but no official IC actions can take place until time-in is called again. You may not move from your location, restore IC damage or take any other IC action. You can sit or talk amongst yourselves, but only on an OOC basis. During the special Time Out at the end of a day, you may move about and talk, but no IC actions can take place. Please be aware that others around you may be trying to sleep at this time.

TIME-IN!
This call will restart IC actions after a Man Down, Time Freeze or Time Out call. At the start of each day, and at the start of an event, there may be a special time-in call. In battle situations, a Referee or Marshal may use a countdown prior to calling *time-in*.

DROP!
Drop to the ground at once and perform no other actions unless a Referee or Marshal states otherwise. Once you have dropped, a Referee or Marshal will explain why you were told to do so.

Combat
The Lorien Trust Role-playing System combat rules provide a quick and effective method of resolving live combat with a minimum of interruption to the flow of the game.
The combat system is generally self-policing. This is to say that it is the players themselves who are primarily responsible for taking their hits and for taking reasonable care not to hurt one another. All blows must be pulled to reduce the force of impact. If you are unsure of your combat skills, check with your faction command, the Armourers Guild, Game Control or ask experienced members of your group. There are always people willing to help you learn to fight properly. Additional combat safety guidelines may be imposed at sanctioned events due to site restrictions or other OOC logistical reasons.

FIGHTING SAFELY
Safe blows should not cause pain or bruising to your opponent and stabbing with any weapon, even those described as "thrust safe", is not allowed. Physical contact of any kind, other than striking with a weapon safe phys rep, is not allowed. This also includes encircling an opponent with your arms to strike their back when standing in front of them. Using shields as a striking weapon, shield barging or body checking is not allowed.

Blows should not be struck faster than the associated damage can be clearly called, and the tip of the weapon must travel at least 30" (~75cm) or the complete length of the weapon, whichever is greater.

You must complete the vocals for a weapon's type and effect before striking your next blow or, if you are not required to call damage, you must allow a length of time equivalent to the amount of time it would have taken to call the damage

Any player found by a Referee or Marshal to be acting in a dangerous manner whilst in combat will be warned not to repeat their actions. If they do not heed this advice, they will be withdrawn from combat and their name will be taken. Players who persistently behave dangerously in combat may be asked to leave the event.

In the interests of safety, all players should avoid targeting an opponent's head, if possible, but if necessary, the head is a viable location. Common sense must also dictate that certain other delicate areas of the male and female anatomy should be avoided.

Extra care should be taken in large combats with blows to the head, especially with polearms or other large weapons, as this can cause concussion, eye damage or other serious injuries.

Combat is about role-playing as much as it is about winning a fight. You can have a great deal more fun with a well role-played combat than with a more mechanical one. If you take a hit, role-play the pain, or stagger back a bit to show that you are taking damage.

MASS COMBATS
Mass combats must be held in an appropriate area that is both large enough and clear enough of obstacles to allow for safe combat. The definition of what is a mass combat and what is a safe area will vary from situation to situation and, if in any doubt, please find a Marshal or Referee before starting combat. Note what may start as a small one-on-one fight may quickly grow as friends of either side, or other interested parties, join in. If you wish to attack a target in an unsafe area, or an area you are fighting in becomes unsafe then you must inform a Referee or Marshal who will move the combat or target into a safe area in an appropriate manner. This may involve calling a time-freeze in the area and moving all combatants.

UNSAFE AREAS FOR MASS COMBATS
Areas deemed always unsafe for mass combat are the area of OOC tents in faction camping areas, IC tents, bars, guild tents, trader tents, toilets, showers, traders' stands, caterers' areas and the ritual circle. Other areas may also be unsafe depending on circumstance or at the discretion of a Referee or Marshal. You should not move into an area deemed unsafe for mass combat if you are involved in a mass combat, or if you are aware that you are a target of a mass combat, unless you are doing so for OOC safety reasons. Doing so without valid reasons may result in you being placed back in the combat in a tactically disadvantaged position.

OUT OF CHARACTER AREAS
Toilets, Game Control, Monster Room, and any area with an OOC notice are Out-of-Character areas. You should not enter OOC areas while involved in IC activity.

CHILDREN & COMBAT
No child under the age of Sixteen (16) will be allowed to take part in large-scale skirmishes or mass battles, unless organised by the Lorien Trust kids adventure team. This is for reasons of safety. It is the responsibility of the parent or guardian accompanying the child to the event to ensure that this safety rule is adhered to. The LT endeavours to provide as many children's activities as possible, please ask at Game Control for further information. A weapon or shield used by a child must be easily wieldable by the child and must be no taller than them.

Any child under the age of ten years old, who is playing a character at an event, does not have sufficient skill with a weapon to be able inflict any damage, and strikes for the No Damage effect. Please be aware that young children do attend the events and will join in fights, or just attack passers by. Feel free to role-play with under-tens if they attack you, but you are not required to take the damage. Please remember that children are more delicate than adults are, and be extra careful with interacting with them if they attack you.

Section Three: Refereeing and Adjudication

At all LT Main events, in all cases, the organiser's decision is final. The Referee department will act on behalf of the organiser to adjudicate certain Game and safety issues as detailed below

At all LT Sanctioned events, an LT Sanctioning Officer will work with the event organisers to ensure certain minimum standards are met. This includes having insurances etc, as well as LT qualified Referees and Marshals to adjudicate game and safety issues as detailed below.

Referees and Marshals at LT events are responsible for combat safety, running plot, ensuring that players and monsters play within the rules, answering any queries that players may have regarding the rules and helping to make the game enjoyable and fair for all participants. If you ask a Referee or Marshal for help, particularly with regard to the rules or specific monsters, please bear in mind that they may have to consult with a senior or more experienced colleague before they can assist you. All Referees and Marshals will make every effort to answer your questions accurately within the shortest possible time. LT Referees and Marshals fit into a number of categories, each of which has different responsibilities. These categories are detailed below.

Should you have cause to question a decision from a Referee or Marshal at a Main LT event, you must accept their decision on the spot. You may then ask for their details and refer to *Game Control* or the *Head of Referees*, please note that you should at least take a note of their tabard/card number. Without the number of the Referee or Marshal, it may be impossible to deal with your query. All Referees and Marshals must have a number on display when on duty. At a sanctioned event, you should direct any such questions to the Sanctioning Officer and or the event organiser.

A Referee or Marshal may temporarily overrule the published rules when running an LT plot, for safety reasons or at the specification of a Senior Referee.

Any interpretation or ruling given by a Marshal, Referee, Sanctioning Officer or Senior Referee will be valid for that occasion only. Permanent rule changes or clarifications can only be made in a valid LT publication.

No Marshal, Referee, senior Referee, Sanctioning Officer, Head of Department, NPC or plot representative may be considered on duty for refereeing decisions whilst playing a character or monster role. To make such decisions, they must be clearly OOC and must be wearing an identifying badge. On-duty Referees and Marshals will be wearing a high visibility vest as detailed below. Note that at sanctioned events, Referees and Marshals may be wearing variations of this attire, but will still be carrying their card and any significant variations will be noted in that sanctioned events literature.

BATTLE MARSHAL
Wears: Un-numbered yellow high visibility vest.
A Battle Marshal can make safety calls but cannot make rules decisions. The primary responsibility of a Battle Marshal is to monitor combat situations, particularly large-scale battles, when Battle Marshals may be stationed at specific points to direct the fighting away from any OOC hazards. You do not have to pass a Lorien Trust test to become a Battle Marshal and if you wish to volunteer to help for large battles please go to *Game Control* where you will be instructed on your duties. For end of event battles, particularly at the Gathering, Battle Marshals are always needed.

MARSHAL
Wears: Numbered yellow high visibility vest. The number will be preceded by the letter "M".
A Marshal may answer rules queries, but may not pronounce a character dead at Main LT events.
Marshals are primarily responsible for answering general rules queries and overseeing small-scale combats and monster encounters, and they will not overrule another Marshal. Marshals do not have the authority to pronounce a character dead at a Main LT event but may do so at sanctioned events; if a character is at risk of dying whilst being overseen by a Marshal, the Marshal will ask for the assistance of a Referee or Senior Referee. Marshals may have a limited knowledge of current plot. All Marshals have passed the Lorien Trust Marshals' test; anyone may take this test, ask at *Game Control* for details.

REFEREE
Wears: Numbered yellow high visibility vest. The number will be preceded by the letter "R".
Referees may answer rules queries and may pronounce characters dead. Referees are primarily responsible for answering rules queries and Refereeing more complex encounters and combats than those dealt with by Marshals. Referees have demonstrated a competent level of Refereeing skill at LT events and have a detailed knowledge of the rules. Referees cannot overrule the published rules; they may only interpret them, except as stated above. Referees are able to answer general rules queries, but may refer you to a Senior Referee for clarification of complex issues. Please note that some questions may only be answered effectively by a Referee who is equipped with a radio. They will only overrule a Marshal in situations where it is clear to them an incorrect decision has been made and they will consult with the

Referee or Marshal before making their decision. Referees have the authority to pronounce a character dead, after checking all the details of the situation. All Referees have passed the LT Referees' test; this test may be taken only upon invitation from the *Head of Referees*.

SENIOR REFEREE
Wears: Numbered orange high visibility vest. The number will be preceded by the letter "S".
Senior Referees have all the same duties and powers as Referees and may temporarily overrule the Game Rules. Senior Referees are chosen from the Referee team for their experience and proven Refereeing skills. Senior Referees may make judgement decisions on complex rules queries. A Senior Referee in specific situations can and will overrule the Game Rules if needed, they may also direct a Referee or Marshal to do the same. They will only overrule a Referee or Marshal in situations where it is clear to them an incorrect decision has been made and they will consult with the Referee or Marshal before making their decision. A Senior Referee may choose to escalate an issue to the relevant Head of Department and will not overrule them on issues relating to their department.

SANCTIONING OFFICER
A Sanctioning Officer has the same role and responsibilities as a Senior Referee at the event they are Sanctioning. Any questions about Game decisions made at that event can be referred to the Sanctioning Officer for an impartial decision. This decision will be valid for that occasion only.

Chapter Two: Universal Rules

This chapter covers the rules that apply to all characters within the L.T.R.P. System. The main difference between this chapter and Chapter One is that these rules only apply to the character and not to the player. *lammies*, *loresheets* or OS may overrule these rules.

Section One: Combat

Dealing damage
Any blow struck with any weapon will deal a single point of damage unless an effect states otherwise. Armour cannot be reduced below 0 AV (Armour Value), and body locations cannot be reduced below –1 LHV (Locational Hit Value). (See Chapter 2, Section 3 - Damage System, page15 onwards for more details on damage types and effects.)

Body Locations
With the exception of some special creatures, all characters have six body locations. These are the head, torso, left arm, right arm, left leg and right leg. Each body location has 1 base LHV. The number of hits a location has can be increased through skills, magic, items and special powers, if these increases conform to the *Rule of Double* (see Chapter 3, Section 2 - *Rule of Double*, page 44).
Every time your character is hit on an armoured body location, you should deduct one from the AV of that body location (if you are wearing a suitable phys-rep for your armour and have the skill enabling you to use it). If you are struck on an unarmoured body location, or on a body location covered by armour with its AV at zero, you should deduct one hit from that body location's hits. If a body location is reduced to zero LHV, it is rendered unusable. If a body location is reduced to -1 LHV, it is considered to have a *Mortal Wound*, and is rendered unusable and the character will enter their *Grace Period* (see Chapter 2, Section 1 - *Grace Period*, page11).

Unusable locations
The following list describes what happens to your character once a body location is rendered unusable. These effects should be role-played. When an injury requires you to drop to your knees or to the ground, you should do so as safely as possible.

LEG LOCATION
You must drop to your knees or fall down immediately. You can get back up again but you cannot use the damaged leg. If both leg locations become unusable, you should drop to the ground (not just to your knees). You cannot use your legs at all but can drag yourself around with your arms and call for help.

ARM LOCATION
You must drop anything held or supported by that arm (or hand) immediately. You may not make any use of that arm (or hand). In a situation where dropped items might be trampled, damaged or lost you do not have to drop the item, but you cannot use it with the useless arm.

HEAD OR TORSO LOCATION
Your character falls unconscious and you must drop (safely) to the ground.

Unconscious
If you have been knocked unconscious you cannot see or hear anything that is happening IC around you. You should still pay attention OOC to any combat occurring around you and be prepared to move if you are in danger of being trampled, or if a Referee or Marshal asks you to (see Chapter 2, Section 1 - *Recovery*, page 13)**.**

Parrying
If a blow from a weapon delivering a special attack is parried, the special attack will not affect you, but will instead target the item used to parry it. Arrows and crossbow bolts must not be parried by a weapon but it is acceptable to block them with a shield, providing you take-care not to deflect them onto others. A weapon must be held to parry a blow and you must possess the skill to wield the weapon. Any blow striking a slung weapon will not be considered to be parried and will still damage any location it strikes. You may not parry a blow with a weapon or shield you do not have the skill to use, if you do, the strike and any special effects it has will still affect you.

Grace Periods
A character's Grace Period is the time between them receiving a *Mortal Wound* and them dying. Some other effects can put you directly into your Grace Period, but if a character is put into a Grace Period for any reason, they will die when the Grace Period expires. A Grace Period is normally 10 minutes in length, but certain effects may change this duration. A character that is already in their Grace period if they would be subject to an effect that would place them in their Grace Period is not put into a second Grace period. Instead, their Grace Period becomes the lower of the two (time left of the original grace period, or the new Grace period if it is shorter). The Grace Period is the time during which the character's Pattern is departing their physical body. To be brought out of their Grace Period, all reasons for the character to be in their Grace Period must be resolved.

Identifying Wounds
All characters can visually identify if a character has any location with a Mortal Wound or is dead. This identification takes 3 seconds of *Concentration* whilst within 10ft (~3m) of the target and they must state "*Detect Mortal Wounds*" to the target player. This is an OOC vocal. The type and number of blows is not detectable by this method. It is possible to continue to monitor the location to see if its status changes (i.e. if the target is regenerating) but you will not know this until 3 seconds after the location no longer has a *Mortal Wound*.

Characters with the CS Healing or Physician can also *Detect* if the character is under the effects of any Damage Effect or poison. This detection takes 3 seconds of *Concentration* whilst holding their primary hand 2" (~5cm) away from the target and they must state, "*Detect* Wound, Pattern Effect, Poison or Disease" to the target player. This will enable them to determine how many body hits the character has left on each location. They will be aware if the target is under the effects of a poison but will not be aware of what kind of poison it is unless they have Poison Lore.

Death & Dying
A character that has any location reduced to -1 LHV for any reason has taken a *Mortal Wound* and will enter their Grace Period. A body location cannot be reduced below -1 LHV. Locations at zero are unusable but stable and do not deteriorate.
If all of a character's body locations simultaneously have a *Mortal Wound*, the character will die immediately. There is no Grace Period when this occurs; the character will die as soon as their final body location suffers a *Mortal Wound*. In this case, a character has suffered so much damage that their Pattern is forced to leave their body immediately.

If it should take a Referee a short period of time to clarify all the facts of a situation they may declare a character in an indeterminate state, typically this may be between being dead or alive although there may be other situations where this is used. Anything done to the character during this period will still have an effect as normal and any power expended will still be expended even if the decision is that the character was not in a state to have been affected by the effect used. The Referee will take account of anything done to the character in the indeterminate state as this period merely means that is impossible to determine the state of the character until the Referee makes a decision.

A player may decide to retire their character at any point. The character will be assumed to have died from natural causes. Retiring a character in this way must be done at Game Control.

If a character has died, and the player of the character is happy that the death is legitimate, and no Referee is present, the Player can declare their character dead. The player must report the death to Game Control.

If a character has died under any circumstances, the player of the character must report the death to Game Control.

The Ritual of Peace does not prevent death if a location is already at –1 LHV. If you suffer damage that will "reduce a location to –1 LHV ignoring the Ritual of Peace" then you will suffer all of the effects described here and your character will be at risk of death (see Chapter 2, Section 1 - *Ritual of Peace*, page 13).

As with all aspects of the game, the LT asks all participants to be aware of other people's feelings. Losing a character into which you have put a lot of time and creativity can be an upsetting experience, particularly if it happens suddenly. Please be aware that someone whose character has just died may be upset and respect their feelings.

After Death

When a character dies, their pattern leaves their body. The character is dead and no power will ever bring them back. The pattern stays near to the body until *Dawn* and then travels to whichever of the Planes is its Ancestor's home unless an effect prevents it from doing so. Anything done to a dead body must be reported to a Referee, Marshal or Game Control. Some effects might still affect a dead character, but the character will not be able to be played again.

Recovery

See Ritual of Peace for details on recovering damage under a Ritual of Peace. After 10 minutes of a character's Head or Torso being on zero (0) LHV, the character will recover consciousness but will be *Debilitated.* This means that they are not be able to take any action other than walking slowly and talking. They cannot use any ability that requires *Concentration*, cast any spell, or wield a weapon effectively (including parrying). If a limb is on zero then it still cannot be used. For example, you would be able to drink a potion as this does not require *Concentration* but you would not be able to use potion lore to identify it as this does require *Concentration*, nor be able to drink unaided if both arms are at 0 LHV.
At *Dawn,* a character will fully recover any lost hits and any effects the character is currently affected by are lost unless there is an accompanying *loresheet*, Lammie or Ref that states otherwise.

The Ritual of Peace

This powerful ritual magic effect converts all non-Artefact damage to subdual damage for any *Intelligent* creature with a Living Pattern. Artefact damage (including Affect <X> if in the *Target Group*), effects that state they ignore a ritual of peace and effects that do not cause damage will affect the target as normal. Any damage taken outside a Ritual of Peace will not be altered by it if you are then brought inside an area protected by a Ritual of Peace. The Ritual of Peace will also remove *debilitation,* and subject any character covered by the ritual to a Global Full Cure effect after they have been *debilitated* for ten minutes.

This effectively means that for normal characters who have been hit with normal weapons until they are unconscious, they will recover consciousness and be *debilitated* after ten minutes, and after a further ten minutes, they will regain all their hits. Global Full Cure restores all body hits to all the target's locations. This will only be effective on a being with a Living Pattern, and will not be effective on a location suffering from a Fatal Wound, or on a character under the effects Disease or Decay.

LT main events usually include an area or areas under the effect of a Ritual of Peace. Any creature *Immune* to or protected against Ritual Magic, and *Unintelligent* and *Bestial* creatures will not be protected by a Ritual of Peace (see Appendix 4, Definition of Terms, page 58 onward, for a definition of *Unintelligent* and *Bestial* creatures).
If you have any doubts about the protection provided by a Ritual of Peace, check with Game Control or a Referee equipped with a radio.

Monsters with total body hits

A very small number of monsters have only a single allocation of hits for their entire body. This location always counts as the Torso. However, any effect that would normally destroy a body location (e.g. Crush or Harm), will instead do 5 hits.

Any monster with Total Body Hits (TBH) will have severe downsides, and these monsters can <u>never</u> be player characters.

Healing a monster with total body hits, using a chant, will restore up to a maximum of 5 hits per card.
Any effect that would normally restore an entire location will heal 5 hits.
When a monster with TBH that are currently above 0 takes damage that should have reduced its hits to a level below 0, then it will actually only reduce its hits to 0. While a monster with TBH is at 0 hits or below, they have *Damage Reduction*, i.e. all blows reduce their hits by only 1 hit.
Characters with TBH will die immediately if their hits fall to -6 or lower.
Any effect, CS, Lammie, *loresheet* or OS that alters a character's Locational Hit Value (LHV) will also affect monsters with Total Body hits. In this case, each additional LHV hit granted would grant the character with an additional 3 TBH.
Any effect, CS, Lammie, *loresheet* or OS that grants a character Armour Value (AV) will also affect monsters with Total Body hits. In this case, the locational AV granted the character is tripled and applied to the single body location. Heavy Armour, therefore, would grant 9 Total Body Armour. Any effect that would normally destroy armour on a location or otherwise take it directly to 0 (e.g. Crush), will instead do 5 hits. This will not

'carry over' if there is not enough AV to absorb completely the hits. E.g. A total body monster with 2 AV left will not take the 'spare' 3 hits to the body from a Crush.

Any global damage call will affect a total body hit monster three times, consecutively (e.g. Global Flame hit will cause a total of 3 hits, Global Harm will cause a total of 15).

Section Two: Effects
Effect descriptions

NOTES ON EFFECTS
All Effects have four parts to them: Source, Range, Class and Characteristic.
An effect is always the same no matter how it was generated.
An effect is always of the same class, regardless of how it was generated.
A character cannot be *Immune* to the source of an effect, only a single effect or a class of effects.
No effect may just use the name of the effect, unless it is delivered by a Referee or Marshal, or is delivered as part of a Damage Call.
Effects of an identical name do not stack and casting a new effect on someone replaces the previous effect, unless specifically stated otherwise in the effects description. E.g. Casting an Endurance effect on someone will replace any current Endurance effect on the target.
***Innate* abilities require the Call "Innate <name of effect>".** This call is for OOC information only; there are no IC vocals for *Innate* effects.

NO EFFECT
If you are immune to an effect or blow then you should call "No effect to <effect>". If there could be no confusion as to which blow or effect you are immune to, then you should just call "no effect". If you wish to pretend IC that you have no immunity, then you must role-play the attacks effects and do not have to call "No effect".

GLOBAL
Any effect that is preceded by the word *Global* will affect every location of the target, regardless of the effect. *Global* and *Mass* cannot be combined in the same call unless a *lammie* explicitly states otherwise. *Global* cannot be called without a *lammie* or *loresheet* that specifically allows its use.

SOURCE
This is what generates the effect: Mage spells, Incantor spells, Channelling spells, Necromancy spells, Innate or Ritual.

DIRECTED ACTION
Some effects can control or dictate your actions.
If you are generating these effects, you should be aware of the possibility of causing another player to endanger him or herself, and try to avoid creating this situation
If you are targeted by one of these effects, you must follow the directions to the best of your OOC ability unless the directions are inappropriate or jeopardise your OOC safety or that of others.

APPROPRIATE CONTACT
Some effects have a range of Touch. When using these effects, you should take care to avoid inappropriate contact, and be ready to move your hands if the target tells you they are uncomfortable. If the target requests it, you may cast (or continue to cast) Touch effects by holding your hand 2" away from the target.

RANGE
Effects can be Ranged, Mass, Touch or Self.
- **Ranged effects have a maximum range of 30ft (~9m).**
- **Mass effects either a) effect everyone within 10ft (~3m) of the creator if their arms are held up, or b) effect everyone within 10ft (~3m) of the creator in an arc indicated by their arms, if their arms are held out in front of them.** Mass effects cannot be countered.
- **Touch effects require physical contact in order to be delivered.** Touch effects may be applied to the caster of the effect.
- **Self effects only ever affect the caster and their equipment.**
- **Rite effects have a range defined explicitly in their description.**
You cannot change the Range category of a spell. E.g. you cannot cast a Ranged spell as a Touch spell. The only exception to this is acting as part of a Wedge (not the Focus), where you can cast the wedge effect as a Touch effect.

CLASS
All effects are grouped into four classes: magical, mind, pattern or physical. This allows characters with a *lammie* or *loresheet* to be immune to a class of effects (refer to Appendix 3, page 54, effects by class), and does not cover damage types.

CHARACTERISTIC
All effects are grouped into nine characteristic: Command, Counter, Cure, Damage, Detect, Enchant, Force, Immobilise or Special. This allows characters with a *lammie* or *loresheet* to be immune to a characteristic of effects (see Appendix 3, Effects by Characteristic, page 55), and does not cover damage types.

Section Three: Damage System
Damage Calls
A damage call may include a single damage type and a single damage effect. <u>Only one damage call may be made per blow</u>. A character will only be able to deliver a blow of the damage type Normal, and optionally the damage effects Subdue or No Damage, unless stated otherwise by a *lammie*, effect, *loresheet*, Character Skill or Occupational Skill.

Damage Type	+	Damage Effect

Damage Type	Damage Effect
Normal	Any spell effect
Silver	Affect
Enchanted	Bane
Flame	Crush
Cold	Decay
Artefact	Disease
	Fatal
	Harm
	No Damage
	Paralysis
	Petrify
	Subdue
	Through
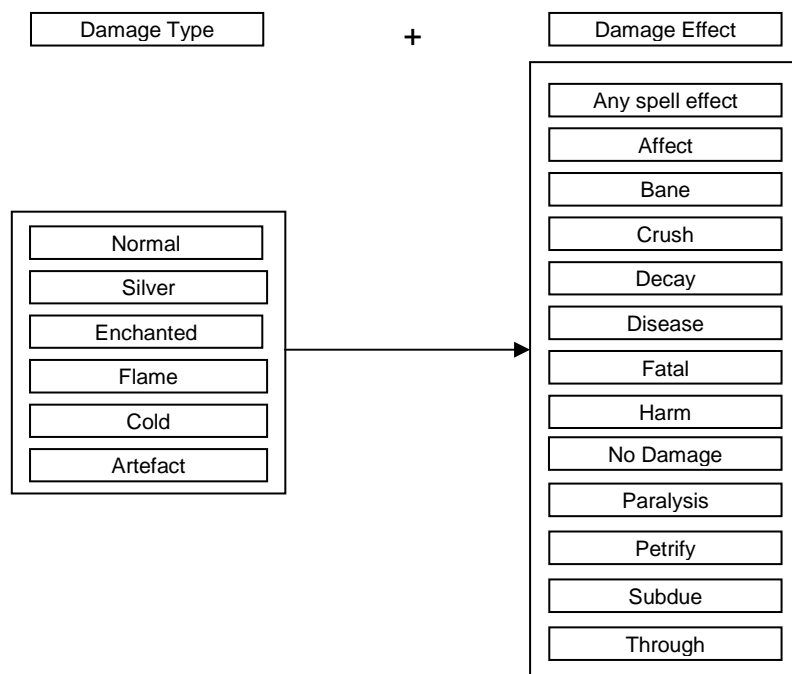
Damage Types
Damage types describe the nature of the damage inflicted. This may mean that the target is affected differently. Some individuals take different effects from different damage types. Unless you are told otherwise by a Referee or Marshal or have a *lammie* or *loresheet* that tells you otherwise, all damage types affect you in the same way.

Normal	**The Normal damage type means the weapon will do 1 hit of Normal damage. Note this does not need to be called as it is the default damage type**
Silver	**The Silver damage type means the weapon will do 1 hit of Normal damage.** Silver damage has additional effects on certain characters and monsters, which will be detailed on their *lammies* or *loresheet*s.
Enchanted	**The Enchanted damage type means the weapon will do 1 hit of Enchanted damage.**
Flame & Cold	**The Flame and Cold damage types mean that the weapon will do 1 hit of Enchanted damage. Flame weapons are magically heated not covered in flames. You cannot use Flame weapons to ignite things, or light areas.** Flame and Cold damage have additional effects on certain characters and monsters, which will be detailed on their *lammies* or *loresheet*s.
Artefact	**The Artefact damage type means the weapon will do 1 hit of Artefact damage for each blow regardless of *Immunities*. This damage type goes through the Ritual of Peace.** Nothing can be *Immune* to Artefact damage unless it is a Zero hit creature.

Damage Effects

If you are capable of generating a Damage effect it is in <u>addition</u> to, and <u>separate</u> from, the Damage Type done by the weapon blow itself. **All blows do 1 point of damage, the damage effect will never add another point of damage to the blow although it may negate the damage, or convert the point of damage into destroying a location or armour instead.** E.g. If you are struck by a Normal Harm on an armoured location the Harm converts the normal point of damage into an effect that destroys the location but does not damage the armour.

Some of the damage effects only work on a specific *Target Group*. If the *Target Group* is not on a *lammie* (inc. your character card) or on a *loresheet*, then it is considered to be a blow of the damage type used (Normal if no other damage type is called), unless you are told otherwise by a Referee or Marshal. Note that everyone defaults to the *Target Group*, Living, unless otherwise specified on a *lammie* or *loresheet*.

Any effect listed in Section Four can also be used as a Damage effect.

AFFECT <TARGET GROUP>   MAGICAL DAMAGE EFFECT
This damage effect converts the damage type to Artefact against the *Target Group* named, including their armour. Against all other targets it inflicts the default damage type of the blow (Normal unless otherwise stated).

<TARGET GROUP> BANE   MAGICAL DAMAGE EFFECT
This damage effect converts the damage type to Artefact against the *Target Group* named, including their armour. When striking the *Target Group* named on a location with an AV of 0 the location struck is *Destroyed* (ignoring a Ritual of Peace). When striking the *Target Group* named on a location with an AV of greater than 0 the only effect is to alter the damage type to Artefact. Against all other targets it inflicts the default damage type of the blow (Normal unless otherwise stated).

CRUSH   PHYSICAL DAMAGE EFFECT
When striking a location with AV of 0 this effect *Destroys* the body location. When striking a location with AV of greater than 0 this effect *Destroys* the armour on that location reducing it to 0 AV. When striking a shield that is not *Immune* to the Crush effect, the shield will be *Destroyed*, (see Appendix 1, Weapon Skills – Shield Use, page 48). This effect does not breach the Ritual of Peace if one is in effect. This does not convert the damage type of the weapon, so if the target is *Immune* to the damage type then they will not take the crush effect.

DECAY   PATTERN ENCHANT EFFECT
While affected by Decay, your wounds cannot be healed or cured in any way, including regeneration. You still recover subdual damage. You immediately enter your grace period and are under a Wasting effect (see Chapter 2, Section 4 - Full Spell Descriptions – Wasting (Chant of), page 34) until the Decay effect is removed. This gives you an effective grace period of 5 minutes and your pattern will go to the Plane of Unlife on death**.** You are aware of the fact that you are under a Decay effect. While affected by a Decay effect you are *immune* to further Decay effects.

DISEASE   PATTERN ENCHANT EFFECT
While affected by Disease, your wounds cannot be healed or cured in any way, including regeneration. You still recover subdual damage. You are aware of the fact that you are under a Disease effect. While Diseased you are *immune* to further Disease effects.

FATAL   PATTERN DAMAGE EFFECT
The body location struck by this effect is *Destroyed* (ignoring a Ritual of Peace). This effect causes the weapon to treat the location as if it had an AV of 0 and converts the damage type of the weapon to Artefact. This effect will automatically place the target in their grace period (even if it does not inflict a *Mortal Wound* for any reason) and prevents any damage to the location being healed or regenerated until a Heal Fatal Wound has been cast on it. Any armour on the location will not be damaged by the blow and this effect cannot be stopped by any *Immunity* to the Through effect.

HARM   MAGICAL DAMAGE EFFECT

The body location stuck by this effect is *Destroyed* (ignoring a Ritual of Peace) unless the target is *Immune* to either the Harm effect or to Enchanted damage. This effect causes the weapon to treat the location as if it had an AV of 0 and converts the damage type of the weapon to Enchanted. Any armour on the location will not be damaged by the blow and this effect cannot be stopped by any *Immunity* to the Through effect.

NO DAMAGE   PHYSICAL DAMAGE EFFECT

This damage effect will prevent any damage done by this blow. Anyone may call No Damage, even if they do not have the skill to use the weapon. Children under 10 do not need to call No Damage, and are always assumed to use this effect.

PARALYSIS   PATTERN IMMOBILISATION EFFECT

For 1 minute, the target is rendered *Immobile.*

STRIKEDOWN   PHYSICAL FORCE EFFECT

The target must fall, such that their torso makes contact with the ground. Alternately, you may crouch such that one knee and one fist touch the ground for ten seconds. Holding onto an object or person, or having them hold onto you, will not prevent you from falling. Once the fall is complete, you may get back up again. Before falling, ensure that it is safe to fall in your current location.

SUBDUE   PHYSICAL DAMAGE EFFECT

This damage effect will prevent any damage done by this blow from reducing that location to below 0. Anyone may call Subdue if using a Medium or Small weapon (do not use non-striking surfaces such as the flat of a blade, or pommel).

THROUGH   PHYSICAL DAMAGE EFFECT

This effect causes the weapon to treat the location as if it had an AV of 0. This does not convert the damage type of the blow. Any damage from the blow will be directly applied to the location and will not damage any armour on the location unless the armour is *Immune* to the Through effect.

Other Effects

These effects do not have levels and are not affected by Countermagic or High Countermagic except as described in the effect descriptions.

BEGUILE   MIND COMMAND EFFECT

The target will perform any action to protect or help the person who has Beguiled them. Beguile cannot be removed by the Free Mind effect. The strength of a Beguile is such that the target will allow their beguiler to kill them without offering any resistance. They will also lay down their life to defend the caster that has beguiled them. This sacrifice or protection extends only to the caster that performed the Beguile, not any allies that the caster may have. Beguile lasts until *Dawn*. This is a *Charm*.

PETRIFY   MAGICAL SPECIAL EFFECT

The target is rendered *immobile* and enters their Grace Period. As soon as the effect starts the target is reduced to zero on all locations, this will count in all ways as Artefact damage. After the Grace Period ends, the target is dead and turned to stone. Items carried by the target are not turned to stone, and may be recovered using the normal rules for removing items from *immobilised* characters. Sanctuary has no effect on Petrify. To cure the effect one Countermagic must be cast for every complete minute or part thereof that the target has been under this effect, including the extra time that the following Heal Fatal will take. The Countermagic effects must be followed by a Heal Fatal Wound to the chest. If there is not enough Countermagic cast for the time elapsed when the Heal Fatal Wound is completed, then the cure will be ineffective and must be restarted.

Immunities

Any *Immunity* to damage types and effects that apply to either the character or their armour will cover both. E.g. if your armour is immune to normal damage, then so are you.

If you are *Immune* only to the damage type of a blow, then you must still take the damage effect. E.g. if you are *Immune* to normal and are struck by a normal paralysis blow then you will not take any damage from the blow but will still take the paralysis effect.

Some damage effects convert the damage type of the weapon based on the target being in a *Target Group*. If you are not in the *Target Group*, you will take the default damage type of the weapon. E.g. if you are an elf struck by a Human Bane weapon, you will take a point of normal damage from the blow, if you were a human struck by the same weapon you would take either a point of Artefact damage to your armour, or if the location has an AV of 0 the location will be *Destroyed* by Artefact damage.

If you are *Immune* only to a damage effect then you ignore everything listed in the effect description, but will still take the damage type of the weapon. E.g. if you are *Immune* to pattern effects or the Fatal effect and are struck by a normal Fatal to an armoured location you simply take a point of normal damage to the armour. The Fatal effect is ignored and does not convert the damage to Artefact

Mithril **shields are *Immune* to Shatter effects and Normal Crush. Enchanted shields are *Immune* to Shatter effects, Normal Crush and Enchanted Crush.**

If you become immune to an effect while subject to it, the immunity will remove the effect, but will not restore any damage caused by it. E.g. if you are under the effect of a Fatal wound, and become immune to Fatal, you are still at –1 to that location, but the damage can be healed normally.

You cannot be specifically immune to Flame or Cold damage types unless you are also immune to Enchanted damage.

You cannot be specifically immune to Silver damage types unless you are also immune to Normal damage.

Section Four: Spell System
Magic Types

There are five main types of magic users: Mages, Incantors, Channellers and Ritualists.

The terms for the practitioners of individual magical skills are Spellcaster, Shadow Mage, Enchanter, Healer, Corruptor, Light Incantor, Dark Incantor and Common Incantor. The definitions of these types of magic users are as follows.

MAGES

Collectively the lists Enchanting, Shadow Magic and Spellcasting are known as Mage Craft. Enchanting and Shadow Magic are specialisations of Spellcasting. Practitioners of these lists are classed as Mages for all *lammies*, *loresheet*s and abilities.

INCANTORS

Collectively the lists Standard Incantation, Dark Incantation and Light Incantation are known as Incantation. Dark incantation and Light Incantation are specialisations of Standard Incantation. Practitioners of these lists are classed as Incantors for all *lammies*, *loresheet*s and abilities.

CHANNELLERS

Collectively the lists Healing and Corruption are known as Channelling. Practitioners are classed as Channellers for all *lammies*, *loresheet*s and abilities.

SUMMONERS

Collectively the lists Daemonology, Elementalism, Necromancy and Theology are known as Summoning. Practitioners are classed as Summoners for all *lammies*, *loresheet*s and abilities.

RITUALISTS

Ritualists are capable of controlling ritual circles, transport circle and performing rites to allow them to generate spell effects or create magical effects. Such as creating magical weapons, infusing characters with special abilities or transporting characters from circle to circle. Practitioners are classed as Ritualists for all *lammies*, *loresheet*s and abilities.

Casting Spells

This section covers the results of various effects that are likely to affect you while playing in the LT system.

All of the powers listed below have a vocal component and an action component. The vocal component (including any chant) must be in English, it must be as similar as possible to that printed below, and it must include any words underlined and be at least as long. It is the responsibility of the caster to make sure that the target hears their vocals and is aware of who or what is being targeted. Players should also be vigilant for an effect being targeted on them (or something about their person) that they may need to react to.
Some spells require the caster to Chant; a chant consists of a vocal that must be repeated. This requires *Concentration*.

A level 1 effect requires 1 Spell Card, a level 2 effect requires 2 Spell cards and a level 3 effect requires 4 Spell cards. You can only generate these effects if you have the relevant CS or OS. When casting an effect you must tear one or more (as appropriate) of your Spell cards in half. The card must be torn at the end of the vocal. At LT main events, you should collect your Spell cards from the guilds' area. At LT sanctioned events, they may use an honour system whereby spell cards are not required. Do not litter your spell cards.

Casting magic requires *Concentration* and that nothing be held in the primary hand. You may only perform one action that requires *Concentration* at a time. Attempting to perform another action that requires *Concentration*, being reduced to unconsciousness or any other action that states it will break *Concentration* will disrupt the effect. The Primary hand is used to hold and tear the Spell cards and, if required, to point at or touch the target. Until all the actions are performed, including the ripping of the Spell Card, there is no effect. The action component is performed during the casting of the spell and is the representation of the gestures required to cast the effect. Therefore, if your casting hand is unusable, you may not cast magic.

Some spells including Mage Armour and Paladins Armour produce Magical Armour effects. These may not be combined with any ability to enhance the AV of armour, unless explicitly stated that they work with Magical Armour effects. The Armour Use skills are not required to use this armour and it will not stack with normal armour (see Appendix 4, Definition of Terms - *Stacking Armour*, page 60). This effect is not covered by the Rule of Double regarding armour use.

Only the lists Spellcasting, Incantation and Healing, of levels 1 and 2, are available at character creation (see Appendix 1, Magic Skills, page 49). All other lists are obtainable through IC action in game and the purchase of the appropriate OS. Please see the Guilds or Game Control for further information on how your character might obtain these powers.

A character cannot cast Ranged spells in Medium Armour. A character cannot cast Ranged or Mass spells in Heavy Armour. Casting spells as part of a Wedge is the only exception to this.

Spell Cards

Spell cards are an OOC representation of a character's available power and as such cannot be stolen, given, traded or otherwise transferred IC. Players found stealing Spell cards may be asked to leave site.
Spell cards are used to aid you in keeping track of the amount of power that you have cast and still have available to cast and to show targets of your powers that a magic effect has been cast on them. When casting an effect you must tear one or more (as appropriate) of your cards in half. The card(s) must be torn at the end of the vocal.
Your skill level determines the number of cards you receive. Spell cards are only valid for the day printed on them. Anyone found littering their cards will lose their allocation for the next day.
For events with a 24-hour *time-in*, a day is considered to be *Dawn* to *Dawn*. For the LT main events a day is considered to be the daily time-in period, which is 10am-2am. At LT main events, you should collect your power cards from the designated area.

Item Spell Cards

Item Spell Cards work in exactly the same way as normal Spell cards, but are representative of the available power in an item or other *lammie*. The *lammie* determines how many Spell cards the *lammie* has, and this is not boosted by CS or OS. Item spell cards can be collected from Game Control.

Sigils

Sigils are used for temporary enchantments placed on people or items. The name of the person casting the Sigil, the target the Sigil applies to and the casting date must be written on the Sigil card for it to be valid. Sigils are OOC and cannot be stolen or traded. Sigils may be obtained from the Guilds or from Game Control. Certain spells and effects require a Sigil to be cast, for example Endurance, Mage Armour and Paladins Armour. Sigils last until *Dawn* and cannot be transferred to another character (except when cast). At LT sanctioned events, you may be able to collect Sigils from Game Control.

Wedges

Only effects that are listed as being able to be cast as part of a wedge can be cast using a wedge. To be part of a wedge, all casters within the wedge must be able to cast the required effect. E.g., only characters able to cast *Dismiss* may be in a *Dismiss* wedge. A wedge is a formation of casters with the Focus as the person at the front of it. If you are part of a wedge then you can channel the power to the focus as a Touch effect. All participants in the wedge must pass their Spell cards forward to the focus so that the total power level may be calculated.

Once Spell cards have been passed forward, they cannot be recovered. The Focus of a wedge should point at the target and tear all of the Spell cards contributed by members of the wedge, or hand the Spell cards to a Referee or Marshal, and cast the spell. As a member of a wedge (other than the Focus), maintain contact with the member in front of you by holding onto their shoulder. Once the Focus has started receiving Spell cards from the members of the wedge, then the wedge is considered to be in progress. While the wedge is in progress, the Focus of the wedge is *Immune* to mind effects.

Note that if a wedge is in progress for more than ten minutes without the Focus casting the power that they are controlling, or the wedge breaks up prior to the effect being generated, then unpredictable events may occur. Once the Focus of the wedge has received all of the Spell cards being contributed then they may break away from the wedge to cast the spell. However, they cannot move more than 10 feet (~3m) away from the 2nd rank of the wedge and must complete the casting within 10 seconds of breaking away.

Rites

Some spells are categorised as Rites. These also require Ritual Magic to perform. (See Chapter 2, Section 5 – Rituals and Rites, Rites page 36)

Magic Lists

List available with basic CS

Conversion of basic Magic list - - - - - ►

Additional spell list gained ──────►

'Magic type'

Healing

Light Incantation

Enchanter

Elementalism

Ritual

Standard Incantation → **Theology**

Daemonology ← **Spellcasting**

Necromancy

Dark Incantation

Shadow Magic

Corruption
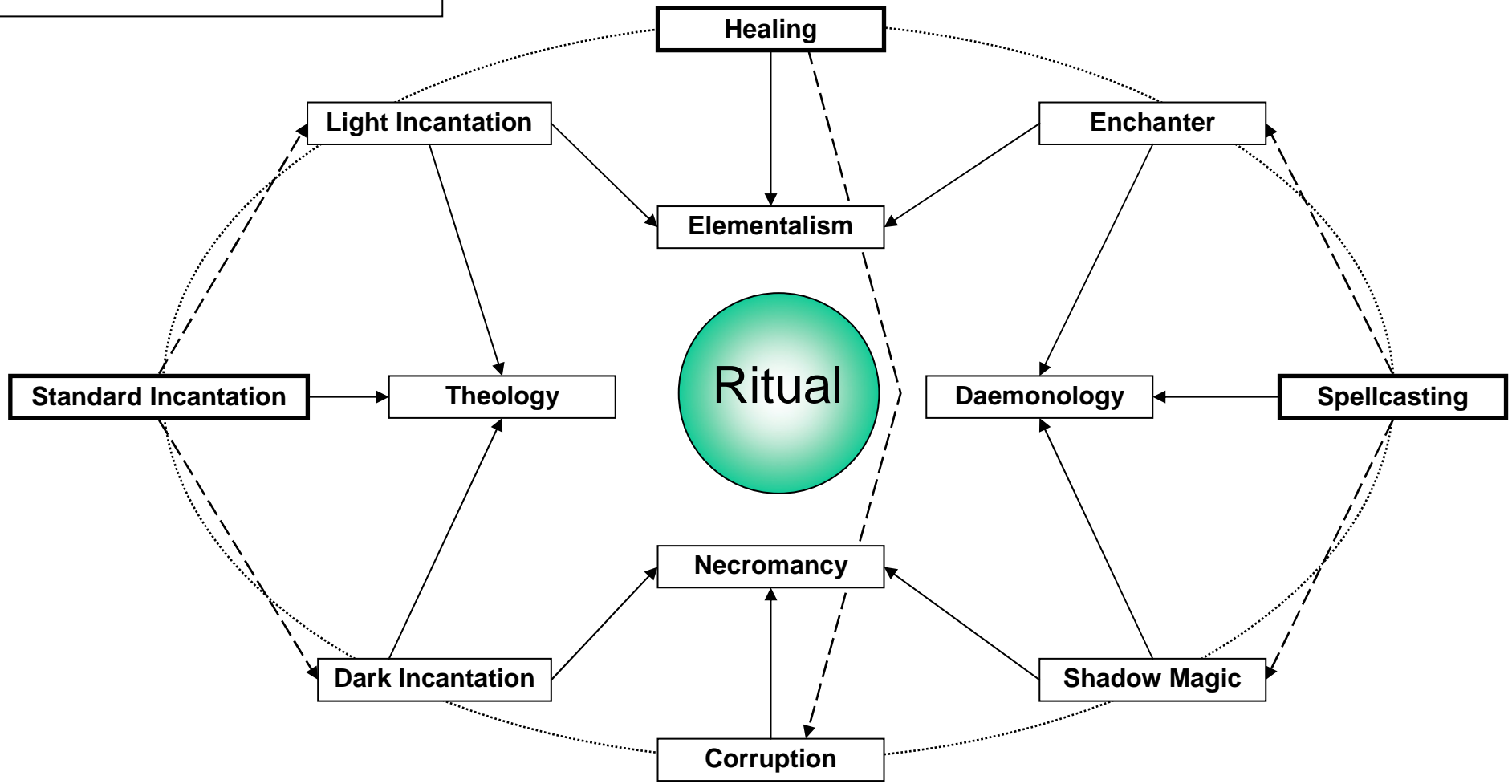
Spell Lists
The tables below show all the spells lists that are available. The brackets following each spell name show the Range, Class, Characteristics and Duration of the spell.

Range	Class	Characteristic	Duration
Mss = Mass	Mag = Magical	Cmd = Command	Ins = Instant
Rng = Ranged	Mnd = Mind	Ctr = Counter	10s = 10 seconds
Tch = Touch	Pat = Pattern	Cur = Cure	1m = 1 minute
Slf = Self	Phy = Physical	Dam = Damage	10m = 10 minutes
Rit = Rite		Det = Detect	Cht = Chant
		Enc = Enchant	Dwn = *Dawn*
		For = Force	Var = Variable
		Imb = *Immobilise*	
		Spc = Special	

Standard Incantation
Incantation vocals: "By the power of the Ancestors" and "By the High power of the Ancestors" for Third level spells.

First level	Second Level	Third level
Befriend - (Rng,Mnd,Cmd,10s)	Ancestral Strike - (Slf,Mag,Enc,1m)	Ancestral weapon - (Slf,Mag,Enc,10m)
Confusion - (Rng,Mnd,Cmd,10s)	Aura of Defence - (Slf,Mag,Enc,10s)	High Countermagic - (Rng,Mag,Ctr,Ins)
Countermagic - (Rng,Mag,Ctr,Ins)	Chant of Protection - (Tch,Phy,Enc,Cht)	High Dismiss - (Rng,Mag,Spc,Ins)
Cure Wound - (Tch,Phy,Cur,Ins)	Chant of Sanctuary - (Tch,Pat,Enc,Cht)	Mass Fear - (Mss,Mnd,Cmd,10s)
Detect Unliving - (Mss,Pat,Det,Ins)	Halt - (Rng,Phy,Imb,10s)	Paladin's Armour - (Tch,Mag,Enc,Dwn)
Dismiss - (Rng,Mag,Spc,Ins)	Iron Will - (Tch,Mag,Enc,Dwn)	Protection from Paralysis - (Tch,Pat,Enc,Dwn)
Fear - (Rng,Mnd,Cmd,10s)	Lay to Rest - (Rit,Mag,Spc,1m)	Shield from Corruption - (Tch,Pat,Enc,10m)
Retribution - (Slf,Mag,Enc,Cht)	Speak With Dead - (Tch,Pat,Cmd,1m)	Speak with Ancestor - (Rit,Mag,Spc,10m)

Light Incantation
This list is gained instead of the normal incantation list.
Light Incantation vocals: "By the power of the Ancestors" and "By the High power of the Ancestors" for Third level spells.

First level	Second Level	Third level
Befriend - (Rng,Mnd,Cmd,10s)	Aura of Defence - (Slf,Mag,Enc,10s)	Courage - (Tch,Mnd,Enc,Dwn)
Countermagic - (Rng,Mag,Ctr,Ins)	Chant of Protection - (Tch,Phy,Enc,Cht)	High Countermagic - (Rng,Mag,Ctr,Ins)
Cure Wound - (Tch,Phy,Cur,Ins)	Chant of Sanctuary - (Tch,Pat,Enc,Cht)	High Dismiss - (Rng,Mag,Spc,Ins)
Remove Disease - (Tch,Pat,Cur,Ins)	Remove Decay - (Tch,Pat,Cur,Ins)	Paladin's armour - (Tch,Mag,Enc,Dwn)
Detect Unliving - (Mss,Pat,Det,Ins)	Full Cure - (Tch,Phy,Cur,Ins)	Protection from Paralysis - (Tch,Pat,Enc,Dwn)
Dismiss - (Rng,Mag,Spc,Ins)	Iron Will - (Tch,Mag,Enc,Dwn)	Fortify Body - (Tch,Phy,Enc,10m)
Remove Fear - (Tch,Mnd,Enc,10s)	Lay to Rest - (Rit,Mag,Spc,1m)	Shield from Corruption - (Tch,Pat,Enc,10m)
Retribution - (Slf,Mag,Enc,Cht)	Speak with Dead - (Tch,Pat,Cmd,1m)	Speak with Ancestor - (Rit,Mag,Spc,10m)

Dark Incantation
This list is gained instead of the normal Incantation list.
Dark Incantation vocals: "By the power of the Dark Ancestors" and "By the High power of the Dark Ancestors" for Third level spells.

First level	Second Level	Third level
Befriend - (Rng,Mnd,Cmd,10s)	Ancestral Strike - (Slf,Mag,Enc,10s)	Harm - (Slf,Mag,Enc,10s)
Confusion - (Rng,Mnd,Cmd,10s)	Aura of Defence - (Slf,Mag,Enc,10s)	High Control Unliving - (Rng,Pat,Cmd,Var)
Control Unliving - (Rng,Pat,Cmd,Var)	Chant of Protection - (Tch,Phy,Enc,Cht)	High Countermagic - (Rng,Pat,Ctr,Ins)
Countermagic - (Rng,Mag,Ctr,Ins)	Chant of Wasting - (Tch,Pat,Enc,Cht)	Mass Fear - (Mss,Mnd,Cmd,10s)
Detect Unliving - (Mss,Pat,Det,Ins)	Halt - (Rng,Phy,Imb,10s)	Paladin's armour - (Tch,Mag,Enc,Dwn)
Fear - (Rng,Mnd,Cmd,10s)	Iron Will - (Tch,Mag,Enc,Dwn)	Protection from Paralysis - (Tch,Pat,Enc,Dwn)
Repair Unliving - (Tch,Pat,Cur,Cht)	Rite of Dedication - (Rit,Mag,Spc,Ins)	Shield from Corruption - (Tch,Pat,Enc,10m)
Retribution - (Slf,Mag,Enc,Cht)	Speak with dead - (Tch,Pat,Cmd,1m)	Speak with Ancestor - (Rit,Mag,Spc,10m)

Spellcasting

Spellcasting vocals: "By the power of Magic" and "By the High power of Magic" for Third level spells.

First level	Second Level	Third level
Countermagic - (Rng,Mag,Ctr,Ins)	Blast - (Rng,Mag,Dam,Ins)	Aura of immunity - (Slf,Mag,Enc,Cht)
Detect Magic - (Mss,Mag,Det,Ins)	Chant of Melee Immunity - (Tch,Phy,Enc,Cht)	Forbidding - (Mss,Phy,For,Cht)
Distract - (Rng,Mnd,Cmd,10s)	Chant of Missile Immunity - (Tch,Phy,Enc,Cht)	Freeze - (Rng,Mag,Imb,1m)
Fumble - (Rng,Phy,For,Ins)	Enthral - (Rng,Mnd,Cmd,Cht)	High Countermagic - (Rng,Mag,Ctr,Ins)
Mend - (Tch,Phy,Cur,Ins)	Iron Will - (Tch,Mag,Enc,Dwn)	Mage armour - (Tch,Mag,Enc,Dwn)
Repel - (Rng,Phy,For,10s)	Mute - (Rng,Phy,For,1m)	Mage bolt - (Rng,Mag,Dam,Ins)
Strikedown - (Rng,Phy,For,Ins)	Sleep - (Rng,Mnd,Cmd,10s)	Teleport - (Rit,Mag,Spc,10s)
Trace Transport - (Rit,Mag,Det,1m)	Shatter - (Rng,Phy,For,Ins)	Weapon of Flame - (Slf,Mag,Enc,10m)

Enchanting

This list is gained instead of the normal Spellcasting list.
Enchanting vocals: "By the power of Magic" and "By the High power of Magic" for Third level spells.

First level	Second Level	Third level
Countermagic - (Rng,Mag,Ctr,Ins)	Blast - (Rng,Mag,Dam,Ins)	Endurance - (Tch,Phy,Enc,Dwn)
Detect Magic - (Mss,Mag,Det,Ins)	Chant of Melee Immunity - (Tch,Phy,Enc,Cht)	Freeze - (Rng,Mag,Imb,1m)
Fumble - (Rng,Phy,For,Ins)	Chant of Missile Immunity - (Tch,Phy,Enc,Cht)	High Countermagic - (Rng,Mag,Ctr,Ins)
Mend - (Tch,Phy,Cur,Ins)	Infuse Shield - (Slf,Mag,Enc,10s)	Mage Armour - (Tch,Mag,Enc,Dwn)
Mend Armour - (Tch,Phy,Cur,Ins)	Iron Will - (Tch,Mag,Enc,Dwn)	Mage Bolt - (Rng,Mag,Dam,Ins)
Purge Poison - (Tch,Phy,Cur,Ins)	Mute - (Rng,Phy,For,1m)	Fortify Body - (Tch,Phy,Enc,10m)
Strikedown - (Rng,Phy,For,Ins)	Shatter - (Rng,Phy,Frc,Ins)	Teleport - (Rit,Mag,Spc,10s)
Trace Transport - (Rit,Mag,Det,1m)	Weapon of Cold - (Slf,Mag,Enc,1m)	Weapon of Flame - (Slf,Mag,Enc,10m)

Shadow Magic

This list is gained instead of the normal Spellcasting list.
Shadow Magic vocals: "By the power of Magic" and "By the High power of Magic" for Third level spells.

First level	Second Level	Third level
Control Unliving - (Rng,Pat,Cmd,Var)	Blast - (Rng,Mag,Dam,Ins)	Aura of Immunity - (Slf,Mag,Enc,Cht)
Countermagic - (Rng,Mag,Ctr,Ins)	Chant of Melee Sanctuary - (Tch,Phy,Enc,Cht)	High control Unliving - (Rng,Pat,Cmd,Var)
Detect Unliving - (Mss,Pat,Det,Ins)	Chant of Missile Sanctuary - (Tch,Phy,Enc,Cht)	High Countermagic - (Rng,Mag,Ctr,Ins)
Fumble - (Rng,Phy,For,Ins)	Chant of Wasting - (Tch,Pat,Enc,Cht)	Mage Armour - (Tch,Mag,Enc,Dwn)
Mend - (Tch,Phy,Cur,Ins)	Halt Unliving - (Rng,Pat,Imb,10s)	Mage Bolt - (Rng,Mag,Dam,Ins)
Repel - (Rng,Phy,For,10s)	Iron Will - (Tch,Mag,Enc,Dwn)	Mass Fear - (Mss,Mnd,Cmd,10s)
Strikedown - (Rng,Phy,For,Ins)	Mute - (Rng,Phy,For,1m)	Teleport - (Rit,Mag,Spc,10s)
Trace Transport - (Rit,Mag,Det,1m)	Shatter - (Rng,Phy,For,Ins)	Weapon of Flame - (Slf,Mag,Enc,10m)

Corruption

This list is gained instead of the normal Healing list.
Corruption vocals: "By the power of Corruption" and "By the high power of Corruption" for Third level spells.

First level	Second Level	Third level
Attract Unliving - (Rng,Pat,Cmd,Cht)	Cause Disease - (Slf,Mag,Enc,1m)	Cause Fatal Wound - (Slf,Mag,Enc,1m)
Control Unliving - (Rng,Pat,Cmd,Var)	Cause Paralysis - (Slf,Mag,Enc,1m)	Embody Unliving - (Slf,Pat,Enc,Dwn)
Detect Unliving - (Mss,Pat,Det,Ins)	Chant of Wasting - (Tch,Pat,Enc,Cht)	High Control Unliving - (Rng,Pat,Cmd,Var)
Fear - (Rng,Mnd,Cmd,10s)	Halt Unliving - (Rng,Pat,Imb,10s)	Mass Fear - (Mss,Mnd,Cmd,10s)
Repair Unliving - (Tch,Pat,Cur,Cht)	Weapon of Cold - (Slf,Mag,Enc,1m)	

Healing

Healing vocals: "By the power of Life" and "By the High power of Life" for Third level spells.

First level	Second Level	Third level
Heal Wound - (Tch,Pat,Cur,Cht)	Aura of Defence - (Slf,Mag,Enc,10s)	Endurance - (Tch,Phy,Enc,Dwn)
Purge Poison - (Tch,Phy,Cur,Ins)	Free Mind - (Tch,Mnd,Cur,Ins)	Shield from Corruption - (Tch,Pat,Enc,10m)
Remove Disease - (Tch,Pat,Cur,Ins)	Heal Fatal Wound - (Tch,Pat,Cur,10s)	Rally - (Mss,Mnd,Cur,Cht)
Remove Fear - (Tch,Mnd,Enc,10s)	Purge all poisons - (Tch,Phy,Cur,Ins)	Total Heal - (Tch,Pat,Cur,10s)
Remove Paralysis - (Tch,Pat,Cur,Ins)	Remove Decay - (Tch,Pat,Cur,Ins)	

The following lists gain the ability to *Control* and heal various creatures with links to the Void (The Elemental and Demonic Planes, the Plane of Unlife, the Plane of Life and the Plane of the Dead). These skills are in addition to your existing skills and do not replace them. All summoning of special creatures' works through Rituals performed in Ritual Circles. Through further learning (via ritual) characters eventually can become better at summoning such creatures. See the Lorien Trust publication, Occupational Skills: A Guide to Advancement for further details.

Necromancy
Necromancy effects deal in the raising and healing of Unliving
Necromancy vocals: "By the power of Necromancy" and "By the High power of Necromancy" for
Third level spells.

First level	Second Level	Third level
Corrupt Body - (Rit,Mag,Spc,1m)	Full Repair Unliving - (Tch,Phy,Cur,Ins)	Greater corrupt Body - (Rit,Mag,Spc,1m)

Daemonology
Daemonology effects deal in the *Controlling* and healing of Daemonic creatures
Daemonology vocals: "By the power of Daemonology" and "By the High power of Daemonology" for
Third level spells.

First level	Second Level	Third level
Control Daemon - (Rng,Pat,Cmd,Var)	Full Cure Daemon - (Tch,Phy,Cur,Ins)	High Control Daemon - (Rng,Pat,Cmd,Var)

Theology
Theology effects deal in the *Controlling* and healing of Ancestral creatures
Theology vocals: "By the power of the Ancestors" and "By the High power of the Ancestors" for
Third level spells.

First level	Second Level	Third level
Control Ancestral - (Rng,Pat,Cmd,Var)	Full Cure Ancestral - (Tch,Phy,Cur,Ins)	High Control Ancestral - (Rng,Pat,Cmd,Var)

Elementalism
Elementalism effects deal in the *Controlling* and healing of Elemental creatures
Elementalism vocals: "By the power of Elementalism" and "By the High power of Elementalism" for
Third level spells.

First level	Second Level	Third level
Control Elemental - (Rng,Pat,Cmd,Var)	Full Cure Elemental - (Tch,Phy,Cur,Ins)	High Control Elemental - (Rng,Pat,Cmd,Var)

Full Spell Descriptions

This section contains the full description of all the spells for every spell list in alphabetical order. Some spells appear on several lists, so you should substitute the appropriate vocal for the source of the spell you are casting.

ANCESTRAL STRIKE   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of the Ancestors / the Dark Ancestors 'I Enchant my weapon'
For 1 minute the caster gains the ability to strike for 'Enchanted' with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon is Silver or already does a damage type other than normal. The weapon does not count as enchanted in any way other than to strike for enchanted damage and you may swap weapons during the spell effect.

ANCESTRAL WEAPON   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors 'allow me to Affect <X>'
For 10 minutes the caster gains the ability to strike for Affect <X> with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon already generates a damage effect. <X> must be chosen at the time of casting to Affect Daemon, Elemental, Unliving or Ancestral and then cannot be changed for the duration of this effect. The weapon does not count as enchanted in any way other than to strike for enchanted damage, and you may swap weapons during the spell effect.

ATTRACT UNLIVING   **RANGED PATTERN COMMAND EFFECT**
Vocals: **Level 1 Effect**

By the power of Corruption 'I Attract that Unliving'
For as long as the caster chants, the targeted unliving must move via direct route toward the caster. Holding on to an object or person will not prevent the target from being attracted, but any barriers that prevent their physical passage, such as walls, will stop them. They may defend themselves, but may only attack someone who is within their direct path to the caster. Once the effect has expired they can move freely again. This effect has no influence over *Intelligent* unliving but they will be aware of the effect being cast on them.

AURA OF DEFENCE   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of the Ancestors / Life 'I claim an Aura of Defence'
For 10 seconds, the caster and all equipment carried by the caster gain *Immunity* to all level 1 & 2 ranged effects and *Immunity* to Normal damage. This effect may only be used for defence, if the caster casts any offensive effect or strikes anyone, the effect will cease immediately.

AURA OF IMMUNITY   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the power of 'High' Magic 'I claim an Aura of Immunity'
For as long as the caster maintains the chant, the caster and their equipment are *Immune* to all Ranged and Mass effects. This effect cannot be countered by a Countermagic or High Countermagic.

BEFRIEND   **RANGED MIND COMMAND EFFECT**
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark Ancestors 'I befriend you!'
The target believes that the caster is an ally that must be defended for 10 seconds. The target may, if they feel they have significant reasons, struggle against the control. In this case, they cannot perform any other action (including defending themselves) for 10 seconds instead. If the caster attacks the target in any way then this effect immediately ends. This effect is a *Charm*.

BLAST   **RANGED MAGICAL DAMAGE EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic 'I Blast your <location>'
The target takes an Enchanted hit to the named location.

CAUSE DISEASE   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of Corruption 'I imbue my weapon to Cause Disease'
The caster's next successful blow with the melee weapon held in their primary hand or a large melee weapon held in both hands will strike for the Disease damage effect, unless the weapon already generates another damage effect. If they do not strike someone within 1 min the effect will be lost, but they may swap weapons within this period without losing the effect. This effect does not change the damage type of the weapon and can be used with a weapon of any damage type.

CAUSE FATAL WOUND   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of Corruption 'I imbue my weapon to Cause Fatal Wound'
The caster's next successful blow with the melee weapon held in their primary hand or a large melee weapon held in both hands will strike for the Fatal damage effect, unless the weapon already generates another damage effect. If they do not strike someone within 1 min the effect will be lost, but they may swap weapons within this period without losing the effect.

CAUSE PARALYSIS   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of Corruption 'I imbue my weapon to inflict Paralysis'
The caster's next successful blow with the melee weapon held in their primary hand or a large melee weapon held in both hands will strike for the Paralysis damage effect, unless the weapon already generates another damage effect. If they do not strike someone within 1 min the effect will be lost, but they may swap weapons within this period without losing the effect. This effect does not change the damage type of the weapon and can be used with a weapon of any damage type.

CONFUSION   **RANGED MIND COMMAND EFFECT**
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark Ancestors 'I confuse you'
For 10 seconds, or until they are struck, the target will be dazed. They can do nothing apart from stand still and look around. The target can parry or block with their weapon or shield, but cannot attack or cast spells until the effect expires or they have been struck (whichever is sooner). This effect breaks *Concentration*.

CONTROL <TARGET GROUP> <RANK>   **RANGED PATTERN COMMAND EFFECT**
Vocals: **Level 1 Effect**

By the power of the Ancestors 'I Control <target group> rank <X>'
This spell can be part of a Wedge. <X> is equal to the total number of spell cards used in casting. The caster may use up to 2 Spell cards when casting this effect. If the target is <Target Group> and has a *Control level* equal to or lower than the rank <X> of *Control* cast, then they are *Controlled* by the caster. If *Controlled*, the target who is a member of the <target group> ill do anything commanded of them by the *Controller*, but this will not affect memories. No counter or *Immunity* can stop a *Control* unless it says so explicitly. The duration of the effect will vary depending on the Dismiss rank of the creature *Controlled*.

COUNTERMAGIC   **RANGED MAGICAL COUNTER EFFECT**
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark ancestors/ Magic / Life 'I counter that spell'
This stops a single level 1 or 2 ranged effect occurring, except for *Dismiss* or *Control*. Countermagic must be started within 3 seconds of the completion of the casting of the effect to be countered, and cannot counter Mass effects. You can still cast this spell even if the effect that you are countering would prevent you from doing so.

COURAGE   **TOUCH MIND ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors 'I grant you Courage'
Until *Dawn,* the target is *Immune* to all *Fear* effects. The caster must give the target an appropriate High Magic Sigil with the target's name, the time of casting and the effect noted on it. The target must retain this Sigil for the effect to work.

CURE WOUND TOUCH PHYSICAL CURE EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors 'I Cure this Wound'
Restores 1 body hit to the target location. This will only be effective on a being with a Living Pattern and will not be effective on a character under on a location suffering from a Fatal Wound, the effects Disease or Decay.

DETECT MAGIC MASS MAGICAL DETECT EFFECT
Vocals: **Level 1 Effect**

By the power of Magic 'I Detect Magic'
Detects **any character within 10ft (~3m) of the caster that has a magical or magically active item or effect on them**. Any character within range of the caster that has a magical or magically active item or effect on them must say "Ping" in a loud clear voice. In character, this effect causes this noise, so everyone around the *Detected* character is aware of the effect. If you are unsure, whether you should 'Ping' to this effect check with a Referee, Marshal or Game Control. This effect only works on items that have a power rating of 1 or above.

DETECT UNLIVING MASS PATTERN DETECT EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark Ancestors / Magic / Corruption 'I Detect Unliving'
Detects **any unliving within 10ft (~3m) of the caster.** Any character within range of the caster that is Unliving or *Detects* as Unliving, must say "Ping" in a loud clear voice. In character, this effect causes this noise, so everyone around the *Detected* character is aware of the effect. If you are unsure check with a Referee, Marshal or Game Control.

DISMISS <LEVEL> RANGED MAGICAL SPECIAL EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors 'I Dismiss you level <X>'
This spell may be part of a Wedge. <X> is equal to the total number of spell cards used in casting. The caster may use up to 2 Spell cards when casting this effect. If the target has a *Dismiss rank* equal to or lower than the level of *Dismiss* cast, then they are dismissed, with any repercussions that this may entail. A Countermagic, High Countermagic, Iron Will or Aura of Immunity cannot stop a *Dismiss*. No *Immunity* will stop a *Dismiss* unless it says so explicitly.

DISTRACT RANGED MIND COMMAND EFFECT
Vocals: **Level 1 Effect**

By the power of Magic 'I Distract you'
For 10 seconds (or until struck), the target's full attention is concentrated on what is directly behind them. This effect breaks *concentration*. This effect is a *Charm*.

EMBODY UNLIVING SELF PATTERN ENCHANT EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of Corruption 'I Embody Unliving'
The caster corrupts their own pattern into that similar to an Unliving, lasts until *Dawn*. They gain *Immunity* to the Ritual of Peace, as well as *Immunity* to the effects Fatal, Paralysis, Decay and Disease. They gain an Unliving Dismiss level of 10 and *Detect* as Unliving. They have no Unliving type and cannot be *Controlled*. The caster does not count as Unliving in any other way. This effect will not work on any creature that already has a *Dismiss* level. The caster must obtain an appropriate High Magic Sigil with their name, the time of casting and the effect noted on it. They must retain this card for the effect to work. If you are *Dismissed,* the effect will immediately terminate and you will take a Fatal effect to the torso.

ENDURANCE TOUCH PHYSICAL ENCHANT EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of Magic / Life 'I grant you Endurance'
Until *Dawn,* the target's body locations' maximum hits are increased by 1 (+1 LHV). (See Body Locations, page 11 and Appendix 4, Gaining and Losing Hits, page 59). The caster must give the target an appropriate High Magic Sigil with the target's name, the time of casting and the effect noted on it. The target must retain this Sigil for the effect to work.

ENTHRAL   **RANGED MIND COMMAND EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic 'I Enthral you'
For as long as the caster continues to talk in meaningful sentences (as per a chant), the target will follow them anywhere. Whilst under this effect the target cannot cast any spells or perform any action other than to follow the caster. This effect will be broken if any effect, including damage, is inflicted upon the target or the caster ceases to speak meaningfully. This effect is a *Charm* and breaks *concentration*.

FEAR   **RANGED MIND COMMAND EFFECT**
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark Ancestors / Corruption 'I command you Fear me'
For 10 seconds, the target *Fears* the caster. For 10 seconds, the target will attempt to remain at least 10ft (~3m) away from the caster. If closer than this when the effect takes place then they must move away as quickly as it is OOC safe to do so. The target must do everything within their power to flee the caster including using weapons, abilities and/or casting magic. However, they will not attack the caster by any means for the duration of the effect. Fear breaks *Concentration*. Neither holding on to an object or person nor being held onto will protect you from this effect.

FORBIDDING   **MASS PHYSICAL FORCE EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of Magic 'I claim Forbidding'
For as long as the caster chants, the caster may create the effect Innate Mass Repel at will. The caster can nominate up to two other people at time of casting to be *Immune* to the caster's Mass Repel until the Forbidding effect ends. Whilst chanting this effect the caster cannot move faster than a slow walk. Forbidding may not be used on large groups or in mass combat without consulting a Referee or Marshal for safety reasons. Neither holding on to an object or person, nor being held onto, will protect you from the Repel effect.

FORTIFY BODY   **TOUCH PHYSICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors / Magic 'I Fortify your Body'
For 10 minutes the target and their armour become *Immune* to the Through and Crush effects.

FREE MIND   **TOUCH MIND CURE EFFECT**
Vocals: **Level 2 Effect**

By the power of Life 'I Free your Mind'
Removes all mind effects except Beguile that are currently affecting the target. This effect is only effective upon a character with a living pattern.

FREEZE   **RANGED MAGICAL IMMOBILISATION EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of Magic 'I Freeze you'
For 1 minute, the target is rendered *Immobile*.

FULL CURE   **TOUCH PHYSICAL CURE EFFECT**
Vocals: **Level 2 Effect**

By the power of the Ancestors 'I Fully Cure your <location>'
Restores all body hits to the target location. This will only be effective on a being with a Living Pattern, and will not be effective on a location suffering from a Fatal Wound, or on a character under the effects Disease or Decay.

FULL CURE <TARGET GROUP>   **TOUCH PHYSICAL CURE EFFECT**
Vocals: **Level 2 Effect**

By the power of Daemonology / the Ancestors / Elementalism 'I Fully Cure this <target group>'s <location>
Restores all body hits to the target location on creature belonging to the <target group>. This will not be effective on a location suffering from a Fatal Wound, or on a character under the effects Disease or Decay.

FULL REPAIR UNLIVING   **TOUCH PHYSICAL CURE EFFECT**
Vocals: **Level 2 Effect**

By the power of Necromancy 'I Fully Repair this Unliving's <location>'
Restores all body hits to the target location on an unliving. This will not be effective on a character under the effects Disease, Decay or on a location suffering from a Fatal Wound.

FUMBLE   **RANGED PHYSICAL FORCE EFFECT**
Vocals: **Level 1 Effect**

By the power of Magic 'I force you to Fumble that <item>'
The specified item is forced from the target's grasp. The target holding it must then release the targeted item and allow it to fall to the floor. If the item cannot be dropped for any legitimate reason, then the item may not be used for 3 seconds. You may not just swap the item from one hand to the other or catch it as it falls. Once the item has fallen as far as it possibly can, you may attempt to pick it up again. In special cases, such as when allowing an item to fall could harm the item or someone nearby, you may place the item carefully on the ground rather than dropping it. If the item is attached to your wrist/hand (in addition to being held) then it must be released and allowed to fall from your grasp and hang loosely for 3 seconds before being recovered. Any items that are attached to your wrist/hand must be fastened in a safe, non-constricting and easy to remove manner.

HALT   **RANGED PHYSICAL IMMOBILISATION EFFECT**
Vocals: **Level 2 Effect**

By the power of the Ancestors / the Dark Ancestors 'I Halt you'
For 10 seconds the target is *Immobilised*.

HALT UNLIVING   **RANGED PATTERN IMMOBILISATION EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic / Corruption 'I Halt that Unliving'
For 10 seconds the target Unliving is *Immobilised*.

HARM   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of the Dark Ancestors 'I imbue my weapon to do great Harm'
The caster's next successful blow with the melee weapon held in their primary hand or a large melee weapon held in both hands will strike for the Harm damage effect, unless the weapon already generates another damage effect. If you do not strike someone within 1 min the effect will be lost, but you may swap weapon within this period without losing the effect.

HEAL FATAL WOUND, CHANT OF   **TOUCH PATTERN CURE EFFECT**
Vocals: **Level 2 Effect**

By the power of Life 'I Heal this Fatal Wound'
By chanting this spell for 10 seconds, the caster can remove a Fatal effect from the indicated location. This does not heal any damage on the location, including the damage done by the Fatal. Heal Fatal Wound must be cast on a location to remove the Fatal effects before that location can be healed.

HEAL WOUND, CHANT OF   **TOUCH PATTERN CURE EFFECT**
Vocals: **Level 1 Effect**

By the power of Life 'I Heal this wound'
This effect restores 1 point of damage to the location, for every full 10 seconds of contact during which the caster chants the vocals. Heal does not stop any special effects, such as poisons, from continuing to act on the target, but will restore any damage already caused by such an effect. There is no limit to the number of hits that can be restored to a location, but you cannot restore a location to more than its maximum value. If the chant is interrupted then this will stop the effect, but any healing already done will remain. This effect cannot be used to restore damage caused by the Fatal, Disease or Decay effects until these effects have been removed.

HIGH CONTROL <TARGET GROUP> <RANK> RANGED PATTERN COMMAND EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of the Dark Ancestors / Magic / Daemonology / the Ancestors / Elementalism 'I Control <target group> rank <X>'
This spell can be part of a Wedge. <X> is equal to the total number of spell cards used in casting. The caster may use up to 4 Spell cards when casting this effect. If the target is of the target group and has a *Control level* equal to or lower than the rank <X> of *Control* cast, then they are *Controlled* by the caster. When *Controlled*, the target creature will do anything commanded of them by the *Controller*, but this will not affect memories. No counter or *Immunity* can stop a *Control* unless it says so explicitly. The duration of the effect will vary depending on the control rank of the target character.

HIGH COUNTERMAGIC RANGED MAGICAL COUNTER EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors / the Dark Ancestors / Magic 'I Counter that spell'
This stops a single level 1, 2 or 3 ranged effect occurring, except for *Dismiss* or *Control*. High Countermagic must be started within 3 seconds of the completion of the casting of the effect to be countered, and cannot counter Mass effects. You can still cast this spell even if the effect that you are countering would prevent you from doing so.

HIGH DISMISS <RANK> RANGED MAGICAL SPECIAL EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors 'I Dismiss you rank <X>'
This spell may be part of a Wedge. <X> is equal to the total number of spell cards used in casting. The caster may add up to 4 Spell cards to the level of the *Dismiss*. If the target has a *Dismiss rank* equal to or lower than the rank of *Dismiss* cast, then they are *Dismissed.* A Countermagic, High Countermagic, Iron Will or Aura of Immunity cannot stop a *Dismiss*. No *Immunity* will stop a *Dismiss* unless it says so explicitly.

INFUSE SHIELD TOUCH MAGICAL ENCHANT EFFECT
Vocals: **Level 2 Effect**

By the power of Magic 'I Infuse your Shield with magic'
For 1 minute, any shield the target uses will be *Immune* to the effects Shatter, Normal Crush and Enchanted Crush.

IRON WILL TOUCH MAGICAL ENCHANT EFFECT
Vocals: **Level 2 Effect**

By the power of the Ancestors / the Dark Ancestors / Magic 'I grant you Iron Will'
The caster hands the target a one of the two cards used to cast the spell, with the target's name, the time of casting and the effect noted on it. The target may use this spell card as a Countermagic spell with the vocals "By my Iron Will, I Counter that spell". A character may have multiple Iron Wills. This acts in precisely the same manner as a Countermagic effect, except that the target may utilise this power even if they are wearing armour (of any description) and/or their casting hand is not available. Any Iron Wills not used by *Dawn* will be lost.

MAGE ARMOUR TOUCH MAGICAL ENCHANT EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of Magic 'I grant you Mage Armour'
Until *Dawn*, if the target is a Mage, they gain magical armour with an AV of 2 on all locations. A Mage bolt will end the Mage Armour effect, but will not damage the target. If all locations reach 0 AV then this effect ends. The caster must give the target an appropriate High Magic Sigil with the target's name, the time of casting and the effect noted on it. The target must retain this Sigil for the effect to work. If this armour becomes damaged then any character with Spellcasting can repair it using a single Spell Card, to restore fully the protection value of the armour on a single location by touching it, and speaking the vocals "By my power I replenish this armour". The Mage Armour effect may be recast but the new instance will replace the previous one. The Mage armour does not interfere with spell casting but will not prevent any effect that would normally go through armour except for Mage Bolt, which has the above affect.

MAGE BOLT RANGED MAGICAL DAMAGE EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of Magic 'I strike your <location> Mage Bolt'
The target location is *Destroyed* (ignoring a Ritual of Peace), unless the target is *Immune* to either Mage Bolt or Enchanted damage. This effect treats the location as if it had an AV of 0 and inflicts Enchanted damage. Any armour on the location will not be damaged and this effect cannot be stopped by *Immunity* to the Through effect. Mage Bolt will not damage a target protected by Mage Armour, but will destroy the Mage Armour.

MASS FEAR MASS MIND COMMAND EFFECT
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors / the Dark Ancestors / Magic / Corruption 'I cause Mass Fear'
Generates a Mass *Fear* effect within 10ft (~9m) of the caster, or for 10ft (~9m) directly in front of the caster in an arc indicated by the casters arms at the time of casting. For 10 seconds, the target will attempt to remain at least 10ft (~3m) away from the caster. If closer than this when the effect takes place then they must move away as quickly as it is OOC safe to do so. Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal for safety reasons. The target must do everything within their power to flee the caster including using weapons, abilities and/or casting magic. Neither holding on to an object or person nor being held onto will protect you from this effect.

MELEE IMMUNITY, CHANT OF TOUCH PHYSICAL ENCHANT EFFECT
Vocals: **Level 2 Effect**

By the power of Magic 'I grant you Immunity to Melee Weapons'
The caster must place both their hands on the target's shoulders (with their permission) and continue to chant the vocals. Whilst the caster maintains contact with the target, the target (not the caster) is *Immune* to Normal damage delivered by melee weapons. If the caster breaks *concentration* or contact with the target, or the chant is terminated then this effect ends. You may target yourself by touching your chest with your primary hand during the initial casting. After the initial cast, you may take any action, including fighting, that does not require *concentration*.

MEND TOUCH PHYSICAL CURE EFFECT
Vocals: **Level 1 Effect**

By the power of Magic 'I Mend this <item>'
Fully repairs the targeted item that has been Shattered.

MEND ARMOUR TOUCH PHYSICAL CURE EFFECT
Vocals: **Level 1 Effect**

By the power of Magic 'I Repair this Armour'
The location's AV is fully restored.

MISSILE IMMUNITY, CHANT OF TOUCH PHYSICAL ENCHANT EFFECT
Vocals: **Level 2 Effect**

By the power of Magic 'I grant you Immunity to Missiles'
The caster must place both their hands on the target's shoulders (with their permission) and continue to chant the vocals. Whilst the caster maintains contact with the target, the target (not the caster) is *Immune* to Normal damage delivered by projectiles and thrown weapons. If the caster breaks concentration or contact with the target, or the chant is terminated then this effect ends. You may target yourself by touching your chest with your primary hand during the initial casting. After the initial cast, you may take any action, including fighting, that does not require *concentration*.

MUTE RANGED PHYSICAL FORCE EFFECT
Vocals: **Level 2 Effect**

By the power of Magic 'I strike you Mute'
For 1 minute, the target cannot speak or make any other kind of sound vocally. This prevents the target from using any form of IC vocal. Any Chant effects, spells or Rites the target is casting will be interrupted.

PALADIN'S ARMOUR TOUCH MAGICAL ENCHANT EFFECT
Vocals: Level 3 Effect

By the 'High' power of the Ancestors / the Dark Ancestors 'I grant you Paladins Armour'
Until *Dawn*, if the target is an Incantor, they gain magical armour with an AV of 2 on all locations. A Fatal effect will destroy the armour completely, ending the Paladin's Armour effect, but will not affect the target. If all locations reach 0 AV then this effect ends. The caster must give the target an appropriate High Magic Sigil with the target's name, the time of casting and the effect noted on it. The target must retain this Sigil for the effect to work. If this armour becomes damaged then any character with Incantation can repair it using a single Spell Card to restore fully the protection value of the armour on a single location, by touching it and using the vocals "by the power of the ancestors I replenish this armour". The Paladin's Armour effect may be recast, but the new instance will replace the previous one. The Paladins Armour does not interfere with spell casting but will not prevent any effect that would normally go through armour. Except for Fatal, this has the above affect.

PROTECTION, CHANT OF TOUCH PHYSICAL ENCHANT EFFECT
Vocals: Level 2 Effect

By the power of the Ancestors / the Dark Ancestors 'I grant you Protection'
The caster must place both their hands on the target's shoulders (with their permission) and continue to chant the vocals. Whilst the caster maintains concentration and contact with the target, the target can ignore the first blow to strike each of their locations as if it were parried. This includes ignoring all of its effects. You may target yourself by touching your chest with your primary hand during the initial casting. After the initial cast, you may take any action, including fighting, that does not require *concentration*.

PROTECTION FROM PARALYSIS TOUCH PATTERN ENCHANT EFFECT
Vocals: Level 3 Effect

By the 'High' power of the Ancestors / the Dark Ancestors 'I grant you Protection from Paralysis'
Until *Dawn,* the target is *Immune* to the Paralysis effect. The caster must give the target an appropriate High Magic Sigil with the target's name, the time of casting and the effect noted on it. The target must retain this Sigil for the effect to work.

PURGE ALL POISONS TOUCH PHYSICAL CURE EFFECT
Vocals: Level 2 Effect

By the power of Life 'I Purge All Poisons'
Removes any alchemical venom, weapon oil, ingestive or vapour poisons that the target is currently under the effects of. Any active effects of the poison are removed instantly, but this does not restore any damage already inflicted by the poison.

PURGE POISON TOUCH PHYSICAL CURE EFFECT
Vocals: Level 1 Effect

By the power of Magic / Life 'I Purge poisons'
Removes any alchemical venom or weapon oil that the target is currently under the effects of. Any active effects of the poison are removed instantly, but this does not restore any damage already inflicted by the poison.

RALLY, CHANT OF MASS MIND CURE EFFECT
Vocals: Level 3 Effect

By the 'High' power of Life 'Rally to me!'
For as long as the caster continues to chant the vocals this effect will make all characters, including the caster, within 10ft (~3m) of the caster *Immune* to *Fear* effects.

REMOVE DECAY TOUCH PATTERN CURE EFFECT
Vocals: Level 2 Effect

By the power of the Ancestors / Life 'I Remove Decay from this body'
Removes any Decay effect from which the target may be suffering. This effect will not heal any damage, but will allow the target to now be healed in the normal way.

REMOVE DISEASE   TOUCH PATTERN CURE EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors / Life 'I Remove Disease from this body'
Removes any Disease effect from which the target may be suffering. This effect will not heal any damage, but will allow the target to now be healed in the normal way.

REMOVE FEAR   TOUCH MIND ENCHANT EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors / Life 'I Remove Fear from your mind'
For 10 seconds, the target is *Immune* to all *Fear* effects.

REMOVE PARALYSIS   TOUCH PATTERN CURE EFFECT
Vocals: **Level 1 Effect**

By the power of Life 'I Remove Paralysis from this body'
Removes any Paralysis effect from which the target may be suffering. This effect will not heal any damage.

REPAIR UNLIVING   TOUCH PATTERN CURE EFFECT
Vocals: **Level 1 Effect**

By the power of the Dark Ancestors / Corruption 'I Repair this Unliving'
This effect restores 1 point of damage to the indicated location on the target Unliving, for every full 10 seconds of contact during which the caster chants the vocals. Repair Unliving does not stop any special effects, such as poisons, from continuing to act on the target, but will restore any damage already caused by such an effect. There is no limit to the number of hits that can be restored to a location, but you cannot restore a location to more than its maximum value. If the chant is interrupted then this will stop the effect, but any repair already done will remain.

REPEL   RANGED PHYSICAL FORCE EFFECT
Vocals: **Level 1 Effect**

By the power of Magic 'I Repel you'
For 10 seconds, the target must remain at least 10ft (~3m) away from the caster. If closer than this when the effect takes place then they must move away as quickly as it is OOC safe to do so. Neither holding on to an object or person nor being held onto will protect you from this effect. Once the duration of the effect is complete, you may move freely again. This has no effect on unconscious characters.

RETRIBUTION, CHANT OF   SELF MAGICAL ENCHANT EFFECT
Vocals: **Level 1 Effect**

By the power of the Ancestors / the Dark Ancestors 'I claim Retribution'
For as long as the caster Chants, any character that strikes the caster takes a point of Artefact Through damage directly to the same body location as the body location they struck on the caster. The caster must take a wound, not armour damage, to trigger this effect. This call only has an effect if the target has struck the caster with a melee weapon. The caster indicates this by saying "Retribution <Location>". Total Body hit monsters cannot have Retribution cast on them.

SANCTUARY, CHANT OF   TOUCH PATTERN ENCHANT EFFECT
Vocals: **Level 2 Effect**

By the power of the Ancestors 'I grant you Sanctuary'
By touching a target with a Living Pattern, the caster may prevent the target from dying, so long as the caster continues to chant and maintain contact with the target with at least one hand. This effect does not interfere with the passing of the target's Grace Period, which will continue as normal. You may not take any other action whilst maintaining this chant, but others may still perform actions towards you or the target. Several sanctuaries may be maintained on a single target simultaneously. While active, Chant of Sanctuary may prevent a character from dying, even if all their locations have been reduced to –1 LHV, their grace period ends or they are affected by a *Lethal* poison. Should a person under a Sanctuary be suffering from any unresolved effect that would kill them immediately, then they will die as soon as the Sanctuary is broken. Sanctuary has no effect on Petrify.

SHATTER <ITEM>   **RANGED PHYSICAL FORCE EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic 'I Shatter that <Item>
Destroys **the targeted weapon or shield.** The item can no longer be used for anything (including parrying). This spell will have no effect on magical items (including Enchanted and Artefact weapons). Shatter does not break an item into pieces; it merely renders the item unusable. Shatter will not work upon armour.

SHIELD FROM CORRUPTION   **TOUCH PATTERN ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of the Ancestors / the Dark Ancestors / Life 'I Shield you from Corruption'
For 10 minutes, the target is *Immune* to the effects Fatal, Decay and Disease.

SLEEP   **RANGED MIND COMMAND EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic 'I command you Sleep'
For 10 seconds the target falls over and drops into a deep magical sleep. The target cannot be woken by any means. OOC you should stay aware of your surroundings and be prepared to move to a safer location if necessary. You may not use this safety move for IC advantage.

SPEAK WITH DEAD   **TOUCH PATTERN COMMAND EFFECT**
Vocals: **Level 2 Effect**

By the power of the Ancestors / the Dark Ancestors 'I Speak with the Dead'
For 1 minute, the caster may ask the target deceased character questions and they will respond with truthful one-word answers to the best of their IC knowledge. Answers are restricted to "Yes", "no", "Unknown" or "Maybe". This effect only works until the *Dawn* after the character's death and requires the dead character's body, but may be cast multiple times within those parameters. This effect will not work if the body has been raised as Unliving, or already been subject to a first or second tier effect (most Rites that affect corpses).

STRIKEDOWN   **RANGED PHYSICAL FORCE EFFECT**
Vocals: **Level 1 Effect**

By the power of Magic 'I Strike you Down
The target must fall, such that their torso makes contact with the ground. Alternately, you may crouch such that one knee and one fist touch the ground for ten seconds. Holding onto an object or person, or having them hold onto you, will not prevent you from falling. Once the fall is complete, you may get back up again. Before falling, ensure that it is safe to fall in your current location.

TOTAL HEAL   **TOUCH PATTERN CURE EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of Life 'I Total Heal this body'
After chanting for 10 seconds whilst touching the target, this effect will remove any alchemical poison, the effects Paralysis, Fatal, Decay, and Disease and restore all locations on the target to full body hits (LHV), in this order.

WASTING, CHANT OF   **TOUCH PATTERN ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of the Dark Ancestors / Magic / Corruption 'I Waste this Pattern'
For each full minute that the caster touches the target (target must have a Living pattern and be in their Grace Period), and chants the vocal of this effect, the maximum duration of the target's current Grace Period is reduced by 1 minute. For example, after the first minute of combined Grace Period and Wasting, the remainder of the target's Grace Period is brought forward to 8 minutes. Termination of the Chant of Wasting does not cause the lost time to be regained. Multiple Wasting effects have no additional affect. If the target dies while under a Chant of Wasting effect, then their pattern is sent to the Plane of Unlife. This is a first tier corpse effect.

WEAPON OF COLD   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 2 Effect**

By the power of Magic 'I create a Weapon of Cold'
For 1 minute the caster gains the ability to strike for 'Cold' with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon is Silver or already does a damage type other than normal. The weapon does not count as enchanted in any way other than to strike for enchanted damage and you may swap weapons during the spell effect.

WEAPON OF FLAME   **SELF MAGICAL ENCHANT EFFECT**
Vocals: **Level 3 Effect**

By the 'High' power of Magic 'I create a Weapon of Flame'
For 10 minutes the caster gains the ability to strike for 'Flame' with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon is Silver or already does a damage type other than normal. The weapon does not count as enchanted in any way other than to strike for enchanted damage and you may swap weapons during the spell effect.

Section Five: Rituals and Rites
Rites
All Rites require Ritual magic to use, and require *Concentration* to perform. All Rites must end with the name of the Rite being clearly stated to everyone involved in the Rite. The Rite effect does not occur until the Rite is complete. The power cards for any Rite must be torn at the end of the Rite.

If you choose to end a rite before the required time there is no effect generated and the power is not spent.

Incantation based
LAY TO REST   RITE MAGICAL SPECIAL 1MIN
Requirements: Standard Incantation 2 or Light Incantation 2.
Actions: Role-play at least a 1-minute ceremony for the deceased and tear 2 Spell cards.
Effects: If cast on a recently deceased body (before *Dawn* of the day following their death) this effect immediately sends the pattern to the Plane of their Ancestor. Such a pattern cannot then be contacted using a Speak with dead effect, or be raised as Unliving. If begun within 1 minute of an unliving being *Dismissed* or *Destroyed*, the corrupted pattern is restored and goes to Plane of their Ancestor instead of returning to the Plane of Unlife. This is a second tier corpse effect, and will not work on a body that has a second tier corpse effect already applied to it.

RITE OF DEDICATION   RITE MAGICAL SPECIAL 1MIN
Requirements: Dark Incantation 2.
Actions: Role-play at least a 1-minute ceremony for the deceased and tear 2 Spell cards.
Effects: This effect claims the pattern of a recently deceased living or unliving being. The Rite must begin before *Dawn* of the day after the death/destruction of the target. Once the Rite is complete, the named Ancestor claims the pattern of the deceased. The pattern travels to the named Ancestor's Plane rather than that of its own Ancestor. A pattern that has been dedicated in this way may not be summoned in any way unless the Ancestor who has the pattern permits it, and may well be hostile to the Ancestor that has claimed it. This is a first tier corpse effect, and will not work on a body that has a first or second tier corpse effect already applied to it.

SPEAK WITH ANCESTOR   RITE MAGICAL SPECIAL 10MIN
Requirements: Incantation 3.
Actions: Role-play at least a 10-minute ceremony to a specific, named Ancestor and tear 4 Spell cards.
Effects: This allows you to ask a detailed question of the specified Ancestor. A Referee must be present to observe the Rite. The question may be anything, but the Ancestor will reply to it only if it sees fit, and from its point of view. The Ancestor's responses will not occur immediately and often will occur overnight. A Speak with Ancestor form may be collected from Game Control and filled out with details as required and countersigned by the Referee.

Necromancy based
CORRUPT BODY   RITE MAGICAL SPECIAL 1MIN
Requirements: Necromancy 1.
Actions: Role-play at least a 1-minute ceremony over a dead body and tear 1 Spell Card.
Effects: Corrupts and rapidly decomposes a dead body so that the pattern is sent to the Plane of Unlife. The pattern does not go to its Ancestor. The body may rise as an uncontrolled zombie or skeleton at some future point, as dictated by the Head of Plot. This effect will leave a rotten, unrecognisable corpse behind. This is a first tier corpse effect, and will not work on a body that has a first or second tier corpse effect already applied to it.

GREATER CORRUPT BODY   RITE MAGICAL SPECIAL 1MIN
Requirements: Necromancy 3.
Actions: Role-play at least a 1-minute ceremony over a dead body and tear 4 Spell cards.
Effects: Corrupts and rapidly decomposes a dead body so that the pattern is sent to the Plane of Unlife. The pattern does not go to its Ancestor, and may rise as an uncontrolled wraith at some future point, as dictated by the Head of Plot. This effect will leave no corpse behind. This is a second tier corpse effect, and will not work on a body that has a second tier corpse effect already applied to it.

Spellcasting based

TRACE TRANSPORT   RITE MAGICAL SPECIAL 10SEC

Requirements: Level 1 Mage Craft.
Actions: Perform a 10 second rite in a recently used transport or ritual circle and tear 1 Spell Card.
Effects: Discerns the destination or originating circle of the last transport into or out of the transport or ritual circle. This trace must begin within 10 seconds of the transport being performed. Excess transportees being returned from a transport will not automatically disrupt the Trace rite.

TELEPORT   RITE MAGICAL SPECIAL 10SEC

Requirements: Level 3 Mage Craft.
Actions: Perform a rite for 10 seconds and tear 4 Spell cards.
Effects: Transports the caster only to the nearest active transport or ritual circle. The time taken to Teleport will be as long as it takes OOC to get to the destination circle and should not be unnecessarily prolonged to gain IC advantage. If the target location has a ritual seal in place, then the transporters arrive at the next nearest functional circle.

General

TRANSPORTATION   RITE MAGICAL SPECIAL 1MIN

Requirements: Ritual Magic, be in a ritual or transport circle.
Actions: Perform a rite for 1 minute whilst remaining in a ritual or transport circle and tear 1 Spell Card. You must state at the start of the Rite that you are using the circle for transportation and state the name of the destination circle clearly at the end of the Rite so that all participants in the circle can hear you.
Effects: Transports the Ritualist and up to 15 people, plus anything that they are carrying, in the circle to the named circle. Dead bodies can only be transported if carried (as per the rules for moving characters), but do not count against the limit of 15 people. Once a transport rite has begun no other transport rites will work from the circle until that rite is complete or abandoned. This does not affect incoming transports, which will appear normally and not disrupt the rite that is being performed. If the target location has a ritual seal in place, then the transporters arrive at the next nearest functional circle. Transportation Rites cannot take you off-Plane, or off Erdreja, as this requires a full ritual. Note that all circles including transport circles have a unique name and this must be stated as the destination.

Once the initial 1 minute of the Rite has completed, the transportation effect may be activated immediately by stating the name of the destination circle clearly too all participants and tearing the Spell Card. If this Rite is maintained for more than 2 minutes then it will fail.

If there are more than 16 people transporting (including the Ritualist) then all within the circle will initially transport (raise your hands in the air). The Ritualist can then choose the 15 people they wish to take, note that during this period no IC time passes and only the Ritualist may speak to nominate who will be transported. This choosing must be completed within 30 seconds and anyone not chosen after this time will be returned to the original circle. If there are less than 16 people in the circle then all are transported

Please report to Game Control on successful completion of the rite to verify that the circle you are transporting to exists and has no additional effects in place. Note that no time passes in character for the characters in the transport and any durational effects they are under will be suspended until they reappear but time will pass as normal for everyone outside the transport. The time taken to transport will be as long as it takes OOC to get to the destination circle and should not be unnecessarily prolonged to gain in character advantage.
If, and only if, the Ritualist does not have any power left they can still successfully transport but their Torso will be *Destroyed* by Artefact damage upon arrival.

Ritual Magic

RITUALS
Ritual magic can be used to create effects that are more powerful than normal magic can produce. Rituals can be used to enchant items, summon creatures from other Planes, create gates into other Planes, and grant special powers to characters and much, much more. A ritual is performed by a ritual group, made up of a Ritualist and contributors, in the confines of a ritual circle.

Any rituals that require an immediate effect, such as summoning a creature or creating an instant magical or plot effect, should be communicated to Game Control or the Sanctioning Officer at the earliest opportunity and no less than one hour before the ritual.

The LT provides the opportunity for player characters to perform rituals during the main events. These rituals are performed with access to full lighting and sound facilities. Rituals may also be performed at sanctioned events with prior consent of the event organisers and sanctioning officer. Note there will not always be a usable ritual circle available at a sanctioned event.

Further details on booking and performing rituals can be found in the Guide to Rituals booklet, available on request from Game Control.

RITUAL GROUPS

Ritual groups are formed from a Ritualist (a character with the Ritual Magic skill) and up to 15 contributors (a character with the Contribute to Ritual skill). A Ritualist must have at least fifteen points of ritual power available before they can perform a successful ritual. This power can come from the Ritualist's own skill, from contributors or from items (see Chapter 3, Section 1 – Special Items, Magic Items and Powers, page 40). If any member of a ritual group not actively precipitating in the ritual, it may have a detrimental effect on the rituals. If the Ritualist leaves the circle via the void gate or dies, the seal goes down and the ritual finishes immediately (and will be marked). Members of a ritual group may perform no more than one ritual per day unless they have a skill, *lammie* or *loresheet* that allows more.
A ritual may only have one active Ritualist. This Ritualist is the central focus for the ritual power and is the lead member of the ritual group.

BOOKING TO PERFORM A RITUAL

A fixed number of ritual slots are available at Main Events. Having Ritual Magic does not guarantee that your character will have the opportunity to perform a ritual at an event. Without a booked ritual slot, you will not be able to perform a ritual. Rituals must be performed in the presence of official ritual markers. In the case of a sanctioned event then the Sanctioning Officer may stand in for the Ritual Markers.

PERFORMING A RITUAL

A successful ritual must be performed in a ritual circle; a ritual performed outside of a ritual circle will be classed as a rite (see Chapter 2, Section 5 – Rituals and Rites, Rites, page 36). A ritual group must have a minimum of fifteen points of power in order to attempt a ritual, below this number you will not be allowed to continue with your ritual. Should you attempt a ritual with less than 15 points or drop below 15 points during the ritual you will almost certainly lose control of the ritual and cause damage to both yourself and anyone present in the circle
A ritual should be between 10 and 20 minutes in length, being outside of this will cause a ritual to fail far more readily. Ritual circles reach full power at 5 minutes, before this time, the ritual can be stopped without causing any harm.
All members of the ritual group must be present at the start of the ritual and remain within the circle for the majority of the performance. During the performance, contributors may have cause to enter the void gate. While in the void, the contributors' link to the ritual is fragile. Should they remain outside of the circle for longer than 3 minutes their link with the ritual will be severed (deducting their power from the total power of the ritual) and the character will be subject to the ravages of the Void (as determined by the Ritual Markers or a senior Referee).
It is recognised as part of a ritual that some players may be required to play roles that appear from the void gate in a similar way to monstering. Such roles are considered to be a non-contributor role and do not count to the total power of the ritual.

RITUAL CONTENT

Please remember that LT main events are family events; therefore keep rituals in good taste. Rude, vulgar, graphically horrific and OOC offensive rituals will be stopped by the LT for OOC reasons.
Players performing such rituals may be banned from LT events.

RITUAL MARKING

Two Ritual Markers mark each Ritual. The Ritual Markers arrive at a score. This decision is final. Rituals are marked on two main categories: relevance and entertainment. A total of 5 points are assigned to each category, giving a total possible mark of 10 points.
The relevance value is a reflection of how the main action within the ritual portrays the nature and intent of the ritual and explains how the outcome is to be achieved (including the way that the performance and vocals fit with what is wanted). It is therefore a good idea to explain within the ritual; the powers desired the method involved to produce it and to portray the method outlined. Relevancy can be compromised if the content of the ritual is not in keeping with the game.
The entertainment value is a reflection of the performance and drama of the main action of the ritual. Drama is more than just a script; it also involves acting, active participation, props, costume, lighting, sound effects,

music and special effects. Entertainment can be compromised by poor use of special effects, little participation by Contributors or continually repeating previous rituals.

The marks achieved in both categories are applied as weighting to the ritual power of the ritual. This determines how successful the ritual is and its overall effectiveness. Thus, the emphasis is on performing good rituals. A ritual's score and power are not the only factors in determining a ritual's effectiveness. Running under or over time can results in loss of scores and loss of power, exceptionally low scores or loss of power can lead to the Ritualist losing control and causing damage to themselves and/or their ritual group.

FOR MORE INFORMATION
Ritualists wishing to enquire about the procedure for booking rituals or obtain more information on performing rituals or ritual marking should ask at the Mages Guild for more information. They will be able to arrange for one of the ritual marking team to answer your questions. OOC ritual or rite questions on issues regarding *lammies* and what effects are compatible with the Erdrejan game world can be raised at Game Control.

IMPORTANT NOTE ON SPECIAL EFFECTS
Special effects are used at all main LT events, particularly in and around the area of the ritual circle. Some effects used, such as strobe lighting, UV lighting and smoke machines, can be hazardous if you suffer from a medical condition, which may be affected by special effects of any sort. Please be careful when moving around any area where special effects may be used. If you wish to participate in a ritual, but are concerned you may be affected by the special effects, please check with the ritual circle technical crew or ritual marker before the ritual begins. They will be able to tell you which special effects will be used in the ritual.

RITUAL CIRCLES
Rituals are carried out within a ritual circle. This is a place of power where the barrier between the world and the void is greatly weakened or broken. The flow of raw and uncontrolled magic that comes through these areas is blocked by the shielding effect of the ritual circle. This shielding normally fills the gap or weak area in the barrier and prevents the void from flowing through, which would have terrible consequences for anything or anyone in the area. When a ritualist begins a ritual, they seal the circle. This creates a magical ward from the circle up to the shield high overhead and then opens the shield, leaving the circle vulnerable to the void. This funnels the power of the void down into the circle and prevents those outside of the sealed area from coming to any harm. Ritualists must then focus this power as they and their contributors draw it into themselves. Unsealing the circle restores the overhead barrier and then opens the sides of the circle. The order in which a circle seals or unseals cannot be changed. A ritual circle will always seal its sides before opening the shield that protects it from the void and will always replace the protecting shield before it unseals its sides. Other than characters with an ability that explicitly allows them to raise/lower the seal of either all Ritual Circles or the Ritual Circle in question, the only person who can unseal a Ritual Circle is the person who sealed it.

RITUAL CIRCLE SEALS
The seals around a Ritual Circle are powerful, magical transparent barriers that block all effects. Nothing may pass through a Ritual Circle Seal except sound and light. Ritual Circle Seals are more powerful than Ritual Magic. A Ritual of Peace will cover a Ritual Circle, even if the Seals are raised. A Seal will stop anything that does not have a *lammie* or *loresheet* that specifically states it can pass through a Ritual Circle Seal.

Chapter Three: Character Logistics

Section One: Special Items

Spell effects generated by special items do not suffer from armour restrictions or effects that interrupt concentration, and if on a weapon they target the location struck. Spell effects that directly cause damage cannot be applied to weapons as *lammie* properties, e.g. Enchanted Blast. Spell effects that cause damage that are duplicated as a specific Damage Effect use the Damage Effect, rather than the spell effect, e.g. Enchanted Cause Fatal cannot be used, but Enchanted Fatal can. Items that allow the user to generate spell effects follow normal restriction and concentration rules. Some combinations of effects cannot be combined for game mechanics reasons.

Magic Items and Powers

LAMINATED CARDS

A *lammie* is a laminated card detailing special item powers, character special powers or special creature abilities. The text on a Lammie should be considered Rules and part of the game. All LT *lammies* remain property of the Lorien Trust and may be withdrawn at any time. Lammies are only valid between their Issue date and their Duration condition (which may be a date, or 'Until Dismissed', 'Until Death' etc), and must be stamped with LT authorisation stamps. Sanctioned events may use a different style of event only *lammies* that are valid for that event only. Lammies are invalid if damaged or if new powers have been written on top. In these cases, please take your *lammie* to Game Control for possible re-issue. Lammies are effective even if not visible although they must always be easily accessible should a Marshal or Referee ask to see them. During time-out, it is your responsibility to secure your *lammie*. You must make sure that your *lammie* is registered to you at Game Control by the end of the event you acquired it, or within 1 hour if you have stolen it IC and it is attached to someone else's phys rep (see Chapter 3, Section 2, In-Character Theft, page 44). If you do not have a suitable, safe phys-rep, you will not be allowed to use your item. (See Appendix 2 – Weapons Guidelines, page 52).

POWER RATING

All *lammies* have a Power Rating associated with them. If not stated on the front of the card, the power ratings are as follows:

Item Type	Power Rating
Special Item (Silver, *Mithril*, Mastercrafted or Spell-tempered)	0
Special Creature	0
Special Liquids, Sigils, Scrolls and Glyphs	0
Special Power	1
Special Item (other than those above)	3
Special Item (Artefact)	6

If the sum of the Power Rating of all *lammies* you are carrying exceeds 10 then all items with a Power Rating greater than 0 that you carry will stop working immediately, except for Artefact items. If you exceed 11 points of power then your magical items (those items with a Power Rating greater than 0) will be *Destroyed*, starting with the lowest Power Rating first. Each item will become hot for 10 seconds prior to its destruction. This does not affect Artefacts. If your Power Rating exceeds 12 points after all magical items on you have been *Destroyed*, then your torso will be Destroyed by Artefact damage. You may not sneak additional magic items onto another character without there being a ref present and aware of your intentions.

MAGICALLY ACTIVE ITEMS

Any *lammie* with a Power Rating greater than 0 is considered magical.

If the sum of the **Power Ratings** of all the *lammies* you are carrying exceeds 0 then you *Detect* as magically active.

If the **Power Rating** of any *lammie* is more than 0 then it *Detects* as magical and may be identified as such by the use of the Sense Magic or similar skill.

RESTRICTIONS ON LAMMIES

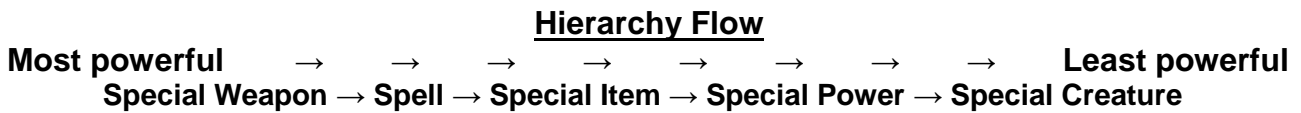No character can have more than 1 special creature *lammie*.
No character can have more than 1 special power *lammie*.
No item may have more than 1 special item and 1 special item power *lammie*.

LAMMIE HIERARCHY
If a *loresheet* conflicts with a *lammie* or spell, the *loresheet* takes precedence. In the case of a conflict between Lammie effects, (E.g. A Special Power that allows the user to strike for Flame combined with a Special Weapon that strikes for Cold) the Lammie with the higher Power Rating takes precedence. If the Power Rating of the *lammies* is the same, then the following Hierarchy is used:

Hierarchy Flow
Most powerful → → → → → → → → **Least powerful**
Special Weapon → Spell → Special Item → Special Power → Special Creature

Other Items
CHARITY LAMMIES
A Charity *lammie* looks identical to an ordinary *lammie*, but its only IC effect is to look unusual. The LT produces 'charity *lammies*' from Game Control. A small OOC charge is levied for the production of these *lammies* and the proceeds are given to charity. Charity *lammies* can be produced for almost anything; your imagination is the only real limit, although you are asked to avoid requesting charity *lammies* that may be offensive to others, or that may be too easily confused with an actual in-game effect. The LT reserves the right to refuse any request for a charity *lammie*. If you do not have a suitable, safe phys-rep, you will not be allowed to use your item. (See Appendix 2 – Weapons Guidelines, page 52). All charity *lammies* remain the property of the Lorien Trust.

EVALUATION LAMMIES
An item with an evaluate *lammie* has an intrinsic in-game value, but not necessarily any special powers. You can acquire an evaluation *lammie* from Game Control. In return for exchanging a quantity of IC money equal to the value that you wish the item to hold, you will receive a *lammie* whose lore codes indicate that value to someone with the CS Evaluate. The LT will determine which lore codes to use. The LT reserves the right to refuse any request for an evaluation *lammie*. Phys-reps of weapons intended for use in any form of combat must comply with all LT regulations and safety standards. If you do not have a suitable, safe phys-rep, you will not be allowed to use your item.
All evaluation *lammies* remain the property of the LT.

LIMITED USE ITEMS
When the powers of a special liquid or special item are not apparent until it is used, a rip-open *lammie* will be produced. When such an item is used, tear off the exposed paper tab and then rip the *lammie* open; any effects will be detailed inside. It is necessary to note the date and time of use on the removable insert and retain the *lammie* until all effects have expired.
When the powers of a special item with a limited use are apparent to all, then there may be a tear-off strip, with the words "tear on use". When torn, the item will have the effects detailed. Once the effects have been resolved, the item is no longer active.

SCROLLS & GLYPHS
Scrolls and Glyphs do not have *lammies* attached to them but will have an expiry date and an official LT authorisation stamp on them. Scrolls and Glyphs must be torn in half when used. Any character with invocation can use scrolls and glyphs. If the effect on the scroll or glyph has a duration, the time and date of activation must be marked on the scroll upon use, which then must then be torn in half once the duration has expired. The magical effect contained within the scroll or glyph takes effect exactly as its description says and treats the character that invoked the scroll or glyph as the caster in all cases; all restrictions as to the target remain and must be obeyed.

Potions & Poisons
RIP OPEN LAMMIES
Potion and poisons have Lammies that must be ripped open and the time and date of use (if it has a duration) written on it when the potion or poison is consumed. If a potion or poison *lammie* has been ripped open then it is considered used. If a ripped open potion or poison *lammie* does not have the time and date written on it then it is considered wasted and void. All potion and poison *lammies* must be attached to appropriate phys-reps. A player should NEVER consume the contents of the phys-reps. You must not write the effect of the potion or poison on the exterior of the *lammie* either in full or in some shorthand reference. Any *lammies* found to be so marked by a Referee or Marshal will be considered IC spoiled and will not have IC effects. The *lammies* will be confiscated and returned to Game Control/LT. You can mark the IC container.

Poison Types and classes
There are two types of poison: Alchemical and Magical. The effects Purge Poison and Purge All Poisons are only effective on Alchemical Poisons, and will only be effective on non-lethal poisons if they are purged before they deliver their effect. Magical poisons each have their own unique cures.

All poisons will be spoiled if they are not used within 30 minutes of opening them. Poisons cannot be mixed, and applying two separate poisons to the same item will cause both to be spoiled. Spoiled poisons have no effect. Any person attempting to use or apply poisons without a poison-handling skill (i.e. a skill that grants them a *loresheet* that identifies that liquid as a poison) has a high chance of poisoning himself or herself, and the attempt requires a Referee.

There are four classes of poison, and a further distinction is made between Lethal and non-Lethal poisons:
- **Venom - Poisons that must be delivered by weapon blow to an unarmoured location or by using the *Through* effect. Venom poisons need to penetrate armour to work and will be spoiled if they hit a location with an AV above zero. Always Lethal.**
- **Ingestive - Poisons that will inflict their effect on the first person to consume any morsel of food or drink from the poisoned item. All poisoned phys-reps must be OOC safe to consume. Generally Lethal.**
- **Vapour - Poisons that will inflict their effect on everyone within 10ft (~3m) of them. After that point, they have no further effect. Often Lethal.**
- **Weapon Oil – Alchemical treatments that modify the damage effect or damage type on a single weapon for the next successful strike. Parries will not cause the oil to be used. Weapon oils are generally not magical, though they often produce magical effects, and can only modify the damage type of Normal weapons. Rarely Lethal.**

All Lethal poisons always have an onset time followed by a debilitation time and their use requires a Referee to be present. At the end of the debilitation time, the target dies unless the poison has been purged. At no point does a Lethal Poison cause its target to enter their Grace period.

Non-Lethal poisons generally have an instant effect. Some have an onset and/or debilitation time, and their use requires a Referee to be present. At the end of the debilitation time, the poison delivers its effect unless the poison has been purged.
All non-Lethal poison effects work exactly as their respective spell effects, and general *immunity* to poisons will not help resist their effects. E.g., Paralysis weapon oil will paralyse the target unless they are immune to paralysis, even if they are immune to poisons.

- **During the onset time, the target will feel no effects from the poison, though the poison will still be detectable by normal means.**
During the debilitation time, the target is *Debilitated*.

Section Two: General Logistics
Money
There are three types of coins in use in the Lorien Trust Role-Playing system, of which the lowest denomination is the Quarter, or copper. Four Quarters make one Stell, or silver, and four Stell make one Gold.
All players at LT main events are given an amount of IC money each year, dependant on which events they attend and any income skills they possess.
LT coinage looks like this:
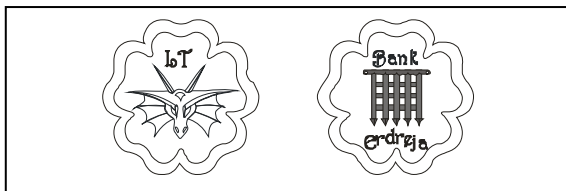
COIN FORGERY
The shape and design of LT IC coins are OOC trademarks of Merlinroute Ltd. No part of these designs may be reproduced by any means, save with the written permission of Merlinroute Ltd. Any person performing any unauthorised act in relation to these designs may be liable to prosecution and claims for damages. Coins remain the property of Merlinroute Ltd, and as such cannot be sold or traded OOC.

Loresheets
There are two types of _loresheet_; one is used in relation to certain skills and the other to explain fully a _lammie_ (usually in reference to a special creature). In both of these cases, the _loresheet_ is considered an extension of LT rules. All _loresheet_s must have the name of the Character that they refer to written on them (in permanent ink). Some CS and some OS require a _loresheet_ (see Appendix one - Character Creation, page 46). If you have purchased any of these skills, you must go to Game Control and collect a _loresheet_ for each of these Skills in order to use them. At Sanctioned Events, you may be able to collect _loresheet_s from the Sanctioning Officer. **You cannot use skills or _lammies_ requiring a _loresheet_ unless you have the _loresheet_ with you.**

Some _loresheet_s have lists of lore codes printed on them that correspond to the lore codes printed on special item cards.

Any _lammie_ that refers to a _loresheet_ requires that both the relevant _loresheet_ and _lammie_ be carried at all times, otherwise the entire _lammie_ is invalid and may not be used. If a _loresheet_ states that phys-reps are needed, e.g. "Mask and claws phys-reps required", then the character that the _loresheet_ is applicable to cannot be played if these phys-reps are not carried. _loresheet_s must not be shown to other players. _loresheet_s are reissued every year, with the validity of the new _loresheet_ commencing with the first LT main event of the year – from that point all previous _loresheet_s are invalid and must not be used. A _loresheet_ that is not clearly marked with the year/dates of its validity is not valid.

No effect
'NO CARD - NO EFFECT'
To do anything not covered by the rules, you must have a valid and authorised LT _lammie_. Any Special item Lammies you intend to use must be carried with you at all times whilst IC. Characters with Special Powers or Special Creature cards may not be played unless the relevant _lammie_ is also carried as well as the character card. Lammies that are attached to a weapon intended for use in any form of combat must be placed so that there is no risk of OOC damage to either the user of the weapon or their opponents.

'NO REF - NO EFFECT'
Under specific circumstances, an on-duty Referee or Marshal may stand in the place of a _lammie_, _loresheet_ or power cards.

'NO PHYS-REP - NO EFFECT'
A special item _lammie_ cannot be used unless it is attached to an appropriate phys-rep. The phys-rep must bear a reasonable resemblance to the item it is supposed to represent (for example a mace cannot be used as a phys-rep for an enchanted sword). Item Phys-reps must comply with all LT regulations and safety standards. If you do not have a suitable safe phys-rep, you will not be allowed to use your _lammie_ (see Appendix 2 – Weapons Guidelines, page 52).

The Rule of Double
This rule applies to LHV, AV and Spell Cards. All of these values are limited to a maximum of double their base value no matter what means are used to increase them. A _lammie_, _loresheet_, OS, ritual effect or cast magic can all be used to increase these values but nothing can increase any value to more than double its starting amount. Anything bought with Character Points counts as the base value.

Where a character has several Base values, only the highest value will have an effect.

In-Character Searching
A thorough IC search of another character requires 1 minute of _Concentration_. When searching a character the searcher must hold their primary hand (or off hand if they have the basic CS Ambidexterity) 2" (~5cm) above the character being searched. Players found breaking the searching rules may be asked to leave site.

During the search, the searcher must tell the target that they are performing an IC search. The searcher must also say if they are using any skill/ability that allows them to find concealed items. Items may only be considered concealed for these rules if the target has an OS that allows them to conceal items. At no time may the searcher make any physical contact with the person being searched.

All players using these searching rules (whether to search or be searched) must be fair and honest when looking for or revealing items. Please also try to avoid keeping IC and OOC items together.

In-Character Theft
Nothing may be stolen during Time-out, or from OOC areas.
Only items with valid _lammies_, documents marked as IC, and IC coins may be stolen IC. Theft of other items will be treated as OOC theft and may lead to you being asked to leave site.
Any visible item that is clearly in one of these categories can be stolen subject to the following limitations:
- Nothing may be taken from a character without the players OOC co-operation. If you do so, you may be asked to leave site.
- Nothing may be taken from an un-_lammie_d Bag, chest or container. No IC items may be stored in a container of any kind unless the container is visibly _lammie_d, or carried on a character's person.
- Unconscious and _Immobilised_ characters must co-operate with a character attempting to steal items, may not resist having a visible item stolen, and must OOC hand the item to anyone wishing to steal it. The character taking the item should not touch the target directly. The thief should inform the target OOC that they are removing the item, at which point the item must be handed over OOC.
- Any item that is completely hidden does not have to have a _lammie_ on display, and can only be stolen if discovered by the Searching rules above.

When an item has been stolen IC, it must be taken to Game Control as soon as possible (and definitely within 1 hour), in order to register the change of ownership.
By attaching a _lammie_ to an item, you are giving OOC consent to have it stolen under the searching and stealing rules. You should be especially careful with attaching _lammies_ to clothing and armour to ensure you have adequate clothing underneath in case they are stolen from you.
If possible, get a Referee or Marshal to accompany you when you are attempting to steal an item as this can help prevent disputes arising.
If you have stolen an item IC, you must not remove any _lammie_ from the item yourself. The staff at Game Control will remove the item card and register you as the new owner of that item. They will then put the _lammie_ on a suitable phys-rep that belongs to you (bring a suitable phys-rep with you to register change of ownership). If necessary, Game Control will retain the old phys-rep for collection by the original owner. An item powers card does not signify ownership of an item, nor does possession of any special item card that is damaged, or is not attached to a suitable phys-rep. Any Special Creature or Special Powers cards represent abilities innate to that character and cannot be stolen.

Moving Characters
Do not move players physically. A conscious character cannot be moved against their will.
To move an unconscious character without touching them, stand by their side and place both hands within 2" (~5cm) of their shoulder and 2" (~5cm) of their upper arm. This system does not allow for grappling and anyone found doing so risks being asked to leave site.
One person may move a character (or monster) at a slow walking pace. Two people may move a character (or monster) at a normal walking pace. No more than two people may move a single character at a time. Moving someone requires the use of two free hands, which may not be used for anything else. At no time is it necessary for the unconscious person to be touched by those moving them.

Faction Wards
The method used for maintaining the IC protection and boundaries of faction camps, particularly at main LT events, is to use a magical ward around the camp perimeter. This is represented by a line of rope around each camp.
You can see and hear through the ward. No spell or spell-like effects or abilities may pass through them or span them, but this does not prevent the Teleport spell effect. Projectiles or weapons may not pass through or over wards.
Any character skill, _lammie_ or ability that states that it allows you to traverse magical wards can be used to pass the Ward. This takes 10 seconds of concentration during which time you should not straddle the line of rope, but role-play pushing through the ward. Whilst crossing the ward you cannot interact with anyone or anything on either side of the barrier but you may be struck or affected by anyone from either side. You may not pause whilst crossing even if unconscious or _Immobilised_, although you may reverse direction, taking the same time to exit as you had already spent entering. Reversing is a conscious decision requiring effort and cannot be achieved while unconscious or _Immobilised_, however if you do become unconscious or _Immobilised_ while performing this action, then you will be forced back through by the ward in the direction you came from. Faction Wards cannot be tunnelled underneath.
Wards count as a ritual level effect and any non-standard method of bypassing them must be approved by a Senior Referee. Non-standard methods will always take a minimum of 10 seconds.

Faction Gates
Faction gates are constructed from a variety of materials and are vulnerable to damage. They can be forced open IC by taking damage and this will require a Referee to be present. As a general guide, it may take several minutes of normal blows, or a minute or two of crushes, but this may vary at the discretion of the Referee based upon the construction of the gate.

All faction gates must be constructed in a safe manner and will be inspected by a member of the Lorien Trust safety team. Guidelines on safe construction can be requested from Game Control at main LT events or the event organiser at a Sanctioned event, which will be subject to change.

Claws
There are two types of claws, weapon claws and natural claws. Weapon claws must look artificial. Wearing and using natural claws requires a relevant *lammie, loresheet* or OS.

Claws cannot be used to parry. To use claws you must have passed the Claw Competency test. See Game Control or the Armourers Guild for details.

Weapons claws count in all ways as a small weapon and are considered IC to be artificial weapon claws strapped to your hands. Hands with weapons claws cannot be used to perform any other action and to use a weapons claw in your off hand requires the CS Ambidexterity.

All weapon and natural claws inflict normal damage unless a *lammie, loresheet* or OS says otherwise.

Natural claws are immune to the effect Shatter, but a Fumble effect will render them useless for 3 seconds. Weapons claws are affected by Shatter and are rendered useless for 3 seconds by the fumble spell.

(See Appendix 2 - Weapon Guidelines, Claws, page 52)

Patterns
All characters, unless they have a *lammie, loresheet* or OS that says otherwise, have a Living Pattern. Other types of pattern have *loresheet*s detailing the specific rules covering them.

Occupational Skills
Characters develop by acquiring Occupational Skill Points (OSPs) for attending LT Events. These OSPs may then be spent to buy additional skills.

The Occupational Skill Point system is detailed in the Lorien Trust publication 'Occupational Skills: A Guide to Advancement', available from Game Control at any LT Main Event, downloadable from the Lorien Trust website or on request from LT Head Office.

APPENDIX 1: Character Creation

Character Concept

The fantasy/medieval world of Erdreja has been created to accommodate a wide variety of characters within its campaign. Use the following procedure to create your character.

CHOOSE A CONCEPT

You may already have an idea of the type of character you would like to play. This will be your basic guide to creating your character within the Lorien Trust Role-Playing system. If you do not have a basic idea for a character, think of a favourite story or film character you may wish to base your character upon. You may be playing this character for a long time to come, so you do not want to be stuck playing something you do not enjoy. Remember as well, that most LT events last for a considerable period - up to three or four days, with only limited OOC time. You should come up with a concept that you are comfortable with role-playing for this amount of time. You should avoid directly copying fictional characters and try to create a character that is unique in some way. For example you should avoid playing Legolas, but Legolas could be the inspiration for a more personalised and unique Elven archer.

CHOOSE A CHARACTER NAME

Choose a name for your character. This can be as simple or as complex as you want it to be. Try to avoid putting titles like Lord or Baron in the name; such titles are earned, not assumed and titled characters tend to take exception to a simple peasant calling himself Lord something. Do not give yourself too long a name; otherwise, it may not fit on your character card!

CHOOSE YOUR CHARACTER RACE

Numerous fantasy races exist within Erdreja. Many are widespread, but others remain all but unknown. For purposes of simplification, we have grouped all the known races together into the racial groups listed below. Each race belongs to a category, and you count as a member of the category of the racial group you are in. For the purpose of effects that target specific groups, you will be affected by damage that targets either your racial group or your category, e.g. if you are an Elf you will take both Elf Bane and Elder Race Bane. Select a racial group from those listed, for more details see the Lorien Trust World Guide.

Category	Racial Group	Example individual races
Existential	Human *	Caledonian, Norscan, Teutonian
	Beast	Bear, Wolf, Sheep, Cow
	Plant	Shambling Mound, Oak Tree
	Mineral	Golem, Clockwork man, Gargoyle
Elder Races	Dwarf	Dark Dwarf, Duegear
	Elf	Sea Elf, Wood Elf, Sylvan
	Fey	Fairy, True Fey, Seelie, Gelf
	Olog	Ogre, Troll, Trollkin
Younger Races	Beastkin	Beastman, Catkin, Bugbear, Wolfkin
	Drow	Drow, Dark Elf, Norn
	Halfling	Kender, Hobbit, Wee Folk
	Uruk	Goblin, Hobgoblin, Orc, Blackorc
Planar	Ancestral	Spirit, Daeva, Archon, Avatar
	Daemon	Imps, Demonkin, Overlord
	Elemental	Zephyr, Servitor, Ifrit, Djinn
	Umbral	Voidkin, Half-Fiend, Half-construct

                 Not a playable race without a supporting *lammie*

        *   Default race if none other are chosen

Please note that no race has any form of special power innately. If you wish to play a special creature of some sort then you should choose your initial race and seek out how to unlock your true nature in game. If you wish to play a half-breed, you should decide which side of your nature is dominant, and pick that race.

CHOOSE YOUR FACTION

Select a faction from those listed on the booking form, for more details see the World Guide, LT website or ask at Game Control.

CHOOSE YOUR CHARACTER'S SKILLS
Use the list of Character Skills (CS) below to choose the abilities that your character will begin the game with. You should read the descriptions of all the skills carefully before deciding which skills to buy. Your character has 16 Points to spend on skills. With the exception of Power and Ritual Magic, you cannot buy the same CS more than once.

CHILDREN AND CHARACTER SKILLS
All weapons and shields must be easily wieldable by the child and must be no taller than them.
- Children aged under 5 years can only buy free skills.
- Children aged 5-9yrs may buy 10pts of skills from the following list:
  Free skills, Shield Use, Light Armour Use, Body Development, Ambidexterity, Healing, Bind Wounds and Physician.
- Children aged 10-13yrs may buy skills as per adults, except for Ritual Magic and Projectile Weapon.
- Anyone aged 14 or above may choose skills as normal.

Character Skills

Weapon Skills	Cost	Armour Skills	Cost
Ambidexterity	2	Body Development 1/2	4/8
Large Weapon Use	2	Light Armour Use	2
Projectile Weapon	4	Medium Armour Use	3
Shield Use	2	Heavy Armour Use	4
Thrown Weapon	1		
Magic Skills	**Cost**	**Knowledge skills**	**Cost**
Healing 1/2	4/8	Potion Lore	3
Incantation 1/2	4/8	Poison Lore	4
Spellcasting 1/2	4/8	Cartography	1
Ritual Magic 1/2/3	2/4/6	Sense Magic	1
Contribute	1	Evaluate	1
Power (4/8/12/16)	2/4/6/8	Recognise Forgery	1
Invocation	3	Physician	2
		Bind Wounds	1

Free Skills
These skills are assumed to be known to all characters and will not appear on your character card.

NUMERACY (0 POINTS)
Your can count and perform simple arithmetic.

LITERACY (0 POINTS)
Your character can read and write in the common tongue (English).

READ MAPS (0 POINTS)
Your character can read simple maps and perform simple feats of navigation.

SMALL MELEE WEAPON USE (0 POINTS)
Your character can use a small melee weapon of 7" - 18" (~18cm - ~45cm) in overall length in your primary hand in melee combat.

MEDIUM MELEE WEAPON USE (0 POINTS)
Your character can use a medium melee weapon of 18" - 42" (~45cm - ~110cm) in overall length in your primary hand in melee combat.

Weapon Skills
Please note, all weapons no matter what their size, inflict a single point of normal damage unless an effect, *lammie* or *loresheet* states otherwise.

AMBIDEXTERITY (2 POINTS)
With this skill, you can wield weapons or cast spells with your off-hand as well as with your primary hand. This does not mean that your off hand counts as your primary hand for any effect or skill that states that only the primary hand may be used. All characters have a primary hand and an off-hand. Please note that to use this skill you must also have the basic CS you intend to use with your off-hand. Ambidexterity does not allow you to perform two actions, which require *Concentration* simultaneously.

LARGE MELEE WEAPON USE (2 POINTS)
Your character can use a large melee weapon of 42" - 72" (~110cm - ~180cm) in overall length in two hands in melee combat. You may also use a weapon of pole-arm design of 42"- 84" (~110cm - ~210cm) overall length. Large melee weapons cannot be used one handed. Great swords, staves and pole-arms are typical examples of such weapons.

PROJECTILE WEAPON USE (4 POINTS)
Your character can use a bow, crossbow, or sling to launch projectiles. You may not operate a projectile weapon and wield a melee weapon simultaneously. Projectile weapons can be divided into two categories:
1. Arrows or bolts launched from a bow or crossbow inflict one point of Normal Through damage on a successful hit (see the Damage Effect Through for details.)
2. Rocks launched from a sling inflict one point of Normal damage on a successful hit. This ammunition must comply with the same usability standard as all thrown objects.
To use this skill you must have passed the LT Bow Competency test. See Game Control or the Archers Guild for details. Projectile weapons must not be used as hand-to-hand (melee) combat weapons.

SHIELD USE (2 POINTS)
Your character may use a shield for defence only, using your off hand (or if you have Ambidexterity, with either hand). When using a shield you may not employ the hand holding the shield for any other purpose. Shields struck while being used in this way protect the user from all damage and effects from weapons, with the exception of Crush or Shatter. A shield that takes a Crush or Shatter effect will stop the blow, but in the process be *Destroyed.* A *Destroyed* shield takes 1 minute of suitable role-play to repair, performed by anyone with the Shield Use skill. Only one person can work on or repair a shield at a time. *Mithril* shields are *Immune* to Shatter effects and Normal Crush, Enchanted shields are *Immune* to Shatter effects, Normal Crush and Enchanted Crush. All shields are affected by Artefact Crush. Shields must not be used as weapons. A slung shield or one worn on your back offers no protection.

THROWN (MISSILE USE) (1 POINT)
Your character has the ability to throw a single missile (e.g. a rock or knife) in combat using your primary hand. Please note that thrown objects need to be made to comply with the usability standard for thrown objects and cannot be used as melee weapons (see Appendix 2: Weapon Guidelines, page 52). Weapons intended for use in hand-to-hand (melee) combat must not be thrown.

Armour Skills
With these skills, your character can wear amour and gain protection from wearing it. **Armour worn as costume, without the appropriate skill, offers no protection to your character but still restricts casting spells as normal. All armour has a value (Armour Value, or AV), expressed as a number of points (see Chapter 2, Section 1 – Combat, page 11)**. (See also Appendix 4, *Stacking Armour*, page 59) Armour must be worn to have any effect (carrying your armour over your shoulder gives your character no protection), but does not have to be visible (i.e. chain mail can be worn under a robe or a tabard).
To repair armour damaged in combat requires an Armour Use skill and a character with such a skill may repair any armour that they have the skill to wear. It takes one minute of *concentration* to restore the value of the armour on a single location by one point; the repair being performed using the primary hand (or off hand if they have the CS ambidexterity). Armour may be repaired whilst it is being worn and the wearer can repair any location of their armour they can reach. Only one person can work on each location, but several people can repair different locations at the same time. It is not possible to wield a weapon whilst repairing armour. A character with the appropriate Armour Use skill can repair any type of armour be it normal or magical.

A good phys-rep of the armour is required, and this armour will be checked at the same time as your weapons (see Appendix 2 - Weapon Guidelines, page 52). If armour is to have an AV, the phys-rep must cover a minimum of 50% of the protected location. Unconvincing phys-reps cannot count as heavy armour. Large bulky costume may count for light or medium armour if sufficiently thick and heavy (Leather hide or phys-rep lizard skin for light armour, bulkier phys-reps for medium armour).

LIGHT ARMOUR USE (2 POINTS)
Light Armour has an AV of 1. Light Armour is any flexible material that is either thick enough or tough enough to resist a blow. Thin leather, heavily quilted or padded material and skinned furs are examples of Light Armour. With this skill, you gain the ability to wear and repair Light Armour.

MEDIUM ARMOUR USE (3 POINTS)
Medium armour has an AV of 2. Medium armour is either semi-rigid material or material that would normally be light armour with rigid supports or rigid additions over at least 50% of the surface. Thick leather and plated leather are examples of medium armour. With this skill, you gain the ability to wear and repair light or medium armour. A character wearing Medium Armour cannot cast Ranged effects.

HEAVY ARMOUR USE (4 POINTS)
Heavy armour has an AV of 3. Heavy armour is either completely rigid, made 100% from metal (or a convincing representation of metal) or light armour with rigid material covering at least 90% of the surface. Chain or plate mail and cuirboilli are examples of heavy armour. With this skill, you gain the ability to repair and wear light, medium or heavy armour. A character wearing Heavy Armour cannot cast Ranged or Mass effects.

BODY DEVELOPMENT 1 (4 POINTS)
Characters with this skill have 2 Base LHV (See Chapter 2, Section 1 - Combat, Body Locations, page 11)**.** Body Development 2 cannot be combined with Body Development 1.

BODY DEVELOPMENT 2 (8 POINTS)
Characters with this skill have 3 Base LHV. (See Chapter 2, Section 1 - Combat, Body Locations, page 11)**.** Body Development 2 cannot be combined with Body Development 1.

Magic Skills
All these skills require *Concentration* to use. Taking a level 1 and level 2 list of the same type is not possible and gives no advantage.
In addition to the basic spell lists, there are four Specialisations and four Summoning spell lists. All of these spell lists require an OS, Lammie or *loresheet* to use but work in a similar way.

Specialisations - To gain access to a Specialisation list you must buy the basic magic skill it is based on. The Specialisation list then replaces the basic magic list, and is still limited by the level of Basic magic bought with character points. Light and Dark incantations are Specialisations of the Incantation list. Shadow magic and Enchanting are Specialisations of the Spellcasting list.

Summoning - To gain access to the Summoning list, you must buy one of the basic magic skills it (or any applicable Specialisation) is based on and Ritual Magic; the Summoning list then adds to your basic list. Necromancy requires Corruption, Shadow magic or Dark Incantation. Elementalism requires Healing, Light Incantation or Enchanting. Theology requires Incantation (of any sort) and Daemonology requires Mage Craft (of any sort).

Corruption is a Basic list with a pre-requisite. You must buy Healing and the OS Corruptor, and the Corruption list then replaces the Healing list. Note Corruption is not based on Healing - but they are mutually exclusive.

SPELLCASTING, INCANTATION OR HEALING 1 (4 POINTS)
Each of these skills grants you the ability to cast 1st level effects from the given list and grants you +4 base Spell cards per day.

SPELLCASTING, INCANTATION OR HEALING 2 (8 POINTS)
Each of these skills grants you the ability to cast 1st and 2nd level effects from the given list and grants you +12 base Spell cards per day. You cannot have more than one magic skill at level 2 or above.

POWER (2 POINTS PER LEVEL, MAXIMUM OF FOUR LEVELS)

Each level of the Power skill grants +4 base spell cards. This increased allocation counts as your starting value for the purposes of the Rule of Double.

RITUAL MAGIC (2 POINTS PER LEVEL, MAXIMUM OF THREE LEVELS)

A level 1 Ritualist may perform Rites only. A level 2 Ritualist can perform rites and 1 ritual per event. A level 3 Ritualist can perform Rites and 1 ritual per day. Level 2 and 3 Ritualists provide 10pts of power to a ritual they lead. Any type of Ritualist can perform as many Rites as they desire, so long as all other pre-requisites are fulfilled. You cannot buy this skill unless you already have some form of casting ability. This skill does not allow you to contribute to a ritual. (See Chapter 2, Section 5, Rituals and Rites, page 36 – 39 for more information on subjects relevant to Ritualists)

CONTRIBUTE TO RITUALIST (1 POINT)

Your character can contribute one point of ritual power to the Ritual. A contributor may contribute to one ritual per day. You do not need any other magical ability to buy this skill.

INVOCATION (3 POINTS)

This skill allows for the activation of certain items. Your hand must touch the item you are attempting to invoke and you must *concentrate* for 10 seconds. Armour does not restrict invocation. To invoke an item, the invoker must use a suitable IC vocal, or in the case of scrolls and glyphs, must read the scroll or glyph. Chant effects generated by invocable items require the invoker to maintain the chant. If you are unsure whether you are able to invoke an item, please check with a Referee, Marshal or Game Control.

Knowledge Skills

All of these skills require *Concentration* to use.

SENSE MAGIC (1 POINT)

Your character can sense if there is any magic within an object. Your character's hand must either touch or be within 2" of the item and your character must concentrate for 10 seconds. This skill gives a general idea as to the nature and powers of the magic within the item, but does not give any information on how to activate the item. *Loresheets* for this skill are available from Game Control (see Chapter 3, Section 2, *Loresheets*, page 43).

POTION LORE (3 POINTS)

Your character can recognise most potions and alchemical dusts, including the effects the preparation will have on a person who uses it. *Loresheets* for this skill are available from Game Control (see Chapter 3, Section 2, *Loresheets*, page 43).

POISON LORE (4 POINTS)

Your character can recognise most poisons, including the effects the poison will have on a person. Your character must have this skill (or an appropriate OS) in order to be able to administer poisons or carry/use a poisoned weapon; failure to observe this will result in your character accidentally poisoning themselves and the preparation being wasted. *Loresheets* for this skill are available from Game Control (see Chapter 3, Section 2, *Loresheets*, page 43).

EVALUATION (1 POINT)

Your character can estimate the intrinsic value of an item. *Loresheets* for this skill are available from Game Control (see Chapter 3, Section 2, Loresheets, page 43).

RECOGNISE FORGERY (1 POINT)

With this skill, your character can examine an item and determine if it is genuine or not. *Loresheets* for this skill are available from Game Control (see Chapter 3, Section 2, Loresheets, page 43).

BIND WOUNDS (1 POINT)

Your character can spend 1 minute of role-played action using a phys-rep bandage on a limb location (not Torso or Head). This will remove a *mortal wound* on that limb raising it to 0 LHV. This skill will not work on monsters with total body hits, or creatures with anything other than a living pattern.

PHYSICIAN (2 POINTS)
Your character can spend 1 minute of role-played action using a phys-rep bandage on any location. This will remove a *mortal wound* on that location raising it to 0 LHV. If the target is unconscious then 1 minute's role-played action will allow the character to be brought to the *Debilitated* State, so long as their head and chest are not M*ortally Wounded*. This skill will not work on monsters with total body hits, or creatures with anything other than a living pattern. This skill also enables the character to identify other effects on the target (See Chapter 2, Section 1 - Combat, Identifying Wounds, page 12).

CARTOGRAPHY (1 POINT)
Your character can draw reasonably accurate maps and plans of the geographical area that you are in. This skill also allows you to navigate from maps and plans. This skill may give you a map of your faction lands (of varying quality) and may give a rough map of the IC area in which a Main LT event is taking place. Check with Game Control to see if there are maps available.

APPENDIX 2: Weapons Guidelines

Weapons Check

Weapons and armour will be checked for LRP-safe construction according to LT guidelines, which are available on request from the weapon-check point, the Armourers Guild, Game Control and by download from the LT website. No real weapons may be bought to a Lorien Trust event, though reasonable camping knives may be used in camp for camping tasks. At no point should an un-checked weapon be used IC.

General Combat

The LT system supports a variety of styles of combat in situations from a one on one duel to large scale battles. You are asked to both respect the fighting style of your opponents and adjust your style to fit the situation and terrain in which you find yourself. When fighting near obstacles, with bodies on the floor or near hazardous terrain you should avoid backing yourself or your opponent into danger. Additionally in low light conditions, from dusk onwards, it is often difficult to see your target clearly or for them to see your incoming blows, extra care should be taken in these situations. Periodically you should check the state of your weapons especially after heavy combat or woodland combat where your weapons may have picked up splinters or thorns. If in doubt, ask a Referee, Marshal or weapons checker if your weapon is still safe to use. The decision of a Referee or Marshal in these circumstances is final.

Additional combat safety guidelines may be imposed due to site restrictions or other OOC logistical reasons.

CLAWS

All claw users must pass the Lorien Trust Claw Competency test to use LRP safe claws at LT events. Claws must be used in such a way that the hand itself never touches the target. All claws must be used with an open hand, with nothing in it. Such blows must be horizontal. These rules are for safety considerations. Remember also that claws take just as long to use as any other weapon, do not use it as an excuse to fight as fast as possible. Blows from claws should still be spaced at least far enough apart for you to call clearly your damage, even if you are not required to call the damage aloud.

SMALL WEAPONS

Care should be taken with small weapons, like daggers or short maces that the hand is never in danger of striking an opponent. If the weapon is held reversed along the forearm then extra care should be taken to avoid stabbing with the tip or punching with the hand when striking a blow. As with claws, blows from small weapons should still be spaced at least far enough apart for you to call clearly your damage, even if you are not required to call the damage aloud. You may not strike your opponent in the back if you are in front of them, nor attempt to parry or strike projectiles from the air.

MEDIUM WEAPONS

With longer weapons, you should take care to keep your blows light and be careful that your swings do not inadvertently strike others beside or behind you. Using a long weapon in each hand is different and more complicated than just one, and care should be taken to make sure you are as safe fighting with your off hand as you are with your primary hand. You may not strike your opponent in the back if you are in front of them, nor attempt to parry or strike projectiles from the air.

LARGE OR POLE WEAPONS

Two-handed weapons are the most common cause of heavy blows and extra care must be taken with these weapons. Moving your hands near the base of the weapon to give extra reach results in you losing control over the striking end of the weapon. More than other weapons you should take care that those around or behind you are not inadvertently struck as you swing your weapon. You may not strike your opponent in the back if you are in front of them, nor attempt to parry or strike projectiles from the air.

SHIELDS

Shields may be of any size and shape between 10" (~25cm) and 60" (~1.5m) tall and between 10" (~25cm) and 30" (~75cm) wide. Shields cannot be used as a weapon in any way and punching or barging with your shield is not allowed. Kicking, punching or otherwise forcing your opponent's shield out of the way is also not allowed.

BOWS AND CROSSBOWS

All bow and crossbow users must pass the Lorien Trust Bow Competency test to use LRP safe projectile weapons at LT events. In addition to these requirements, there may be situations where projectile weapon use is inappropriate or dangerous. As noted above you should always follow the instructions of a Referee or Marshal with regard to use of these weapons.

APPENDIX 3: Effects by Class and Characteristic

Effects by Class

Magical	Mind	Pattern	Physical
Affect	Befriend	Attract Unliving	Chant of Melee Immunity
Ancestral Strike	Beguile	Chant of Sanctuary	Chant of Missile Immunity
Ancestral weapon	Confusion	Chant of Wasting	Chant of Protection
Aura of Defence	Courage	Control Ancestral	Crush
Aura of Immunity	Distract	Control Daemon	Cure Wound
Bane	Enthral	Control Elemental	Endurance
Blast	Fear	Control Unliving	Forbidding
Cause Disease	Free Mind	Decay	Fortify Body
Cause Fatal Wound	Mass Fear	Detect Unliving	Full Cure
Cause Paralysis	Rally	Disease	Full Cure Ancestral
Corrupt Body	Remove Fear	Embody Unliving	Full Cure Daemon
Countermagic	Sleep	Fatal Wound	Full Cure Elemental
Detect Magic		Halt Unliving	Full Repair Unliving
Dismiss		Heal Fatal Wound	Fumble
Freeze		Heal Wound	Halt
Greater corrupt Body		High Control Ancestral	Mend
Harm		High Control Daemon	Mend Armour
Infuse Shield		High Control Elemental	Mute
Iron Will		High Control Unliving	No Damage
Lay to Rest		High Countermagic	Purge all poisons
Mage Armour		High Dismiss	Purge Poison
Mage Bolt		Paralysis	Repel
Paladin's armour		Protection from Paralysis	Shatter
Petrify		Remove Decay	Strikedown
Retribution		Remove Disease	Subdue
Rite of Dedication		Remove Paralysis	Through
Speak with Ancestor		Repair Unliving	
Teleport		Shield from Corruption	
Trace Transport		Speak with dead	
Weapon of Cold		Total Heal	
Weapon of Flame			

Effects by Characteristic

Command	Counter	Cure	Enchant
Attract Unliving	Countermagic	Cure Wound	Ancestral Strike
Befriend	High Countermagic	Free Mind	Ancestral weapon
Beguile	**Damage**	Full Cure	Aura of Defence
Confusion	Affect	Full Cure Ancestral	Aura of Immunity
Control Ancestral	Bane	Full Cure Daemon	Cause Disease
Control Daemon	Blast	Full Cure Elemental	Cause Fatal Wound
Control Elemental	Crush	Full Repair Unliving	Cause Paralysis
Control Unliving	Fatal Wound	Heal Fatal Wound	Chant of Melee Immunity
Distract	Harm	Heal Wound	Chant of Missile Immunity
Enthral	Mage Bolt	Mend	Chant of Protection
Fear	No Damage	Mend Armour	Chant of Sanctuary
High Control Ancestral	Subdue	Purge all poisons	Chant of Wasting
High Control Daemon	Through	Purge Poison	Courage
High Control Elemental	**Detect**	Rally	Decay
High Control Unliving	Detect Magic	Remove Decay	Disease
Mass Fear	Detect Unliving	Remove Disease	Embody Unliving
Sleep	Trace Transport	Remove Paralysis	Endurance
Speak with dead	**Special**	Repair Unliving	Fortify Body
Force	Corrupt Body	Total Heal	Infuse Shield
Forbidding	Dismiss	**Immobilisation**	Iron Will
Fumble	Greater corrupt Body	Freeze	Mage Armour
Mute	High Dismiss	Halt	Paladin's armour
Repel	Lay to Rest	Halt Unliving	Protection from Paralysis
Shatter	Petrify	Paralysis	Remove Fear
Strikedown	Rite of Dedication		Retribution
	Speak with Ancestor		Shield from Corruption
	Teleport		Weapon of Cold
			Weapon of Flame

APPENDIX 4: Definitions and Glossary

Lammie Properties

The following are standard descriptions of how the wording on some *lammies* works:

LAMMIE PROPERTY	EXPLANATION	EXAMPLE
Chant of Immunity Format '*Immune* to X (CoI)'	While continuously chanting the vocal 'By my power, I claim Immunity', the user becomes *Immune* to X, which may be a damage type, spell or effect. If the user stops the chant for any reason (other than OOC calls), they lose the *Immunity*. This does not prevent them restarting the chant if they are able (some *lammies* require specific actions to start the chant).	'Immune to Normal Damage (CoI)'
Basic Regeneration Format 'Regenerates (X)'	The user recovers lost wounds at a faster rate, one hit per location is recovered every X time period. Any wound that could be normally recovered using the 'Cure Wound' or 'Heal Wound' effects can be regenerated. If this property is on an item, only wounds taken while wearing the item can be regenerated. If regeneration would recover a hit at exactly the same time as something else happens (e.g. Grace Period ends), the regeneration is considered to happen first. Silver damage cannot be regenerated.	'Regenerates (5 min)'
Specific Regeneration Format 'Regenerates (X, Y)'	The user recovers lost wounds at a faster rate; one hit per location is recovered every X minutes. Any wound that could be normally recovered using Y effects can be regenerated. If this property is on an item, only wounds taken while wearing the item can be regenerated. If regeneration would recover a hit at exactly the same time as something else happens (e.g. Grace Period ends), the regeneration happens first. Silver damage cannot be regenerated.	'Regenerates (5 min, Cure)' 'Regenerates (5 min, Healing)'
Increased Hits Format '+X LHV'	The user has more hits than normal. +LHV properties are subject to the Rule of Double (cf), so a +2 LHV item would only act as a +1 LHV item if the user only normally had 1 hit per location. Items with this property will not work if placed on a character with any location at 0 or below and if removed from a character, that character loses their 'extra' hits, rather than taking wounds.	'+2 LHV'
Increased Base Hits Format 'Has X Base LHV'	The user has more hits than normal. Base LHV properties increase the number of starting hits (normally 1) and set the cap for the Rule of Double, so a 'Has 3 Base LHV' item would enable full use of a +3 LHV item if the user only normally had 1 hit per location. Items with this property will not work if placed on a character with any location at 0 or below and if removed from a character, that character loses their 'extra' hits, rather than taking wounds.	'Has 2 Base LHV'
Damage Enhancement Format 'May Strike for X with Y'	The user may inflict X damage or effect with a weapon of the Y type if they can normally use Y type weapons. If Y is not stated, the user may strike for X with any weapon they can normally use.	'May Strike for Strikedown with Two handed Weapons' 'May Strike for Enchanted'
Natural Armour Format 'Natural Armour (X LAV)'	The user has natural armour in the form of thick hide, scales etc. Natural armour works the same as normal armour with the following exceptions; no Armour Use skills are required, natural armour cannot be repaired but may be recovered by any method the user could normally recover hits. Natural Armour will not stack with normal armour.	'Natural Armour (2 LAV)'

Loresheet Format 'X, *loresheet* req.'	The user is an X, which has additional special rules. These rules are on a *loresheet*, which must be carried in addition to the *lammie* with this property, or the *lammie* is invalid. *loresheets* can be collected from Game Control.	'Vampire, *loresheet* req.'
Cards required Format 'X, cards req.'	The user may perform the effect X only if they have Item Spell Cards to do so. These cards are available from Game Control on presentation of the *lammie*.	'May cast Mage Bolt 3 times a day, cards req.'
Cast effects Format 'May cast X'	The user may perform the effect X. Cast X must be cast as if it were a spell, including required IC vocals and actions. For creatures and special powers, you must still meet all requirements.	'May cast Mage Bolt' vocal - 'By the power of High Magic, I strike your Torso Mage Bolt'
Create effects Format 'May create the X effect'	The user may perform the effect X. Create X is cast as Innate, there are no IC vocals or actions required (unless stated on the *lammie*) and the OOC call is of the format 'Innate X'.	'May create the Mage Bolt effect' vocal - 'Innate Mage Bolt Torso'
Damage Reduction Format 'Damage Reduction (X)'	The user takes less damage from X effects, taking only one hit instead of the special damage described by the X effect. This reduced damage still counts as the same Type and still causes any non-damaging special effects (e.g. Fatal will still ignore armour and put you in your Grace Period, but will only inflict one hit of damage). If X is not stated, the user takes a maximum one hit from any special damage effect.	'Damage Reduction (Crush)'
Spell Reduction Format 'Spell Reduction (X)'	The user takes less cards to cast spell from lists they know. Each spell the user casts cost X fewer cards (to a minimum of one).	'Spell Reduction (1)'

Definition of Terms

The following are definitions of terms used in this Handbook or elsewhere in the system, these definitions contain rules and should be read along with the section in which they are mentioned.

BESTIAL INTELLIGENCE
Beings of Bestial intelligence have limited reasoning capability and operate mostly by instinct. They are often subject to powerful instincts that they must follow; such instincts may be described by a *loresheet*, Marshal or Referee. **Due to their low intellect, the ritual of peace does not cover them.**

BONDED
This item is part of the character's pattern and cannot be removed, fumbled, shattered or otherwise *Destroyed* unless the character is dead. Upon character death, the item loses all powers. **You cannot steal bonded items and if found not on a character then they should be handed into Game Control.**

CHARM
Charms are a sub group of Mind effects and include Befriend, Beguile, Distract and Enthral. **The target is not aware of being under the influence of a charm and will not recall it being used upon them until the charm ends.** The use of a charm is not considered a hostile action.

CONCENTRATION
You may only perform one action that requires concentration at a time. Attempting to perform another action that requires concentration, being reduced to unconsciousness or undertaking any other action that states it breaks concentration will break concentration**.**

CONTROL <X>
If the target has a *Control level* equal to or lower than the rank <X> of *Control* cast, then they are *Controlled* by the caster and will do anything commanded of them by the caster, but this will not affect memories. No counter or *Immunity* can stop a *Control* unless it says so explicitly. The duration of the effect will vary depending on the Dismiss rank of the creature *Controlled*. This will not affect memory.

DAWN
This is defined as 6am.

DEBILITATED
The character cannot take any action other than walking slowly and talking. They cannot use any ability that requires *Concentration*, cast any spell, or wield a weapon or shield effectively (including parrying).

DESTROYED
If it is a body location then it suffers a *Mortal Wound* and places the character in their grace period. If it is armour then it is reduced to 0. If it is an item then it cannot be used until repaired.

DETECT <X>
Any character within the area designated (to a maximum of 10ft around the caster) by the caster that is (or has an item which is) of type <X> must say "Ping" in a loud clear voice. IC, this effect causes this noise, so everyone around the detected character is aware of the effect. If you are unsure whether you would 'ping' to a particular Detect effect, check with a Referee, Marshal or Game Control.

DISMISS <X>
Dismisses a single being with a dismiss Level of the specified power level <X> (or lower). A dismissed being is sent back to their home Plane no matter their protections, leaving no body behind and a dismissed item is *Destroyed*. If a creature has multiple dismiss levels, or items with a dismiss level then the *Dismiss* will *Dismiss* all effects of that level or lower. E.g. a *Dismiss* 30 Unliving with a dismiss 20 special item is struck by a dismiss 35. Both the dismiss levels are lower, and therefore both are dismissed.

FEAR
For 10 seconds, the target fears the caster. For 10 seconds, the target will attempt to remain at least 10 feet (~3m) away from the caster. If closer than this when the effect takes place then they must move away as quickly as it is OOC safe to do so. The character must do everything within their power to flee the caster including using weapons, abilities and/or casting magic. However, they will not attack the caster by any means for the duration of the effect.

FRENZY
Upon entering frenzy, a creature becomes of *Bestial Intelligence* making them *Immune* to the Ritual of Peace. While in frenzy, the creature may continue to use unusable and *Destroyed* locations as if they were undamaged. Any effect that would put them in their grace period (such as a location with a Mortal Wound), or that would kill them (such as all locations with a Mortal Wound), will still do so. During frenzy, a creature is *Immune* to Sleep and *Immobilisation* effects and will treat everyone around them as an enemy that must be attacked.

GAINING AND LOSING HITS
Upon gaining extra hits via spell or item, locations on 0 or -1 will have their maximum possible hits increased, but will not gain any immediate increase. This may be combined with Body Development and with other effects, items or potions, subject to the Rule of Double. For the duration of this effect, these extra hits may be restored as normal. When this effect expires, your maximum hits per location will be reduced by reducing your current hits if necessary, but to no lower than 0.

Global
Any effect that is preceded by the word Global will affect every location of the target, regardless of the effect. Global cannot be combined with Mass unless explicitly stated by a *lammie* or *loresheet*. *Global* cannot be called without a *lammie* or *loresheet* that specifically allows its use.

IMMOBILISATION
Whilst under this effect the target cannot move or speak, but can still see and hear, unless they take or have taken damage that renders them unconscious. If there are real OOC (safety) issues, you should move to a nearby safer location, or more comfortable position. Immobilisation effects do not prevent you from having an item removed from your grasp. You cannot stop this, but the character taking the item from you should not touch you directly. They should tell you OOC that they are removing the item, at which point the item must be handed over out-of character.

IMMUNE
When a being is Immune to an effect, then that being is never affected by it. This requires no *Concentration* or knowledge of the effect. The target will be aware of the effect, unless the effect specifically states that the target is unaware of the effect.

INTELLIGENT
All characters are considered intelligent unless a ref, *lammie* or *loresheet* states otherwise.

MORTAL WOUND AND DAMAGE
All damage is normally considered lethal damage unless the blow is specified as being *Subdual*. Under a Ritual of Peace, only Artefact damage is lethal damage unless specified otherwise. A mortal wound is one where the location is reduced to –1, placing the character in their grace period.

MITHRIL
An extremely hard metal that is very difficult to work. Mithril is *Immune* to the effect Shatter. Mithril Shields or Armour are also *Immune* to the effect Crush inflicted with a normal weapon. Mithril Shields can be repaired by anyone with the Shield Use skill.

POSSESSION
Any character that has a possession counts as that possession *Target Group* as well as their normal *Target Group* for all effects. If the possession is removed or *Dismissed* then the character reverts to their normal type, note they are not killed by the *Dismiss* unless a *lammie* or *loresheet* states differently. For example, a human is possessed by a Daemon; they will now also count as a daemon for the purposes of daemon bane until the possession is removed or *Dismissed*. You can only have one possession at a time.

RESIST

When a being can resist an effect, then it requires a conscious choice and effort to resist the effect. If the being is unconscious, or is unaware of the effect, they cannot resist it.

STACKING ARMOUR

AV does not stack. If a character has AV from two different sources (e.g. a Paladin's armour effect and chainmail) then both sets of Armour will take damage at the same time if struck.

TARGET GROUP

This is a group defined by any entry on the Character card, *lammie* or *loresheet* of the Character.

UNINTELLIGENT

Unintelligent beings have no independent thought processes and may only act in the way that is set out by their creator/commander, or by their own instincts. **Having no mind to affect, they are *Immune* to Mind Effects.**

Glossary of Terms

The terms in this glossary are used throughout the Handbook or elsewhere within the system. They do not contain rules but being familiar with them will help you understand the rules

ABERRANT PATTERN

A pattern that has been altered, damaged or warped in some way. There are a number of ways for a pattern to become *Aberrant*, but mostly this is the result of ritual level magical effects, such as one might encounter or use in a ritual. Characters may not have Aberrant Patterns without a supporting lammie.

ALCHEMICAL

A sub-type of Dust, Poison or Potion. Poisons of this type may be removed by using any of the following effects: Purge Poison, Purge All Poisons and Total Heal.

ALIEN LIFE PATTERN

A pattern that is not from Erdreja, such creatures are rare and often cannot spend much time on Erdreja. *Alien Life Patterns* require a supporting lammie and so are not available to starting characters.

ARMOUR VALUE (AV)

Refers to the protection value of a piece of armour or how many points of damage on a location are considered armour.

CHARACTER

The in game persona that you play within the L.T.R.P. System.

CHARACTER SKILL (CS)

Refers to the basic skills that each character buys at creation.

COMMAND GROUP

The Staff Members that are in charge of a Faction or Guild. They often play the NPCs who run that Faction or Guild.

DUST

An alchemical preparation that may be used to enhance a character or their armour.

EFFECT

Effects are spells or special types of damage that will affect your character in different ways.

GAME CONTROL

Game Control is the point of contact at LT events for all IC and OOC logistics. This includes character creation, obtaining ritual results, character deaths, any forms required and any other general enquiries. At a Sanctioned Event there will normally be a Game Control desk but in some cases it may close after booking in has finished, the event Referees will be able to perform the function of Game Control in this case and you should refer queries to them.

HEAD OF PLOT
The member of LT Staff who has responsibility for all Plots at all LT events (including Sanctioned events). Has seniority in regards to all plot written and run at LT events.

HEAD OF REFEREES
The member of LT Staff responsible for Referees and Marshals. Has seniority over all other Referees and Marshals.

HEAD OF RULES
The member of LT Staff who has responsibility for overseeing and maintaining the Rules and Logistics of the L.T.R.P. System, including *loresheet*s, the Guide to Character Advancement and this Handbook. Has final say on all rules interpretation.

IN GAME
Anything that happens within the game world including IC actions.

IN-CHARACTER (IC)
All activity that happens as part of the game. This affects the Character, not the Player.

INCANTATION
An effect generated by the powers of Incantation. An Innate effect that generates an effect defined as an incantation. These powers are created via an Ancestor.

INNATE
The ability to generate effects without the use of a free hand or full vocals.

LAMMIE
A Laminated Card authorised by the LT that contains the rules that concern a specific item or creature. A sanctioned event may produce a different style of *lammie* that will be for that event only.

LIVING PATTERN
The pattern of a being that is alive. Characters with Living Patterns need to breathe, eat, sleep, etc. All characters have Living Patterns unless they have a Special Creature lammie stating otherwise.

LORESHEET
A document detailing how a specific item or creature affects the game world. A loresheet may also contain a reference key for lore codes found on certain items.

MAGICAL PATTERN
A pattern created and animated by magic. Characters may not have a magic pattern without a supporting lammie.

MASTERCRAFTED
An exceptionally well-made item. These items are normally non-magical in nature, but superior to normal versions of such items. Any such item will have details of how it differs on a *lammie*.

MELEE WEAPONS
Any weapon intended for close combat as opposed to ranged combat e.g. swords are melee weapons; bows and throwing daggers are not. If your weapon phys-rep has a core, it is a melee weapon and may not be thrown or used as a projectile.

MONSTER AND MONSTERING
Monsters are characters that form part of a plotline; they may have powers unavailable to a player character and are directed by a plot team. At LT mainline events, players are encouraged to play the various monsters that are part of the plot lines at the event. You can volunteer to monster by reporting to the Monster Room, which is located in the Market place (if in doubt where it is, you can enquire at Game Control).

NON COMBAT PROP (NCP)
NCPs are non-combat props, i.e. some form of game prop such as boxes/barrels/ritual phys reps, which are not for use in combat. A NCP lammie does not make the item subject to the IC stealing rules.

NON-PLAYER CHARACTER (NPC)

A character controlled by the LT and/or a Faction or Guild plot team. Faction and Guild leaders are examples of NPC roles. They are there to provide depth and colour, and make a living, breathing game world for you to enjoy. All NPCs are answerable to the Lorien Trust and such an appointment and continued appointment is subject to LT approval.

OCCUPATIONAL SKILL (OS)

Skills gained through training with a Guild or (occasionally) an independent master. All Occupational Skills require the expenditure of Occupational Skill Points (OSPs). (See the publication 'Occupational Skills: A Guide to Advancement' for more details)

ONSET TIME

The time it takes a poison to start working from the moment it enters the targets system.

OUT OF BOUNDS

Any area that players are prohibited to enter.

OUT-OF-CHARACTER (OOC)

All activity that concerns the Player, not the Character.

PATTERN

The whole make-up of a being in Erdreja. Everything has a Pattern, but not everything has a Living Pattern.

PHYS-REP

Stands for Physical Representation. Without an appropriate Phys-rep, an item cannot be considered to exist at an event. This covers all things from Characters to Castles.

PLAYER

You, the person playing the character.

PLOT NON-PLAYER CHARACTER (PLOT NPC)

These characters form part of a plot line and are directed by a plot team. They will never have powers unavailable to players.

POISON

A liquid or salve that has detrimental effects.

POTION

A liquid or salve that has positive effects.

POWER

A power is a way of generating effects. Starting Characters can have access to three powers, that of Spellcasting, Incantation and Healing.

RITUAL CIRCLE

A construction built to harness and channel void energy into lasting magical effects.

SANCTIONED EVENT

Sanctioned events are events run using the LT game system and are set in the LT game world. The LT requires minimum standards to be met, but the event organisers are primarily responsible for the event.

SHARP

A weapon with a clearly defined blade or cutting edge.

SPELL

An effect generated by the use of magic, also refers to the effects generated by Spell casters.

STAFF MEMBER

Staff members are mainly volunteers that spend their time at events, and sometimes their spare time in between events, helping run the LT system. Staff jobs include faction and guild NPCs, full time Referees, Game Control, site setup, maintenance and many others.

UNLIVING PATTERN

The corrupt pattern of a creature native to the Plane of Unlife. Characters may not have an Unliving Pattern without a supporting lammie.

ZERO HIT CREATURES

A game mechanics term used to refer to illusionary creatures. Zero Hit Creatures are normally incapable of fully interacting with the world.

WEAPON OIL

An alchemical preparation that may be used to enhance a weapon.