



LORIEN TRUST

LIVE ACTION ROLE PLAY

Rules, Occupational Skills, Event Guide and Weapon Guidelines

Lorien Trust Rules Handbook V4.06

Welcome to the Lorien Trust and the Lorien Trust Player's Handbook and Game Rules 4.06. 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. Any correspondence regarding the Lorien Trust Role-Playing System or Lorien Trust events should be directed to enquiries@lorientrust.com

Lorien Trust events are some of the largest in the United Kingdom and are filled with Humans, Elves, Dwarves, Fey, Half-Kin and a whole range of Strange Creatures. Coupled with 25+ Years of actual role-played history and thousands more written in Lore and Background, the Lorien Trust offer a chance for you to adventure in a world of conflict, trade, performance, politics, myth and magic. Choose your character and skills, face hordes of enemies, trade and craft, perform and make friends from different Nations, Races and Guilds ... Be the legend of your imagination.

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Introduction to Lorien Trust Events

Lorien Trust Main events are suitable for families and individuals of all ages. People from all walks of life enjoy the escapism that the game has to offer. Events are generally camping-based weekends so you might want to bring everything required for a comfortable weekend with you including a tent and sleeping kit/bag, enough clothes for the days and nights, warm and weather-proof clothes too (even in the summer), food & drink, cooking and eating utensils including a stove (unless you plan to eat solely from the caterers), torch, towel, wash kit and sun cream. **Please do not forget any medication that you may require.** Last but not least - costume and LARP Safe weaponry that you need. It is possible to arrive on the Thursday (after 2pm) for an event to set up camp and prepare for the event. A small charge of £10 (cash) for early arrival applies and is paid for on the day at the gate.

Toilets and shower blocks are provided and placed as practically as we can, these are marked on the Site map which is published before events and is available at the Main Gate of the event. Standpipes with water coming direct from the water mains can also be found in the main field and around the edge of the camping areas. A range of catering units offer a selection of hot/cold food and drinks including some vegetarian food.

A licensed bar tent will provide a range of alcoholic and soft drinks, during licensing hours. (Alcohol will not be sold to any person under 18.) You may choose to bring your own alcohol, but it is not permitted for you to sell or trade alcohol in any way (for in-character or real-life money, goods or services). It is also not permitted to consume your own drinks (alcoholic or not) in the Bar area. Many traders of LARP Clothing, LARP approved weapons and associated props, trinkets and supplies also attend Lorien Trust events. The Weapons that they sell on site are checked for use at Lorien Trust events and can be purchased with the confidence that they can be used when you attend.

The Lorien Trust main events include camping areas, car parking, toilets and showers, 24hr First Aid and Security volunteers/facilities all supported by fantastic volunteer LARPer who build, maintain, run and bring to life the events for everyone. Qualified First Aid volunteers will be on hand to deal with any medical emergencies or accidents that may occur at the events. They are stationed at First Aid near to Game Control and are operational 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 Lorien Trust volunteers with a radio will be able to contact First Aid or security on your behalf.

Security volunteers will be based in the Game Control area and will be available 24 hours a day during the events. This is the place to go if you do have non-game-based problems. Both male and female security are available. Information given to a member of security is in confidence, unless required by an authorised external authority. The Security team also deal with lost and/or found property, free refuse bags, and missing persons. If you wish to bring your own firepit, the Lorien Trust will be happy to supply underpit sand and a bucket to be filled with water (that must be kept nearby at all times), this will be available by contacting the security team.

A Player is you, the real-life person involved in the event, whereas the character is the person you are playing. 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. Some rules may be overridden by a Referee, lammie, loresheet or Occupational Skill (often reducing the time of an effect or spell, increasing the number of times something can be used etc.). If you are unsure of the wording or purpose of a lammie, loresheet or Occupational Skill just ask a volunteer, referee or head to Game Control and they will be happy to help. If you are not at an event, you can email enquiries@lorientrust.com



The Lorien Trust Game World

In-character the world of Erdreja is at least hundreds, if not thousands of years old and is essentially a multi-layered Dragon egg that the creatures that you play live on. Many parts of the world still require investigation and continued character investment to unlock more of their secrets and mysteries. The majority of the roleplay for the Lorien Trust Game takes part in a region of Erdreja called the Heartlands and Southlands – this is where the Factions listed below have their lands. Most creatures (including your own character) live on the surface of the Egg within lands very much like the Factions, whilst a few live a subterranean life within its shell. The World background provides a base setting for you to build your character upon and develop within. There is no minimum activity required and there is no limit to the amount you may choose to participate. The onus of roleplay is upon you, as a player character, to interact and immerse in the game world, the opportunities are there and how you head towards them is entirely up to you.

The Factions There are currently 10 Player Factions. These camp together in designated camping areas and are differentiated by a magical boundary (called a Faction Ward – often designated with blue rope) Each Faction has its own outlook, ethos and culture. These are supported by a team of NPCs (Non-Player Character) and DPCs (Designated or Directed Player Characters) who assist the customers within each region and Faction camp at events.

The Bears Faction



The Bears are comprised of the Peoples of Caledonia and south-western Island of Orkneyjar (which they currently share joint stewardship with the Wolves Faction). Made up of Groups and Clans, which fit into two main categories: Celts (including Highlanders, Islanders and Lowlanders) and Picts (generally non-Caledonian-born Bears). Predominantly human - Bears are traditionally clad in Tartan, generally in the form of Kilts. Armour can vary from the practical and rugged to ornate and intricately tooled suits of Artisan Plate for those that can afford the luxury. The Weapons are equally varied with each of the Bears Faction members (young and old) being capable fighters ready to defend their Hearth and Home.

The Bears have a reputation for being people of celebration, hospitality, and honour. However, do not let their jovial nature deceive you - for the Bears are ferocious warriors, willing fight with passion and purpose.

The Nation is led by Lairds, who are charged with the day to day running of the Faction. The three Queens of the Bears are the Spiritual focus of the Faction and remain key members of the Privy Council. Society is civilised and generally respectful, with there being no law in Caledonia other than the 'Will of the Queens'. From the Chaotic beginnings of the Faction and its people - the Bears have gained strength and are ready to face any challenge to their People and Lands.

The Dragons Faction



The Dragons are technically a people of three nations: War-scarred Erin (known for breeding tenacious and bold warriors), the mysterious and sacred Isle of Caer Danon (a place of Great Magic and Spirituality) and Cymrija (a landscape of mountain ranges and sprawling wild forests). In this harsh land, civilisation survives and creates a hardy people - respectful of the Land in all its might and majesty. The three Nations are led by the Ri Draig/Rioghan Draig - Chosen by the People and of the People to serve and Honour the Ancestors. The people live lives of passion, ferocity, and fierce loyalty. For the Dragons, the Land and the People are one - If the people suffer, so does the Land. For Dragons the Ancestors, People, and Land are one woven pattern of existence.

The Faction pride themselves for their Warriors, Leaders, Bards and Druids - understand the importance of protecting the natural cycle of life through the harshest of seasons. Spirited and fearless, throwing themselves into peril where others would hesitate, never accepting defeat or humiliation - a Dragon would rather die a hero than live in shame. The greatest honour for a Dragon is to serve the Land through Life, into Death and beyond - Living on through stories and songs of the Bards and Musicians.

The Gryphons Faction



The Gryphons represent the twinned kingdoms of Estragales and Lyonesse, united under one banner (that of The Lord Gryphon). The two nations fight for the individual faiths, rights and territories of their people, defending them with a fierce sense of pride, and an ingrained code of chivalry. The faction call "All For One, One For All", the unity of these two nations is undeniable, and is core to the Faction identity. Gryphons do not hide their contempt for all aspects of Unlife, but welcome those from all walks of life, and an eclectic mix of cultures and creeds into their society.

The Lord/Lady Gryphon is the ruler of the Gryphon nation. They are appointed by the monarchs of Estragales and Lyonesse to rule and govern on their behalf. The people of the Gryphons vary greatly and among them you will find Elves, Dwarves, Men and Beastkin, merchants, craftsmen, soldiers and priests; all united under one banner. The culture of the Gryphons is one of high civilisation, law and order - striving to do what is right (whenever possible) and standing as a rock of principal and tradition in a world of Chaos and ruin. This is not to say that there have not been notable accidents and unfortunate deaths - it is just that these were expected ... shaving accidents. All quite normal, everyday shaving accidents. Life in the Gryphons can be as slow or as fast as you like, and life is for the living.

The Harts Faction



The Harts of Albion are the Knights and Nobles of Albion, guarding the land, protecting the people and upholding the law. The Realm of Albion is the land of Arthur from the times of Legend. The People of Albion are predominantly Human with tribes of Elves, Courts of the Fey, and packs of Beastkin who call this land their home. Albion is steeped in family names and lineages, but rank and honour come from ability, and worth is determined by deed. You may arrive at Court a farmhand - to raise yourself to the Rank of Knight or to lead a Noble House. From the heathered York moors and the snow-crowned fells of Keswick in the North, through to the shaded eaves of Gloucester's Great Greenwood and the rolling meadows of Winchester to the sheer cliffs of Cornwall in the South - Albion waits for you to live and breathe your destiny.

For all their renown as good and honourable folk, be vigilant, for that friendly word may hide a spell, that open hand may hide a dagger, and that tea may hide a poison. As Albion finds its place on an ever-changing Egg, the people of the Harts are ever ready to take up the sword should the need arise. Should your cause be just and right and true, you'll find the Harts of Albion marching by your side. The people of Albion soldier on against Darkness, Chaos, and Evil.

The Jackals Faction



The people of the Southlands are an Empire of diverse cultures and peoples, Scholars, Artisans, Thinkers, Inventors, Nobles and Nomads – with seemingly little in common to account for their zealous unity when facing outsiders. Bringing all of this creativity and invention to the Battlefield is a sight to behold and terrifying thing to face. The people of the Southlands are a Faction of diverse cultures and peoples, Scholars, Artisans, Thinkers, Inventors, Nobles and Nomads – with seemingly little in common to account for their zealous unity when facing outsiders. The War Leader of the Jackals commands a council of advisers, generals, and viziers - these report to the War Leader himself and oversee the internal day-to-day affairs of the Jackals and thus, by extension, the Southlands. The High Vizier of the Nile (also the voice of the War Leader in their absence), oversee the internal strand of the Jackals - attending to matters and issues arising within the Faction, aided by the various High representatives.

The lands of the Jackal Faction are as diverse as its people - with sprawling cities, ports and fortresses, Remote towns and communities, temples to long forgotten Ancestors and entities, lush forests, rivers that could encircle entire Factions and mountain ranges of unimaginable dangers. Amongst all of this the deserts of the Southlands provide both barriers to travel and trade as well as (for those skilled in such ways) a sandy ocean to explore and navigate for a lifetime. The Mysteries that they hold will draw the brave and the foolish to riches or death for a thousand-thousand lifetimes to come.

The Lions Faction



Many decades ago - the Lions Faction were exiled from their Ancestral home of Albion after losing a Civil War and migrated to the mystical Plane of Avalon, from there they faced hardship and reformation only to be crushed by the unfathomable Evil of the Nosta Kar forcing a fighting retreat of the War forged Lions back to the Heartlands and the Archipelago of Lantia, a circle of islands between Teutonia to the north and Aegyptus to the south. With the last great Cataclysm, the mirror realm of Orst merged with the islands, changing the islands and the geography of the islands that had remained that way for millennia.

Most races have some representation in the Lions Faction with one of the most famous Kings being a Dwarf.

They are a people of diversity from former Albion Knights to secretive Orstian Fey, with everything and everyone in-between. Having lost two homes already, the Lions are sworn not to lose Lantia. Lantia is ruled by a non-hereditary King or Queen selected based on merit. Although the Lions have extensive laws - the spirit matters more than the letter. Corruption and Necromancy are unwelcomed in Lions lands and Lions found using these powers may face punishment - those with Unliving patterns have no rights under Lions law.

The Tarantulas Faction



Of the Heartland Nation Factions - the Tarantulas are by far the most unique. Where societies of the Surface can be reasonably compared and contrasted, the Tarantula Faction is cold and unnerving to outsiders. There is one rule in the Underdark: Don't Get caught. There is one Law - that of the Valsharess (The Drow Royal Leader of the Underdark - or the Advisors that rule in their absence). The Tarantula Lands are enormous subterranean caverns, tunnels, rivers and lakes that span the length and breadth of the Heartlands (collectively referred to as The Underdark). The Faction has a high concentration of Drow, Norns, Elves and Dark Elves. Faith is the beating dark Heart of the Underdark and its zealous fanaticism is the fiery blood in its veins.

Life in the Underdark is dangerous and brutal for polite description, forging a people of keen wit and razor-sharp focus. When in their own lands, the people fight, kill, steal and do whatever they can to progress and succeed - with cunning, guile, planning and cold execution being respected above all else. When the banners are unfurled, and the Horns of War are sounded - the nation rises as one to focus for the Nation above all else. The Tarantula Nation is a dangerous Ally and an even more dangerous Enemy with every tool, trick and advantage used to further its Glory. Masters of Death and Prayer - the Children of Lloth worship with the Blade for the Glory of the Nation.

The Unicorns Faction



Mauritanja is a grouping of islands. The Mauritanja beneath your feet is a living, breathing land. She is the air that you breathe and the water you sail upon. Every path taken is an act of worship and every island (whilst different) is an integral part of the Greater whole. If you mean no harm to Mauritanja - you are welcome there; a huge number of the fringes of society, the outcasts, the different and the exotic have made this place their home. There is no normal - day to day you will brush shoulders with Olog traders, Elven story weavers, Summoned Daemons and Heralds of the Ancestors.

Headed by the Lord/Lady Unicorn (Elected by the people of Mauritanja) - this leader chooses Consuls to assist them in the running of the lands with Trade, magic and the pushing of world Knowledge being the elixir of their success. A nation of Navigators and Sailors with quality and quantity on offer, the Unicorn Faction

have contacts and trading partnerships way beyond the other Heartland nations - this also means they are more than prepared to protect what they have or even take what you have (by whatever means). For those wishing adventure, there is no better Faction to explore than that of the Unicorn Faction.

The Vipers Faction



The Vipers are the people of the enormous landmass of Teutonia, stretching from the icy Grey Sea in the north all the way to the Blistering heat of the South Sea. It borders the Bretton sea to the west with the vast expanse of the Great Forest of Teutonia to the east. It has a single land border with the lands of Estragales. With varied geography with numerous mountain ranges, rivers, lakes and forests, there are many places of interest including the Blood Marshes (with its horde of unliving), the Elementally charged Reis Astrobleim, the Daemonic Portal of Trieste and the magnificent World Wonder of the carved burial tombs of the ancient kings at Crotalus Nex.

Teutonia is a monarchy - rarely seen away from Court and in his stead, His Majesty appoints a Lord Protector to govern the Viper Nation, who in turn is supported by a Lord Commander to govern the military and a Lord Chancellor to govern the civilian people. The Vipers are generally descended from the Teutonic tribes that lived on the fringe of the Old Empire. They have a robust and practical culture passed down from the Gothic Knightly Orders in the North of Germania, spiced with the richly creative decadence of the Italian peninsula. It is not unusual to see people of any race or pattern type. Viper society is liberal, and the people enjoy a large degree of personal freedom to live how they wish and pursue their own goals (within the Laws naturally).

The Wolves Faction



The hardy people from a cold land with warm hearts and fiery resolve; in a harsh climate it pays to be generous to your neighbour, as you may one day rely on them. This is the backbone of the Wolves faction - and when the wind blows chill, passion and spirit can shatter continents. The Wolves venerate Ancestors and honour traditions, that is not to say they are blind slaves to the old ways - the Wolves Faction have vision beyond that of other Nations and have used that advantage to rise above others. A warrior people sometimes accused of being single minded (often proven to be a false and costly mistake for those that whisper it) mistaking fearlessness for foolishness. The minds are as sharp as the axe that splits your shield and rends your armour.

Like their namesake they are a Pack - protecting the old, wise and sometimes weak, to continue the health, wealth and strong Family bonds of the Nation. Just like a Pack they hunt and distribute the share of that hunt to all with everyone - feasting in the Great Langhus late into the night, telling stories of the Ancestors and those that sit beside them in Valhalla. When the Dawn breaks the battle lines form, the Wolves march to War and the Blades blunt on the resolve of their Shield wall.

Other Factions beyond the Heartland Nations

There are many more Continents and Factions beyond the Heartland Nations – some resembling closely the Factions mentioned above, others vastly different. Some of these nations are close to the Heartland Nations and have some contact and trade with the factions (such as Cathay and Nihon) whilst others are only names mentioned in stories and legend. Each of these Factions, Nations and Continents are inhabited by creatures similar to the Heartland Nations and live, work, fight, Trade and survive in the same way as many others. Some of these Nations are primitive (yet powerful) whilst others are unfathomably advanced compared to the Heartland Nations – each helping or hindering their lands and people and on occasion bringing war and peace to their lands.

The Guilds The Guilds are non-factional organisations that specialise in particular areas. They support the Factions and their People with Training, materials, advice and information and are a place for crafting, trade, banking entertainment and more. These are supported by a team of NPCs (Non-Player Character) and DPCs (Designated or Directed Player Characters) who assist the customers within each Guild at events. The Guilds include:

The Healers Guild Spellcasters of a restorative nature.

The Incantors Guild Faith and Reverence of the Ancestors.

The Bards Guild Entertainers, scribes, poets and scholars.

The Alchemists Guild Knowledge of Potions, Poisons and much more.

The Militia Guild Individuals of Law, Justice and its enforcement throughout the Factions.

The Bank of Erdreja Money, Commerce, Trade and the movement of wealth or resources.

The Rangers Guild The vanguard, trackers, archers and skirmishers.

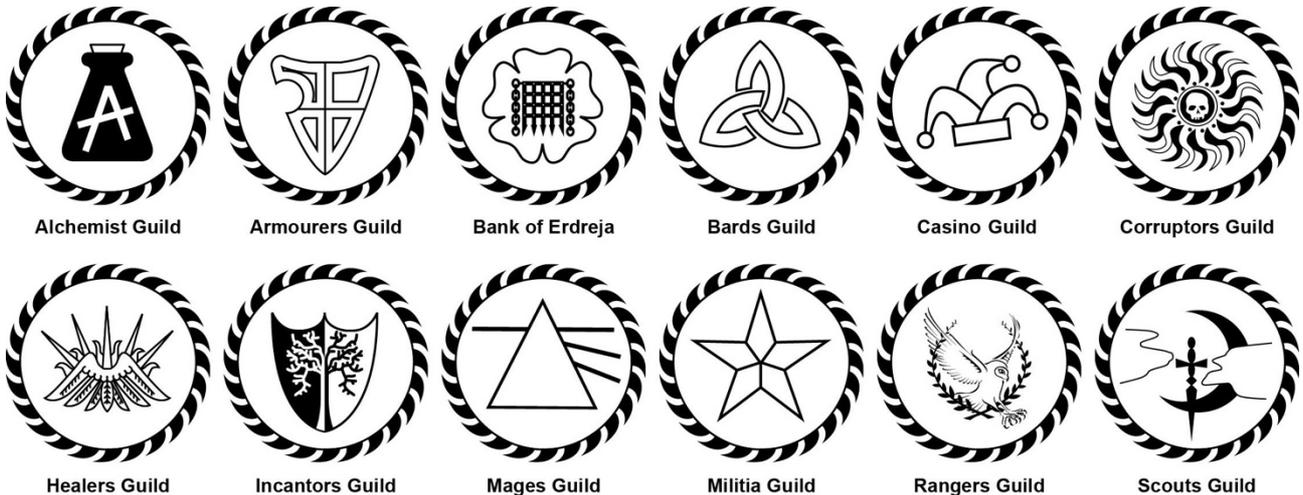
The Scouts Guild Stealth, assassination, information gathering, subterfuge and theft

The Mages Guild Practitioners and spellcasters of Magic from the maelstrom of the void.

The Armourers Guild Forgemasters, crafters of fine Armour and Weapons for the people of the Factions.

The Corruptors Guild Dark Magic users utilising secrets that were (until relatively recently) forbidden.

The Casino Guild Fortune and luck of the brave and the foolish.



In addition to the Guilds listed above you will find others with space and information in the Guild areas – these include:

The Watchers of Erdreja Creatures and Individuals tasked with Maintaining and watching over the Transport network and Ritual Circles that mesh over the surface of Erdreja that allow magical transport of Individuals and Groups across its surface.

The Great Library Learned Scholars and Archivists who curate the huge repository of information within the Great Library of Erdreja.

The Adventurers Faction members of a young age forging their own ways through the lands of Erdreja.

Beyond the Heartlands and Southlands there are many other continental masses, islands and nations that make up the world of Erdreja – sometimes these places and people visit the Heartlands, other times the Heartland nations will have reason to travel to their lands. Many mysteries are awaiting discovery and investigation.

The Lorien Trust Game world takes inspiration from real-world history, fantasy literature, games and mythology and allow the creative side of LARPing to explore a world where that creativity is celebrated – all the while keeping in mind that we also maintain a high standard of behaviour, safety and decency so that everyone can comfortably play the game and enjoy the world. The world of Erdreja has a truly diverse population. Each Race, Faction, Guild, group and individual has their purpose, role and unique style of play within the world. Some individuals are dedicated to the understanding of the Elements, Ancestors, Knowledge and Magic. Others have an ongoing task of learning a craft or skills at arms alongside their elders and peers to attain the highest skills. You can, within reason, act out and play what you like, provided it is suitable to the setting and the background of the events. An individual can change the world in their own way, by leading the march to war with your allies, defending your champion and healing the wounded so they may return to the fight. You may even choose to assist the Guilds or your Faction by completing a task or two. Heroic deeds and dastardly schemes be they cunning, courageous or expertly-crafted - all help to get you known within Erdreja. The character you play becomes an integral part, woven into the magical fabric of everyday life on Erdreja.

The Races of Erdreja There are ten races which you can play as a starting character, which are explained in some detail over these pages with some guides to background and role playing of these. As is noted in the Character generation section, some races are not available to starting characters, these include Beast, Plant, Mineral, Ancestral, Daemon and Elemental.

Beastkin

The Beastkin are intelligent animal like creatures who draw their forms from many of the wild animals of Erdreja. In the Heartlands some Beastkin band together in groups, but others live solitary lives. Legends speak of kinship with Werewolves and other Lycanthropes, although in fact there are significant differences. Beastkin have a lifespan similar to humans. Examples of common Beastkin include, Wolfkin, Foxkin and Ratkin. Some Beastkin have an obvious similarity to a specific animal, while other beastkin are more generically animalistic. They can be kin to any beast you choose mammal, bird, insect, amphibian or fish. An accepted part of role playing a Beastkin is an appearance that in some way resembles your chosen creature, whether through use of make-up, prosthetics or just costume. The most common way to represent a generic Beastkin look is "Beastkin Stripe" which is achieved by using two different colours of make up across the eyes and bridge of the nose.

Drow

The Drow predominantly live below ground in a network of vast caverns and tunnels, known as the Underdark. The Drow of the Heartlands mostly follow the ancestor Lloth (The Spider Queen) and consequentially they tend to be a matriarchal society and have great reverence for spiders. Drow societies tend to be extremely ordered (although actual Laws may be limited) - as well as being harsh by the standards of other Races. Groups and Families are more often referred to as Houses, with lineage and Ancestry threading back to Lloth herself being particularly respected. When playing a Drow the accepted norm is to have dark makeup, often a grey or stone colour (not flat black) following a mystical or other-worldly theme. Some players have created great effects using dark blue or purple to highlight features such as cheekbones and the nose. Prosthetic ear tips are popular, and wigs (often white or purple) bring a great look to the Race.

Dwarf

The majority of Dwarves live below ground or in fortified holds (often in mountainous areas). It is said that they are more numerous in the southern lands of Erdreja, but there are many famous ancient Dwarven strongholds scattered throughout Erdreja. Dwarves are known to have incredible natural talents in mining, engineering and the working of metals. The Dwarven love of crafting has long been known and their skills are often sought after in the Heartlands. Many Dwarf players favour the classic fantasy look of Dwarves - Beards (regardless of Gender or lack of), heavy armour and Axes - Other favour a more genteel look with runes and craftwork of items and clothing bringing their interpretation of a Dwarf to life. The Dwarves have had a long influence across Erdreja, and their people can be found in all Factions where they are welcomed as their own.

Elf

The Elves are one of the four races created by the Elemental Dragons. Beyond the Age of Legends (Mythical times of the Early millennia of Erdreja), as humans spread across the world, Elves decided that these races should be subjugated, and refused to teach them higher magics. Eventually the humans rebelled - starting the first Race War. After the Elves and their allies lost the race war, much of the Heartlands was ruled by the (Mostly Human) Empire, and those Elves that survived were forced to flee. The Empire eventually fell and since then elves have made their home in every land of Erdreja. The Great Kingdoms of the Elves have long since crumbled, but the legacy lives on. Many players choose to wear prosthetic ear tips, either by using prosthetic ear tips. While Elves can have very long life spans, it is advisable to role-play vague and misty memories of events many millennia ago - and keep detail of recent histories as more part of your background and character.

Fey

The Fey are an unusual Race with other races viewing fey as otherworldly or unnecessarily chaotic. The Fey see the patterns in the chaos (or at least they claim to) - it is the changeability, variety, and this uniqueness of the Fey that defines them. No two Fey are identical (except of course when they are - and then that is unique ... see?). Fey are creatures of belief, what they believe about themselves (deep down in their core) affects who they are. Fey can be very long lived, and it is said that the fey alone can remember parts of past lives, however fey also sometimes lose access to the memories of their current life. Fey often have what is referred to as Glamour, this is optional and is usually shown with makeup effects. Fey makeup can be as simple or complex as you choose, and can incorporate prosthetics, glitter or even wings (sadly these will not grant the ability to fly).

Halfling

Halflings were created by the Dwarves. Subsets of the race include Kender and Hobbits. Common traits are a strong sense of curiosity, wonder and exploration (which leads both to their reputation as great adventurers), as well as their habit of acquiring trinkets and objects of interest. It is also said that a Halfling love of cake and sweets is comparable to the Dwarven love of Gold. Halflings have the advantage that, never having had their own Empire or major problem as a race during history, they have no historical baggage or grudges as a Race (other than the mistaken belief by some that they are all pickpockets). Halfling characters tend to be recognisable by their style rather than by bodily characteristics (with the exception of a traditional Kender topknot). Bright colours and a certain flamboyance are also a popular theme of some Halflings.

Human

By all accounts, little remains of the knowledge of the founding of Human civilisations. Before the times of the Empire, little history remains other than that of the humans being the enslaved race of the Elves and other creatures. What is known is that the early civilisations of man were diverse and varied, despite being a primitive culture in many places, from fragile beginnings, a thriving race developed all across the known world. What is known is that humans learned from or were taught by their masters. The secrets of Magic - and with this new knowledge eventually rebelled. The Race Wars ravaged Erdreja until after much suffering the Humans rose victorious. The Empire of Man rose and fell with other parts of Erdreja becoming refuge for the Elves. Humans are as diverse as can be with many cultures, societies and ways of living within - your imagination can run riot and Human characters are part of all the Factions of the Heartland Nations and can easily fit within their histories and stories.

Olog

Fearsome creatures, whose ancestry is lost to the most Ancient of days, it is known that the differing types of Ologs occasionally retain the strangest of powers from the days of the Race Wars. Corrupted beyond all measure of their beginnings, no one can know what these creatures were in the beginning. Yet whatever form that might have once walked the lands in, they would have been terrible to behold. The most common of Olog races are Trolls and Ogres. Ogres are the more knowledgeable of their kin and have a preference of mastering magic. Trolls tend to be the more physical kin - leaning towards the more martial of skills. Ologs tend to be Clan-like in their societies yet would prefer their own company if given a choice. Ologs can have quite long lives and as such their societies tend to respect the elderly of their Race far more than other races might. Ologs tend to be the larger creatures of the fantasy world. Options for costume can include masks and padding to increase your overall size or interesting prosthetics to emphasise your vision of the Race.

Uruck

The truth of the histories of the Uruck Races is not known. Orcs, Goblins and others of the green skinned Race can be clan-like, tribal, and adverse to methods of record keeping. These creatures have lived in their hundreds and thousands for countless centuries. It is known that many large tribes played significant parts in the Race Wars, and that the bulk of their numbers took the side of the Humans with some of the Uruck clans still harbouring grudges against the Dwarves and Elves. In the days of the Empire, the Uruck races were granted the same opportunities of citizenship as anyone else, should they choose to accept them. Many others remained outside of the Imperial fold and took to roaming the vast wildernesses of Teutonia and other lands. Urucks are Orcs, Goblins and Gnolls for the most part. Anyone wanting to play any of these as characters or similar fantasy races should choose Uruck as their race. The accepted norm is a green colour for the Orc and Goblin based races and textured browns (not flat brown) for the Kobold and Gnolls.

Umbral

The Umbral races are made up of myriad other races that are not entirely pure or native to Erdreja. Examples of Umbral races are Half Fiends, Half Constructs, Voidkin or any race that is derived from an Ancestral, Demonic or Elemental race. There is little common knowledge about the Umbral races as they are rare and not always friendly. This Race category is in place to allow your imagination and creativity to make the world a richer and more interesting place (if none of the other categories above interest you). The only limitations that we insist on are that your ideas stay within the Family-Friendly attitudes and standards of The Lorien Trust and that you do not use Flat Black or Brown Makeup to represent your characters skin colour (as mentioned in the Drow and Uruck descriptions) as well as being sensitive to racist or insensitive real-life inspiration ideas.

Other Races (Playable with a Lammie or Loreshet - not available as a starting character). There are no physrep requirements for the costume or makeup of these creatures but it is encouraged that your creature looks like something extra special or thematic.

Ancestral

Creatures of Faith and Prayer - linked to the Ancestors (Deities/Creatures of Worship and Prayer). These creatures can be summoned to Erdreja from the Plane of the Ancestors and be crafted to survive (and often thrive) in the Factions and Lands of the Heartland Nations. They are often Magical or unusual in nature and are not something that naturally occurs or is created on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual performed on another creature) these Ancestrals can gain exotic powers or traits (or have the potential to develop them as they grow). One of the downsides of being an Ancestral is the vulnerability of being Dismissed (a form of banishing or destroying – generally sending the Ancestral creature back to the Plane of the Ancestors - effectively killing them) - however, most Ancestral creatures live with this additional threat and bring their unique pattern to the world of Erdreja. *Examples of Ancestral include: Spirit, Daeva, Archon, Avatar.*

Daemon

Creatures of Chaos and Magic - Linked to the Void (the Magical place of Raw Power that surrounds Erdreja and bathes it in energy - allowing it to Grow). These creatures can be summoned to Erdreja from the Void and be crafted to survive (and often thrive) in the Factions and Lands of the Heartland Nations. They are often Magical or unusual in nature and are not something that naturally occurs or is created on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual performed on another creature) these Daemons can gain exotic powers or traits (or have the potential to develop them as they grow). One of the downsides of being a Daemon is the vulnerability of being Dismissed (a form of banishing or destroying – generally sending the Daemon creature back to the Void - effectively killing them) - however, most Daemon creatures live with this additional threat and bring their unique pattern to the world of Erdreja. *Examples of Daemons include: Imps, Demonkin, Overlord.*

Elemental

Creatures of the sixteen Elements of Erdreja (Earth, Air, Magic, Chaos, Time etc.) - Linked to the Elemental Planes (the Magical place of Mystery, Chaos and Power - a swirling soup of Elemental consciousness). These creatures can be summoned to Erdreja from the Elemental Planes and be crafted to survive (and often thrive) in the Factions and Lands of the Heartland Nations. They are often Magical or unusual in nature and are not something that naturally occurs or is created on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual performed on another creature) these Elementals can gain exotic powers or traits (or have the potential to develop them as they grow). One of the downsides of being an Elemental is the vulnerability of being Dismissed (a form of banishing or destroying – generally sending the Elemental creature back to the Elemental Planes - effectively killing them) - however, most Elemental creatures live with this additional threat and bring their unique pattern to the world of Erdreja. *Examples of Elementals include: Zephyr, Servitor, Ifrit, Djinn.*

Plant/Mineral (Separate Races)

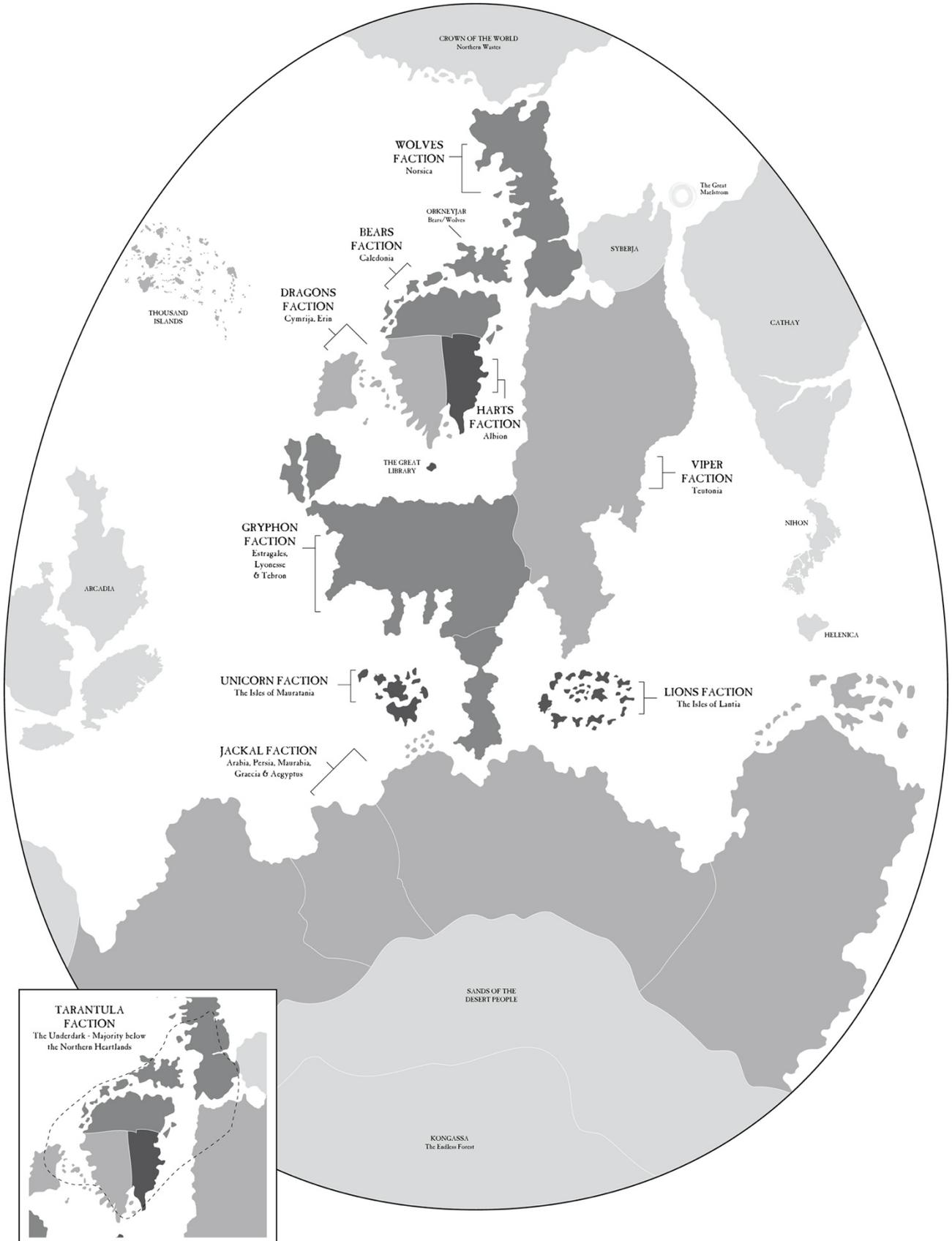
Some of these creatures naturally occur on Erdreja – but the truly unusual Mineral and Plant creatures are created from powerful Rituals. These creatures often have requirements for healing or repair that other creatures do not. With their creation these Plant/Mineral Creatures can gain exotic powers or traits (or have the potential to develop them as they grow). *Examples of Plant Creatures include: Shambling Mound, Dryad and Triffid. Examples of Mineral Creatures include: Clay Construct, Golem and Animated Rock Creature.*

Beast

Some forms of creature are classed as Beast – these are generally classed as more animal than humanoid and often lack the ability to talk or communicate as a humanoid may be able to. They are highly unusual creatures and may (when created in a Ritual) require unusual, exotic or complex healing or repair requirements. Examples of Beast include: Bear, Wolf, Sheep, Cow.

Erdreja and the Factions of the Heartland Nations

Below shows a rough map of one side of Erdreja where the Factions of the Heartland Nations are. Nine of the Factions are based on the surface of Erdreja – with the tenth Faction (the Tarantulas) lands spread underneath several of the surface Factions and are connected through continent-spanning tunnels and caverns.



The Spirit of the Game (and Spirit of the Rules)

Participants at Lorien Trust events are requested and required to uphold the spirit (not just the letter) of the rules. Referees and Marshals make decisions based on the information at hand; if they feel it is necessary, they will consult with Event Management. The ultimate aim of live role-playing is to 'enjoy yourself and 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 requests that event participants do not engage with or participate in OOC disagreements whilst events are in progress.**

Please note that these rules and guidelines 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 (but are not limited to) your character losing Occupational Skills (without refund of the OSPs), the removal of a character from play for a period of time or could ultimately lead to you being Banned from attending Lorien Trust events. Please also note that deliberately misleading someone OOC in a way that could lead to them inadvertently cheating also counts in itself as cheating. Be careful about spreading OOC information that you are not sure of, in case your actions lead to others inadvertently cheating. **Role-play provides vast opportunities for in-character action. Should these opportunities be consistently used to disrupt, destroy, or bully other characters, an extreme and lasting effect may be imposed upon your character.**

Children at Events The Lorien Trust main 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 and the Lorien Trust expect all attendees to allow for some leeway and/or understanding for the age and maturity of young attendees – and to err on the side of caution where new or unfamiliar children are present.

Inappropriate References and actions regarding racism, sexism and crimes such as acts of sexual violence, torture and/or mutilation (including limb removal, decapitation etc) are not acceptable. It is not acceptable to roleplay or reference either IC or OOC 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 Lorien Trust 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. We ask all customers to roleplay within their limitations and respect the limitations of others. Some customers may, due to mobility, disability or other difficulty, be unable to comply with the exact written letter of certain game rules. (e.g. A person with mobility issues (temporary or permanent) may be unable to take the appropriate response to the call of "fear", a person with speech difficulties may be unable to complete a chant in the manner described). If you feel it is necessary, we ask that you either contact the office in advance or visit Game Control at an event to discuss the possible individual and bespoke ways we can assist you to continue to engage with roleplay opportunities, within the confines of Game Mechanics. **"Winter Builds" are not permitted and the character that ends the Gathering is the one that you must use for the Winter Sanctioned Events until the Spring Moot (unless your new character card for the following season arrives - which will then be acceptable for the Sanctioned events).**

Respect Above All We expect that everyone attending a Lorien Trust event be respectful of other attendees. Out of character disrespect, discrimination, hatred (including homophobia, Islamophobia, Antisemitism, Racism, Sexism, Transphobia) will not be tolerated at Lorien Trust events.

Behaviour Befitting our Values The accidental use of slurs or tropes should be avoided - and if they occur you should quickly and politely apologise. Purposeful use of the same slurs or refusal to rectify their accidental use, should be deemed as serious issue and will risk your attendance and future ability to attend Lorien Trust events. Physical restraint and force should never be used and where it is appropriate to roleplay these actions, care must be taken to use consensual and comfortable out-of-character acting. Shoving, pushing, grabbing, **body blocking** or grappling using actual strength, brawn or bulk will not be tolerated in the Lorien Trust system. The main Lorien Trust events are family events and all event participants must respect that children will be present at events and as such, role-play limits are in place as outlined below. Nudity and sexual performances are prohibited at Lorien Trust events.

Pronouns and Transgender Attendees The correct use of a person's pronouns whilst attending Lorien Trust events must be adhered to. As above, where a genuine mistake may happen, we expect that a polite and civil rectification and apology to happen and for everyone to continue enjoying our shared game.

Makeup and costume The Lorien Trust is a Family Friendly game system and we appreciate the creativity of our attendees and their desire to showcase that talent. In-character costumes that are appropriate for characters including costumes that take inspiration from historical, fictional and even completely unique creations are encouraged. This may include costumes such as kilts and kimonos, as well as Norse, Celtic and Arabic styles, along with the ever-favoured Medieval styles. Public nudity is not acceptable at Lorien Trust games and as such care should be taken to avoid exposure of sexual or sexualised parts of the body. Please note that breast-feeding of a child is acceptable at Lorien Trust events and is the only exemption to this rule. Any event participant wearing costume such as dresses, skirts, or kilts must wear appropriate undergarments in order to ensure accidental exposure during combat does not occur. In addition, any makeup, masks, or prosthetics should not include overt mutilation or excessive blood effects that may upset young children or cause concern for first-aid staff. Additionally, the Lorien Trust system stipulates that the use of block brown or block black make-up is not allowed. Dark colours that objectively avoid flat black (such as dark blue or dark grey/purple) are acceptable. Bestial markings using brown as a component colour are also acceptable in the Lorien Trust system. If you are unsure of your design or makeup style you can contact the Lorien Trust for advice or visit the Makeup team (part of the Monster Room) at Lorien Trust main events and they will be happy to help you achieve the best results.

Ask 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. Advice should be sought where actions of others may be deemed beyond the remit of reasonable roleplay or goes against the spirit of the game. 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 action.

In-Character and Out-of-Character Areas

Out-of-character Areas These fall into three categories and are places where character action and effects do not work – they are not part of the world of Erdreja and are places where the game world does not apply.

Specified OOC Areas Game Control, Monster Room, Costume and Makeup, Event Support, First Aid, Car Parks and any out of bounds area and any area with an Official OOC Notice.

Site Facilities and area within 10ft (~3m) around them Toilets, Showers, Caterers, Standpipes.

Natural Hazards and area Within 10ft (~3m) around them Any fixed or temporary fence or boundary (Excluding faction wards), Any bridge, gateway or vehicle access point, Any Marked Hazard (Marked with red and white hazard tape).

Non-Combat Areas

Occasionally, areas may be marked with a Non-Combat Area sign. These are areas deemed not suitable for LARP Combat and these actions must be avoided. Combat may commence in areas away from these marked areas. If your character has cause to leave the game-area at the edge of the site you should ensure that it is done so within the spirit of the rules. Example: If your character is being actively pursued as part of the game (chased by another character) you should remain in-game and within the game area for in-character action to happen. However, if you have evaded your assailants and have remained at the edge of the in-character area for a reasonable amount of time (10 mins or more) then you may raise your hand to indicate that you are out-of-character (your character has used a Runoff Point at the edge of the game area). It would also be within the spirit of the rules to inform Game Control that you have completed this action and discuss how and where your character should return to the game area. **Safety is paramount during in-character action, combat and when a character is being pursued. All participants should ensure that out-of-character dangerous situations involving barriers and the edge of the in-game areas are avoided.**

Indicating that you are Out-of-character

Going Out of Character (OOC) 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 volunteers 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.

Tents and Roleplay Areas

When am I in-character (IC)? Apart from designated Lorien Trust out-of-character areas mentioned above, all areas accessible to players at Lorien Trust events are In-Character for the entirety of time-in (usually 10am to 1am). 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 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, 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 should not be used to drop OOC at will to avoid roleplay or in-character danger.

In-Character tents (Roleplay areas), Out-of-Character tents (Personal Camping) and other structures As well as the Lorien Trust designated out-of-character and in-character areas – you will bring your own to the event in the form of tents and structures. These areas are important to understand for both your own and others safety and enjoyment so please read the following information carefully.

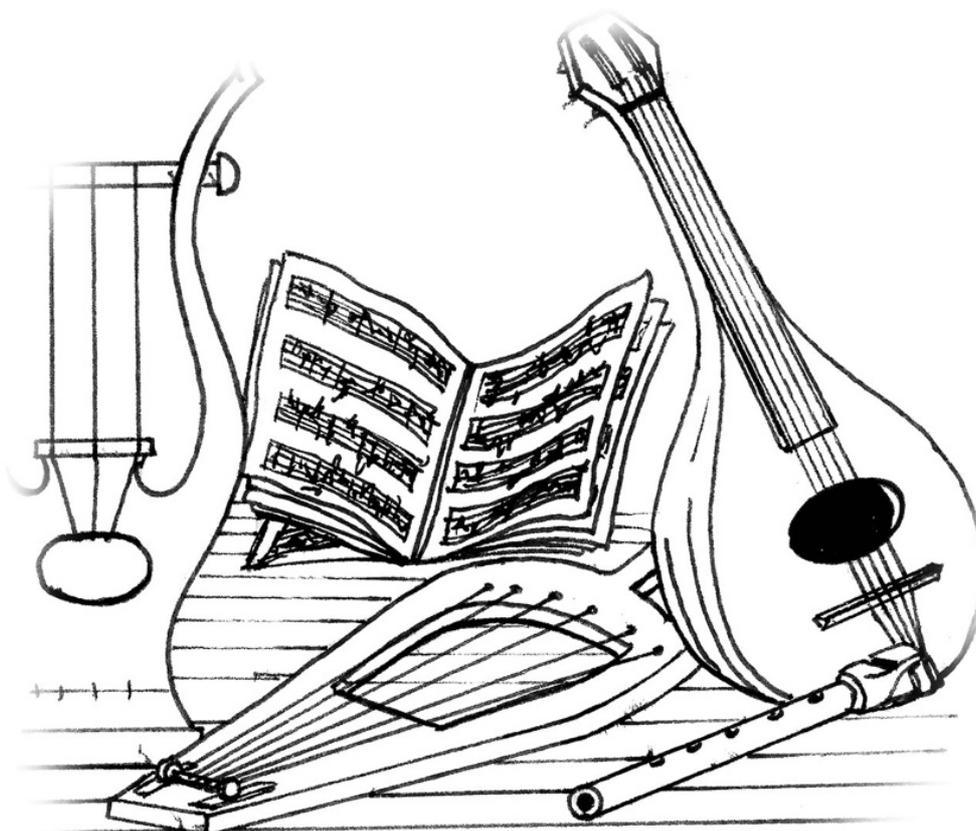
Personal Tents (where you camp, keep clothes, sleep, store other items and possibly prepare/eat food) is an out-of-character area – this means that there should be no in-character roleplay, action, spells, combat or in effect any part of the game (including lammied items and coins – see further down for more detailed information). This is a place where your privacy and security should be respected. It is not allowed for anyone in-character or out of character to enter your tent or other private camping structure without explicit permission. The only exceptions to this would be circumstances where the Lorien Trust Security, First aid or the Police deemed it necessary for you or the safety of others. Lorien Trust main events provide Faction Camps (a designated area for your chosen Faction). Tradition has it that any out-of-character tents are set up towards the “back” of the camp (furthest from the in-character gate/entrance). This allows the setting up of more “In-character” tents and structures to be placed towards the front of the camp/close to the entrance (allowing a more immersive in-character area).

In-Character Tents (and structures such as Awnings) **Requires a valid Lorien Trust In-Character Tent lammie to be attached to the Tent.** These are tents, structures or other covered areas that are set up/supplied by the Lorien Trust (such as the Guild Area Tents), administered by Volunteers such as the Faction teams (such as a Faction Command Tent) or thirdly – by yourself as an in-character area for you and/or others to roleplay in and around within the game. These tents are distinctly separate to the Personal Tents above as (during game time) characters, monsters, referees and other game-enablers are allowed to enter the tents and interact with others or items in or around the area. **To have an in-character tent you must download or collect a specific Lorien Trust Lammie to attach to your in-character tent (in a clear place for all to see such as above the entranceway), so that it is clear for everyone (in-character and out-of-character) that this tent is an in-character area.** These in-character tents should be appropriately used and (if you choose) decorated or furnished according to the decency standards of the Lorien Trust. In addition it is highly recommended that anything placed or used in those areas are valid in-character for people to interact with (such as boxes or objects) with NO personal belongings, real-life valuables or items that should be in your Personal tent or secured in a vehicle (money, wallet/purse/car keys, medication etc.). These tents may be used for hiding in-character from peril – however, it will still be possible to be spotted and attacked (often by spells or area-effect items such as poisons) through doors or gaps. It is not recommended that melee combat is attempted in confined tents. In larger tented areas, use caution and be aware of your surroundings. Take extra care and fight at a slower rate. It is not permitted to launch a projectile in any indoor area.

An in-character tent or area should remain in-character for the entirety of the event time-in (10am to 1am) if at all possible – if this is not possible or there is a need (for OOC reasons) to return the tent to being out-of-character, the owner or person responsible for the tent should check that the area is clear of characters, in-character items and/or in-character money (place directly outside of the tent) and remove the Lorien Trust In-Character Lammie that designates it being an in-character area. If you are unsure and there is a referee or marshal nearby – please check to see if there is a reason why (at that moment) the tent should remain in-character. Once this lammie has been removed – the tent becomes an OOC area and the rules for it being an OOC (Personal Tent) apply. To return the tent to an in-character area – the owner or person responsible for the tent should attach the lammie once again. If you have any problems, please ask a Lorien Trust Volunteer for assistance. **At all times you should ensure that the in-character area is a safe place (OOO) to roleplay for all ages, taking care to eliminate sharp edges, trip hazards, chemical hazards, flames or hot areas, items that may shatter or break if knocked or dropped etc. Young children may also be present within an in-character area and it is everyone's responsibility to ensure a safe event.**

Mixed Use Tents There are those that choose to have a mixed use or shared purpose tent – these should be used with a high degree of caution – an In-character lammie should be attached to the tent for the majority of the time (as noted above with in-character tents), however it is your responsibility to ensure that any out-of-character items (such as bedding/sleeping area or out-of-character clothing) be stored or secured in clearly defined areas and not inappropriately mixed with in-character areas, items or objects. Which may cause confusion or be embarrassment for you or others. Please stick to the spirit of the rules regarding tents above – if it is judged that a person or persons are ignoring or breaking these rules the in-character lammie will be withdrawn and you will not be able to use your tent for in-character purposes.

KEEPING OR STORING IN-CHARACTER ITEMS IN TENTS Lammied items and in-character money or items/paperwork should remain in-play and remain in an in-character area whenever possible during time-in. This means that whenever you are in-character the items that you are carrying should also be in an in-character area (and not kept in your OOC tent or vehicle for example). If you are carrying an item and have a legitimate reason to head out-of-character then your items will also head out-of-character (for example if you wished to volunteer for a monster role – you should remove your character card and character kit, change to a different or minimal monsterring kit – and leave your character card, kit and lammied items/in-character money securely in your Personal Tent or vehicle) – When you return your character and items "Return" from your OOC tent. Another example would be if you wanted to head off to the Guilds or another Faction but did not want to carry the Lammied items or in-character money with you for fear of having them stolen. In this instance you should ensure that the items are stored in an in-character area or tent, given to another character for safe keeping or stored at an in-character location such as the Bank of Erdreja. You should not (in this instance) place or hide the lammied item, the lammie itself and/or in-character money in your OOC Personal Tent or other OOC area (this would be breaking the spirit of the rules). These rules for Lammied items also tie in closely to keeping lammies attached to appropriate Physreps at all times (during time-in and time-out) described later on. During time-out and/or times that you are out of character it is acceptable for you to store items in your OOC Personal tent. **Any person found to be breaking the spirit or letter of these rules risk having the lammies, in-character money and/or other IC items forfeited and withdrawn by the Lorien Trust.**

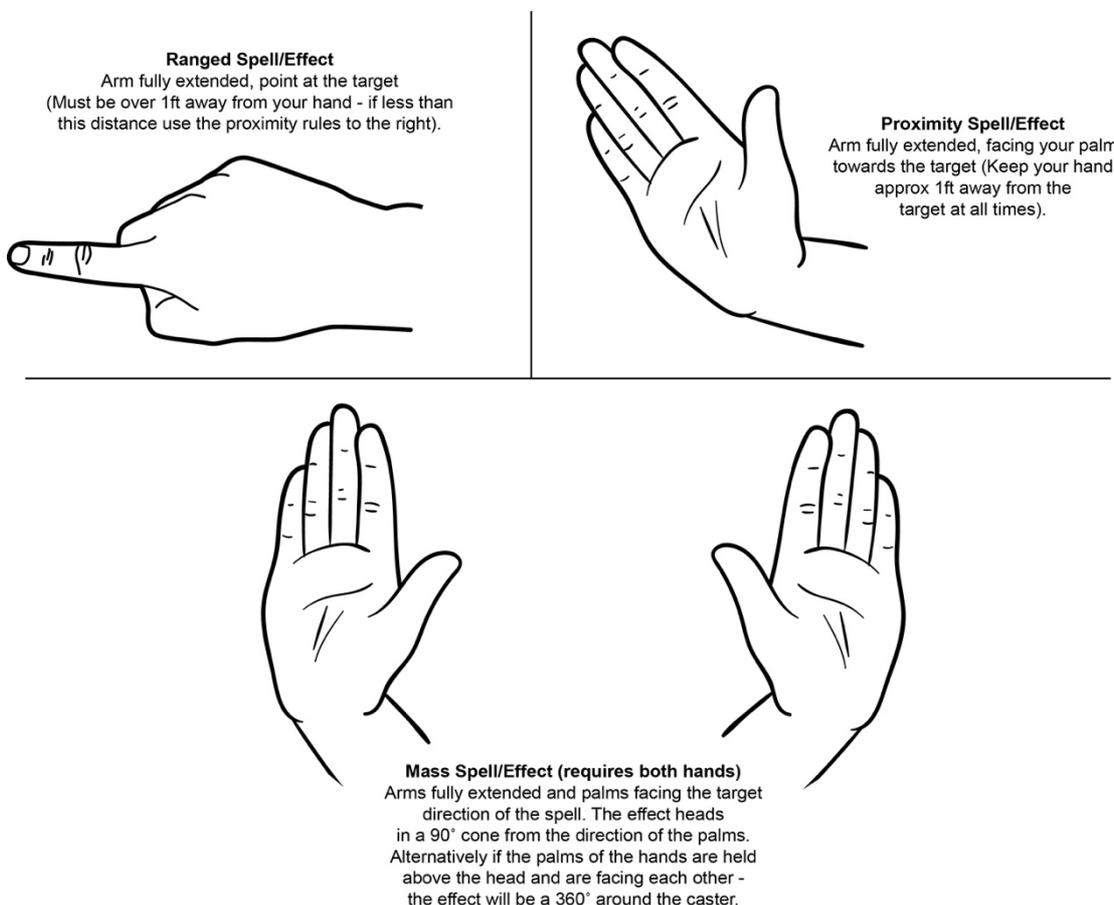


Safe Distances for Game Mechanics

A note on Vocal Effects - as the world changes we ensure that our game changes to remain as safe as we can reasonably make it. Only with your co-operation and efforts will we remain one of the safest systems in the world. Global events have affected us all has changed the way that we will go forward with our rules and starting from this edition of the rules we have changed the rules for "Touch" spells and Effects to "Proximity". In addition the process by which an old Touch spell would be cast has been updated to a simple set of reasonable and flexible advice that we feel will allow both safety and the game to continue. This advice covers Proximity spells and also advice on any vocal element of the game, please read carefully the points below and adhere to both the letter and the spirit of the information:

- **Spells, effects and/or any point where game information is used** – Many parts of the game involve a vocal element (casting of spells or delivering effect information of weapon damage for example) and these are often done in the heat of battle or high-drama situations. We ask that you ALWAYS try to minimise the chances of passing on any potential airborne infection by: Keeping your voice to a minimum required for the moment, directing your voice (and therefore the airflow from your mouth) away from other attendees/downwards.

- **Proximity Spells and Effects (formerly Touch Spells)** - should be safely roleplayed using the following actions. When a proximity spell is used you should extend your arm to its fullest (keeping your face as far away from the target as you reasonably can) and move your extended arm with your casting palm facing forwards until it is approximately 1ft away from your intended target. At that point you should cast the spell. At no point should you touch the target or act in a way that may increase the chances of unknowingly passing on an airborne infection. We ask that you ALWAYS try to minimise the chances of passing on any potential airborne infection by: Keeping your voice to a minimum required for the moment, directing your voice (and therefore the airflow from your mouth) away from other attendees/downwards.



- **Other Miscellaneous situations** – We ask simply that you respect everyone and every situation when attending any of our events by ensuring that any situation that you are part of is as safe for everyone around you. This may involve some minor adjustments and mutual recognition that a situation could be safer or by taking advice from others and complying with directions from Lorien Trust volunteers. We ask that your kit, props and weapons be gently cleaned (where appropriate) daily to avoid surface contaminants or infectious materials (a wipe with warm soapy water on a weapon striking area or armour as an example – please do not use chemicals that could damage the weapon or armour). Simply – keep everyone safe.

- **Other sources** – LARP is a social game and many aspects of the game involve social roleplay such as gathering together, singing, telling stories and even eating or drinking together. We ask that when these activities take place, that everyone takes responsibility for ensuring that there is an absolute minimum of infection or contamination of the area or danger to others. This will mean zero sharing of drinking vessels or dispensing of drink from a vessel that has been used to directly drink from, sharing of food that may pass infection (sharing a "Taste" of someone else's food using cutlery that they have been using etc.). Whilst these new efforts may seem strange from past events, it is an absolute necessity for the safety of those who attend our events and even those in the wider community (such as family, friends and others when you head home).

General Safety at Events and Safety Calls

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 volunteer gives other instructions, or until IC actions are restarted using the time-in call below. Safety calls may be used by anyone, but players found to be using safety calls for IC reasons, or in unnecessary situations, risk being warned, asked to leave site or banned from Lorien Trust events. Please listen for instructions from Lorien Trust volunteer, if asked to do anything, obey as quickly and safely as possible. Please do not 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 Lorien Trust volunteers who are managing the incident.

- 1. Man Down** This call can be used by anyone, when someone suffers a real, OOC, injury of any type. Check that that it is a real injury and not just someone role-playing an injury before calling Man Down. Wave your arms in the air while shouting this, to make yourself obvious. If you hear this call, stop what you are doing immediately and move clear of the incident. 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. All injuries must be reported to the First Aid team at the time of occurrence. Allow sufficient room for the patient and the First Aid team to treat the patient.
- 2. 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 volunteer, 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. Temporary fire assembly points are signposted around the site. These are dynamic and may shift according to need during an emergency response. Lorien Trust volunteers with radios will direct you to the appropriate location. To aid in the prevention of fire we advise the following:
 - Do not smoke inside tents
 - Never use candles in or near a tent (torches are safer)
 - Never use a naked flame under canvas
 - Know how to put out clothing that's on fire – STOP, DROP and ROLL
 - Know to escape by cutting your way out of the tent if there's a fire
 - Keep cooking appliances away from the tent walls
 - Never cook inside a small tent or near flammable materials or long grass
 - Allow a reasonable spacing between tents and caravans
 - Never tamper with any firefighting equipment that has been provided
 - Keep Roadways and emergency runs clear at all times
 - Park vehicles in the designated carparks

Non-combatant and Responsible Roleplay Anyone who is concerned for their out-of-character safety or well-being whilst in a combat situation may raise their hand in the air (immediately becoming out-of-character) and call "Non-combatant". At this point, you are no longer able to take in-character actions and should not be struck or physically blocked from removing themselves from the situation. The non-combatant will be *Unconscious* (head reduced to 0 hits). Should someone remove themselves from a combat situation in this way then both attacker and target may (if the surrounding area is out-of-character dangerous) move to a safe area (where OOC the risk of injury is removed). Be prepared in this situation to explain your actions to a Referee or Marshal. NOTE - this action cannot be used to benefit your character; it is purely there for your health and personal safety and not character safety. It should be noted that having your hand in the air and calling non-combatant cannot guarantee you will not be struck; it may take a moment for everyone to understand the situation. 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. Please do not refer to yourself or others as a "Non-Com" in terms of character type, archetype, physical limitations, aversion or dislike for combat in regard to the game and system – this may cause confusion when the Non-Combatant Safety call is used as described above.

Non-combatant may also be used by a person that has physical frailty or condition that means being reasonably struck by a LARP safe weapon may cause injury. In this situation (often where a person with the frailty or condition is engaged in combat that they would normally avoid) you should immediately put your finger in the air and declare non-combatant. **The non-combatant will be Unconscious (head reduced to 0 hits) as above.** From this point the non-combatant should explain that the reason for calling non-combatant is for out-of-character safety (and a Referee called if necessary). Roleplay should continue with additional caution (light touch-use of larp approved weapons) from that point (including the non-combatant character remaining unconscious (head reduced to zero).

Self-Care and Fatigue You may find that you reach an unexpected limitation (fatigue, temporary dehydration, skipping a meal or forgetting medication). If you find yourself in this situation you may remove yourself from play and drop OOC (see Going of Character) and head to a suitable location to recover. Occasionally a member of the team may need to remind you to 'take a moment' if we feel you are overexerting yourself, even if you are engaged in an IC action. A small breather, a drink or a snack may be an aid to your role-playing.

Alcohol or Impaired Ability Should you find yourself inebriated or unfit for active combat, we expect you not to undertake any hostile role play action or combat and take time away from all in-character areas (normally your own tent) to sober up. Where a clearly inebriated individual has undertaken a hostile and detrimental in-character action against your character, you should continue to roleplay the effect and once the roleplay has ended, seek a referee or marshal and inform them of the situation. This should be done prior to any character declaration of death being made by the referee. The situation may be escalated to event management for review. This may mean you are placed in an indeterminate state for a period of time. It should be noted that this is extremely rare and on an individual case by case basis. **The Lorien Trust System is a contact roleplaying system that requires the correct use of LARP approved weapons and constant vigilance, to ensure the safety of all attendees.** The Lorien Trust may on occasion assess persons who are deemed to be a danger to themselves or others (for example having consumed alcohol to excess). The Lorien Trust reserve the right to restrict a person to their own camping area and site facilities (such as toilets) for a period of time to allow the influence to pass. This means that the attendee will not be allowed to roleplay or act in-character during time-in. Failure to adhere to these instructions may result in a process to remove the restricted person from the site and/or a ban from all future Lorien Trust events.

Other Game Calls and Notifications

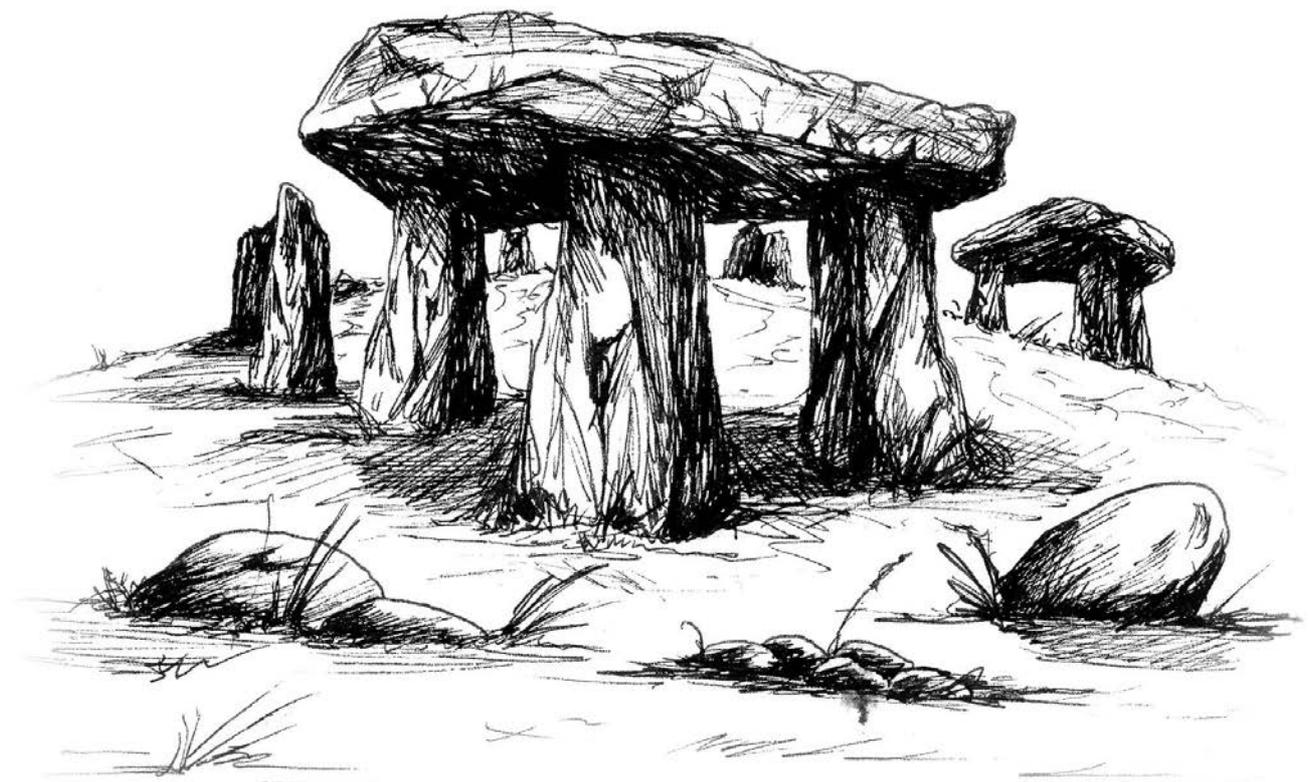
Only identifiable Lorien Trust volunteers and on-duty Referees and Marshals may use game calls. These are used mostly for in-game reasons and to control characters and not the players themselves. However, even if you are OOC, you must follow all the actions required unless otherwise directed.

Time-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. Referees or marshals may use a countdown to call time-in.

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.

Drop Drop safely 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.



LARP Combat

The Lorien Trust 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 (the action of at the last moment reducing the speed and therefore force of the strike to another player), if you are unsure of how to pull your blows please ask a volunteer or other attendee to practice safely striking with a LARP weapon. People are often willing to help you learn to fight safely so don't be afraid to politely ask. The system has a high degree of combat and combat orientated roleplay. It is the responsibility of the individual to ensure that they are aware of this and can reasonably understand that they may be struck by a larp-safe weapon as part of the game. No assurances or systems exist in this rule system that can protect, mitigate or otherwise prevent the chances of being struck by these weapons. If you have a condition that may result in a high degree of injury, distress or danger to yourself or others in the realms of safe larp combat – we ask that you weigh up these risks very carefully and take every precaution to avoid unfortunate situations.

Fighting Safely 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 blow, we recommend roleplaying the pain, or stagger back a bit to show that you are taking damage. **Safe blows should be used to try and prevent any pain or bruising to your opponent where reasonably possible. Stabbing with any weapon of any kind is strictly prohibited. Physical contact of any kind, other than gentle striking with an LARP suitable weapon, is not allowed. This also includes encircling an opponent with your arms to strike their back when standing in front of them. Shields should not be used as a striking or barging weapon. Shield barging or body checking is not allowed.**

Speed of Blows Blows must not be struck faster than the associated damage can be clearly and slowly called, and the tip of the weapon must travel at least 1ft or the complete length of the weapon, whichever is greater. This applies to all weapon types. Blows must not be struck faster than it would take to reasonably strike an opponent with a realistic equivalent of the weapon used. You should also slowly and clearly complete the vocals for a weapon's type and effect before commencing the striking of your next blow.

Warnings for unsafe behaviour Any player found by a Referee or Marshal to be acting in a dangerous, unsuitable or unfair manner whilst in combat will be warned or advised not to repeat their actions. If they do not heed this advice, they will be withdrawn from combat. Players who persistently behave dangerously in combat may be warned, asked to leave site or banned from Lorien Trust events

Blows to the head In the interests of safety, if at all possible, players should avoid targeting an opponent's head. If necessary, the head is still a viable location and players should respect that it is a possibility that they may still be struck in the head as part of combat. Extra care should be taken in large combats with blows to the head, especially with large weapons, as unfortunate timing or erratic movement can lead to injury. If you wish to wear head protection for safety reasons we do NOT recommend LARP costume or armour for protection, instead we recommend professional sporting equipment designed specifically to resist blows that is then disguised or covered with cloth or other material to look more in-character. If this option is chosen it will not count as in-character armour in any way or restrict the casting of spells.

Mass Combat

Mass combat 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 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.

Children and 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 teams and explicitly allows their inclusion by both the Head of Referees and Head of World Plot. 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 Lorien Trust endeavours to provide as many children's activities as possible, please ask at Game Control for further information.

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 to 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, be extra careful with interacting with them if they attack you.

All children (Under 16) are Immune to Charm and Command Effects until the day of their 16th Birthday. There are no exceptions to this rule. The effects include Enthral Unliving, Befriend, Beguile, Confusion, Control, Enthral, Fear, High Control, Sleep and Speak with Dead. Where appropriate they are also immune to the mass versions of this list (i.e. immune to fear also includes immune to Mass Fear). A weapon or shield used by a child must be easily wieldable by the child and must be no taller than them. Children over the age of 10 may take the Large Weapon Use skill. They may only use large weapons of the minimum size (larger than 42") or a size smaller than their height.

Referees and Adjudication

LARP and the Lorien Trust game is a mostly self-refeing system for the majority of in-game actions, interactions and circumstances. Occasionally there will be a marshal or referee on hand to help with any and all clarifications you may need. The Referee department will act on behalf of the organiser to adjudicate certain Game and safety issues. At all Lorien Trust Main events, in all cases, the organiser's decision is final.

Referees and Marshals at Lorien Trust events are available to monitor and steward 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. All Referees and Marshals will make every effort to answer your questions accurately within the shortest possible time.

Should you have cause to question a decision from a Referee or Marshal at a Main Lorien Trust event, you must accept their decision on the spot. You may then ask for their details and refer to Game Control or the Team Leader Referees, please note that you should at least take a note of their tabard/card number for reference. All Referees and Marshals must have a number on display when on duty. A Referee or Marshal may temporarily overrule the published rules when running Lorien Trust plot, for safety reasons.

Any interpretation or ruling given by a Marshal, Referee, Sanctioning Officer will be valid for that occasion only and will be based upon the information available at the time. Permanent rule changes or clarifications can only be made in a valid Lorien Trust publication. To make refeing decisions, they must be clearly OOC. On-duty Referees and Marshals will be wearing a high visibility vest (Note that at sanctioned events, Referees and Marshals may be wearing variations of this attire).

Lorien Trust Referees and Marshals fit into a number of categories:

Battle Marshal Wears an un-numbered yellow high visibility vest. A Battle Marshal can make safety calls. 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.

Marshal Wears a numbered yellow high visibility vest. The number will be preceded by the letter M. Marshals may answer rules queries but may not pronounce a character dead at Lorien Trust main events. Marshals are primarily responsible for answering general rules queries, overseeing small-scale combats and monster encounters. Marshals do not have the authority to pronounce a character dead at a Main Lorien Trust 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.

Referee Wears a 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 Lorien Trust events and have a detailed knowledge of the rules. Referees cannot overrule the published rules; they may only interpret them, except as stated above. 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.

Sanctioning Officer At all Lorien Trust Sanctioned events a Sanctioning Officer will work with the event organisers to ensure Lorien Trust standards are met. This includes having insurances etc, as well as Lorien Trust qualified Referees and Marshals to adjudicate game and safety issues. Any queries about Game decisions at a Sanctioned Event may be put to the Sanctioning Officer for an impartial decision - that decision will be valid for that occasion only.

Head of Department Questions may be submitted to Heads of Departments for clarification or consultation. Answers may not be immediate, in these circumstances an interim or holding answer may be given.



The Game Rules

Universal Game Rules

This section covers the rules that apply to all characters within the Lorien Trust System. These rules only apply to the character and not to the player. Lammies, loresheets or Occupational Skill may overrule these rules.

Combat and Damage

Dealing Damage Any blow struck with a 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 Damage System) If a character has AV from two different sources (e.g. a Magical Paladins Armour and Mundane Chainmail) then both sets of Armour will take damage at the same time if struck.

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 *Rule of Double*).

Taking Damage 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.

Running out of Hits 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 *Grace Period*).

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 should stop using the leg in an effective way, walk slowly or drag the leg along for roleplay effect, show difficulty in balance etc. If both leg locations become unusable, you should drop to the ground and roleplay effectively that your legs are unusable. It is acceptable to drag yourself around with your arms for very limited movement.
- **Arm Location** You must safely drop anything held or supported by that arm (or hand) and should not make any use of that arm (or hand) for in-character actions (including holding items or weapons, casting spells etc). Please use common sense in situations where dropped items may be trampled, damaged or lost.
- **Head or Torso Location** Head and Torso are key locations on a character. If a Head or Torso Location is reduced to zero Locational Hits your character falls unconscious and you must drop (safely) to the ground. Please be aware of your surroundings OOC in this situation.

Damage that may kill a Character If a body location is reduced to -1 Locational hits, it is considered to have a *Mortal Wound* (damage that will lead to death) and is rendered unusable and the character will enter their *Grace Period* (timed part of the game where death is imminent, a referee is often available at this point to ensure that rules are strictly adhered to).

Falling Unconscious (from Damage, a spell or other effect) If your Character is unconscious (IC) 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 at risk of being trampled, or if a Referee or Marshal asks you to (see *Recovery*).

Parrying a Blow If a blow from a weapon delivering a special attack is parried, the special attack will not affect you. Arrows and crossbow bolts must not be parried by a weapon. If an arrow accidentally strikes your weapon it should be ruled to have struck the limb location of the weapon you are holding (or primary location for a large weapon) instead. It is acceptable to block arrows 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 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, if a character becomes the target of an effect that would enter them into their *Grace Period* whilst they are already in their *Grace Period*, they do not gain a second. Instead their *Grace Period* will continue using the lowest time of the two (time left of the original *Grace Period*, or the new *Grace Period* if it is shorter).

While all locations are at -1 you may not regenerate damage unless a Loresheet or Lammie specifically states that you may regenerate when at -1 on all locations. Note: This does not affect normal curative or healing actions, only the *Regeneration effect*. 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.

Out of Combat Being out of combat refers to a situation where a character is not actively or passively participating in a combat situation. This includes healing others, preparing to or anticipating combat (your concentration being focussed on the combat rather than elsewhere). This is a grey area and we ask that where it is referenced in the rules that the *Spirit of the Rules* be used so that a range of situations can be fairly covered without resorting to an extensive list. This situation mainly comes into play when repairing Armour and Occupational Skills associated with Armour Repair.

Identifying Wounds

Discerning Mortal Wounds Once every 10 seconds any character can 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 "Discern Mortal Wounds" to the target player. This is an OOC vocal. The type and number of blows is not discernible by this method. The targeted character should respond with "No mortal Wounds Detected" or "Mortal Wound (s) (Location(s)) or "Dead" This is an OOC response.

Discerning Wounds Characters with the CS Healing, Corruption or Triage (Advanced) can Discern Wounds. Using this skill requires 3 seconds of concentration, while holding your primary hand approx. 1ft away from a single target, and stating "Discern Wound, Poison, Pattern Effect or Disease". The targeted character should respond with "Dead" or the number of hits remaining on each location and the number of hits each location can be restored to - plus the location of any Fatal effect. **Additionally this discern will also reveal the presence of any of the following effects: Disease, Decay, Dismiss, Petrify, Paralysis, Poison or Smite.**

Bonds or Restraints and Kidnap Roleplay

Kidnap and Restraints From time to time actions and roleplay will allow for both kidnap and restraint of other characters (other players or monster role characters). The Lorien Trust allow these actions as part of the game but only under strict rules and guidelines. Kidnapping a character should only be done with the presence of a referee (or marshal for plot situations) and should be limited in both time and scope – preventing others from roleplaying through unnecessary or prolonged kidnap goes against the spirit of the rules and should be avoided.

Kidnap and In-Character restraints should only ever be used with extreme caution - if a character is to be restrained it should be done with the explicit out of character permission of the person being bound, if necessary, a referee can be requested to facilitate alternative alternate solutions. 1 min of roleplayed action is required to bind, restrain or otherwise incapacitate a character (must be IC unresisting) and must be done with suitable props or physreps. **At no point must a bound character be restrained out of character, this may be dangerous in an emergency and is not acceptable in any way**, instead the bonds should be handed to the person being restrained and they hold or lay them safely to represent being bound.

Example: A thief is caught stealing and is subdued (knocked unconscious) to be taken to the Militia. Whilst the character is unconscious, the person playing the character is asked if it is ok to tie up the character by the wrists and feet to prevent escape when awake so the Militia can ask some questions. The player agrees and is handed a short length of rope to hold between their clenched fists to represent the hands being tied (preventing weapon use or spellcasting) – in addition the thief agrees to keep their feet close together to represent their feet being tied together (preventing running away). The thief character is woken and the roleplay can continue.

A character that has been bound for 10 mins with no restrictions (being watched, debilitated, unconscious etc) will be able to break free of any bonds (through working knots free, slipping wrists or feet through gaps or just luck). Another character may spend 1 min of roleplayed action to free a bound character (cutting ropes etc.). Some Occupational skills may allow a character to Escape Bonds (see the Occupational Skills Section).

Children under 16 are immune to the Bonds and Restraints rule and may NEVER be restrained (the bonds simply do not work). In addition, Children under 16 should never be part of any kind of roleplay Kidnap in any way – simply put, it is inappropriate for a family friendly event. The breaking of the letter or the spirit of this rule will be a serious breach of the Lorien Trust standards and will be dealt with accordingly.



Character Death and Retirement

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*, all your locations are at -1 you will enter your Grace period (if you are not already in one) and if the current time remaining in the grace period is higher than 4 minutes it will immediately drop to 4 minutes.

A Grace Period is normally 10 minutes in length, If a character becomes the target of an effect that would enter them into their Grace Period whilst they are already in their Grace Period, they do not gain a second. Instead their Grace Period will continue using the lowest time of the two (time left of the original Grace Period, or the new Grace Period if it is shorter).

While all locations are at -1 you may not regenerate damage unless a Loreshet or Lammie specifically states that you may regenerate when at -1 on all locations. Note: This does not affect normal curative or healing actions, only the Regeneration effect.

Grace Period Expiring If a character has entered or has been in their Grace Period a referee will check that all of the rules have been followed. 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 a character being dead or alive. 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. An indeterminate state merely means that is impossible to determine the state of the character until the Referee makes a decision. The player must report the character death to Game Control and often will be accompanied by the Referee or other volunteer to provide additional details.

Character Retirement A player may decide to retire their character at any point when not at an event (contact enquiries @lorienrust.com to discuss). The character will be assumed to have died from undetermined causes. Whilst at an event, retiring a character can only occur at Game Control. If a character is retired and the Lorien Trust are satisfied that there has been no breaking of the Spirit of the rules (for example – going on a killing spree for a final send-off with no chance of in-character roleplay for tracking the killer character down because of the retiring of the character) then the following process may be used:

- Under normal circumstances a character may be retired, when this happens the number of occupational skills active at the moment of retirement will be calculated (including prerequisite skills) – half of these OSP points will be refunded to your account.
- No Special creature card skills, powers or other items will affect the above calculation and the offer is final – once the character has been declared dead and the process has completed, it cannot be retrospectively overturned.
- A character with 2 or more Tier 5 occupational skills can credit their account with up to half (rounded down) Tier 5 Vouchers that may be used at a later date when the prerequisite skills have been attained (these credited retirement vouchers may not be used for High magic). This means that a character retiring with four Tier 5 skills will be credited two Tier 5 vouchers, a character retiring with three or two Tier 5 skills will be credited one Tier 5 voucher. A character retiring with one Tier 5 skill is not eligible for a Tier 5 voucher credit.
- If a character is retired and all of the points above have been satisfied – a new character may be created using any banked or returned occupational skills and may purchase up to 4 skills as normal – however, two skills may be chosen to advance by two Tiers, this is explicitly permitted only during the retirement process and must be performed during character creation.

Example: A player chooses to retire a powerful character with two Tier 5 skills and several other lower level skills and receives 120 OSPs in their account (from saved and returned points) – plus a Tier 5 voucher is noted on their account. The player creates a character with the Poison Lore skill as well as Incantation level 2 and some other character skills (up to 16 points). They decide to instantly buy +4 AND +8 Power (counting as one slot), Create Poison (Novice) (counting as another slot), Immune to Fear, and +2 Dismiss/Control (counting as slot 3 and 4). Because all 4 skill slots have been used the character cannot advance any skill further for that year even if they obtain a Guild or Faction Training opportunity. In this case the player could advance their skills of + power or create poison by another level the following year and after an additional year – use their credited Tier 5 Voucher to obtain the highest level of +spell power or Create Poison (Magical).

Self-Declaring If a character has died, and the player of the character is satisfied that the death is legitimate, and no Referee is present, the Player should declare their character dead. The player must report the character death to Game Control promptly. The Lorien Trust are confident that in most cases where a player has understood the situation, damage and/or effects that has killed the character – that in the Spirit of the Rules, they will declare the character death at Game control. Only where there is an explicit requirement for a Referee to be present (for the use of a Venom Poison as an example) or where there is concern with the legitimacy of the rules, calls, effects or abilities being used – should a Referee be required.

What happens if my Character dies?

After Character Death When a character dies no power, spell or effect can bring it back but there may still be some roleplay that will involve the corpse of the character (some special creatures disappear on death - this will be detailed on your lammie or loresheet). **Do not worry – this is not the end of your Roleplay or participation in the game – you can create a new character.** Some of this roleplay will involve spells or Occupational Skills such as Speak to Dead, Forensics, Lay to Rest, Last Rites Corrupt body and Greater Corrupt Body (See Spell and Occupational Skill Descriptions for details). These effects have direct in-game effects and whilst we understand that you may wish to jump straight back in and create a new character - please check out-of-character with the referee and those in the immediate vicinity if there is a reasonable chance of these effects being used.

Additionally, there may be roleplay involving rites of Faith or Tradition (for example characters paying respects to the body of a character of renown, a friend or hero) to enrich the game. At this point you may wish to aid in the roleplay by physically staying in game as the corpse and is entirely voluntary (you should never feel or be pressured into doing this).

In both situations as detailed above - the maximum time that a corpse will remain in-game is one (1) hour from the point that a referee has declared the death of the character (or until time-out, whichever is sooner). After this time has expired Erdreja will remove the characters corpse and you should return to Game Control to register the character as dead (unless that has been already dealt with and the referee is happy for you to stay as the in-game corpse). In exceptional cases permission may be given for a longer period of remaining in-game as a corpse but this must be signed off by the Head of World Plot.

Sometimes your character may be killed in unusual, upsetting and what may seem unfair or unjust circumstances - especially in the case of Player vs Player death (PvP). The mechanics for gaining information about such deaths are strictly defined in the Rules, Spells and Effects listed above (Speak to Dead etc.). The effect of a Speak to Ancestor or other Rite/Ritual/or even Roleplaying of Scrying will not reveal any information about a character's death.

Out-of-character information passed on after a death that can or will be used in-character is considered cheating. This includes using rationales that lead to investigations, actions or other methods for “Legitimately” finding out that a character has been killed (such as a character being “Presumed missing” after a short period of time - after gaining information out-of-character about an IC-death). Additionally it is considered bad form to return as a character that instigates, leads, facilitates or otherwise helps in roleplay to find out in-character what has happened to your own previous character (this includes post-death letters, diaries or other roleplay that has not been prepared and remains in-play (such as a Will or other paperwork deposited at the Bank of Erdreja).

If you are at any time unsure of what you are required to do (rules of spells or effects) or require help please ask for a Referee or head to Game Control who will be able to help you.

At Game Control The dead character will be marked as non-playable on the database and will not be able to be played again. At this point you may wish to generate a new character, change into new or reorganised costume and start playing again. Alternatively, you may wish to take a break for a short while, relax OOC and take a moment to gather your thoughts, perhaps take some time to head to the Monster room and play a few roles. Whatever you feel most comfortable doing – it does not mean that it is the end of your adventures in Erdreja. There is no limit to the number of characters that you wish to play (although you may only have one active character on the database at any time) and you can also choose to change Factions and experience the different styles of play in each. The Game Control volunteers will be on hand to offer advice.

In all cases and situations, when a corpse/body is removed from play – all in-character items, lammies, in-character coins and in-character paperwork that were being carried by the character will disappear with the corpse. These items will then be handed in to Game Control and any lammies retained by Game Control so that the physrep can be returned to you.



Healing, Recovery and the Ritual of Peace

The Ritual Of Peace

- The Ritual of Peace is an event-wide magical effect that last from Time-in (10am) to Midnight (12pm) at all Lorien Trust Main Events. Any Character with one of the Ten Factions (Bears, Dragons, Gryphons, Harts, Jackals, Lions, Tarantulas, Unicorns, Vipers or Wolves) listed on their character card will be protected by this effect. **Creatures with Unliving Patterns, Magical Patterns, Alien Patterns and some unusual Patterns are not covered by the Ritual of Peace.**
- The Ritual of Peace prevents LHV being taken to -1 (by converting it to Subdue Damage excluding specific powerful and unique effects). Some Damage Effects such as Harm or Damage types such as Artefact will ignore the Ritual of Peace and can take LHV to -1. These effects have explicit wording explaining in their descriptions.

Healing and Recovery under the Ritual of Peace

- Living Patterns with Head or Torso LHV at zero who are under the Ritual of Peace for 10 minutes will recover all of their LHV but will be Debilitated for a further 10 minutes*.

Healing and Recovery without the Ritual of Peace

- **Characters with their Head and Torso at zero for 30 minutes will recover 1 LHV (Head and Torso) and become debilitated (may crawl instead of walking slowly). In addition, a character in this state may only perform actions that do not require concentration.**

**See Debilitation entries for further details - Some effects such as Disease, Decay or Fatal will prevent LHV recovery from happening. At time-out all characters with LHV at zero will fully recover for the next day.*

Unusual Creatures in Erdreja Some creatures have only a single LHV (commonly known as a Global Hit Creature). These creatures are not attainable as player characters and will generally be plot creatures or characters. These creatures will take and recover damage in a different way to other creatures but will follow all other rules listed in this handbook.



Effects and Descriptions

All Effects have four parts to them: Source, Range, Class and Characteristic and an effect is always the same no matter 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 **MUST respond clearly** "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".

Global Any effect that is preceded by the word Global will affect every location of the target simultaneously, 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. A Global effect counts as a Level 3 (High Magic) effect and can be countered with a High Counter effect or spell (Please note that it is not possible to counter a Mass Global effect).

Source This is what generates the effect: Spell, Innate effect 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 themselves 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 and comfort when using Proximity effects Some effects have a range of Proximity. When using these effects, you should take care to avoid any 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) Proximity effects by holding your hand 1ft away from a specific location but still maintaining the proximity distance from the target character as a whole. *An example might be a person finding that catching their breath from running or fighting may feel more comfortable if the hand of a caster is not held in front of their face (casting a cure effect on the head location) whilst they gulp air – the target could ask that the healing spell be continued with the hand being held towards their arm. This would be in keeping with the spirit of the rules and can be an exception to the letter of the rules.*

Ranges of Effects Range Effects can be Ranged, Mass, Proximity or Self. You cannot change the Range category of a spell. E.g. you cannot cast a Ranged spell as a Proximity 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 Proximity effect.

- **Ranged effects** have a maximum range of 30ft (~9m)
- **Mass effects** either a) affect everyone within 10ft (~3m) of the creator if their palms are held up in the air, or b) affect everyone within 10ft (~3m) of the creator in an arc indicated by their palms pointing in a forward arc, if their arms are held out in front of them. Mass effects cannot be countered.
- **Proximity effects** require the casting hand to be approximately 1ft from the target in order to be delivered. Proximity effects may be applied to the caster of the effect. When casting a proximity effect, you should have the arm of your casting hand fully extended whenever possible and also keep your casting hand approximately 1ft from the target/location – ensuring that there is no actual contact with the target. In addition you should attempt at all times to minimise the chances of airborne particles from your mouth and nose (face) being directed at your target (directing your face away slightly, keeping the level of your voice to the minimum required for the target to understand etc.).
- **Self effects only** ever affect the caster and their equipment
- **Rite effects** have a range defined explicitly in their description

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 and does not cover damage types.

Characteristic All effects are grouped into one of nine characteristics: 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 and does not cover damage types.

The Game Damage System

Damage Calls A damage call may include a single damage type and a single damage effect. Only one damage call may be made per blow. 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	Example Damage Call
Normal	Any Spell Effect	
Silver	Affect	
Enchanted	Bane	
Natural	Corrosion	
Flame ----->	Crush ----->	Flame + Crush = Flame Crush
Air	Decay	
Earth	Disease	
Water	Fatal	
Artefact	Harm	
	No Damage	
	Paralysis	
	Petrify	
	Subdue	
	Through	
	Smite	

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 (Default Damage Type)

- Inflicts 1 hit of Normal damage (Note this should not be called as it is the default damage type)

Silver

- Inflicts 1 hit of Normal damage (Note this should be called as Silver)
- Silver damage can never be regenerated

Natural

- Inflicts 1 hit of Normal damage (Note this should be called as Natural)
- Natural damage has additional effects on certain creatures (Noted on their *lammie* or *loresheet*)
- A Natural weapon physrep must represent closely Natural materials (i.e. Wood, Bone or Stone for Melee or thrown weapons)
- Natural Claws also strike for Natural Damage with special creature abilities or skills (Noted on their *lammie* or *loresheet*)

Enchanted

- Inflicts 1 hit of Enchanted damage

Earth, Air, Flame, Water (Elemental Damage)

- Inflicts 1 point of Enchanted Damage (Note this should be called as Earth/Air/Flame/Water. In addition these damage types have additional effects on some creatures, which will be detailed on their *lammie*, *loresheet* or within the description of the Race)
- Damage effects preceded by one of the 4 types will inflict damage and special effect regardless of an immunity or Damage Reductions (i.e. Target has a Weakness to Flame and is immune to Strikedown. If struck by Flame Strikedown, the target will take the Strikedown effect as if they had no immunity)
- A creature's Elemental Weakness will extend to any Armour, Weapons, Shields or Items that they are carrying (i.e. Target has a Weakness to Earth and has the Occupational Skill Shield Mastery (Expert) - making a Shield held immune to Crush. If struck by Earth Crush, the Shield will be destroyed by the crush as if it had no immunity)
- If a ranged or mass spell/effect is preceded by a creature's Elemental Weakness, the creature with the specific Elemental Weakness will be affected by the special effects regardless of an immunity.
- All creatures have an Elemental Weakness to at least one of the 4 Elemental Damage types

Artefact

- Inflicts 1 hit of Artefact damage regardless of immunities (unless a *Lammie* or *Loresheet* explicitly allows it)
- Ignores the Ritual of Peace
- If a special call or type is preceded by Artefact, the target will take the damage and the special effect regardless of immunities or Damage (i.e. Target has the Occupational Skill Shield Mastery (Expert) – making a Shield held immune to Crush. If struck by Artefact Crush, the Shield will be destroyed by the crush as if it had no immunity)
- If a ranged or mass spell/effect is preceded by Artefact, the creature will be affected
- An Artefact damage type cannot be combined with another effect (unless a *Lammie* or *Loresheet* explicitly allows it)
- It is not possible to regenerate Artefact damage (unless a *Lammie* or *Loresheet* explicitly allows it)

Damage Effects

If you are capable of generating a Damage effect it is in addition to, and separate 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 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 can also be used as a Damage effect. Unless explicitly stated the target will be aware that they are affected by the Damage Effects below.**

Affect <Target Group> (Magical Damage Effect)

- Inflicts 1 point of Artefact Damage to the Target Group
(Against all other targets it inflicts the default damage type of the blow - Normal unless otherwise stated)

Corrosion (Magical Damage Effect)

- Inflicts 1 point of Enchanted damage against the AV (Armour Value – AV, MAV and NAV) of the targeted Location
(Against all other targets it inflicts the default damage type of the blow - Normal unless otherwise stated)
- An additional Corrosion effect will occur against all Armour types
After 30 seconds the armour effectiveness will reduce by 1 and will continue to reduce every 30 seconds. If a purge poison effect is used on the armour location or the armour location is reduced to zero the Corrosion effect ends. Alternatively, a character with the Repair Enchanted Item or Repair Destroyed item may roleplay removing damaged sections of the affected armour and remove the Corrosion effect from the location – this action will take 30 seconds per location.

<Target Group> Bane (Magical Damage Effect)

- Inflicts 1 point of Artefact Damage to the Target Group
(Against all other targets it inflicts the default damage type of the blow - Normal unless otherwise stated)
- Ignores all armour of the Target Group
- Destroys the body location of the Target Group (Ignoring the Ritual of Peace)

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

Decay (Pattern Enchant Effect)

- Decay only affects Living patterns
- While affected by Decay, wounds cannot be healed or cured in any way (Including regeneration or triage)
- Places the Target into their Grace Period and inflicts a Wasting effect (see spell description) until the Decay effect is removed
- While affected by a Decay effect you are immune to further Decay effects

Disease (Pattern Enchant Effect)

- Disease only affects Living patterns
- While affected by Disease, wounds cannot be healed or cured in any way (Including regeneration or triage)
- While affected by a Disease effect you are immune to further Disease effects

Fatal (Pattern Enchant Effect)

- Fatal only affects Living patterns
- The Fatal default damage type is Enchanted
(Unless preceded by an Elemental Weakness or Artefact e.g. Earth Fatal will ignore the Immunity to Fatal)
- Ignores all armour
- Destroys the body location (Ignoring the Ritual of Peace)
- Places the Target into their Grace Period
- Prevents healing or cure of wounds (including regeneration and triage) from affecting the Target until all Fatal Wound effects on all the targets locations are removed (max. 1 Fatal Wound effect per location – a target can have several Fatal effects applied at the same time – different locations)

Harm (Magical Damage Effect)

- The Harm default damage type is Enchanted
(Unless preceded by an Elemental Weakness or Artefact e.g. Earth Harm will ignore the Immunity to Harm)
- Ignores all armour
- Destroys the body location (Ignoring the Ritual of Peace)

No Damage (Physical Damage Effect)

- This effect inflicts no damage (This is the default blow inflicted by children under 10 and are always assumed to use this effect)
- Cannot be used to deliver a spell or damage effect

Paralysis (Pattern Immobilisation Effect)

- Paralysis only affects Living patterns
- The target is rendered Immobile for 1 minute (Target should stay comfortably still and not move, cast spells, or perform any other in-character actions including parrying/striking blows etc.)

Smite (Pattern Enchant Effect)

- Smite only affects Unliving patterns
- The Smite default damage type is Enchanted
(Unless preceded by an Elemental Weakness or Artefact e.g. Earth Smite will ignore the Immunity to Smite)
- Ignores all armour
- Destroys the body location (Ignoring the Ritual of Peace)
- Places the Target into their Grace Period until the Smite effect is removed
- To remove a smite effect the target must receive 30 continuous seconds of a Wasting effect
(The Wasting normally targets Living patterns but may target the Unliving as a cure effect for Smite and will have no further effects).

Strikedown (Physical Force Effect)

- Forces the target to the floor so they must crouch with one or both knees touching the ground (or a similar prone position) and remain in a prone position for 10 seconds.
- Holding onto an object or person will not prevent you from taking the Strikedown effect (you may still be moved using the normal carrying rules).
- Whilst struck down the target may take any action they would normally be able to (as long as it is safe to do so) which includes fighting, casting or moving safely whilst in a prone position.
- Whilst under a Strikedown effect you are not a valid target for any further Strikedown effects.

Subdue (Physical Damage Effect)

- Prevents any damage done by this blow from reducing the location to below 0

Through (Physical Damage Effect)

- Causes the weapon to treat the location as if it had an AV of 0

Other Effects

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

Beguile (Mind Command Effect)

- The target becomes a devoted admirer and supporter of the person who has Beguiled them
(Valuing the beguiler's life above their own)
- Unless the beguiler specifically states otherwise the target will not take any action against the Beguiler
(Even if the target character would normally consider this to be in their best interests)
- Beguile is a Charm and will last until time-out

The target will allow the beguiler to kill them without offering any resistance and will defend and protect the beguiler against any offensive action (even at the risk of their own death). This willingness extends only to the Beguiler, not to any allies that the beguiler may have. The Beguiler may set goals that they wish the target to help them achieve - these goals can be added to or amended directly by the Beguiler (and new goals can be set) at any time while the Beguile effect is ongoing. Any goals set must abide by the spirit of the rules and OOC safety considerations - if the target believes that a goal is out-of-character inappropriate then they should seek advice from a Referee or Marshal. The target is not a mindless slave, simply and unquestioningly following direct commands, but rather a willing accomplice who retains their own personality - except that they will now turn all of their skills, knowledge, and creativity to the task of advancing the beguiler's stated goals. This may include offering information and advice as appropriate or seeking clarification as to the beguiler's wishes if they are unclear. If the beguile effect is not successfully removed before time-out then the target will have no memory of being beguiled - they may recall the actions that they took while under the effect, but not that they were under such an effect. If the effect is successfully removed prior to time-out the character will have full memory. *Note: If a character has been Beguiled and is also under the Control creature effect (for example Control Daemon), the control effect will take precedence over Beguile orders (Example if a character that has beguiled another, orders a character to run left and a Controlling character gives a contradicting order to run right - the Controlled/Beguiled creature will run right. The Beguiled is a desire to do something willingly to help whereas the Control effect forces the character to obey regardless of their willingness).*

Petrify (Magical Special Effect)

- The target is rendered **Immobilised** (Target should stay comfortably still, standing if necessary - and not move, cast spells, or perform any other in-character actions including parrying/striking blows etc.)
- Places the Target into their Grace Period
- Destroys all body locations (Ignoring the Ritual of Peace)
- Whilst under the Petrify effect the target is immune to the Sanctuary effect
- To cure the Petrify 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). **This must be followed by a Heal Fatal Wound to the torso for the Petrify effect to be removed (see note on sanctuary above).**
- If there is not enough Countermagic cast for the time elapsed when the Heal Fatal Wound is completed, the entire cure process (removing the Petrify) will be ineffective and must be completely restarted
- If 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). Note that some creatures will disappear on death, Petrify will not overrule these effects.

Terror (Magical Special Effect)

- A Fear effect that is not possible to be Immune to or Resist (Unless a Lammie or Loreshet explicitly allows Immunity to Terror)

Elemental Weakness <X> (See Earth/Air/ flame/Water Damage Effects and the Elemental Weakness listing in the Character Creation section). Any combat call that includes the named damage type or effect cannot be resisted by any means. All other aspects of the call remain unchanged. Any damage caused by an Elemental Weakness call will not breach a Ritual Of Peace unless it would normally do so without the Elemental Weakness tag. Every creature will have at least one Elemental Weakness tag. Example: A character with an Elemental Weakness of Water is struck by a Water Paralysis blow. The target must take the Paralysis effect even if they would otherwise be able to resist it by some means (such as the Immunity to Paralysis or the occupational Skill Immune to Immobilisation).

Immunities

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.

Magically Enhanced Armour and Immunities Magically enchanted armour that offer immunity to damage types and effects that apply to either the character or their armour will cover both. These types of armour (that require the CS Armour use and require an attached lammie) only offer the immunity and/or benefit if the armour worn is of a single type. E.g. it is not possible to wear a Light Armour Torso Breastplate that offers the character the DR Crush immunity AND wear a Light Armour Helmet that grants Immune to Through (combining both immunities across all locations).

Target Group 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 the armour would be bypassed and the location will be *Destroyed* by Artefact damage.

Artefact Damage/Using Immunities to repair an item Please remember that Artefact damage type cannot be combined with another effect unless a lammie or loresheet specifically allows it. If an item is shattered or destroyed it must be repaired (i.e. handing a broken item to a person that is immune to the effect will not repair the item).

A magic Sword is still a Sword 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 Enchanted. If you are immune to the fatal effect and you are wearing magical armour that would normally be destroyed by the fatal effect – it is also immune to the Fatal effect (but will instead take a point of normal damage from the blow).

Rare Items Some items are *Immune* to Fumble, Shatter and Crush effects (way beyond even the skill of a crafted item). These items are unusual (and possibly expensive if sold). Full information will be detailed on the attached lammie.

Becoming immune to an effect Becoming immune to an effect does not remove any ongoing effects covered by that immunity unless explicitly stated. You are struck by the Fatal effect and then become Immune to Fatal (from an item that grants the wearer Immunity to Fatal), the Fatal is not removed, you are however immune to any further Fatal effects. A further example would be if you are under the Fatal effect and receive a Shield from Corruption, the fatal effect would be removed as Shield from Corruption specifically states that it removes ongoing effects (the location would still be damaged, normally -1).

You cannot be specifically immune to Earth, Air, Flame or Water damage types unless you are also immune to Enchanted damage.

The Mystery of Silver You cannot be specifically immune to Silver damage types unless you are also immune to Normal damage. Please note that every creature is likely to have a weakness – regardless of any immunities that you can gain. If you are struck by your particular damage type (in any form) you will be affected by it as described later in this publication. It is possible for creatures to become immune to Spells, Damage, Effects or even Curses (with varying degrees of difficulty).

Cures and Immunities Please note that some spells, effects, and venoms require “Cures” to remove them. These cures are required for the magical effect/venom only (to remove them) and the immunity and/or “may not be targeted” ability of the target is irrelevant. Spells may target someone who is immune for the purpose of being cured.

Spell Duels and Repeating Spells

Countering or Countermagic A Countermagic will prevent a spell or effect from working (except where the description or effect explicitly states that it cannot be countered) E.g. A countermagic can counter a Fear Effect - but cannot counter a Mass Fear. **A Countermagic cannot counter another Countermagic, a High Countermagic cannot counter another High Countermagic BUT a High Countermagic CAN counter a Countermagic.** So, under normal circumstances the process will be: Spell cast, a countermagic cast against that spell, High Magic is cast against the normal Countermagic (and cannot itself be countered) – the original cast spell is then successful.

Chain Casting A spell cast repeatedly must have a minimum of 3 seconds between the end of the vocals of the end of the last spell and the start of the next casting of that same spell. For example, a Mage wishes to cast a blast spell repeatedly at a target. They cast the spell using the vocals “**By my power I Blast your chest**”. There is then a count of 3 seconds before that blast spell may be cast again by the same Spellcaster. This only applies to chain-casting of the same spell, if another spell is cast between there is no delay in the ability to cast.

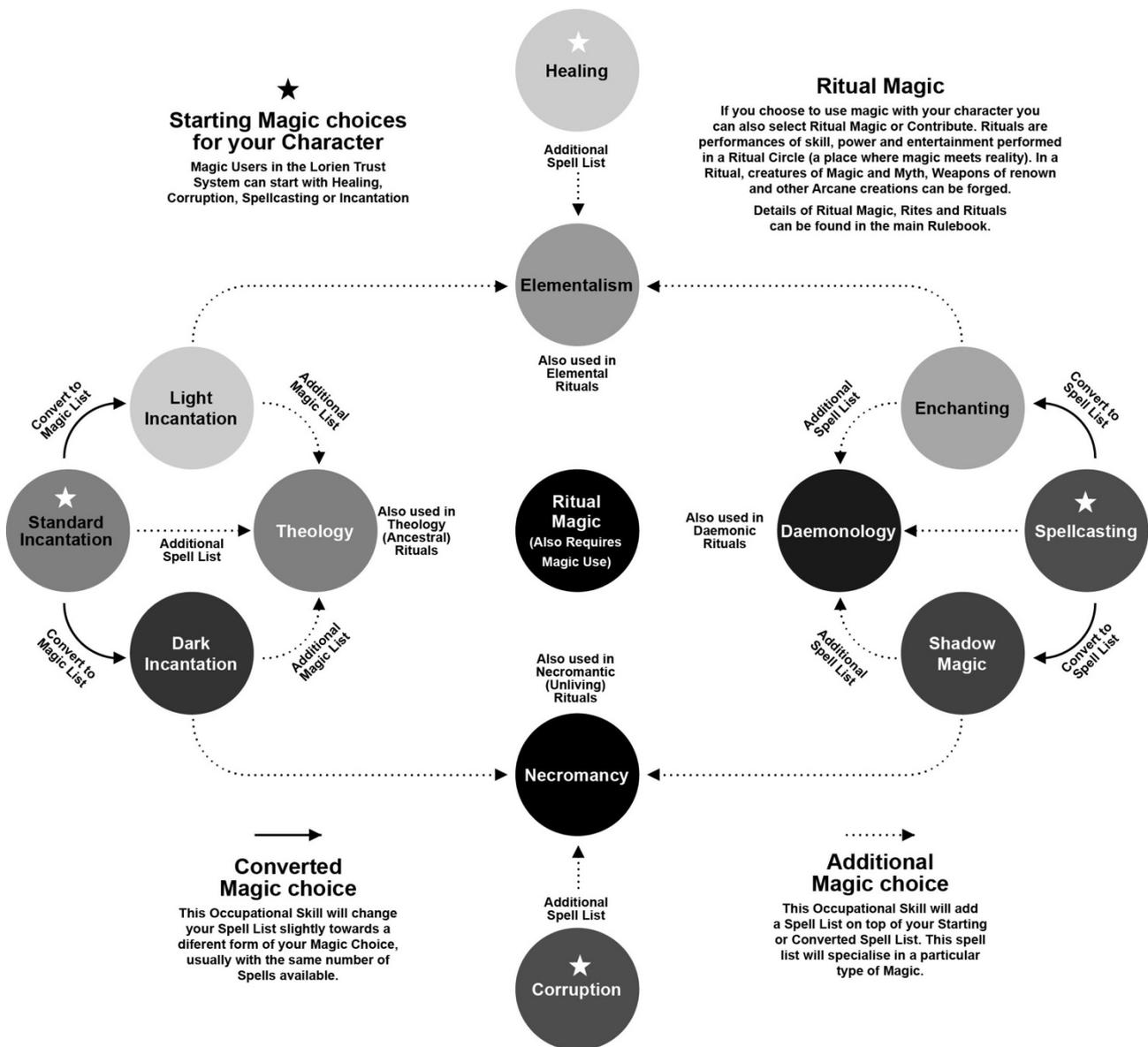


Magic and Spells

The Magic & Spell System

Magic Types There are four main types of magic users: Mages, Incantors, Healers and Corruptors. Magic users with the CS ritual magic are known as ritualists and may perform ritual magic in Ritual and Transport circles. Some terms and Specialisms of these magical skills are: Spellcaster, Shadow Mage, Enchanter, Healer, Corruptor, Light Incantor, Dark Incantor and Grey 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*, *loresheets* and abilities.
- **Incantors** Collectively the lists Standard Incantation (Balance), 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*, *loresheets* and abilities.
- **Channellers (Healers and Corruptors)** Collectively the lists Healing and Corruption are known as Channelling. Practitioners are classed as Channellers for all *lammies*, *loresheets* and abilities.
- **Summoners** Collectively the lists Daemonology, Elementalism, Necromancy and Theology are known as Summoning. Practitioners are classed as Summoners for all *lammies*, *loresheets* 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. E.g. creating magical weapons, infusing characters with special abilities or transporting characters from circle to circle. Practitioners are classed as Ritualists for all *lammies*, *loresheets* and abilities.



How to Cast Spells

Casting Spells This section covers the results of various effects that are likely to affect you while playing in the Lorien Trust 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 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*.

Chants The maximum duration for a chant effect by a single caster is 10 minutes – an on-going chant effect automatically ends 10 minutes after it was started. Even if the caster immediately recasts the effect this still counts as stopping and restarting – e.g. this will break an ongoing Sanctuary by a single caster. Multiple Sanctuaries may still be maintained on a single target simultaneously, and each one is timed separately. The vocal of a chant must be audible to the target or, if the caster and the target are the same, it must be audible to anyone within 3ft (~1m) of the caster. The chant effect ends if the vocal is interrupted for more than 3 seconds at a time for any reason – interruptions include (but are not limited to) breathing, eating, drinking and making other game calls (e.g. Damage calls, “Innate Repel” when casting Forbidding, “Retribution <location>” when casting Retribution). Responding to a discern does not count as an interruption, but should only take as long as is necessary to convey the required information. Repeated use of this to avoid the need to chant is an abuse of the rules and will be considered cheating. If a specific vocal is defined for a chant then an uninterrupted vocal must be completed at least once every 10 seconds or the effect will end.

Spell Power for Levels of Spell A level 1 effect requires 1 Power, a level 2 effect requires 2 Power and a level 3 effect requires 4 Power. You can only generate these effects if you have the relevant CS or Occupational Skill. When casting an effect, you must mark off one or more (as appropriate) of your Spell Power on your daily spell Tracker. The expenditure of power should be marked as soon possible after the spell has been cast or within reason in the case of prolonged action e.g. in the midst of mass combat where multiple spells are cast in succession, in a dismiss wedge, etc or if it is unsafe to do so. You should avoid prolonged periods of time as it is easy to forget

Keeping track of your remaining spell power is done with the use of a Spell Tracker sheet – this should be downloaded from the Lorien Trust Website and filled in prior to your arrival at the event. The Lorien Trust will retain a minimal number of sheets that will be available for players that are changing character (after character death) or for other unusual circumstances. It is the responsibility of the attendee to bring a Spell Power Tracker for use in the game. The sheet consists of a section for your character name, player ID (PiD – found on your character card) as well as the total number of Power available for your character per day. On this sheet are a number of boxes that are used to mark down when spell power has been used. You should keep a pen (not pencil) with your Spell Power Tracker at all times for the marking of used Power. After a spell has been used, you can mark a box with a cross or fill in the box completely (as long as it is done in a consistent way). When you reach your Power limit for the day – you may not cast any additional spells using your skills for the rest of the day and must wait (and survive) until the following day (when your Spell Power refreshes again). You cannot transfer unused power from one day to the next or take power from a following day, however there are in-game items that can be made or used that can suspend or trap power that may be used at a later date.

It is highly recommended that this spell sheet be kept in a spell book or similar for ease of marking and to help avoid losing the sheet. If the Spell Power Tracker is contained in a book or similar, and the book serves no other purpose (including other notes, writings or in-game information) it counts as BONDED. Full examples and instructions on how to use the Spell Power Tracker are also available as part of the download. In addition – if your spell lists contain spells that are Sigil effects, it is recommended that you download a sheet of these from the Lorien Trust website and print for use later.

Concentration and Casting Hand Casting magic requires *Concentration* and that nothing be held in the primary (casting) hand (unless overridden by a Lammie or Loreshet). 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 point at or hold your hand approximately 1ft (Proximity spell) from the target. Until all the actions and vocals are performed there is no effect. If your casting hand is unusable, you may not cast magic. When performing a proximity spell or effect – the palm of your casting hand should face the target and your arm should be fully extended towards the target (to maximise the distance of your face to the target).

Magical Armour 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 *Stacking Armour*). **The maximum value of any Magical Armour (Paladins Armour, Mage Armour etc) is limited to 4 (Four)** This effect is not covered by the Rule of Double regarding armour use.

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

Ranged Spells and Armour 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 and Occupational Skills overriding this rule are the only exceptions to this.

Sigils Sigils are used for temporary enchantments placed on people or items. The PID/SID of the source of the Sigil must be written on your daily Sigil Record for it to be valid. Sigils are OOC and cannot be stolen or traded. Daily Sigil Records are available to print out as sheets from the Lorien Trust Website. Certain spells and effects require a Sigil to be cast, for example Iron Will, Endurance, Mage Armour and Paladins Armour. They are either a Sigil or a High Sigil (Iron Will being a Sigil and Mage Armour being a High Sigil for example). Sigils last until time-out of that day (unless stated otherwise in the spell description) and cannot be transferred to another character (though may be cast on other characters subject to the spell description). **When cast on a target a High Sigil has a power rating of zero or 1 (this information will be indicated on the sigil as well).**

Wedges Characters with some Control and Dismiss abilities and spells (plus some other unusual skills and effects) may form a Wedge - this is a process where spells or effects of the same type can be combined to form a combined powerful effect. Only effects that are listed as being able to be cast as part of a wedge can be cast using a wedge (generally a Dismiss or Control Spell). A Wedge must consist of at least 3 contributing characters casting the same Dismiss or Control effect (i.e. Control Elemental) and may include both normal and High Casting versions of the same spell. All participants in a wedge require concentration to contribute power.

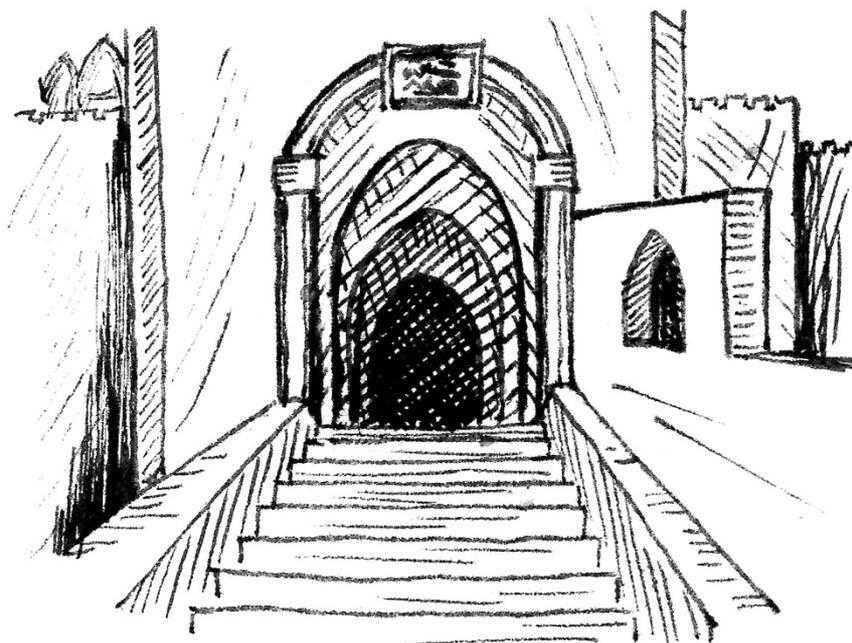
Characters forming a wedge must form up in lines or group behind a nominated character (who will be the point of the wedge and the one casting the final effect). To do this each person in the wedge must use their Dismiss/Control effect as a Proximity spell (instead of a ranged spell) to direct their contribution forwards and towards the head of the wedge. Each member of the wedge must maintain proximity distance until the final effect has been cast (arm outstretched, palm of hand approx. 1ft from the character ahead of them) often this is achieved by forming a line or several lines spanning out behind the head of the Wedge.

When the wedge has been formed the furthest characters from the head of the wedge inform the character in front of them how much power they are contributing to the wedge using their spell effect and any items or occupational skills included (they must then record that this power has been expended regardless of the success or failure of the Wedge effect). The next character adds their contribution to that number - and passes the total forward. This is repeated until the total number of power is given to the head of the wedge. Once a character has contributed their power they no longer require concentration but must remain part of the Wedge until the result has been resolved. Once all of the power has been passed forward, the Head of the wedge has 1 min to add their own power and unleash the Dismiss or Control effect. The Head of the wedge may move up to 10ft from the point of final power collection.

To expend the power of a Wedge, the Head of the Wedge must point at a valid target (creature, or item/object with a lammie or loresheet) and use the appropriate spell vocals for the effect - and the total power of the Wedge (Example: "Control Daemon Rank 28"). If the power of the wedge is not collected and expended within a total of 10 mins from the first contributor declaring their power, or the Head of the wedge fails to expend the total power of the Wedge within 1 min of collecting the total contributions the Wedge will fail, in addition, if the head of the wedge exceeds the 10ft of movement allowed as above, the Wedge will also fail. If a wedge fails - all power is wasted and all contributors to the wedge (including the head of the wedge) will receive an Artefact Strikedown effect and become debilitated for 1 min.

Rites Some spells are categorised as Rites. (See Rituals and Rites, Rites, Handbook and Loresheet Rites, Ad Hoc Rites, Plot Rites) **If you have the ability to cast a spell as part of your Character Skills or Occupational Skills (i.e. Incantation > Dark Incantation > Necromancy> Greater Corrupt Body) you do not require Ritual Magic to Perform that Rite.** If you gain the ability to perform a Handbook Rite via an Item Scroll, Loresheet, Special Creature, Special Power, Possession, Potion or Scroll – you do not require the Ritual Magic character skill.

Note on the Roleplay aspect of casting Spells It is considered to be breaking the spirit of the rules to use vocals for spells that you do not have the ability to cast to cause out-of-character confusion for those around you in order to gain an IC advantage e.g. a variation of the blast spell that declares that you have no ability to cast and/or saying "No Effect" at the end of the vocals. This is in contrast to in-character deception (for example where a character may be pretending to heal another character to allow the character to die from a mortal wound). It is recommended that if you wish to use deception, a referee or marshal should be present and aware of the deception.



Incantation Lists (Incantation – Spells of Faith)

The tables below show all the Incantation spells lists that are available. The brackets following each spell name show the Range, Class, Characteristics and Duration of the spell. It is recommended that a spellcaster carry a pen for the spells and effects that may require writing on a sigil.

Incantation Incantation vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Befriend - (Rng,Mnd,Cmd,10s)
 Confusion - (Rng,Mnd,Cmd,10s)
 Countermagic - (Rng,Mag,Ctr,Ins)
 Cure Wound - (Prox,Phy,Cur,Ins)
 Detect Unliving - (Mss,Pat,Det,Ins)
 Dismiss - (Rng,Mag,Spc,Ins)
 Fear - (Rng,Mnd,Cmd,10s)
 Retribution - (Slf,Mag,Enc,Cht)

Second Level

Ancestral Strike - (Slf,Mag,Enc,10m)
 Aura of Defence - (Slf,Mag,Enc,10s)
 Chant of Protection - (Prox,Phy,Enc,Cht)
 Chant of Sanctuary - (Prox,Pat,Enc,Cht)
 Halt - (Rng,Phy,Imb,10s)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Lay to Rest - (Rit,Mag,Spc,1m)
 Speak With Dead - (Prox,Pat,Cmd,1m)

Third Level

Ethereal weapon - (Slf,Mag,Enc,10m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 High Dismiss - (Rng,Mag,Spc,Ins)
 Mass Fear - (Mss,Mnd,Cmd,Cht,10m)
 Paladins Armour - (Prox,Mag,Enc,Tmo)
 Protection from Paralysis - (Prox,Pat,Enc,Tmo)
 Shield from Corruption - (Prox,Pat,Enc,10m)
 Speak with Ancestor - (Rit,Mag,Spc,5m)

Light Incantation This list is gained instead of the normal incantation list. Incantation vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Befriend - (Rng,Mnd,Cmd,10s)
 Countermagic - (Rng,Mag,Ctr,Ins)
 Cure Wound - (Prox,Phy,Cur,Ins)
 Remove Disease - (Prox,Pat,Cur,Ins)
 Detect Unliving - (Mss,Pat,Det,Ins)
 Dismiss - (Rng,Mag,Spc,Ins)
 Remove Fear - (Prox,Mnd,Enc,1m)
 Retribution - (Slf,Mag,Enc,Cht)

Second Level

Aura of Defence - (Slf,Mag,Enc,10s)
 Chant of Protection - (Prox,Phy,Enc,Cht)
 Chant of Sanctuary - (Prox,Pat,Enc,Cht)
 Remove Decay - (Prox,Pat,Cur,Ins)
 Full Cure - (Prox,Phy,Cur,Ins)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Lay to Rest - (Rit,Mag,Spc,1m)
 Speak with Dead - (Prox,Pat,Cmd,1m)

Third Level

Smite (Slf,Mag,Enc,1m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 High Dismiss - (Rng,Mag,Spc,Ins)
 Paladins armour - (Prox,Mag,Enc,Tmo)
 Protection from Paralysis - (Prox,Pat,Enc,Tmo)
 Fortify Body - (Prox,Phy,Enc,10m)
 Shield from Corruption - (Prox,Pat,Enc,10m)
 Speak with Ancestor - (Rit,Mag,Spc,5m)

Dark Incantation This list is gained instead of the normal incantation list. Incantation vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Befriend - (Rng,Mnd,Cmd,10s)
 Confusion - (Rng,Mnd,Cmd,10s)
 Control Unliving - (Rng,Pat,Cmd,Var)
 Countermagic - (Rng,Mag,Ctr,Ins)
 Detect Unliving - (Mss,Pat,Det,Ins)
 Fear - (Rng,Mnd,Cmd,10s)
 Repair Unliving - (Prox,Pat,Cur,Cht)
 Retribution - (Slf,Mag,Enc,Cht)

Second Level

Ancestral Strike - (Slf,Mag,Enc,10m)
 Aura of Defence - (Slf,Mag,Enc,10s)
 Chant of Protection - (Prox,Phy,Enc,Cht)
 Wasting - (Rit,Mag,Spc,1m)
 Halt - (Rng,Phy,Imb,10s)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Lay to Rest - (Rit,Mag,Spc,1m)
 Speak with Dead - (Prox,Pat,Cmd,1m)

Third Level

Harm - (Slf,Mag,Enc,1m)
 High Control Unliving - (Rng,Pat,Cmd,Var)
 High Countermagic - (Rng,Pat,Ctr,Ins)
 Mass Fear - (Mss,Mnd,Cmd,Cht,10m)
 Paladins armour - (Prox,Mag,Enc,Tmo)
 Protection from Paralysis - (Prox,Pat,Enc,Tmo)
 Shield from Corruption - (Prox,Pat,Enc,10m)
 Speak with Ancestor - (Rit,Mag,Spc,5m)

Cast All Incantation Incantation vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Befriend - (Rng,Mnd,Cmd,10s)
 Confusion - (Rng,Mnd,Cmd,10s)
 Countermagic - (Rng,Mag,Ctr,Ins)
 Cure Wound - (Prox,Phy,Cur,Ins)
 Detect Unliving - (Mss,Pat,Det,Ins)
 Dismiss - (Rng,Mag,Spc,Ins)
 Fear - (Rng,Mnd,Cmd,10s)
 Retribution - (Slf,Mag,Enc,Cht)
 Remove Disease - (Prox,Pat,Cur,Ins)
 Remove Fear - (Prox,Mnd,Enc,1m)
 Control Unliving - (Rng,Pat,Cmd,Var)
 Repair Unliving - (Prox,Pat,Cur,Cht)

Second Level

Ancestral Strike - (Slf,Mag,Enc,10m)
 Aura of Defence - (Slf,Mag,Enc,10s)
 Chant of Protection - (Prox,Phy,Enc,Cht)
 Chant of Sanctuary - (Prox,Pat,Enc,Cht)
 Halt - (Rng,Phy,Imb,10s)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Lay to Rest - (Rit,Mag,Spc,1m)
 Speak With Dead - (Prox,Pat,Cmd,1m)
 Remove Decay - (Prox,Pat,Cur,Ins)
 Full Cure - (Prox,Phy,Cur,Ins)
 Wasting - (Rit,Mag,Spc,1m)

Third Level

Ethereal weapon - (Slf,Mag,Enc,10m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 High Dismiss - (Rng,Mag,Spc,Ins)
 Mass Fear - (Mss,Mnd,Cmd,Cht,10m)
 Paladins Armour - (Prox,Mag,Enc,Tmo)
 Protection from Paralysis - (Prox,Pat,Enc,Tmo)
 Shield from Corruption - (Prox,Pat,Enc,10m)
 Speak with Ancestor - (Rit,Mag,Spc,5m)
 Smite (Slf,Mag,Enc,1m)
 Fortify Body - (Prox,Phy,Enc,10m)
 Harm - (Slf,Mag,Enc,1m)
 High Control Unliving - (Rng,Pat,Cmd,Var)

Key for Spell Lists

Range

Mss = Mass
 Rng = Ranged
 Prox = Proximity
 Slf = Self
 Rit = Rite

Class

Mag = Magical
 Mnd = Mind
 Pat = Pattern
 Phy = Physical

Characteristic

Cmd = Command
 Ctr = Counter
 Cur = Cure
 Dam = Damage
 Det = Detect
 Enc = Enchant
 For = Force
 Imb = Immobilise
 Spc = Special

Duration

Ins = Instant
 10/30s = 10/30 seconds
 1m = 1 minute
 10m = 10 minutes
 1hr = 1 hour
 Cht = Chant
 Tmo = Time-out
 Var = Variable
 Dot = Damage over time

Spellcasting Lists (Magecraft – Spells of The Void/Magic)

The tables below show all the Spellcraft spells lists that are available. The brackets following each spell name show the Range, Class, Characteristics and Duration of the spell. It is recommended that a spellcaster carry a pen for the spells and effects that may require writing on a sigil.

Spellcasting Spellcasting vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Countermagic - (Rng,Mag,Ctr,Ins)
 Detect Magic - (Mss,Mag,Det,Ins)
 Purge Poison - (Prox,Phy,Cur,Ins)
 Fumble - (Rng,Phy,For,Ins)
 Mend - (Prox,Phy,Cur,Ins)
 Repel - (Rng,Phy,For,10s)
 Strikedown - (Rng,Phy,For,Ins)
 Trace Transport - (Rit,Mag,Det,1m)

Second Level

Blast - (Rng,Mag,Dam,Ins)
 Chant of Melee Immunity - (Prox,Phy,Enc,Cht)
 Cause Corrosion - (Slf,Mag,Enc,Dot)
 Enthral - (Rng,Mnd,Cmd,Cht)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Mute - (Rng,Phy,For,1m)
 Sleep - (Rng,Mnd,Cmd,10s)
 Shatter - (Rng,Phy,For,Ins)

Third Level

Aura of Immunity - (Slf,Mag,Enc,Cht)
 Chant of Forbidding - (Mss,Phy,For,Cht)
 Freeze - (Rng,Mag,Imb,1m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 Mage Armour - (Prox,Mag,Enc,Tmo)
 Mage Bolt - (Rng,Mag,Dam,Ins)
 Teleport - (Rit,Mag,Spc,10s)
 Weapon of Primal Magic - (Slf,Mag,Enc,Tmo)

Enchanting This list is gained instead of the normal Spellcasting list. Spellcasting vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Countermagic - (Rng,Mag,Ctr,Ins)
 Detect Magic - (Mss,Mag,Det,Ins)
 Fumble - (Rng,Phy,For,Ins)
 Mend - (Prox,Phy,Cur,Ins)
 Mend Armour - (Prox,Phy,Cur,Ins)
 Purge Poison - (Prox,Phy,Cur,Ins)
 Strikedown - (Rng,Phy,For,Ins)
 Trace Transport - (Rit,Mag,Det,1m)

Second Level

Blast - (Rng,Mag,Dam,Ins)
 Chant of Melee Immunity - (Prox,Phy,Enc,Cht)
 Purge all Poisons - (Prox,Phy,Cur,Ins)
 Infuse Shield - (Prox,Mag,Enc,10m)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Mute - (Rng,Phy,For,1m)
 Shatter - (Rng,Phy,Frc,Ins)
 Sleep - (Rng,Mnd,Cmd,10s)

Third Level

Endurance - (Prox,Phy,Enc,Tmo)
 Freeze - (Rng,Mag,Imb,1m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 Mage Armour - (Prox,Mag,Enc,Tmo)
 Mage Bolt - (Rng,Mag,Dam,Ins)
 Fortify Body - (Prox,Phy,Enc,10m)
 Teleport - (Rit,Mag,Spc,10s)
 Weapon of Primal Magic - (Slf,Mag,Enc,Tmo)

Shadow Magic This list is gained instead of the normal Spellcasting list. Spellcasting vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Control Unliving - (Rng,Pat,Cmd,Var)
 Countermagic - (Rng,Mag,Ctr,Ins)
 Detect Unliving - (Mss,Pat,Det,Ins)
 Fumble - (Rng,Phy,For,Ins)
 Mend - (Prox,Phy,Cur,Ins)
 Fear - (Rng,Mnd,Cmd,10s)
 Strikedown - (Rng,Phy,For,Ins)
 Trace Transport - (Rit,Mag,Det,1m)

Second Level

Blast - (Rng,Mag,Dam,Ins)
 Chant of Melee Immunity - (Prox,Phy,Enc,Cht)
 Wasting - (Rit,Mag,Spc, 1m)
 Cause Corrosion - (Slf,Mag,Enc,Dot)
 Bind Unliving - (Rng,Pat,Imb,30s)
 Mute - (Rng,Phy,For,1m)
 Sleep - (Rng,Mnd,Cmd,10s)
 Shatter - (Rng,Phy,For,Ins)

Third Level

Aura of Immunity - (Slf,Mag,Enc,Cht)
 High Control Unliving - (Rng,Pat,Cmd,Var)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 Mage Armour - (Prox,Mag,Enc,Tmo)
 Mage Bolt - (Rng,Mag,Dam,Ins)
 Mass Fear - (Mss,Mnd,Cmd,10m)
 Teleport - (Rit,Mag,Spc,10s)
 Weapon of Primal Magic - (Slf,Mag,Enc,Tmo)

Cast All Spellcasting Spellcasting vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level

Countermagic - (Rng,Mag,Ctr,Ins)
 Detect Magic - (Mss,Mag,Det,Ins)
 Purge Poison - (Prox,Phy,Cur,Ins)
 Fumble - (Rng,Phy,For,Ins)
 Mend - (Prox,Phy,Cur,Ins)
 Repel - (Rng,Phy,For,10s)
 Strikedown - (Rng,Phy,For,Ins)
 Trace Transport - (Rit,Mag,Det,1m)
 Mend Armour - (Prox,Phy,Cur,Ins)
 Fear - (Rng,Mnd,Cmd,10s)
 Detect Unliving - (Mss,Pat,Det,Ins)

Second Level

Blast - (Rng,Mag,Dam,Ins)
 Chant of Melee Immunity - (Prox,Phy,Enc,Cht)
 Cause Corrosion - (Slf,Mag,Enc,Dot)
 Enthral - (Rng,Mnd,Cmd,Cht)
 Iron Will - (Prox,Mag,Enc,Tmo)
 Mute - (Rng,Phy,For,1m)
 Sleep - (Rng,Mnd,Cmd,10s)
 Shatter - (Rng,Phy,For,Ins)
 Purge all Poisons - (Prox,Phy,Cur,Ins)
 Infuse Shield - (Prox,Mag,Enc,10m)
 Bind Unliving - (Rng,Pat,Imb,30s)
 Wasting - (Rit,Mag,Spc, 1m)

Third Level

Aura of Immunity - (Slf,Mag,Enc,Cht)
 Chant of Forbidding - (Mss,Phy,For,Cht)
 Freeze - (Rng,Mag,Imb,1m)
 High Countermagic - (Rng,Mag,Ctr,Ins)
 Mage Armour - (Prox,Mag,Enc,Tmo)
 Mage Bolt - (Rng,Mag,Dam,Ins)
 Teleport - (Rit,Mag,Spc,10s)
 Weapon of Primal Magic - (Slf,Mag,Enc,Tmo)
 Endurance - (Prox,Phy,Enc,Tmo)
 Fortify Body - (Prox,Phy,Enc,10m)
 Mass Fear - (Mss,Mnd,Cmd,10m)
 High Control Unliving - (Rng,Pat,Cmd,Var)

Key for Spell Lists

Range

Mss = Mass
 Rng = Ranged
 Prox = Proximity
 Slf = Self
 Rit = Rite

Class

Mag = Magical
 Mnd = Mind
 Pat = Pattern
 Phy = Physical

Characteristic

Cmd = Command
 Ctr = Counter
 Cur = Cure
 Dam = Damage
 Det = Detect
 Enc = Enchant
 For = Force
 Imb = Immobilise
 Spc = Special

Duration

Ins = Instant
 10/30s = 10/30 seconds
 1m = 1 minute
 10m = 10 minutes
 1hr = 1 hour
 Cht = Chant
 Tmo = Time-out
 Var = Variable
 Dot = Damage over time

Channelling Lists (Healing and Corruption – Life and Death/Unlife)

The tables below show all the Channelling spells lists that are available. The brackets following each spell name show the Range, Class, Characteristics and Duration of the spell. It is recommended that a spellcaster carry a pen for the spells and effects that may require writing on a sigil.

Healing Healing vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Heal Wound - (Prox,Pat,Cur,Cht)	Aura of Defence - (Slf,Mag,Enc,10s)	Endurance - (Prox,Phy,Enc,Tmo)
Purge Poison - (Prox,Phy,Cur,Ins)	Carapace Armour - (Prox,Phy,Enc,Tmo)	Shield from Corruption - (Prox,Pat,Enc,10m)
Remove Disease - (Prox,Pat,Cur,Ins)	Heal Fatal Wound - (Prox,Pat,Cur,10s)	Cleanse Pattern - (Mss,Pat,Cur,Ins)
Remove Fear - (Prox,Mnd,Enc,1m)	Purge all Poisons - (Prox,Phy,Cur,Ins)	Total Heal - (Prox,Pat,Cur,10s)
Remove Paralysis - (Prox,Pat,Cur,1m)	Remove Decay - (Prox,Pat,Cur,Ins)	High Carapace Armour - (Prox,Phy,Enc,Tmo)

Corruption Corruption vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Enthral Unliving - (Rng,Mnd,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,Tmo)
Detect Unliving - (Mss,Pat,Det,Ins)	Wasting - (Rit,Mag,Spc, 1m)	High Control Unliving - (Rng,Pat,Cmd,Var)
Fear - (Rng,Mnd,Cmd,10s)	Bind Unliving - (Rng,Pat,Imb,30s)	Mass Fear - (Mss,Mnd,Cmd,Cht,10m)
Repair Unliving - (Prox,Pat,Cur,Cht)	Carapace Armour - (Prox,Phy,Enc,Tmo)	Total Repair Unliving - (Prox,Pat,Cur,10s)

Key for Spell Lists

Range	Class	Characteristic	Duration
Mss = Mass	Mag = Magical	Cmd = Command	Ins = Instant
Rng = Ranged	Mnd = Mind	Ctr = Counter	10/30s = 10/30 seconds
Prox = Proximity	Pat = Pattern	Cur = Cure	1m = 1 minute
Slf = Self	Phy = Physical	Dam = Damage	10m = 10 minutes
Rit = Rite		Det = Detect	1hr = 1 hour
		Enc = Enchant	Cht = Chant
		For = Force	Tmo = Time-out
		Imb = <i>Immobilise</i>	Var = Variable
		Spc = Special	Dot = Damage over time

Summoning Lists (Expert Abilities/Additions to Spell Lists)

The following lists gain the ability to *Control* and heal various creatures with links to the Void/Magic and other exotic places. These skills are in addition to your existing skills and do not replace them. All summoning and creation of playable special creatures works through Rituals performed in Ritual Circles.

Necromancy Necromancy effects deal in the raising and healing of Unliving. Necromancy vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Corrupt Body - (Rit, Mag, Spc, 1m) -	Full Repair Unliving - (Prox, Phy, Cur, Ins) Strike for Flame - (Sif, Mag, Enc, 1m)	Greater Corrupt Body - (Rit, Mag, Spc, 1m) Speak with Unliving - (Rit, Mag, Spc, 5m)

Daemonology Daemonology effects deal in the *Controlling* and healing of Daemonic creatures. Daemonology vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Control Daemon - (Rng, Pat, Cmd, Var) -	Full Cure Daemon - (Prox, Phy, Cur, Ins) Strike for Water - (Sif, Mag, Enc, 1m)	High Control Daemon - (Rng, Pat, Cmd, Var) Speak with Daemon - (Rit, Mag, Spc, 5m)

Theology Theology effects deal in the *Controlling* and healing of Ancestral creatures. Theology vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Control Ancestral - (Rng, Pat, Cmd, Var) -	Full Cure Ancestral - (Prox, Phy, Cur, Ins) Strike for Air - (Sif, Mag, Enc, 1m)	High Control Ancestral - (Rng, Pat, Cmd, Var) Speak with Ancestor - (Rit, Mag, Spc, 5m)

Elementalism Elementalism effects deal in the *Controlling* and healing of Elemental creatures. Elementalism vocals: “By my Power” and “By my High Magic Power” for Third level spells. You may add to these vocals if you wish, but these embellishments must include the base vocal requirement as written.

First Level	Second Level	Third Level
Control Elemental - (Rng, Pat, Cmd, Var) -	Full Cure Elemental - (Prox, Phy, Cur, Ins) Strike for Earth - (Sif, Mag, Enc, 1m)	High Control Elemental - (Rng, Pat, Cmd, Var) Speak with Elemental - (Rit, Mag, Spc, 5m)

Ritual Magic Lists (Abilities/Additions to Spell Lists)

The following lists gain the ability to cast the spells linked to the Network and Ritual Circles of Erdreja. They require some form of Knowledge and use of the weaves of Magic.

Ritual Magic Spells Ritual Magic Spells are a specialism in the use or Transport and Ritual Circles for empowerment and travelling long distances using the Network of Circles that span Erdreja.

First Level	Second Level	Third Level
Transportation - (Rit, Mag, Spc, 1m) -	-	Network Attunement - (Sif, Rit, Mag, Spc, 1m)

Key for Spell Lists

Range	Class	Characteristic	Duration
Mss = Mass	Mag = Magical	Cmd = Command	Ins = Instant
Rng = Ranged	Mnd = Mind	Ctr = Counter	10/30s = 10/30 seconds
Prox = Proximity	Pat = Pattern	Cur = Cure	1m = 1 minute
Sif = Self	Phy = Physical	Dam = Damage	10m = 10 minutes
Rit = Rite		Det = Detect	1hr = 1 hour
		Enc = Enchant	Cht = Chant
		For = Force	Tmo = Time-out
		Imb = Immobilise	Var = Variable
		Spc = Special	Dot = Damage over time

Full Spell Descriptions

Description of all the spells for every spell list in alphabetical order. Some spells appear on several casting lists but will function in exactly the same way. It is recommended that a spellcaster carry a pen for the spells and effects that may require writing of a sigil.

Ancestral Strike

Self Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Enchant my weapon'

For 10 minutes the caster gains the ability to strike (or shoot) for 'Enchanted' with any melee or projectile weapon in their primary hand or a large melee weapon held in both hands, unless the weapon already does a damage type other than normal (e.g. silver/natural). The weapon does not count as enchanted in any way other than to strike (or shoot) for enchanted damage and you may swap weapons during the spell effect.

Aura of Defence

Self Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power '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. This does not grant immunity to Global or Mass Spells or effects or spells preceded by the caster's Elemental Weakness.

Aura of Immunity

Self Magical Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power '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. The caster will not gain the benefit of the Aura of Immunity until the chant has been started – this means that the initial vocal must be completed before the effect of the immunity takes effect. This spell is a chant.

Befriend

Ranged Mind Command Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I befriend you!'

The target believes that the caster is their only ally and that they must be defended for 10 seconds (from everyone and everything around). If the caster attacks the target in any way then this effect immediately ends. This effect is a *Charm*.

Bind Unliving

Ranged Pattern Immobilisation Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power 'I Bind Unliving'

For 30 seconds the target with an Unliving Pattern is *Immobilised*.

Blast

Ranged Magical Damage Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Blast your <location>'

The target takes an Enchanted hit to the named location.

Carapace Armour

Proximity Physical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I grant you Carapace Armour'

Until time-out of that day, if the target has the Healing or Corruption CS (any level), they gain +1 Natural Armour (all locations). This is a sigil effect and must be recorded on the target's Daily Sigil record. The effects of Carapace Armour and High Carapace armour do not stack and only one of these Sigil effects may be cast on a character at a time. These sigil effects will stack/improve any NAV (Natural Armour) Occupational Creature Skill (Max 4 NAV).

Cause Corrosion

Self Magical Enchant Damage over Time Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I imbue my weapon to Cause Corrosion'

The caster's next non-parried successful blow with the melee weapon held in their primary hand or a large melee weapon held in both hands will strike for the Corrosion damage effect, unless the weapon already generates another damage effect. If they do not strike someone within 1 min the effect will be lost. Alternatively, the caster may imbue a single projectile with the Corrosion effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target, the location struck gains the Corrosion effect. This damage effect converts the damage type to Enchanted against Armour (AV, MAV and NAV). If an armoured location has been struck with the Corrosion effect – after 30 seconds the armour effectiveness will reduce by 1 and will continue to reduce every 30 seconds until a purge poison effect is used on the armour location. Once the armour location has been reduced to zero the Corrosion effect ends. Alternatively, a character with the Repair Enchanted Items or Repair Destroyed item may roleplay removing damaged sections of the affected armour and remove the Corrosion effect from the location – this action will take 30 seconds per location.

Cause Disease

Self Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I imbue my weapon to Cause Disease'

The caster's next non-parried 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. Alternatively, the caster may imbue a single projectile with the Disease effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is stuck with the Disease 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

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I imbue my weapon to Cause Fatal Wound'

The caster's next non-parried 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. Alternatively, the caster may imbue a single projectile with the Fatal effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is stuck with the Fatal effect.

Cause Paralysis

Self Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I imbue my weapon to inflict Paralysis'

The caster's next non-parried 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. Alternatively, the caster may imbue a single projectile with the Paralysis effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is stuck with the Paralysis effect. This effect does not change the damage type of the weapon and can be used with a weapon of any damage type.

Chant of Forbidding

Mass Physical Force Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I claim Forbidding'

Requires a free hand to cast and maintain the chant. 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. This spell is a chant.

Chant of Heal Wound

Proximity Pattern Cure Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Heal this wound'

This will only be effective on a being with a Living Pattern. This effect restores 1 point of damage to the location, for every full 10 seconds of casting the spell holding the casting hand within proximity range (1ft), 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 will not be effective on a location suffering from a Fatal Wound, or on a character under the effects Disease or Decay. This spell is a chant.

Chant of Mass Fear

Mass Mind Command Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I cause Mass Fear'

Requires a free hand to cast and maintain the chant. For as long as the caster chants, the caster may create the effect Innate Mass Fear at will. Whilst chanting this effect the caster cannot move faster than a slow walk. Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal for safety reasons. This spell is a chant.

Chant of Melee Immunity

Proximity Physical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I grant you Immunity to Melee Weapons'

Whilst the caster stands behind and within proximity range of the target and maintains the chant, the target (not the caster) is *Immune* to Normal damage delivered by melee weapons. If the caster breaks concentration, breaks proximity range or the chant is terminated then this effect ends. You may target yourself by touching your torso with your primary hand during the initial casting. After the initial cast, you may take any action, including fighting, that does not require *concentration*. This spell is a chant.

Chant of Protection

Proximity Physical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals By my Power 'I grant you Protection'

Whilst the caster stands behind and within proximity range of the target and maintains the chant, 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. When you are struck for the first time on a location you should respond with the out-of-character vocal "Chant of Protection" to acknowledge the deflection of the blow. You may target yourself by touching your torso with your primary hand during the initial casting. After the initial cast, you may take any action, including fighting, that does not require *concentration*. This spell is a chant.

Chant of Retribution

Self Magical Enchant Effect

Level 1 Effect - 1 Power Required

Vocals By my Power 'I claim Retribution'

Requires a free hand to cast and maintain the chant. 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. This spell is a chant.

Chant of Sanctuary

Proximity Pattern Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I grant you Sanctuary'

The caster may prevent the target from dying, so long as the caster continues to chant and maintain proximity with the target with at least one free 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 that requires concentration whilst maintaining this chant. 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 **venom**. 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 a target affected by Petrify or Dismiss**. This effect is only effective upon a character with a living pattern. Requires concentration. This spell is a chant. **Please note that a target affected by a Venom may only be held at the moment before death for a maximum of 30 mins (total) – after this time has elapsed, any Sanctuary attempt will fail and the target will be declared dead.**

Cleanse Pattern

Mass Pattern Cure Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I Cleanse these Patterns - Mass Remove Disease and Decay'

The character may cast a Mass Remove Disease and Decay effect using 4 of their own Spell Power. This is a level 3 Mass spell and cannot be countered. In addition, once this spell has been cast the caster is Immune to Disease and Decay for the next 10 minutes. *This spell follows the rules for casting a Mass effect - see P13.*

Confusion

Ranged Mind Command Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I confuse you'

For 10 seconds, or until they are struck, the target will be generally unsure of what is going on around them. They can do nothing apart from stand still and observe things going on around them. The target can parry or block (for personal defence) with their weapon or shield, but cannot attack, defend others or cast spells until the effect expires or they have been struck (whichever is sooner). This effect breaks *Concentration*.

Control <target group> (Rank 2)

Ranged Pattern Command Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Control <target group> Rank 2'

Targets a controllable creature within 30ft of a specific type (Unliving, Elemental, Ancestral or Daemonic). If the Control Total EQUALS or EXCEEDS the targets Control Level, the target is Controlled (see effect on a Controlled Creature below). If the Control total is lower than the targets Control level, the Control has no effect and the power is wasted. If a target has multiple Control levels (different types) the Control will only target the specific type (i.e. Daemonic). A Control may also be augmented by an occupational skill and a single item per creature when contributing to a wedge A Controlling character may end their Control of a Creature by explicitly stating that the Control effect has ended.

Controlled Creature

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
- A Controllable Creature may only be under one Control at a time
- Subsequent Controls will immediately end and replace the original Control
- Must follow the directions of that Controller to the best of their ability
- May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
- May only be Controlled by the same character three times (maximum) during one day

Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading

Countermagic

Ranged Magical Counter Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I counter that spell'

This stops a single level 1 or 2 ranged effect occurring to the target of the spell, 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 and counter another standard countermagic (but can be countered by a High Countermagic). You can still cast this spell even if the effect that you are countering would prevent you from doing so.

Corrupt Body

Rite Magical Special 1 Min

Level 1 Effect - 1 Power Required

Actions: Role-play at least a 1-minute ceremony over a dead body.

Effects: Completely destroys (removes from an in-character area) a dead body meaning that that Speak to Dead will not work. This effect will destroy a body over a 10 minute period leaving no trace behind, during this time the corpse will remain in play and can be affected by spells, searching and is recognisable as the character to those familiar with them. Please remember that under normal circumstances a corpse will only remain in play for one hour after death (see Character Death and Retirement section) after which Erdreja will remove the corpse.

Cure Wound

Proximity Physical Cure Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power '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 suffering from a fatal wound or the effects Disease or Decay.

Detect Magic

Mass Magical Detect Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power '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 addition a referee or marshal may "Ping" for an item not held by a character). 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 PR of 1 or more.

Detect Unliving

Mass Pattern Detect Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power '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 (Rank 2)

Ranged Magical Special Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Dismiss you Rank 2'

Targets a dismissible creature within 30ft. If the Dismiss Total EQUALS or EXCEEDS the targets Dismiss Level, the target is Dismissed (see effect of Dismiss on a creature, possession or item below). If the Dismiss total is lower than the targets Dismiss Level, the Dismiss has no effect and the power is wasted. A single Dismiss can affect several dismiss levels if a target has multiple Dismiss types. Dismiss may also be augmented by an occupational skill and a single item per creature when contributing to a wedge.

Dismissed Creature

- Destroys all body locations (-1 LHV)
- Places the target into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
- To remove a Dismiss an Elemental creature requires each location to be healed to minimum of 1LHV by a Full Cure Elemental effect
- To remove a Dismiss an Ancestral creature requires each location to be healed to minimum of 1LHV by a Full Cure Ancestral effect
- To remove a Dismiss an Unliving creature requires each location to be repaired to minimum of 1LHV by a Full Repair Unliving effect
- To remove a Dismiss a Daemonic creature requires each location to be healed to minimum of 1LHV by a Full Cure Daemon effect

Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above

Dismissed Possession or item

- Destroys the Possession or item and have no further effect unless a lammie or loresheet explicitly states

Ethereal Weapon

Self Magical Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'allow me to Affect <X>'

For 10 minutes the caster gains the ability to strike (or shoot) for Affect <X> with any melee or projectile 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, Affect Elemental, Affect Unliving or Affect Ancestral and then cannot be changed for the duration of this effect. You may swap weapons during the spell effect.

Embody Unliving

Self Pattern Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Embody Unliving'

The caster corrupts their own pattern into that similar to an Unliving and lasts until time-out of that day. 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 (Excluding Unliving). Unliving creatures do not gain any of the above benefits – instead they will gain +1LHV whilst the High Sigil is active (this will stack with the Occupational Skill +1LHV - i.e. +2LHV). This is a sigil effect and must be recorded on the target's Daily Sigil record. If you are *Dismissed*, the effect will immediately terminate, and you will take a Fatal effect to the torso.

Endurance

Proximity Physical Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I grant you Endurance'

Until time-out of that day, the target's body locations' maximum hits are increased by 1 (+1 LHV). (See Body Locations, Gaining and Losing Hits). This is a sigil effect and must be recorded on the targets Daily Sigil record. This effect is only effective upon a character with a living pattern.

Enthral

Ranged Mind Command Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power '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 the target takes a wound (not armour damage) or if the caster ceases to speak meaningfully. This effect is a *Charm* and breaks *concentration*.

Enthral Unliving

Ranged Mind Command Effect

Level 1 Effect – 1 Power Required

Vocals: By my Power 'I Enthral Unliving'

For as long as the caster continues to talk in meaningful sentences (as per a chant), the target Unliving will follow them anywhere. Whilst under this effect the target Unliving cannot cast any spells or perform any action other than to follow the caster. This effect will be broken if the target takes damage (not armour damage) or if the caster ceases to speak meaningfully. This effect is a *Charm* and breaks *concentration*.

Fear

Ranged Mind Command Effect

Level 1 Effect – 1 Power Required

Vocals: By my Power '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.

Fortify Body

Proximity Physical Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Fortify my Body'

For 10 minutes the target and their armour become *Immune* to the Through and Crush effects (not Artefact or Elemental Weakness blows of Through or Crush). The caster must use a free hand to cast the spell.

Freeze

Ranged Magical immobilisation

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Freeze you'

For 1 minute, the target is rendered *Immobile* (target should stay comfortably still and not move, cast spells, or perform any other in-character actions including parrying/striking blows etc.).

Full Cure

Proximity Physical Cure Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power 'I Fully Cure your <location>'

Restores all locational hits to a single 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>

Proximity Physical Cure Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power '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

Proximity Physical Cure Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power '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

Level 1 Effect – 1 Power Required

Vocals: By my Power Fumble that <item>'

The specified item becomes unstable in the target's grasp and may not be used effectively for 10 seconds. If the item targeted is a Melee weapon (incl. Weapon Claws) it may not be used for striking or causing damage – (or for parrying blows). If the target is a shield it may not be used to parry blows (the arm location holding the shield counts as not having a shield at all for protection whilst the shield has been fumbled). If the target is a ranged weapon such as a bow it may not be used with projectiles. Whilst the item is affected by the spell you may swap it to a free hand, sheath the weapon or even allow the item to drop to the ground if safe to do so. Once the 10 seconds has elapsed the item may be used again. If this spell effect is delivered by a weapon blow this spell will affect a weapon or shield that is used to parry or block the blow.

Greater Corrupt Body

Rite Magical Special 1 Min

Level 3 Effect – 4 Power Required

Actions: Role-play at least a 1-minute ceremony within Proximity distance of a dead body.

Effects: Completely destroys (removes from an in-character area) a dead body meaning that that Speak to Dead will not work. This effect will destroy a body on completion of the Rite leaving no trace behind. Please remember that under normal circumstances a corpse will only remain in play for one hour after death (see Character Death and Retirement section) after which Erdreja will remove the corpse.

Halt

Ranged Physical Immobilisation Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power 'I Halt you'

For 10 seconds the target is *Immobilised*.

Harm

Self Magical Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I imbue my weapon to do great Harm'

The caster's next non-parried 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. Alternatively, the caster may

imbue a single projectile with the Harm effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is stuck with the Harm effect.

Heal Fatal Wound

Proximity Pattern Cure Effect

Level 2 Effect – 2 Power Required

Vocals: By my Power '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 effect before that location can be healed. This spell is a chant.

High Carapace Armour

Proximity Physical Enchant Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I grant you High Carapace Armour'

Until time-out of that day, if the target has the Healing or Corruption CS (any level), they gain +2 Natural Armour (all locations). This is a sigil effect and must be recorded on the target's Daily Sigil record. The effects of Carapace Armour and High Carapace armour do not stack and only one of these Sigil effects may be cast on a character at a time. This sigil effect will stack/improve any NAV (Natural Armour) Occupational Creature Skill (Max 4 NAV).

High Control <target group> (Rank 8)

Ranged Pattern Command Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Control <target group> rank 8'

Targets a controllable creature within 30ft of a specific type (Unliving, Elemental, Ancestral or Daemonic). If the Control Total EQUALS or EXCEEDS the targets Control Level, the target is Controlled (see effect on a Controlled Creature below). If the Control total is lower than the targets Control level, the Control has no effect and the power is wasted. If a target has multiple Control levels (different types) the Control will only target the specific type (i.e. Daemonic). A Control may also be augmented by an occupational skill and a single item per creature when contributing to a wedge. A Controlling character may end their Control of a Creature by explicitly stating that the Control effect has ended.

Controlled Creature

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
- A Controllable Creature may only be under one Control at a time
- Subsequent Controls will immediately end and replace the original Control
- Must follow the directions of that Controller to the best of their ability
- May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
- May only be Controlled by the same character three times (maximum) during one day

Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading

High Countermagic

Ranged Magical Counter Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Counter that spell'

This stops a single level 1, 2 or 3 ranged effect occurring to the target of the spell, 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 or another High Countermagic. You can counter a normal countermagic. You can still cast this spell even if the effect that you are countering would prevent you from doing so.

High Dismiss (Rank 8)

Ranged Magical Special Effect

Level 3 Effect – 4 Power Required

Vocals: By my High Magic Power 'I Dismiss you Rank 8'

Targets a dismissible creature within 30ft. If the Dismiss Total EQUALS or EXCEEDS the targets Dismiss Level, the target is Dismissed (see effect of Dismiss on a creature, possession or item below). If the Dismiss total is lower than the targets Dismiss Level, the Dismiss has no effect and the power is wasted. A single Dismiss can affect several dismiss levels if a target has multiple Dismiss types. Dismiss may also be augmented by an occupational skill and a single item per creature when contributing to a wedge.

Dismissed Creature

- Destroys all body locations (-1 LHV)
- Places the target into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
- To remove a Dismiss an Elemental creature requires each location to be healed to minimum of 1LHV by a Full Cure Elemental effect
- To remove a Dismiss an Ancestral creature requires each location to be healed to minimum of 1LHV by a Full Cure Ancestral effect
- To remove a Dismiss an Unliving creature requires each location to be repaired to minimum of 1LHV by a Full Repair Unliving effect
- To remove a Dismiss a Daemonic creature requires each location to be healed to minimum of 1LHV by a Full Cure Daemon effect

Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above

Dismissed Possession or item

- Destroys the Possession or item and have no further effect unless a lammie or loresheet explicitly states

Infuse Shield

Proximity Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Infuse this Shield with magic'

This spell will repair one shield held by target that has been Shattered or Destroyed. In addition, for 10 minutes, any shield the target uses will be *Immune* to the effects Shatter, Normal Crush and Enchanted Crush.

Iron Will

Proximity Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I grant you Iron Will'

Target may use this sigil as a Countermagic spell with the vocals "By my Iron Will, I Counter that spell". 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 type) and/or their casting hand is not available. This is a sigil effect and must be recorded on the target's Daily Sigil record. *A character may have multiple Iron Wills with a maximum of four being cast on any one target per day (all of these Iron Will spells must be cast by the same character) – if an attempt is made to cast more than four Iron Will Sigils on a target per day the spell will fail, and the power of the caster will be wasted. Any Iron Wills not used by time-out of that day will be lost.*

Lay to Rest

Rite Magical Special 1 Min

Level 2 Effect - 2 Power Required

Actions: Role-play at least a 1-minute ceremony for the deceased.

Effects: If cast on a recently deceased body this effect prevents the pattern from being contacted using a Speak with Dead effect.

Please remember that under normal circumstances a corpse will only remain in play for one hour after death (see Character Death and Retirement section) and Erdreja will remove the corpse.

Mage Armour

Proximity Magical Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I grant you Mage Armour'

Until time-out of that day, if the target has the Spellcasting CS (any level), 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. This is a sigil effect and must be recorded on the target's Daily Sigil record. If this armour becomes damaged then any character with Spellcasting can repair it using a single power, to restore fully the protection value of the armour on a single location by holding the open palm of their casting hand towards the target (approx. 1ft away from 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

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I strike your <location> Mage Bolt'

- The Mage Bolt default damage type is Enchanted unless preceded by an Elemental Weakness or Artefact (e.g. Earth Mage Bolt will ignore the Immunity to Mage Bolt)
- Ignores all armour
- Destroys the Location targeted (ignoring the Ritual of Peace)
- Mage Bolt will not damage a target protected by Mage Armour but will destroy the Mage Armour

Mend

Proximity Physical Cure Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Mend this <item>'

Fully repairs the targeted weapon (including projectile weapons) or shield that has been Shattered.

Mend Armour

Proximity Physical Cure Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Repair this Armour'

The location's AV is fully restored. Note: This effect will not repair Magical (Mage Armour, Paladins Armour etc.) or Natural Armour of any kind. An armour location that is actively affected by a Corrosion effect cannot be mended by this spell until the Corrosion effect has been removed or the armour location reaches zero.

Mute

Ranged Physical Force Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power '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 in-character vocal. Any Chant effects, spells or Rites the target is casting will be interrupted.

Network Attunement

Self Rite Magical Special 1 Min

Level 3 Effect - 4 Power Required

Actions: Perform a rite for 1 minute whilst remaining in a ritual or transport circle (not a Transport Beacon) and use 4 power. Requires level 2 casting (any type) and Ritual Magic Level 3.

Effects: *The Ritualist may cast on themselves a single appropriate High Sigil aligned with their Highest level of Casting CS:* Incantation = Paladins Armour, Spellcasting = Mage Armour, Healing = High Carapace Armour, Corruption = Embody Unliving. This rite does not grant the ability to cast this High Sigil effect on anyone but themselves or to cast any other spell or effect. This ability is unique to those with the Level 3 Ritual Magic CS and may never be created in an item, through a power or other means. This is a sigil effect and must be recorded on the target's Daily Sigil record.

Paladins Armour

Proximity Magical Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: **By my High Magic Power 'I grant you Paladins Armour'**

Until time-out of that day, if the target has the Incantation CS (any Level), they gain magical armour with an AV of 2 on all locations. A Harm effect will destroy the armour completely, ending the Paladins Armour effect, but will not affect the target. If all locations reach 0 AV then this effect ends. This is a sigil effect and must be recorded on the targets Daily Sigil record. If this armour becomes damaged then any character with Incantation can repair it using a single power to restore fully the protection value of the armour on a single location, by holding the open palm of their casting hand towards the target (approx. 1ft away from it) and using the vocals "By my power I replenish this armour". The Paladins 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 Harm, which has the above affect.

Protection from Paralysis

Proximity Pattern Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: **By my High Magic Power 'I grant you Protection from Paralysis'**

Removes any Paralysis effect from which the target may be suffering. In addition, until time-out of that day, the target is *Immune* to the Paralysis effect. This is a sigil effect and must be recorded on the targets Daily Sigil record.

Purge All Poisons

Proximity Physical Cure Effect

Level 2 Effect - 2 Power Required

Vocals: **By my Power 'I Purge All Poisons'**

A more potent version of the Purge Poison Spell. May remove fully or be a part of a cure for Venoms inflicted on a target. Once all of the cure requirements of a venom have been administered (referee required) the active effects of the poison are removed, but this does not restore any damage already inflicted by the Venom. Alternatively, this effect will globally remove all Corrosion effects on a single target. Any active effects of the Corrosion are removed instantly, but this does not restore any damage already inflicted by the Corrosion.

Purge Poison

Proximity Physical Cure Effect

Level 1 Effect - 1 Power Required

Vocals: **By my Power 'I Purge Poisons'**

May remove fully or be a part of a cure for Venoms inflicted on a target. Once all of the cure requirements of a venom have been administered (referee required) the active effects of the poison are removed, but this does not restore any damage already inflicted by the Venom. Alternatively, this effect will remove a Corrosion effect on a single location of Armour. Any active effects of the Corrosion are removed instantly, but this does not restore any damage already inflicted by the Corrosion.

Remove Decay

Proximity Pattern Cure Effect

Level 2 Effect - 2 Power Required

Vocals: **By my Power '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

Proximity Pattern Cure Effect

Level 1 Effect - 1 Power Required

Vocals: **By my Power '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

Proximity Mind Enchant Effect

Level 1 Effect - 1 Power Required

Vocals: **By my Power 'I Remove Fear from your mind'**

Once the vocals are completed this will instantly remove any Fear effect from which the target may be suffering. In addition, for 1 minute, the target is *Immune* to all *Fear* effects.

Remove Paralysis

Proximity Pattern Cure Effect

Level 1 Effect - 1 Power Required

Vocals: **By my Power 'I Remove Paralysis from this body'**

Once the vocals are completed this will instantly remove any Paralysis effect from which the target may be suffering. This effect will not heal any damage. In addition, for 1 minute, the target is *Immune* to all *Paralysis* effects.

Repair Unliving

Proximity Pattern Cure Effect

Level 1 Effect - 1 Power Required

Vocals: **By my Power '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 proximity 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

Level 1 Effect - 1 Power Required

Vocals: By my Power '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.

Shatter <Item>

Ranged Physical Force Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Shatter that <Item>

Shatters the targeted weapon (including projectile weapons) or shield. The item can no longer be used for anything (including parrying). Shatter does not break an item into pieces; it merely renders the item unusable. Shatter will not work upon armour. A mend spell or effect will repair this item. If this spell effect is delivered by a weapon blow this spell will affect a weapon or shield that is used to parry or block the blow.

Shield from Corruption

Proximity Pattern Enchant effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I Shield you from Corruption'

Removes any Fatal, Decay, Disease and Paralysis effect from which the target may be suffering. In addition, for 10 minutes, the target is *Immune* to all *Fatal*, *Decay*, *Disease* and *Paralysis* effects.

Sleep

Ranged Mind Command Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power '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.

Smite

Self Magical Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: 'I imbue my weapon to Smite the Unliving'

The caster's next non-parried successful blow with the melee weapon in their primary hand or a large melee weapon held in both hands will strike for the Smite damage effect, unless the weapon already generates another damage effect. If they do not strike someone within 1min the effect will be lost, but they may swap weapons within this period without losing the effect. Alternatively, the caster may imbue a single projectile with the Smite effect. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is struck, with the smite effect. This effect only targets Unliving patterns. *Note: The Smite effect is a global effect for the purposes of detection and removal – however, only the location struck is destroyed.*

Speak with Ancestor

Rite Magical Special 5 Min

Level 3 Effect - 4 Power Required

Actions: Role-play at least a 5-minute ceremony to a specific Ancestral creature.

Effects: (Referee required) This allows you to ask a single detailed question of an Ancestor on the Ancestral Planes. The creature will reply to it only if it sees fit, and from its point of view (and may even respond untruthfully). The Ancestor will not respond immediately (response will often be overnight). A Speak with Ancestor form may be collected from Game Control and filled out with details as required and countersigned by the Referee. This ability can not be used to communicate with an Ancestral creature on Erdreja itself or an Ancestral creature that has been dismissed from Erdreja.

Speak with Daemon

Rite Magical Special 5 Min

Level 3 Effect - 4 Power Required

Actions: Role-play at least a 5-minute ceremony to a specific Daemonic creature.

Effects: (Referee required) This allows you to ask a single detailed question of a Daemon on the Daemonic Planes/Void. The creature will reply to it only if it sees fit, and from its point of view (and may even respond untruthfully). The Daemon will not respond immediately (response will often be overnight). A Speak with Daemon form may be collected from Game Control and filled out with details as required and countersigned by the Referee. This ability can not be used to communicate with a Daemonic creature on Erdreja itself or a Daemonic creature that has been dismissed from Erdreja.

Speak with Dead

Proximity Pattern Command Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Speak with the Dead'

For 1 minute, the caster may ask the body of a deceased character (whose pattern has not been Laid to Rest or otherwise has had the Pattern removed from the body completely) questions. They will respond with truthful one-word answers to the best of their IC knowledge. Answers are restricted to "Yes", "no" or "Unknown". This effect may be repeated until the body of the deceased character disappears (usually 1 hour). This effect will not work if the body has been raised as minor Unliving (Skeletons, Zombies, Ghouls etc).

Speak with Elemental

Rite Magical Special 5 Min

Level 3 Effect - 4 Power Required

Actions: Role-play at least a 5-minute ceremony to a specific Elemental creature.

Effects: (Referee required) This allows you to ask a single detailed question of an Elemental on the Elemental Planes. The creature will reply to it only if it sees fit, and from its point of view (and may even respond untruthfully). The Elemental will not respond immediately (response will often be overnight). A Speak with Elemental form may be collected from Game Control and filled out with details as required and countersigned by the Referee. This ability can not be used to communicate with an Elemental creature on Erdreja itself or an Elemental creature that has been dismissed from Erdreja.

Speak with Unliving

Rite Magical Special 5 Min

Level 3 Effect - 4 Power Required

Actions: Role-play at least a 5-minute ceremony to a specific Unliving creature.

Effects: (Referee required) This allows you to ask a single detailed question of an Unliving on the Planes of the Unliving. The creature will reply to it only if it sees fit, and from its point of view (and may even respond untruthfully). The Unliving will not respond immediately (response will often be overnight). A Speak with Unliving form may be collected from Game Control and filled out with details as required and countersigned by the Referee. This ability can not be used to communicate with an Unliving creature on Erdreja itself or an Unliving creature that has been dismissed from Erdreja.

Strikedown

Ranged Physical Force Effect

Level 1 Effect - 1 Power Required

Vocals: By my Power 'I Strike you Down'

- Forces the target to the floor so they must crouch with one or both knees touching the ground (or a similar prone position) and remain in a prone position for 10 seconds.
- Holding onto an object or person will not prevent you from taking the Strikedown effect (you may still be moved using the normal carrying rules).
- Whilst struck down the target may take any action they would normally be able to (as long as it is safe to do so) which includes fighting, casting or moving safely whilst in a prone position.
- Whilst under a Strikedown effect you are not a valid target for any further Strikedown effects.

Strike for Earth/Air/Flame/Water

Self Magical Enchant Effect

Level 2 Effect - 2 Power Required

Vocals: By my Power 'I Strike for Earth/Air/Flame/Water' (Element as per spell list the effect is cast from)

The caster's next non-parried successful blow with the melee weapon, held in their primary hand or a large melee weapon held in both hands will strike for the (Earth/Air/Flame/Water - Element as spell list) damage, unless the weapon already generates another damage type. 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. Alternatively, the caster may imbue a single projectile with the (Earth/Air/Flame/Water - Element as spell list) damage. If you do not shoot the projectile within 1 min the effect will be lost. If the projectile successfully strikes the target the location is stuck with the (Earth/Air/Flame/Water - Element as spell list) damage.

Teleport

Rite Magical Special 10 Sec

Level 3 Effect - 4 Power Required

Actions: Perform a rite for 10 seconds.

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.

Total Heal

Proximity Pattern Cure Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I Total Heal this body'

This will only be effective on a being with a Living Pattern. After chanting for 10 seconds whilst focusing on the target, this effect will remove the effects Paralysis, Fatal, Decay, and Disease and restore all locations on the target to full body hits (LHV), in this order. In addition, the target will receive a Purge All Poisons effect. This spell is a chant.

Total Repair Unliving

Proximity Pattern Cure Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power 'I Total Repair this Unliving'

After chanting for 10 seconds whilst focusing on the target, this effect will repair all locations on the target to full body hits (LHV) for an Unliving creature. This spell is a chant.

Trace Transport

Rite Magical Special 10 Sec

Level 1 Effect - 1 Power Required

Actions: Perform a 10 second rite in a recently used transport or ritual circle.

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 1 minute of the transport being performed. Excess transportees being returned from a transport will not automatically disrupt the Trace rite. Once the rite has been completed – report to Game Control and inform them of which transport circle the rite has been performed on to receive information of the last recorded destination of the transporters to use that circle.

Transportation

Rite Magical Special 1 Min

Level 1 Effect - 1 Power Required

Action: Perform a 1 minute Rite within the boundaries of an active Ritual or Transport Circle.

- The transporter should perform a Rite starting with the vocals “**I start this Transport Rite**” and end with the vocals “**I Transport all within this circle to (destination circle)**”. This destination must be stated clearly for all participants.
- When the Transportation Rite ends – **anyone within the circle must immediately respond with “No Effect” if they do not wish to be transported** (regardless of this response being an in-character or out-of-character choice, including characters that are under mind-effects, unconscious or otherwise in-character influenced in any way).
- Any remaining characters that have not responded with No Effect should raise their hand in the air and (as a group including the Transporter) move approx. 10 ft from the circle. The Transporter should then count the number of passengers – if the number exceeds their ability to transport (normally 15), the Transporter should select the correct number of characters. Those character not selected should immediately return to the Transport circle and rejoin the game.
- **The Transporting group should then move with their hand in the air to the middle of the selected on-site transport or Ritual circle.** When they arrive – immediately lower their hands and re-join the game. When this action has been completed the Transporter should mark that their expended power has been used.
- **If the target Transport or Ritual Circle is not part of the main game area (for example in different lands of another Faction), the group must head out-of-character to Game Control and report their attempted Transport.** If Game Control inform you that the Transport is successful a Referee or Marshall will accompany your group to the appropriate in-game area (such as a Linear or separate Game Area dedicated to these actions). If the group is informed that the Transport has failed the group should return to the original Transport or ritual circle and immediately re-join the ongoing game. Regardless of the success or failure of arriving at the intended target – the Transporting character should mark that their power has been expended.

Notes: Transportation Rites cannot take you off-plane, to a different Circle Network or away from Erdreja (unless a lammie or Loreshheet allows). Once a transport rite has begun no other transport rites can be attempted in that circle until that rite is complete or abandoned and will prevent any secondary rite being started. This does not affect incoming transportation, which will appear normally and not disrupt the transport being performed. If the Transportation rite continues for 2 mins it will automatically fail. A corpse (dead character) does not count towards the total number of characters that can be transported but must be carried by a transporting character to be transported during the rite.

Wasting

Rite Magical Special 1 Min

Level 2 Effect - 2 Power Required

Actions: Role-play at least a 1-minute ceremony in proximity range of a living creature in its Grace Period or 30 seconds in proximity range of a creature under the Smite effect. **Vocals: By my Power ‘I Waste this Pattern’**

Effects: Accelerates the Grace Period for a living pattern that is unravelling. After the Rite has been successfully completed - if the Grace Period of the targeted creature is greater than 4 minutes, it will immediately reduce to 4 minutes. If the target dies while under the Wasting effect the remaining corpse will be immune to the Speak to Dead effect. Alternatively, the Wasting effect can be used on a creature under the Smite effect. In order to remove a Smite effect the target must receive 30 continuous seconds of a wasting effect. This spell is a chant. *Note: The Smite effect is a global effect for the purposes of detection and removal – however, only the location struck is destroyed.*

Weapon of Primal Magic

Self Magical Enchant Effect

Level 3 Effect - 4 Power Required

Vocals: By my High Magic Power ‘I create a Weapon of Primal Magic’

Until time-out of that day the Caster may Strike for Enchanted with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon already does a damage type other than normal (e.g. silver/natural). This is a sigil effect and must be recorded on the target’s Daily Sigil record.



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 Watchers Council (Located within the Guilds) at the earliest opportunity and no less than one hour before the ritual.

The Lorien Trust 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. Rarely, 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 gained from the Watchers, located in the Guild Area at Lorien Trust main events.

Ritual Groups Ritual groups are formed from a level 2 or 3 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 Special Items, Magic Items and Powers). If any member of a ritual group is not actively participating 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 limited 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 Rituals and Rites, Rites). 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 about 10-13 minutes long, being outside of this will cause a ritual to fail far more readily. Ritual circles reach full power at about 5 minutes, before this time, the ritual can be stopped without causing any serious 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 Referee). **For a Ritualist to seal the circle they should use the vocals "I raise this Seal and begin this Ritual". To signify the end of a ritual use the vocals "I bring this Ritual to an end and lower the Seal" (some creative and thematic allowances can be made with these vocals – however please remember that the intention of the in-character action must be made clear to the volunteer teams).**

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

Ritual Marking Two Ritual Markers mark each Ritual (One in-character and one out-of-character). The Ritual Markers arrive at a score and this determines the success (or not) of the Ritual. Rituals are marked on three main categories with two minor points explained below. This section details the current process at the time of publication, this may be subject to change as the game world evolves.

Preparation (0-5 Points) Points in this category are gained from: Good use of Props and Costumes (appropriate and relevant), thought and time taken to consider Lighting and Sound for the Ritual, use of levels for a more interesting visual approach (different heights, standing/kneeling etc.), appropriate movement and use of space (thinking about the circle and utilising its full potential) as well as having each participant have a relevant and fulfilling role to play.

Performance (0-7 Points) Points in this category are gained from: Everyone in the Ritual showing emotion in their roles, acting appropriately and in a timely manner. Bringing energy and flow to the performance, keeping the pace where necessary. Vitally important is the involvement or all of these inside the sealed circle. Each participant should give much more than minimal role or effort, bringing everything they can muster in whatever form is best for them and the overall theme of the Ritual. Ensure the thread and the flow of the ritual are both clear and appropriate. Moments of tension can bring drama and peak interest whilst maintaining clarity and structure help to build both an enjoyable performance for participants and those watching.

Relevance (0-7 Points) Points in this category are gained from: Making sure that everyone understands what and how something is happening. Do not presume that the world works the way you are thinking or that others agree. Explain your reasoning and thought process as to how you are creating your effect as the performance progresses. Maintain a coherent style of ritual consistency with the world included. If information is needed to explain something, make sure it is presented in such a way that is clear and easy to understand.

Theme Adjustment (-2 to +2 variation) Points in this category are gained from: This relates to the relevance to the Circle Alignment and how well the Ritualist and Contributors match (or mismatch) with this theme.

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 Watchers Council (Located within the Guilds) 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.

Special Effects During Rituals Special effects are used at all Lorien Trust main 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.

Dangers and Variation Participation within the Ritual Circle is an IC Hazardous action to undertake. The magic in Erdreja ebbs and flows, waxes and wanes with each passing hour. As such, ritual results may vary between individual rituals and very few rituals will offer the same result.

Strict Schedule While we appreciate that actions in the field mean people may have difficulty arriving on time for their ritual slot, we are unable to hold the space and time indefinitely. In practical terms the maximum time we will be able to wait is 15 minutes. This may be exceeded if the circle is affected by plot effects. Please speak to the ritual marking ref on duty if you feel you need to query this situation. Each situation will be looked in to separately, please have patience with those on duty.

Rites (and Variations)

All Rites must start with the Ritualist clearly stating that they are beginning a Rite. All Handbook 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 for the Rite must be recorded as being used at the end of the Rite. All power must come from the person performing the Rite and from donated power (where applicable) from characters participating in the Rite. If you choose to end a Handbook Rite before the required time, there is no effect generated and the power is not spent.

All Rites require *Concentration* to perform. Handbook Rites may have additional requirements - these are specified in the rules for each and will usually require at least one specific CS, Occupational Skill, or Loresheet. Ad Hoc Rites and Plot Rites generally require one person with Ritual Magic 1 or higher. There are several other factors you can include in these Rites in order to improve the chances of the right people hearing your message or request for help; these include getting more people involved, using a ritualist with higher skill levels like Ritual Magic 2 or 3, using a specific appropriate rite focus, and/or offering up more power to boost the Rite.

There are 3 categories of Rite:

Spell and Loresheet Rites

Rites described in the main rules (and on certain loresheets). They have clearly defined rules on who can do them, when and how they are performed, and what effects they have. A loresheet or lammie may override the requirement for requiring Ritual Magic. Handbook and Loresheet Rites produce the result specified in the rules. If your character has a Rite type spell listed under their spell list (for example, Speak with Ancestor) they do not require the use of Ritual magic to perform the Rite. If a Handbook (Spell List) Rite is granted by an Item or Potion, the caster will not require Ritual Magic to perform the Rite or cast the Spell. A Rite type performed using a Scroll (requiring Invocation) does not require Ritual Magic.

Ad-Hoc Rites

Require the use of a Monolith and/or an associated Rite Focus (only items that explicitly mention that they are a Rite Focus can be used) and can be performed using these items at times/places or with particular circumstances being met (as described on the Monolith or Rite Focus Lammie itself). Ad-Hoc Rites normally get no immediate response but can occasionally trigger later encounters or influence events in mysterious ways. An Ad-Hoc Rite requires a minimum of Ritual magic 1 to attempt, these rites require the presence of a Referee. Please note that any Ad-Hoc rite must begin and end within Proximity range of the Monolith/Rite Focus.

Plot Rites

Are prescribed as a requirement to complete a goal or objective, generally following in-character information or advice from plot sources (monster characters, letters or scrolls etc.). They have predetermined criteria that must be met in order to succeed, and predefined effects that will occur based on success or failure although you will not necessarily know what those criteria or effects are in advance. Plot Rites normally receive an immediate and obvious result when completed correctly. Plot Rites normally get an immediate result appropriate to the plot. These rites may require a minimum of Ritual Magic 1 to perform (but may not always be the case) and will usually have a Referee or Plot team representative present.



Building Your Character

Creating a Character

The fantasy/medieval world of Erdreja has been created to accommodate a wide variety of characters within its campaign. The following information and lists will help you create a character in Erdreja.

Choose a Theme 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 should come up with a concept that you are comfortable with role-playing for extended periods of time. Try to avoid directly copying fictional characters, create a character that is unique in some way.

Character name A name 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 generally earned. Do not give yourself too long a name; otherwise, it may not fit on your character card! Character names should not be insulting in nature.

Character Race Numerous fantasy races exist within Erdreja. Many are widespread, but others remain all but unknown. 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.

Elemental Weakness Each of the Races of Erdreja are afflicted by an Elemental Weakness, this means that you cannot become immune to this very specific Elemental Thread of damage type in any way – it will always affect you. Your particular Elemental Weakness is listed below and is explained in greater detail later in this publication.

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

Racial Groups in **Bold** are races that you can choose as a starting character, those in *Italics* are not a playable Race without a supporting *Lammie* and Loresheet. Loresheets for Special Creatures can be downloaded from the Lorien Trust Website. Human is the default race that will be chosen if you do not select a race during the booking process.

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 mixed-race creature, you should decide which side of your nature is dominant and pick that race. No racial type has a minimum physical representation requirement. Characters do not have a gender. This lack of gender (or roleplayed presence of gender) makes no difference within the game rules.

Choose your Faction Select a faction from the list of Player factions below – more information can be found in The Lorien Trust Game World section:

The Bears - Fierce clansmen from the lands of Caledonia.

The Dragons - Celtic wanderers and tribesmen of Erin and Cymrija.

The Gryphons - Nobles of Lyonesse, Estragales and Tebron.

The Harts - Courtly, Feudal and Knightly people of Albion.

The Jackals - Persian, Egyptian, Greco style people and traders of the Southlands.

The Lions - The Arthurian-esque inhabitants of the Lantian Isles comprising heroes of pride and duty.

The Tarantulas - The subterranean nation of the Underdark with Dark elves, Drow and many others.

The Unicorns - A proud and loyal island nation of traders, merchants and magical lore.

The Vipers - The stalwart mighty tribes and people of the vast areas and forests of Teutonia.

The Wolves - Nordic, steadfast and stoic warriors of the cold Northern lands of Norsca.

Character Skills Points

Choose your Character 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.
- This complete list below is available for players aged 16 and above some restrictions and additional rules apply to children below this age and are detailed in the Children and Character skills section.

Weapon Skills	Cost	Armour Skills	Cost
Ambidexterity	2	Body Development 1/2	4/8
Large Weapon Use	2	Light Armour Use	2
Projectile Weapon Use	4	Medium Armour Use	3
Shield Use	2	Heavy Armour Use	4
Missile Weapon Use	1		
Knowledge Skills	Cost	Power Skills	Cost
Potion Lore	3	Healing 1/2	4/8
Poison Lore	3	Corruption 1/2	4/8
Cartography	1	Incantation 1/2	4/8
Sense Magic	1	Spellcasting 1/2	4/8
Evaluate	1	Ritual Magic 1/2/3	2/4/6
Recognise Forgery	1	Contribute	1
Triage	1	+Base Power 1/2/3/4	2/4/6/8
Triage (Advanced)	2	Invocation	2

Your fundamental character details, such as your character name, group, faction, your name, your unique player ID alongside your chosen Character Skills and purchased Occupational Skills will appear on your character card. The character card also displays the year of printing and the version number. Character cards printed from previous years are not valid for the current year and therefore not valid in play. If a person has no valid character card, they may take no In Character Action.

It is possible to adjust your existing Character Skills. There is a 5 OSP charge for doing so after the point of character Creation. New Customers should talk to us if they wish to redesign their first character while they get to grips with the game world, this adjustment period is usually within the first year of starting but is flexible depending on circumstances.

Character Free Skills

These skills are assumed to be known to all characters and will not appear on your character card. They are zero (0) Point Skills.

Numeracy You can count and perform simple arithmetic.

Literacy Your character can read and write in the common tongue (English).

Read Maps Your character can read simple maps and perform simple feats of navigation.

Small Melee Weapon Use Your character can use a small melee weapon of 7" - 18" in overall length in your primary hand in melee combat.

Medium Melee Weapon Use Your character can use a medium melee weapon of 18" - 42" in overall length in your primary hand in melee combat.

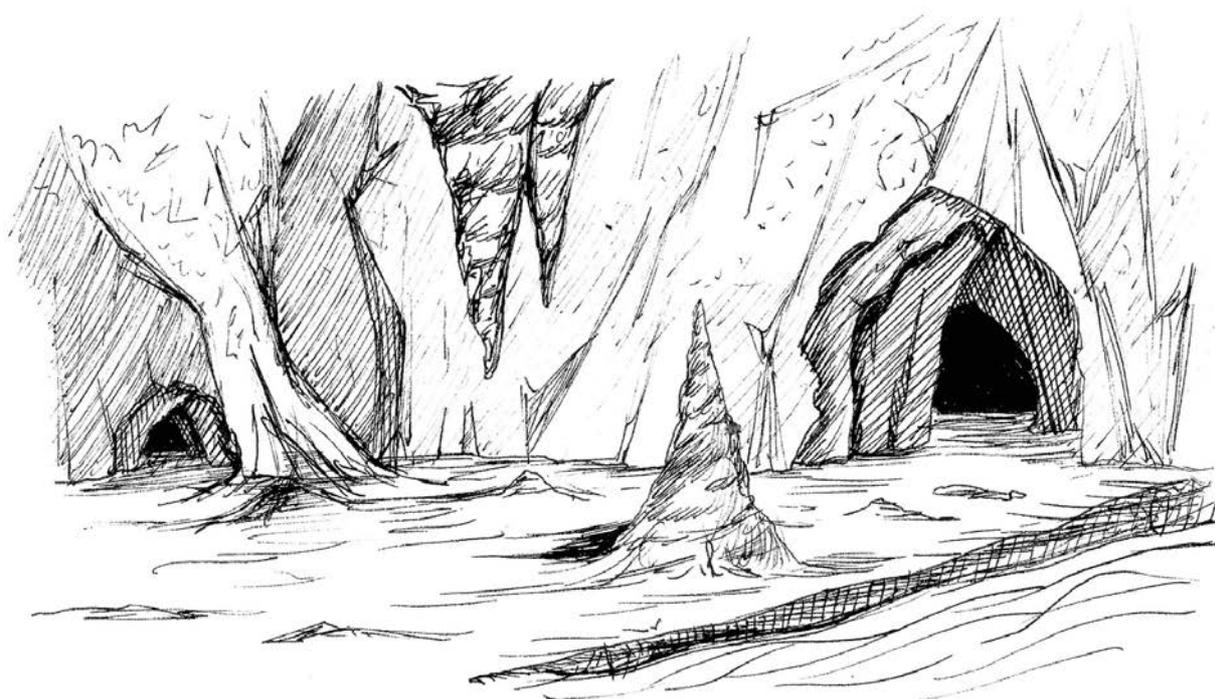
Children and Character Skills

All children are Immune to Charm and Command effects until the day of their 16th Birthday. There are no exceptions to this rule and it overrides all lammies, loresheets, powers and effects, the effects include Enthral Unliving, Befriend, Beguile, Confusion, Control, Enthral, Fear, High Control, Sleep and Speak with Dead. Where appropriate they are also immune to the mass versions of this list (i.e. immune to fear also includes immune to mass fear). In addition there may be specific effects, situations (including rites and other effects) that children will be specifically immune to. These will be highlighted on lammies, loresheets or other Lorien Trust material.

- All weapons and shields must be easily wieldable by the child and must be no taller than them (see Pole Arm Use below). In addition any bow that a child (13+yrs) uses must not be taller than the child (strung).
- Children aged under 5 years can only use free skills
- Children aged 5-9yrs may buy 10pts of character skills except for: Large Weapon Use, Projectile Weapon, Thrown Weapon, Body Development 2, Heavy Armour Use, Ritual Magic (any level), Contribute. Children up to the age of 9yrs may take any Level of Spellcasting, Healing, Corruption or Incantation skills as part of their character build, this includes taking +Base Power.
- Children aged 10-15yrs may buy 16pts of character skills except for: Ritual Magic (Level 2/3). Children age 10-15yrs may take any Spellcasting, Corruption, Healing or Incantation skills as part of their character build, this includes taking +Base Power.
- Children of any age may choose to take any Occupational Skills that their level and type of spellcasting will allow or unlock (e.g. +Spell Power, Summoning skills, High Magic Etc.)
- Children aged 13-15yrs may buy Projectile Weapons Use (Requires a Bow Competency Card) and may use a bow or crossbow with the exception of a prod-type propulsion crossbow (16+yrs only).
- Children aged 10-15yrs may use claws if their special creature or power requires it. They must conform to all of the Lorien Trust weapon safety guidelines and the child must pass a Lorien Trust Claw Competency test to enable the safe use of the claws.

Children aged 10-15yrs and Large Weapon Use/Associated Occupational Skills

- Children over the age of 10 may take the Large Weapon Use skill. They may only use Large Weapons of the minimum size (larger than 42") or a size smaller than their height. In addition a child with this skill may buy Brutish Strike # Skill (See Occupational Skills section) instead of the Strikedown Skill if they progress down the Occupational Skill tree. This will automatically convert to the Occupational Skill Strikedown on the day of their 16th Birthday.



Character 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 43" - 72" in overall length in two hands in melee combat. You may also use a weapon of pole-arm design of 43"- 84" 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
To use this skill you must have passed the Lorien Trust Bow Competency test. Projectile weapons must not be used as hand-to-hand (melee) combat weapons. Projectile weapons can be divided into two categories:

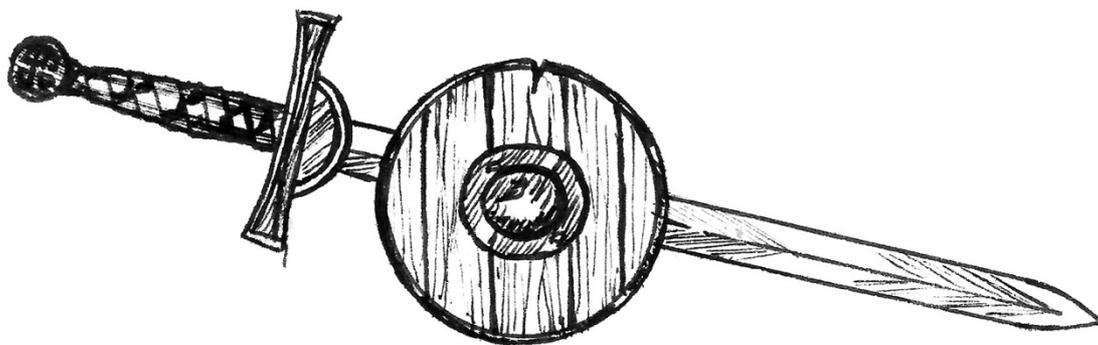
1. **Arrows or bolts launched from a bow or crossbow** inflict one point of Normal Through damage on a successful hit (see Damage Effect Through)
2. **Rocks launched from a sling** inflict one point of Normal damage on a successful hit. This ammunition must comply with the same usability standard as all thrown objects.

The safe checking of recovered projectiles When a projectile physrep is returned it is considered to be unusable (not suitable for shooting again) until an out-of-character check has been performed. When an arrow or bolt has been collected or returned you should check out-of-character that it is free of debris, intact and is safe to shoot again, (while roleplaying in-character the function of repairing the projectile). This process will take 20 Seconds (3 per min) minimum for each projectile (Bow comp required). The occupational skills of Bowyer (Apprentice/Master) can reduce the time it takes to out-of-character check and in-character repair and/or prepare the returned projectile. These occupational skills may be removed from your character if you are observed or reported for unsafe practices with a projectile weapon or consistently using projectiles that have not been checked as described above for the minimum time. Please note that you may only use projectiles that have been checked by yourself and that the entire responsibility for the projectile used for game functions are your personal responsibility. It is not permitted for another attendee to check your projectiles in place of your own responsibilities.

A Note on Bows/Crossbows Lammied bows/crossbows plus any attached Bowstring Hexes may be stored in out-of-character areas during time-in only when conditions such as weather, darkness, high winds etc. (as described under the Bow Competency rules and test) prevent the item from being safely used. If the conditions improve to allow the use of the items again, the item should be retrieved from the out-of-character area and returned to the game. Under all other normal game circumstances, the item must remain on a physrep and within the game area as per the normal weapon and item guidelines. This will be noted on appropriate lammies.

Shield Use (2 Points) Your character may use a single 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. Shields must not be used as weapons. A slung shield or one worn on your back offers no protection.

Missile Weapon 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 Weapon Guidelines). Weapons intended for use in hand-to-hand (melee) combat must not be thrown.



Character Armour Skills

With these skills, your character can wear armour 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 Combat). 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).

The remaining and maximum AV of a location can be discerned by any character with any Armour Use Skill. This identification takes 3 seconds of Concentration whilst holding a hand approx. 1ft from the target and use the vocals "Discern Armour State". The targeted player should then give details of the remaining AV of each location. This discern will only give details of physical armour (not magical or natural armour).

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). If out of combat for 10 minutes the AV of any worn armour not Magical MAV or Natural NAV) is restored to full. Armour may be repaired whilst it is being worn (requires concentration) 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 (please maintain proximity distance). 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 Weapon Guidelines). 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 a base 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 base 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 base 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 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 Combat, Body Locations). Body Development 2 cannot be combined with Body Development 1.

Body Development 2 (8 Points) Characters with this skill have 3 Base LHV. (See Combat, Body Locations). Body Development 2 cannot be combined with Body Development 1.



Character Magic Skills

All these skills require **Concentration** to use. Choosing 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 Occupational Skill, Lammie or *Ioresheet* 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) 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).

Spellcasting, Incantation, Healing or Corruption 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 Power per day. Any combination of these magic types is permitted.

Spellcasting, Incantation, Healing or Corruption 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 Power per day. You cannot have more than one magic skill at level 2 or above. Any combination of these magic types is permitted.

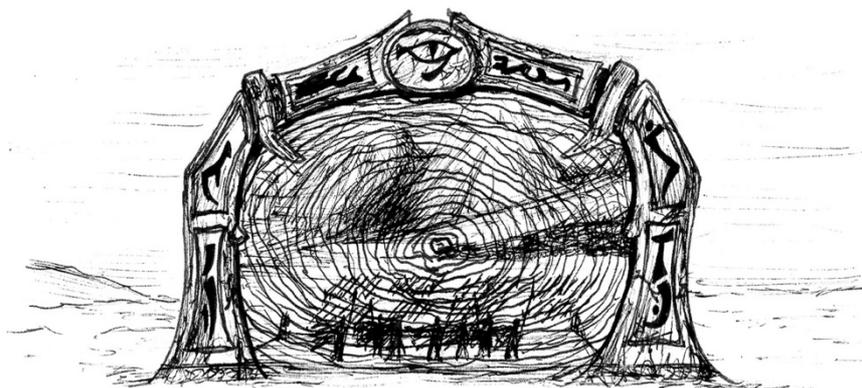
+ Base Power (2 Points per Level, Max. 4 Levels) Each level of the + Base Power skill grants +4 base spell Power. This increased allocation counts as your starting value for the purposes of the Rule of Double. **This skill does not require the character to purchase any kind of casting ability (Incantation etc.).**

Ritual Magic (2 Points per Level, Max. 3 Levels) You cannot buy this skill unless you already have some form of casting ability. All Ritualists can contribute to a single ritual per day in the same way a character with **Contribute to Ritualist** (see below). A ritualist contributes one point of ritual power to the ritual. This contribution (frequency and power) may not be increased through any means. If your character has Ritual Magic and Contribute to Ritualist it should be made clear which you are using on your ritual paperwork. In addition, a character with Ritual Magic may perform Rites and Rituals as detailed below:

- **Level 1 Ritualist** may add the Transportation Spell to their available spell list(s).
- **Level 2 Ritualist** may add the Transportation Spell to their available spell list(s) and perform 1 Ritual per event which will provide 10 points of power in any ritual they lead.
- **Level 3 Ritualist** may add the Transportation Spell and Network Attunement Rites to their available spell list(s) and perform 1 ritual per day which will provide 10 points of power in any ritual they lead. Network attunement also requires a level 2 casting ability (any type) to perform.

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. The number of times that a character can contribute per day and the power that is donated may be increased with Occupational Skills, Alchemical Potions and items found in-game. When contributing to a ritual a ritualist should state if they are contributing as a Ritualist or as a Contributor (see Ritual Magic above).

Invocation (2 Points) This skill allows for the activation of certain items. With your outstretched arm, the palm of your casting hand must be approx. 1ft from the item you are attempting to invoke, and you must **concentrate** for 10 seconds. Armour does not restrict invocation because the effect and/or power resides within the invoked item and therefore is not disrupted by any armour worn by the invoker. To invoke an item, the character must use the vocal "I invoke this item" (for standard items and Glyphs). To Invoke a scroll the character must read the full in-character text of the scroll. 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.*



Character Knowledge Skills

Sense Magic (1 Point) Your character can sense if there is any magic within an object. With your outstretched arm, the palm of your casting hand must be approx. 1ft off 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 *Loresheets*). Requires *Concentration* to use.

Potion Lore (3 Points) Your character can recognise most potions, including the effects the preparation will have on a person who uses it. *Loresheets* for this skill are available from Game Control (see *Loresheets*). Requires *Concentration* to use. After examining a Lammied Alchemical item (Special Liquid) for 3 seconds, you may be able to identify the type of Alchemical product (using the information from the Lorecodes). The first lorecode will always be the type of Alchemical product (Potion, Poison, Weapon Oil, Antidote etc.) and are identifiable by a character with the Potion Lore or Poison Lore Skill. Other lorecodes will detail the Recipe (Name of the product), any time or number or blows and even if the product is an Alchemical Forgery (Disguised - Recognise Forgery Required.) A character with the Potion Lore skill can Discern Potion. This ability requires 3 seconds of concentration, while holding your primary hand approx. 1ft away from an unresisting target, stating "Discern Potion". The target should reveal any active potions they are currently under the effects of. Once the details of any Potions have been revealed, the Potion Lore character may use the Master Purge ability listed below.

Master Purge A character with the Potion Lore skill may use any form of Purge All Poison effect that they are able to perform or administer, to Purge the effects of a single Potion from an unresisting or immobilised target. If several potions are affecting the target you may choose which potion to Purge.

Vapour Potion Use Your character may use and set any potions Alchemical product (items that have a fuse time - usually 1 min) safely. This only includes Potions and does not allow the safe use of vapour poisons/spore items.

Poison Lore (3 Points) Your character can recognise most Poisons, including the effects the preparation will have on a person. *Loresheets* for this skill are available from Game Control (see *Loresheets*). Requires *Concentration* to use. After examining a Lammied Alchemical item (Special Liquid) for 3 seconds, you may be able to identify the type of Alchemical product (using the information from the Lorecodes). The first lorecode will always be the type of Alchemical product (Potion, Poison, Weapon Oil, Antidote etc.) and are identifiable by a character with the Potion Lore or Poison Lore Skill. Other lorecodes will detail the Recipe (Name of the product), any time or number or blows and even if the product is an Alchemical Forgery (Disguised - Recognise Forgery Required.) A character with the Poison Lore skill can Discern Poison. This ability requires 3 seconds of concentration, while holding your primary hand approx. 1ft away from an unresisting target, stating "Discern Poison". This will allow you to examine the outer lore codes of the Poison Lammie currently affecting the target and determine its nature (including any cure required).

Venom, Vapour and Weapon Oil Use Your character must have this skill in order to be able to administer venoms/weapon oils or carry/use an envenomed/oiled weapon, full details of this process are detailed in the Poison section of the Main Lorien Trust Handbook. Your character may use and set any vapour/spore Alchemical product (items that have a fuse time - usually 1 min) safely. This includes Potions and Poisons.

Evaluation (1 Point) Your character can estimate the intrinsic value of an item. *Loresheets* for this skill are available from Game Control (see *Loresheets*). Requires *Concentration* to use.

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 *Loresheets*). Requires *Concentration* to use.

Triage (1 Point) Your character can spend 1 minute of role-played action within Proximity distance (1ft) of a limb location (not Torso or Head) and remove a mortal wound on that limb (raising it to 0LHV). This skill will not work on monsters with total body hits, or creatures with anything other than a living pattern. This skill has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound. Requires *Concentration* to use.

Triage (Advanced) (2 Points) Your character can spend 1 minute of role-played action within Proximity distance (1ft) of a body location to remove a mortal wound on that location (raising it to 0LHV). In addition, if all of the targets locations are at 0LHV, a character with the Triage (Advanced) skill may spend 5 minutes of role-played action within Proximity distance (1ft) of the target, on completion all of the targets locations will be simultaneously raised to 1LHV and will become Debilitated (10 mins). 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 Combat, Identifying Wounds). This skill has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound. Requires *Concentration* to use.

Cartography (1 Point) Your character can draw maps of the area that you are in (geographical region). This skill also allows you to navigate from maps and plans. This skill allows you to collect an in-character regional map of the area from Game Control at each Lorien Trust main event and an in-character Magical Astrolabic Map at the Gathering.



Character Personality

A Note of Roleplay Style The world of Erdreja has a truly diverse population. Each Race, Faction, Guild, Group and Individual has their purpose, roll, and unique style of play within the world. Some individuals are dedicated to the understanding of the elements, ancestors, knowledge and of magic. Others have an ongoing task of learning a craft or skills at arms alongside their elders and peers to attain the highest skills. The drive to learn will, at times, cross the diverse populations where tact and diplomacy will serve you well.

You can, within reason, act out and play what you like, provided it is suitable to the setting and the background of the events. An individual can change the world in their own way, by leading the march to war with your allies, defending your champion and healing the wounded so they may return to the fray. You may choose to assist the guilds or your faction by completing a task or two. Actions taken; be they heraldic, dastardly schemes, heroic deeds, cunning, courageous or expertly crafted all help to get you known within Erdreja. Your balance between action and inaction is yours to decide. Those that attain this balance within their time are respected, revered and highly valued by all those that seek to follow their example. The character you play becomes an integral part, woven into the magical fabric of everyday life on Erdreja.



Character Cards and Event Packs

Character cards are now valid on the day they are printed This means that the card you receive with your event pack after pre-booking, will be valid from the day it is printed and available to use during any Sanctioned event thereafter. **All character cards, loresheets, special items, special powers and associated lammies are the property of the Lorien Trust and may be withdrawn at any time.**



Character Logistics

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.

Laminated Cards (Lammie or Lammies) 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 Lorien Trust *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). 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. Lammies are effective even if not visible although they must always be easily accessible should a Marshal or Referee ask to see them. You must make sure that your *lammie* is registered to you at Game Control within 1 hour if you have stolen or acquired it in-character if it is attached to someone else's phys rep (see In-Character Theft). If you do not have a suitable, safe phys-rep, you will not be allowed to use your item. Some items (such as rare or very special items) may have two *lammies* attached (Generally a card that displays lorecodes, damage type and other information such as issue dates – and then a second *lammie* that may detail other abilities, powers or information). Both (or all) *lammies* associated with the item must be attached to the physrep, it is not permissible to attach a single *lammie* and keep the powers card separate (in a pocket for example).

Power Rating All *Lammies*, *Talismans*, *Blessings* etc have a Power Rating associated with them.

If not stated on the front of the card, the power ratings of Special Items/Powers/Creatures/Weapons/Liquids are invalid if they do not have an explicit power rating. A standard character will have a PR of Zero (0) and is able to rise to a level of twelve (12) through various means comparatively safely. If your character currently has any kind of Power Rating (from any source) and attempts to pick up or gain something which may also have a Power rating, you must first check that it does not exceed your personal limitation (normally 12). If this would take you higher than your personal limitation you may not pick up, carry or otherwise have the item placed on you (drop the item safely or if it is being placed on you, it falls to the floor). If the effect is a High sigil that has been cast on the target then the spell fails.

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 Air) 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:

Most Powerful Special Weapon → Spell → Special Item → Special Power → Special Creature **Least Powerful**

Other Items

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 Scrolls do not have *lammies* attached to them but will have an expiry date and an official Lorien Trust authorisation stamp on them. Scrolls must be torn in half when used (if the scroll has a sigil effect the target must retain the torn scroll for the duration of the Sigil – usually for the rest of the day until time-out). Any character with invocation can use scrolls. If the effect on the scroll has a duration, the time and date of activation must be marked on the scroll upon use, which then must be torn in half once the duration has expired. The magical effect contained within the scroll takes effect exactly as its description says and treats the character that invoked the scroll as the caster in all cases; all restrictions as to the target remain and must be obeyed. All uncast scrolls have a power rating of 0 while being carried (unless they say otherwise). However some powerful scrolls create a Sigil or High Sigil effect when cast. As such they should then be counted as an active Sigil or High Sigil. It will indicate on the scroll if this is the case. **Scroll Physreps:** You may create your own scroll phys-rep or obtain a standard scroll phys-rep from the relevant Guild. A scroll must be a minimum of A5 (Half A4 - 148.5x210mm) in size and on coloured paper (non-plain white paper – it is acceptable to simply stain white paper with tea or weak paint/stain) and the wording on the scroll must contain the vocals of the spell effect.

Glyphs Glyphs have *lammies* attached to them and usually have the form of a semi-permanent item with a Rune or other Arcane symbol inscribed or carved into the surface. These items may not be used for Larp Combat and may not be any kind of items that can be used for combat (Larp Safe Weapon, Shield, Projectile etc). The Rune or Symbol inscribed on the Glyph may not be written in Common or use any of the Lorien Trust TNS letters or scripts (and must adhere to the decency standards of the Lorien Trust). **Glyph Physreps:** Examples of Glyphs would include a blunted Faux Animal Claw or an unusually coloured pebble or Realistic looking Halloween Bone with Arcane shapes drawn or carved into them. Please do not use real animal fur, bones or items that may be classed as unhygienic or difficult to keep clean.

Visibility and Condition of Lammies

Unless specified otherwise, lammies are effective even if not visible but they must be easily accessible should an inspection be required. Any on-duty marshal, referee, or sanctioning officer may inspect any lammies that you are using at any time (although they will normally avoid interrupting active combat etc. to do so). Note that both sides of a lammie must be available for inspection as important information may appear on the back as well as the front. **Lammies that are expired, cut, torn, defaced, or otherwise invalid may be confiscated. If your lammie becomes damaged then you are strongly encouraged to request a replacement at Game Control or the associated Guild. Note that in all cases you will be required to surrender the old lammie in order to receive a replacement.**

Potions and Poisons

Rip Open Lammies Potions, poisons, weapon oils and antidotes (Generally known as alchemical), have Lammies that must be ripped open and the time and date of use (if it has a duration) written on it when the item is used. If an item *lammie* has been ripped open then it is considered used. If a ripped open item *lammie* does not have the time and date written on it then it is considered wasted and void. All alchemical *lammies* must be attached to appropriate phys-reps at all times after they have been created. You should NEVER consume the real contents of the phys-reps. You must not write the effect of the item *lammie* 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 in-character spoiled and will not have in-character effects. You can mark the in-character container. **Some item lammies have a power rating above 0, this will be indicated on the front of the Lammie.** When used the item may have a power rating indicated on the inside of the Lammie that may be higher than the outside of the lammie – this power rating remains on the target as long as the effect lasts.

Venom Types and Classes There are two types of Venom: Alchemical and Magical. Your character can become immune to one or both of these types of Venom and in-game items can also remove different types of venom depending on the product (usually an Antidote). Venoms each have their own unique (and sometimes complex) cures that may include a Purge Poison or a Purge All Poisons requirement and/or other Spell or effect requirements. All Venoms will be spoiled if they are not used within 30 minutes of opening them. Venoms cannot be mixed, and applying two separate venoms to the same item will cause both to be spoiled (destroyed). Any person attempting to use or apply a venom without a poison-handling skill (i.e. poison lore - a skill that grants them a *loresheet* that identifies that liquid as a venom) has a high chance of being affected by the venom themselves.

Information on the inside of a lammie All Venoms instructions and information for the referee are on the inside of the lammie (duration, effects and cures required). An example of the internal format and text of a lammie is shown below:

Referee Required

Duration: 1 Minute Venom

After the first 30 Seconds the target will become Lethargic (Debilitation - only removed when venom is purged)

Cure: 3x Countermagic and 1x Heal Fatal Wound

The process of refereeing a Venom Once a referee is satisfied that a target has been struck correctly by a venom they will approach the target and ask if their character has any immunity or other reason that they may be immune to a venom (proof will be required – lammie, loresheet etc.). If the target is not immune the referee will inform the target that they are aware of being poisoned by a venom (although no details of the duration, type or cures will be given).

If the target has no immunity the referee will then begin the timer for the venom - generally 10mins (Creeping Venom), 5mins (Median Venom) or 1 min (Rapid Venom). After 1min (of a Creeping Venom) the target will begin to succumb to the effects of the venom and will become debilitated (can not be removed until the Venom has been purged/cured). A Median Venom (also 10mins) will debilitate the target as above after 5 mins. A Rapid Venom (1min) will debilitate the target as above after 30 seconds.

If the target or characters around them can not administer the required cures or antidote before the 10min/1min timer ends – the target will be declared dead by the referee. **Note that if a Sanctuary effect can be placed on the target and maintained when the timer ends, the venom effect will be paused at the moment before death (which may allow cures or antidotes to be administered). A target that is affected by a Venom may only be held at this moment for a maximum of 30 mins (total) – after this point any Sanctuary effect will fail and the target will be declared dead.**

Non-Venom Poisons (Weapon Oils and Vapours) Non-Venom poison types generally have an instant effect and their use requires a Referee to be present. All non-Lethal poison effects work as their respective spell effects, and 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.

Spoiling a Vapour (Placed Vapour Poison Physrep) A vapour poison that has been set on a surface and is within its fuse time may be disrupted (spoiled) by roleplayed action. A character may concentrate for ten seconds whilst disrupting the placed physrep (usually a bottle of some description) to spoil the reaction and prevent the vapour activation. Appropriate action for the same period (10 seconds) - for example by roleplaying emptying the bottle on the floor would also be acceptable. If a character moves a placed physrep around for more than 10 seconds, or if it is placed in such a way that would cause it to be jostled for more than 10 seconds (i.e. in a bag that is carried), then the vapour will spoil. Actions such as kicking a physrep (as opposed to tipping it with a foot), throwing, hitting with a weapon (rather than using a weapon to tip), projectile or otherwise performing unsafe OOC actions are not acceptable. If the character attempting to spoil the vapour completes this roleplay they will spoil the reaction and considered destroyed from that point onwards. As with all venoms, a referee must be present. If you suspect that a physrep is an active vapour and there is no referee visible, you may be required to make your roleplay actions overt (referee may be hidden from your view for immersion reasons).

Alchemical Physreps Physreps should be appropriate for the purpose, this means the physrep must be a bottle, flask, vial, tube or something that could feasibly contain the special liquid. The physrep bottle or container should be safe for game purposes, strong or thick glass, plastic or even ceramic containers are recommended. Lammies must be attached to an appropriate physrep at all times after the item has been created, if a lammie is presented without an appropriate physrep attached it is not valid. The bottle or container may be filled with liquid, painted to look filled or remain empty (although this has no in-game advantage or disadvantage). Bottles or containers may be labelled in-character with any details you like (correct or fake - it is up to you!). Labels may not be used to copy information from the lammie (such as Lorecodes).

Important Poison Use Safety and Information: You must NEVER drink or allow others to consume the contents of ANY Alchemical physrep. Only appropriate role-play for using alchemical potions or poisons is acceptable.

Types of Poison

There are three types of poison:

- **Venom** Must be delivered by weapon blow or projectile to an unarmoured location or by using the *Through* or *bypass armour* effect. Venoms will be spoiled if they strike a location with an AV above zero. Using venom requires a referee. The actual time taken to apply the poison is as long as it takes the referee to rip open and read the lammie, and to check your cards to ensure you have the correct skills. Venoms require a minimum of 3 seconds of roleplay to apply to a weapon or projectile. Once applied, concentration is not required to carry an envenomed weapon. An envenomed melee weapon may be placed in a weapon holster (obvious and/or purposeful role-play required) and can be drawn and used before the venom spoils. Attempting to apply a second Venom or Weapon Oil to a weapon will spoil both immediately. Once coated the weapon may be used by a character with Poison Use to strike a blow to a location (this cannot be passed to another character with the Poison Use Skill). Please note that a blow delivering a Venom that also includes an Elemental Weakness or Artefact call will NOT bypass an immunity for the Venom itself – it will only affect the blow of the weapon.
- **Vapour** These are Mass effects and will affect everyone within a 10ft (~3m) range as per the rules for mass effects, they may only be called by a referee. If placed within a magically sealed area they may expand to fill this area at a referee's discretion. If you have the CS Poison Lore you may activate a vapour (minimum of 3 seconds of appropriate role-play). Once activated a fuse time will begin and the vapour physrep (usually a small bottle or vial) can be placed in a suitably safe In-Character area. Once the fuse time has expired, the vapour will inflict its mass effect on everyone within approx. 10ft (~3m) of the physrep. You may choose to maintain control of the physrep during the entire process, this requires concentration, for you to remain stationary and for the activated Vapour physrep to be held with your main hand. If during the fuse time, concentration is broken or the physrep is fumbled, the vapour is considered to be spoiled and will have no further effect.
- **Weapon Oil** Modify the damage effect or damage type on a single weapon for the next successful strike(s) as indicated by the inside of the lammie (parried blows will not cause the oil to be used). Weapon oils can only modify the damage type of normal weapons. Can be applied to a melee weapon, thrown weapon or projectile and a minimum of 3 seconds of role-played effort. Once applied, concentration is not required to carry an oiled weapon. Weapon oils can be applied without requiring a referee and takes as long as it takes you to open and read the lammie (subject to the 3 second minimum). If you have the CS Poison Use or Occupational Skill Oiled Weapons you may use a Weapon Oil. Once the weapon oil is applied to your weapon you have up to 30 mins to use the coated weapon before the effect dissipates. A Weapon Oil used on projectiles or thrown weapons will follow the same process as if applied to a melee weapon – e.g. if the Weapon oil is a 3 Blow oil, you may shoot your next 3 projectiles with the Oil effect. If the Weapon Oil has a timed effect (1 min or 10 mins) you may shoot projectiles for that length of time with the oil effect. Applying a second Poison or Weapon Oil to a Weapon will spoil both immediately. If there is fully known intention of lethality when using a weapon oil, a Referee is required. If you discover upon opening a lammie that what you believed to be a weapon oil is actually a venom then you must immediately inform a Referee (before using it - following the venom process above) or discard the venom as spoiled.



General Logistics

Lammies and physreps Any item that has been created in the Lorien Trust System must be attached to an appropriate physrep at all times. Items that are created in-game such as Crafted Weapons, Crafted Armour, Potions, Poisons, Crafted Shields – as well as Ritually created items of the same nature (weapons etc.) MUST have a physrep attached to them at the point of creation. For example – if your character visits the Armourers Guild and uses a skill to create a crafted 2-handed weapon, you MUST provide an appropriate 2-handed larp-safe weapon physrep to attach the lammie to. Once the physrep has the lammie attached, all rules apply including character skills power ratings and the rules for theft of the item. This applies equally to any item that is created in game (such as collecting a lammie for a Ritually created Amulet etc. – an appropriate Physrep MUST be presented and the lammie immediately attached).

Removing a lammie from a physrep for convenience, to evade in-character spirit or letter of the rules is considered cheating and will result in the lammie being removed from play. In addition – if a character that presents an item to game control that requires a change of ownership (often because the lammied item has been stolen) – the exchanging player MUST present an appropriate physrep of their own to attach the lammie to before it is put back in to play. If no safe physrep is available or the exchanging player cannot present a suitable safe physrep within 1 hour – the lammie will be removed from play.

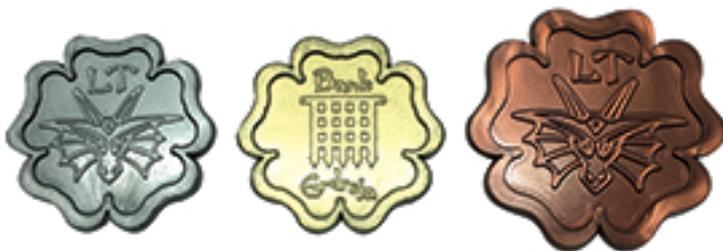
Lammied items that are brought to Lorien Trust Events should remain in play or be in a valid IC area during time-in/when your character is also in-game. At no point should a lammied item be kept in, removed to or otherwise taken out of the game (including "Transporting off site to store elsewhere") unless there is a valid OOC reason for it – these reasons include:

- The character carrying the item (you) has left the game area for OOC reasons or entered an OOC area (such as your own personal camping tent or shelter) – this includes the use of toilets.
- The item lammie is removed to be placed in an IC storage area that do not require the physrep to remain attached – areas such as these will be monitored and administered by Lorien Trust Volunteers (The in-character bank storing a magic item being a good example – services to "Store" an item may be offered, if this is the case the lammie may be removed for storage in an IC vault whilst the physrep is not required – note that to withdraw this item you would be required to return with a valid physrep to immediately re-attach the lammie).
- During time-out or if you have decided to head out-of-character you may wish to volunteer for monsterring, take a shower, head to the traders or go for food during time-in but you wish not to do these things in-character. In this case it is recommended that your character card, physreps (with attached lammies) and at least some of your character kit be left in a clearly OOC area (such as your personal tent) whilst you raise your hand and perform the tasks you wish to do. Effectively your character is in a place with the items whilst you (the player) are elsewhere. It is not permitted to place items in an OOC tent, car or other "Safe" place whilst you (as your character) remain in-play. Such Items (including in-character money) will be deemed to be breaking the letter and spirit of the rules and will be removed from play.

In-game storage, asking for another character to look after an item or in-character money or simply leaving an item in an in-character area are all valid places for in-character items to be kept. Please remember that breaking the spirit of these rules for convenience or advantage is cheating and may result in the items being removed by the Lorien Trust. **Any item that has been "Taken to another place" for safe keeping (such as transporting to another off-site location for storage) must be registered at Game Control when the character transports from the IC game area – this registered item may be stored (without a physrep attached) in an OOC area and it may not be returned in any way to the game world for the rest of that event.**

In-Character Money

Money There are four types of game tokens (in-character money) in use in the Lorien Trust system, of which the lowest denomination is the Quarter, or copper. Four Quarters make one Stell, or silver, and four Stell make one Gold. Four Gold make one Taal. Copper, Silver, Gold are small coins. Taal is a large coin. All players at Lorien Trust main events are given an amount of In Game Tokens each year, dependant on which events they attend and any income skills they possess. **You can deposit your in-character money at the in-character bank (although please be aware that if your character dies you will lose that in-character money unless a will or other arrangement has been put in place).** Additionally In Game Tokens may be offered as a reward and be earned through trading, performing in-character tasks and through in-character theft (See In-Character Theft). Examples of Lorien Trust Silver, Gold and Taal coins are shown below (copper not shown):



*The shape and design of all Lorien Trust in game tokens 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. **Game Tokens (Coins) remain the property of Merlinroute Ltd, and as such cannot be sold or traded out of character including trade or swapping of Lorien Trust Coins outside of Lorien Trust Events (including sanctioned events).***

Loresheets

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 Lorien Trust rules. All *loresheets* must have the name of the Character that they refer to written on them (in permanent ink). Some CS and some Occupational Skill require a *loresheet* (see Character Creation). 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 *loresheets* from the Sanctioning Officer. **You cannot use skills or *lammies* requiring a *loresheet* unless you have the *loresheet* with you.**

Some *loresheets* 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. *loresheets* must not be shown to other players. *loresheets* are reissued every year, with the validity of the new *loresheet* commencing with the first Lorien Trust main event of the year – from that point all previous *loresheets* are invalid and must not be used. A *loresheet* that is not clearly marked with the year/dates of its validity is not valid. All *loresheets* are the property of the Lorien Trust. These may be removed from an individual character, or removed from play at any time.

Miscellaneous Situations Rules and Info

No Card – No Effect To do anything not covered by the rules, you must have a valid and authorised Lorien Trust *lammie*. Any Special item *Lammies* you intend to use must be carried with you at all times whilst in-character. Characters with Special Powers, Special Creature cards may not be played unless the relevant *lammie* is also carried as well as the character card. Spellcasting and/or Power usage characters may not be played unless a Character Event Power Sheet (Downloadable from the Lorien Trust Website) has been downloaded and your character details for the event have been filled in. *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 Referee – No Effect Under unusual circumstances an on-duty Referee or Marshal may stand in the place of a *lammie*, *loresheet* or power effects. This will mitigate the No card – no effect rule above.

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 Lorien Trust regulations and safety standards. If you do not have a suitable safe phys-rep, you will not be allowed to use your *lammie* (see Weapons Guidelines).

The Rule of Double This rule applies to LHV, AV and Spell Power. 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*, Occupational Skill, 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.

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

Referee Effects On occasion a Referee may give direction, make a damage, effect or other game call for roleplay reasons. This will often be referred to as a Ref Effect and represents a scripted extension of a skill or game effect. This is rare and will be limited in scope - often tied to an item, magical area or aura that allows a character skill or occupational skill to be utilised in an extended way (and be outside of the standard rules). These ref Effects may not be repeated, duplicated or otherwise used in other places or parts of the game unless the effect has been approved by the Lorien Trust World Plot team and in the presence of an authorised Lorien Trust Referee.



Searching, In-Character Stealing and Exchanging of Items in the Game

In-Character Searching and In-Character Theft An in-character 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) approx. 1ft away from the character being searched. After 10 seconds (and with clear OOC communication between the searching person and the target to make it clear that they are being searched), any weapon or shield that is clearly being held by the target or slung in an easily accessible way (such as on the back, in a scabbard or tucked into a belt) can be removed (stolen). These items should be swiftly handed over. If the character continues the searching action for another 50 seconds (completing the full 1 min of searching) any remaining items that are not visible/accessible (including in-character paperwork, in-character coins, items and armour) should be handed over. It is expected that the target should reasonably prepare/begin to recover these hidden items before the 1 min of searching has finished and/or be rapid in their removal and handing over if this is not possible (deliberate delaying/hurrying, harassment or other OOC abuse when this action is being performed by anyone is against the Spirit of the rules and attendees 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 Occupational Skill 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.

Nothing may be stolen during Time-out, or from OOC areas. Only items with valid *lammies*, documents marked as In-character, and In-character coins may be stolen using these game mechanics. Theft of other items will be treated as real (out-of-character) theft and may lead to you being asked to leave site. Any 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 mutual OOC Co-operation. If the rules have been adhered to in both the letter and spirit the Lorien Trust do not require a referee or other volunteer to be present. If there are problems or one party fail to adhere to the rules or co-operate OOC, the Lorien Trust will intervene and explanations will be expected. Nothing may be taken from an un-*lammied* Bag, chest or container. No IC items may be stored in a container of any kind unless the container is visibly *lammied*, or carried on a character's person
- Unconscious and *Immobilised* characters should 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 for the stealing character to then take the item to Game Control for an change of ownership for the attached *lammie* and the physrep to be retained for the target to collect.
- 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. A *lammie* that is attached to a weapon/shield should be safely attached to the handle/grip away from any striking/parrying surface and can usually be swiftly discovered and removed.
- A *lammie* that is attached to armour should be attached to a part or section of armour that is easily removeable (so that only a minimal physrep has to be exchanged for returning to Game Control) – the entire set of armour does not have to be handed over for the theft to be legitimate.
- A stolen item may not be used for any kind of in-character roleplay or combat until the physrep has been presented to Game Control and the *lammie* swapped over to a new physrep. If you can not present a suitable physrep to Game Control within that hour - the item *lammie* will be removed from play (the *lammie* is retained by Game Control and the Physrep prepped for return to owner as per usual).

When an item has been stolen In-Character, it must be taken to Game Control as soon as possible (Max. one 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 volunteers 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.

Exchanging of in-character items If characters wish to exchange items in-character (such as selling a *lammied* item such as a sword or potion) then the following process and examples should be followed. If the exchange could be reasonably be described as in-character theft (such as being handed a sword and then running off with it or Beguiling a character to hand over an item) then the "When an item has been stolen In-Character" section above applies. In all other cases (such as selling a sword to another character) the exchanging of a *lammie* should use the rules below.

- The *lammie* must be attached to a valid and appropriate physrep and be transferred to a valid and appropriate physrep (See General Logistics: *Lammied* items that are brought to Lorien Trust Events should remain in play or be in a valid IC area during time-in/when your character is also in-game.). Items MUST be attached to appropriate physreps in-character and whilst in-character areas. **Un-attached *lammies* being exchanged in-character/traded during time-in will result in confiscation of the *lammie*.**
- The exchange requires concentration (both characters) and the exchange is completed at the point where the *lammie* has been attached (safely and securely) to the new physrep. On occasion an exchange/selling of an item may require an unusual physrep (such as a bottle for a Potion). You must supply your own physrep, unless a physrep is explicitly given as part of the exchange or a mutually agreed arrangement for the return of physrep is agreed.

Moving other Characters and Magical Barriers

Moving (Carrying) Characters Do not move or touch players physically. A conscious character cannot be moved against their will. To move an unconscious character without touching them, stand by their side or behind (never in front and never facing) and place both hands within 1ft of their shoulder(s) and doing so in a safe way for everyone. The target should then be informed that they are being in-character lifted and/or directed by you. From this point you should both walk in a safe manner in the direction that the carrying character directs (in simple terms – move forward, slightly to the left, stop etc.). The effects of Fumble on the person carrying the target will not cause the character to fumble the target. The target should always keep their eyes open out-of-character for safety reasons, even if the character would otherwise be unaware of their surroundings (unconscious or otherwise) This system does not allow for grappling or other *similar* contact and anyone found doing so risks being asked to leave site. One person may move a character at a slow walking pace. Two people may move a character at a normal walking pace. No more than two people may move a single character at a time, and they may never run or go faster than normal walking pace unless there is the imminent risk of out-of-character injury or danger. *Other characters within Proximity range may oppose this movement with suitable roleplay. If the movement is opposed, the character can not be moved regardless of the amount of characters involved.* Moving or opposing the moving someone requires the use of two free hands, which may not be used for anything else (including holding weapons, shields or other items. 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 In-Character protection and boundaries of faction camps, particularly at Lorien Trust main events, is to use a magical ward around the camp perimeter. This is represented by a line of rope (generally blue in colour) 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 Management. 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 Lorien Trust main events or the event organiser at a Sanctioned event, which will be subject to change.

Character Claws and their safe use

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 Occupational Skill. Claws cannot be used to parry. To use claws you must have passed the Claw Competency test.

Weapons claws count in all ways as a small weapon and are considered in-character 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 claws inflict normal damage unless a *lammie*, *loresheet* or Occupational Skill says otherwise. All Natural Claws may strike for Natural damage unless a *lammie*, *loresheet* or Occupational Skill says otherwise. Natural claws are not affected in any way by the effects of Shatter and Fumble.



Weapons Guidelines and Fighting Safely

Weapons Check Weapons and armour will be checked for LARP-suitable construction according to Lorien Trust Weapons and Armour Construction Guidelines, which are detailed later in this handbook. No real weapons (of any description) may be brought 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. The guidelines laid out are the minimum requirement to pass weapon checks for the Lorien Trust system.**

The General Lorien Trust Combat System The Lorien Trust 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 and Claw Competency All claw users must pass the Lorien Trust Claw Competency test to use LARP safe claws at Lorien Trust 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. They must travel the same minimum distance as weapons. Blows from claws should still be spaced at least far enough apart for you to call slowly and clearly your damage, even if you are not required to call the damage aloud.

Small Weapons (Between 7"/17.8cm and 18"/45.7cm) 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 (Between 18"/45.7cm and 42"/107cm) 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 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 (Above 42"/109cm to a maxim of 84"/213.4cm) Two-handed weapons can be a 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 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. Tower Shields should be no larger than larger than 60"/152.4cm by 30"/76.2cm, and round or regularly polygonal shields should be no larger than 36"/91.4cm.

Bows and Crossbows All bow and crossbow users must pass the Lorien Trust Bow Competency test to use LARP suitable projectile weapons at Lorien Trust 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. The use of unsuitable weaponry will result in a final warning in the first instance. Continued usage will result in you being asked to leave the event. All weaponry/projectiles/missiles must be checked by a weapons checker upon arrival to Lorien Trust events before any weaponry/projectiles/missiles may be used in play. A dedicated Weapons Check area is set up at the event entry point (Gate) which operates during gate opening hours. Further Weapons Check can be gained from Event Support if you arrive outside of gate operation hours or at the Armourers guild at any time.

Arrows and Bolts are checked by the Rangers Guild. Any that are passed to Lost property are relocated to the Rangers Guild during Time in and Event Support during Time out. Coreless Missiles are safety checked by the Scouts Guild. Any that are passed to Lost property are relocated to the Rangers Guild during Time in and Event Support during Time out. Any item containing a "lammie" that is IC Stolen will have been taken to Game Control for a change of ownership. The Phys Rep is securely and safely stored until collection. The phys rep will NOT have been weapons checked by Game Control unless this is done so at the moment of return to the customer.



Definitions and Glossary

Lammie Properties Sample descriptions of how the wording on some *lammies* work:

Chant of Immunity

Format: Immune to X (Col) **Example:** Immune to Normal Damage (Col)

Explanation: 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). This spell is a chant.

Regeneration

Format: Regenerates (X) **Example:** Regenerates (5 min)

Explanation: The user recovers one hit per location every X time period. Any wound that could be normally recovered using the 'Cure Wound' or 'Heal Wound' effects or other specified effect 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 and Artefact damage may not be regenerated. If any of the damage to a location(LHV) is of a type that cannot be regenerated all damage to that location(LHV) is considered to be of that type for the purposes of regeneration, thus preventing regeneration on that location until that location is restored to full health. Regeneration will always target LVH before AV.

Increased Hits

Format: +X LHV **Example:** +2 LHV

Explanation: 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.

Increased Base Hits

Format: Has X Base LHV **Example:** Has 2 Base LHV

Explanation: 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.

Damage Enhancement

Format: May Strike for X with Y **Example:** May Strike for Strikedown with Two handed Weapons

Explanation: 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.

Natural Armour

Format: Natural Armour (X NAV) **Example:** Natural Armour (2 NAV)

Explanation: 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 (e.g. an *Unliving Creature with Natural Armour would have their NAV repaired by a Repair Unliving effect*). Natural Armour will not stack with normal armour but may be enhanced by the Carapace or High Carapace Sigil.

Loresheet

Format: X, *loresheet* req. **Example:** Vampire, *loresheet* req.

Explanation: 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.

Cards required

Format: X, cards req. **Example:** May cast Mage Bolt 3 times a day, cards req.

Explanation: 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*.

Cast effects

Format: May cast X **Example:** May cast Mage Bolt vocal - By the power of High Magic, I strike your Torso Mage Bolt

Explanation: 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.

Create effects

Format: May create the X effect **Example:** May create the Mage Bolt effect - vocal - Innate Mage Bolt Torso

Explanation: 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'.

Damage Reduction

Format: Damage Reduction (X) **Example:** Damage Reduction (Crush)

Explanation: 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.

Spell Reduction

Format: Spell Reduction (X) **Example:** Spell Reduction (1)

Explanation: The user takes less power to cast spell from lists they know. Each spell the user casts cost X fewer power (to a minimum of one). **The Spell Reduction property does not stack with other Spell reduction sources** – if you have several sources of Spell Reduction available you may choose the source with the greatest benefit. Some Spell reduction abilities have conditional or restricted effects, for example: Spell reduction (1) for the Blast Spell.

Other Lammie Properties and Samples of other wording on some *lammies*:

<x> Physrep required This phrase may appear on the back of an Item *lammie*, or the type of physrep may be specified in the item description and/or name on the front of the *lammie*. The Item *lammie* must be attached to an appropriate physrep. If a *lammie* is attached to an incorrect physrep (or no physrep) then it may be not be used; if such a *lammie* is found to be in use then this will be treated as cheating and the *lammie* may be confiscated without compensation.

Attuned This term may appear as part of the text on the Powers lammie of an item. Some items must be attuned to a character before some or all of their powers will work; in some cases the item may offer a selection of powers, where a choice of which one will be active has to be made when the item is attuned. Attunable items may have a number of item cards per day and include the text "While Attuned...". In order to attune to an item the name of the attuning character must be written on an item card. The act of becoming attuned to an item with item cards requires 10 seconds of concentration. If no item cards remain then the item cannot be attuned. If a specific power must also be chosen then the lammie will either specify this in the text, or will contain the term "Selectable Attunable (<list of possible selections>)" – in either case the chosen power must also be written on the item card. Unless the lammie explicitly states otherwise you may only make one selection per item card. Other attunable items require the character to carry the item (or be in proximity range) for a specified amount of time (usually 1min, 10mins or 1hour). The attuning character must be willing, conscious, and not already attuned to an item. **No more than one attunement may be active at any one time and a new attunement of an item to a character will remove the attunement of another item attuned to that character.** An attunement is automatically broken if the item is removed from the character (usually when stolen), or if the item is moved or placed out of proximity range for more than 10 seconds. The lammie may also specify other circumstances in which the attunement is broken. When an attunement is broken the item card used for that attunement is torn in half so that it cannot be reused. Items that do not require item cards may be attuned again by any character. Items that are in the possession of a character can be attuned instantly (no time requirement to attune) and can be used straight away. The powers requiring attunement cease to function until the item is attuned again. Examples of attunable items:

- **An item that grants the wearer the Occupational Skill Immune to Disease**, and can be attuned three times per day, might be worded: Has 3 item cards per day, Attunable. While attuned the wearer gains the Occupational Skill Immune to Disease. If the character "Jonas" wants to attune to the item then he writes "Jonas" on one of the item cards and gains the Occupational Skill Immune to Disease. He cannot attune to anything else while attuned to this item and loses the Occupational Skill again as soon as the attunement is broken.
- **An item that adds a spell to the bearer's spell list, from a choice of 3 spells**, might be worded: Has 2 item cards per day. Selectable Attunable (Cure Wound, Mend, Heal Wound). While Attuned bearer adds the chosen spell to their spell list. If the character "Jonas" wants to attune to the item in order to add Cure Wound to his spell list then he writes "Jonas, Cure Wound" on one of the item cards. If he later wants to add Mend to his spell list then he must break the existing attunement, tearing the first item card and losing the spell Cure Wound, before writing "Jonas, Mend" on the second item card.
- **An item that requires the bearer to hold on to the item for a period of time**, might be worded: Item requires 1min of continuous contact for the user to Attune, if proximity distance is exceeded for more than 1 min the attunement ends. When attuned the user may use the item to launch projectiles for Affect Elf.

Aura Auras (sometimes also known as Blessings) are a special type of lammie and, like Special Creatures and Special Powers, are specific to an individual character. No character may have more than one Aura lammie. For the purposes of the Lammie Hierarchy, Aura lammies take precedence over loresheets, and hence over all other lammies. Auras are not normally available to player characters.

Bearer, Wearer, and Wielder These terms may appear as part of the text on the Powers lammie of an item and are used to define when the powers of an item are active.

- **The Bearer** of an item only has to carry the item somewhere on their person in order to benefit from its powers – this can include carrying the item inside bags, pockets, pouches, or clothing.
- **The Wearer** of an item must be wearing it appropriately for an item of that type in order to benefit from its powers. For example: Armour must cover at least 50% of a location and the character must have the appropriate Armour Use CS. Amulets are any ornamental piece of jewellery, and should be worn appropriately for the physrep. Sashes should be worn over the shoulder, around the waist, or hanging from a belt. Tabards should be worn on the torso. Due to the difficulties in safely attaching a lammie to a ring, these may be worn either on a finger or on suitable chain/cord/etc. around the neck.
- **The Wielder** of an item (usually a weapon or shield) must be holding it in their hand(s) in order to benefit from its powers. They must also have the appropriate CS in order to use the item in the hand(s) in which they are holding it.

Cannot be moved This term may appear on the front and/or back of an Item lammie. Some items are completely immobile, others can only be moved under specific circumstances. The Powers lammie for such an item will detail the conditions (if any) under which it can be moved. If the conditions are not met, or you do not have the Powers lammie, then you may not move the item.

Curse A Curse is a magical affliction which adversely affects your character. This curse will be detailed on a specific Curse Loreshet that will have your Character name and Player ID (PiD) written on at the moment you are affected by the Curse. A second part of the curse sheet will be taken to Game Control and the details of the Curse afflicting your character recorded. The curse sheet that you retain will detail the effects, detection and cure effects associated with the affliction. To remove a curse a Referee must be present to check that the cure effects have been met – once this has been completed the Referee will remove the Curse loresheet from you and return it to Game Control where the Curse details will be removed from your character details. If you misplace your copy of the Curse Loreshet you must ask for a new copy at Game Control.

Disenchantment A process of stripping tiny amounts of magical or valuable materials from Crafted items (or sometimes utterly destroying the item) – for their resale value. This has no effect on the performance or duration that an item will last – however, an item that has been Disenchanted cannot be disenchanting a second time and may lose some resale value. Characters with the Fence occupational skill and some Guilds are able to evaluate and offer money for items that have not been disenchanting or have not lost the high level of magic required for Disenchantment to work (this happens after an appropriate Crafted item reaches its second year of a two year validity).

Essence Creature An Essence Creature is a type of Lorien Trust Special Creature that your character may become in-game. These currently include Werecoatures, Vampires, Warlocks, Paladins and Druids. These creatures have a specific Loreshet detailing their abilities, powers, rules and other information such as optional occupational skills and how to create another creature of their type. Becoming an Essence Creature requires that your character endures a particular Curse for a minimum of 24 Hours, after which you may attempt to embrace the Curse and evolve into an Essence Creature. The Essence Creature Curse process will be dealt with at a main event Game Control (and will count as one of your four skill buys for the year). Becoming an Essence Creature prevents the character becoming an Awakened Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

Has *n* item cards per day This phrase may appear as part of the text on the Powers lammie of an Item; or on a Special Power, Special Creature, or Aura lammie. Item cards can be collected each day from the Game Control. The phrase is usually the first line of the powers text so that, if you wish, the rest of the text can be easily concealed when collecting the cards. The rest of the text will explain effects the item cards can have – usually they must be torn to generate effects, or written on in order to attune the item (see Attunement above). If an item specifies that one or more item cards must be torn to cast a spell effect then it is the item (and not the character using it) that generates the spell effect, so (unless the lammie specifies otherwise) armour restrictions to casting do not apply and concentration is not required.

Iconic This term may appear on the back of an Item lammie. Iconic items are unique and specific to an individual Faction or Guild. The powers of some Iconic items are affected by the results of the Gathering battle each year, but otherwise they usually do not change from year to year. Iconic items are renewed each year, with the new lammies being delivered to the relevant faction or guild command team (regardless of who was in possession of the old lammies).

Legendary This term may appear on the back of an Item lammie. Legendary items are rare and unusual items which may be renewed for free. They are treated in all ways as usual lammied items, except that when they expire (or are about to expire) they should be taken to Game Control where a request for renewal may be made. Note that renewal is not guaranteed.

Monolith This term is used for a structure or large item that (under normal circumstances) cannot be moved. A Monolith that can be moved will have the powers, circumstance or situation printed on the lammie describing the process. A monolith may also have additional powers, rules or uses (such as being a Rite Focus) – if this is the case the details will also be printed on the lammie. Additionally an in-character area such as a temple, a large carved stone or even large shelters such as tents can be designated as a Monolith. Tents that have a Monolith lammie cannot be stolen and are assumed to be taken down and removed after an event has ended (unless a referee declares otherwise). A Monolith can be used in conjunction with an associated Rite Focus (See Rite Focus description below) and will require the presence of a Referee at the time/place/circumstance as described on the lammie. Please do not request the presence of a Referee outside of the time/place/circumstance on the lammie.

Must be visible This phrase may appear on the back of an Item lammie, and applies to both the item and the lammie. It will often be found on items of clothing (such as sashes or tabards) whose purpose is to display colours and/or heraldry, but may also appear on other items. In order for its powers to function, such an item and its Item lammie must be clearly visible IC and should not be concealed underneath armour, clothing, or other costume. An exception may be made when a cloak or coat is worn over the top of costume in order to protect from the cold, rain, or other weather conditions – but you should still make an effort to make the item visible if reasonably possible, and abuse of this exception will be considered cheating.

Must remain on original physrep This phrase may appear on the back of an Item lammie. It is fairly self-explanatory – the Item lammie should remain attached to the same physrep at all times, even if performing a change of ownership. Note that this means that you may be taking custody of someone else's physrep and you should therefore take good care of it; if it becomes damaged, or the lammie expires, then you should take it to Game Control so that appropriate action can be taken with the physrep.

Must be visible This phrase may appear on the back of an Item lammie, and applies to both the item and the lammie. It will often be found on items of clothing (such as sashes or tabards) whose purpose is to display colours and/or heraldry, but may also appear on other items. In order for its powers to function, such an item and its Item lammie must be clearly visible IC and should not be concealed underneath armour, clothing, or other costume. An exception may be made when a cloak or coat is worn over the top of costume in order to protect from the cold, rain, or other weather conditions – but you should still make an effort to make the item visible if reasonably possible, and abuse of this exception will be considered cheating.

Oath Bound Often part of a Special Creature lammie and represents a bond between the Creature and an entity, power, principal or even individual. It is usually permanent (and can often be detected). The Oathbound creature can utilise items in a similar way to the Oathsworn Occupational Skill (may use X power or ability if Oathsworn X) if the item explicitly mentions the named Oath Bound effect. In addition the Oath Bound Creature may be affected by explicit game or Referee effects. Limited duration Oath Bound effects can also be gained through roleplay. Only one Oath Bound effect can be gained at a time and a new Oath Bound effect may not replace an already existing Oath Bound effect.

Power Rating and Expiry Date This information is printed on Item lammies as well as Aura, Special Power, and Special Creature lammies. The owner of Aura, Special Power, and Special Creature lammies will automatically know this information IC unless they choose not to. A character examining a Special Item can learn the Power rating and/or expiry date by holding the item for 3 seconds or more and do not require any character skill, occupational skill or otherwise to determine these values.

Regenerates (<time period>, <effect(s)>) [<exclusion(s)>]: This phrase may appear as part of the text on the Powers lammie of an Item; or on a Special Power, Special Creature, or Aura lammie. The "effect(s)" and "exclusion(s)" elements are optional so may not always appear. The character affected recovers one hit per location every time period. If one or more "effect(s)" are specified then only wounds that could normally be recovered using those effects can be regenerated. If no "effect(s)" are specified then any wound that could be normally recovered using the "Cure Wound" or "Heal Wound" effects can be regenerated. If any "exclusions" are specified in square brackets (e.g. [Flame]) then the damage types or effects specified always have their damage type converted to Artefact for the affected character, and the character cannot regenerate Artefact damage. 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 or Artefact damage can never be regenerated unless a Lammie or Loresheet explicitly states that it can.** If any of the damage to a location is of a type that cannot be regenerated then all damage to that location is considered to be of that type for the purposes of regeneration, thus preventing regeneration on that location until that location is restored to full health. e.g. "Regenerates (5 mins, Cure Wound) [Air]" means that the affected character recovers 1 hit per location every 5 minutes, if those wounds could be recovered by the "Cure Wound" effect. They cannot regenerate Artefact damage and they take Air as Artefact. As with all cases of regeneration, they cannot regenerate Silver damage. Anything displayed within square brackets [] is a specific weakness to any regeneration that the character has, creating a vulnerability to the specified damage and preventing it from being regenerated. Regeneration will always target LHV before AV.

Rite Focus A Rite Focus can only be used in an Ad-Hoc Rite under the circumstances (time, place or in conjunction with another item) printed on the lammie and will have no effect on any other Rite, Ceremony or Ritual. A Rite Focus is often used in conjunction with an associated Monolith) and will require the presence of a Referee at the time/place/circumstance as described on the lammie.

Wearer or Wielder See **Bearer**.

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 magically tied to a specific characters pattern and is immune to Fumble and Shatter. A bonded item can be temporarily stolen (purposefully using the searching rules or by finding the item in-game) and must be handed to Game Control as per the normal theft rules. Upon presenting to Game Control the item will immediately disappear and can be OOC collected by the player of the character that the item is bonded to and used normally again in-character. On character death, any bonded item lammies should be returned to Game Control (items disappear and are destroyed).

Charm Charms are a sub group of Mind effects and include Befriend, Beguile, Enthral and Enthral Unliving. 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 of Control cast, then they are Controlled by the caster. A Controlled creature must follow the directions of that Controller to the best of their ability (unless it endangers their own or others out-of-character safety or is meant to be out-of-character humiliating or degrading). Unless commanded otherwise, they may not cause them damage, cast spells or use abilities on the Controller - this includes asking for others to cause harm or Controlling others to cause harm to the Controller. Whilst under a Control they may not attempt to cast a Control or Dismiss on themselves through choice or by a command from the Controller and will retail all memories of being controlled after the affect has passed.

The creature may only be under one Control at a time. If successfully targeted by another Control effect, the previous Control ends and the new Control period starts as above. If the new Control is cast by the same person, then all their previous instructions remain in place. The creature may only be Controlled by the same character three times in a row during one day. If a fourth Control attempt is attempted the effect will not succeed (although they will be aware that the attempt has been made). A Controlling character may end their Control at any time by explicitly stating that the Control effect has ended. If the Controlling character dies then the Control effect immediately ends.

Day Generally this term will be used to refer to the in-character time that you play the game – between 10am (time-in) and 1am (time-out). For example, the Lorien Trust Event Power Sheet will refer to "Total Spell Power each day". This means that the Power that your character uses each day will refresh at time-in (usually 10am at a Main Lorien Trust Event) and stops being used at 1am (time-out). The next day the process starts again with your Character Power (if appropriate) refreshes. Another example would be an item that refers to a number of uses per day (usually accompanied by a lammie and item cards).

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). Debilitation effects can also be followed by a time (e.g. Mass Debilitation 10 minutes etc.) or be removed when an effect such as a **venom** is completely purged. If a time is not explicitly stated, the debilitation period will be 10 minutes. If a character is debilitated (from any source) and has all body locations remaining above zero for 10 mins, the debilitation effect will end and the character can act normally.

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. In-character 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 creature or item with a dismiss Level of the specified power level <X> (or lower). A Dismissed creature is reduced to -1 on all locations and your Grace Period is reduced to 1 minute (unless you are already in your grace period at which point it stays at the lower time remaining). A dismissed creature is immune to Sanctuary effects until all locations are healed to at least zero (0) by a Full Cure/Repair associated with the creature type (e.g. Full Cure Elemental for an Elemental) to EVERY location within the 1 min Grace Period. 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. A dismissed item will be *Destroyed*.

Dusk This is defined as 8pm.

Fear 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 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. During frenzy, a creature is *Immune* to Sleep and *Immobilisation* effects and will treat everyone around them as an enemy that must be attacked. When the Frenzy period has expired, all locations will be *Destroyed* by Artefact Damage.

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 not 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.

Paragon A Paragon is a term used to describe a creature that has become adept at, uniquely powerful, lucky enough or gained enough knowledge to transcend to a higher level of skill, power, ability or understanding. These abilities often defy normal convention or norms, have unique or powerful uses. **Even creatures with already powerful abilities and ritually enhanced patterns including Essence Creatures and Awakened can discover or attain these skills (it is only possible to possess one Paragon ability at a time).**

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. Some creatures or items may resist an effect whilst unconscious or unaware (*lammie* or *loresheet* required) and will be explicit with the conditions in which it may be used.

Stacking Armour AV does not stack. If a character has AV from two different sources (e.g. a Paladins 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.

Spellbind A term used to describe a spell being cast into an item or scroll (often with Crafted items).

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) 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 Lorien Trust volunteers that are in charge of a Faction or Guild. They often play the NPCs who run that Faction or Guild.

Directed Player Character (DPC) A character trusted in a similar way to an NPC by the Lorien Trust and/or a Faction or Guild plot team and give their time (in-character and out-of-character) to help provide depth and colour, and make a living, breathing game world for you to enjoy. All DPCs are player characters. Appointment and continued appointment is subject to Lorien Trust approval.

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

Distilling This process allows the ingredients required for two or more levels of Alchemy to be combined to make a higher level of product (up to Master Level). These ingredients can be your own or from several different Alchemists (must all be present). The ingredients will be recorded as used from stock as you would for any normal Alchemical creation. Distillation may not be used to create a product that requires a Reagent.

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 Lorien Trust 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 World Plot A Lorien Trust volunteer who has responsibility for all Plots at all Lorien Trust events (including Sanctioned events). Has seniority in regard to all plot written and run at Lorien Trust events. In the absence of any one appointed individual, this role will be shared amongst Lorien Trust Management.

Head of Referees/Head of Marshals A Lorien Trust volunteer responsible for Referees and Marshals. Has seniority over all other Referees and Marshals. In the absence of any one appointed individual, this role will be shared amongst Lorien Trust Management.

Head of Rules A Lorien Trust volunteer who has responsibility for overseeing and maintaining the Rules and Logistics of the L.T.R.P. System, including this handbook and any additions or extensions to this rules system. Has final say on all rules interpretation. In the absence of any one appointed individual, this role will be shared amongst Lorien Trust Management.

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.

Indeterminate State A Referee or other volunteer declared state for a character where a complex or confusing situation may be occurring and/or a time sensitive or character ending situation has occurred. In simple terms the character in the Indeterminate State is not part of the game temporarily so that things can be sorted out.

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. You may not use innate abilities while immobilised. An innate chant still requires a vocal of "Innate X" once per 10 seconds.

Lammie A Laminated Card authorised by the Lorien Trust 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. 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 Characters may not have a magic pattern without a supporting lammie. **Once you become an Unliving/Magical Pattern it is not possible to change the state to one or the other - or go back to being a Living Pattern in any way.**

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.

Monsters 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 Lorien Trust main 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. An NCP lammie does not make the item subject to the IC stealing rules.

Non Player Character (NPC) A character controlled by the Lorien Trust 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 Lorien Trust 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).

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. e.g. sorting your character card at Game Control is an OOC (out-of-character) action.

Out of Combat Being out of combat refers to a situation where a character is not actively or passively participating in a combat situation. This includes healing others, preparing to or anticipating combat (your concentration being focussed on the combat rather than elsewhere. This is a grey area and we ask that where it is referenced in the rules that the Spirit of the Rules be used so that a range of situations can be fairly covered without resorting to an extensive list. This situation mainly comes into play when repairing Armour and Occupational Skills associated with Armour Repair.

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 These characters form part of a plot line and are directed by a plot team

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 four powers - Spellcasting, Corruption, Incantation and Healing.

Ritual Circle A construction built to harness and channel void energy into lasting magical effects as well as being used for Transport Rites (as per a Transport Circle). A seal on a ritual Circle can be lowered (characters can move in and out freely) or raised (characters may not enter or leave) – this is indicated by a ring of lights being illuminated (Seal up) or not during game-time. When a circle is sealed there is an additional Void Gate towards the back of a circle which can be entered to step into the void (this is extremely dangerous in-character). This void gate can not be entered when the Seal has been lowered. This circle will be marked as a Monolith.

Sanctioned Event Sanctioned events are events run using the Lorien Trust game system and are set in the Lorien Trust game world. The Lorien Trust requires its Game standards to be met, but the event organisers are primarily responsible for the event.

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

Transport Beacon A temporary Monolith usually found at Lorien Trust Sanctioned events that act as Transport Circles.

Transport Circle A circle of stones or other markers that form a circle where Transport and other rites can be performed. This circle will be marked as a Monolith.

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. Once you become an Unliving/Magical Pattern it is not possible to change the state to one or the other - or go back to being a Living Pattern in any way.

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 melee or projectile weapon.



Advancement & Learning

Occupational Skills

Occupational Skills (Commonly known as OS) are used to represent the increase in experience, understanding, learning and skill available to a character over a period of time. Relevant Occupational Skills can be used to specialise a character in an area, or areas, of interest. Occupational Skills are usually presented in tiers indicating the rarity and complexity of the Occupational Skill (each increasing alongside its relevant tier). Skills with a higher tier almost always require a prerequisite skill to be purchased before it can be purchased itself; there are some exceptions to this.

Occupational Skill Points (Commonly known as OSPs) are issued to our customers as a loyalty reward or an individual thank you. They may also be issued as a bonus or gift. In Erdreja all characters have the ability to improve their skills and knowledge. This is achieved through Occupational Skill Points (OSP). The number of OSPs available represents the maximum potential learning and development opportunities for your character. Unspent OSPs are not lost if a character dies or is retired. Unspent OSPs are retained against your player record. Spent OSPs are lost and are non-refundable. OSPs for attending Lorien Trust Main Events are credited to your player record. OSPs gained during pre-booking are available for use from the first day of the first event you have prebooked for. These may not be used during the prebooking process where they are gained. OSPs gained from paying on the gate are not available for purchasing skills until the following Event Season. The main function of OSPs is to allow players to create an extra depth to their character, their background and their knowledge in the game world, and supplement your core skills. Interaction between all players should be on a reasonably fair level, whether that player is an old veteran of events or someone new at their first event. This is not to say that the veteran should not have an edge over the new player or have a greater understanding, skills or knowledge within the game.

Lorien Trust main events 10 OSPs will be issued electronically when you prebook a Main Lorien Trust Event. If you choose to pay on the gate, during your initial visit to Game Control these 10 OSPs will be credited.

Sanctioned Events 2 OSPs will be issued electronically to your account where Sanctioned Event organisers comply with the data format requested by the Lorien Trust Office.

Earning Extra OSPs Additional Occupational Skill Points may be earned by helping out at Main Events, or via special offers such as early prebooking or introducing a friend to the Lorien Trust System.

Purchasing Occupational Skills

You may only purchase Tier1, Tier2 or Tier3 (not restricted or Tier4/5) skills OR skills from your special creature Loreshet (proof may be required of loresheet access) during Prebook. No more than four skills may be purchased per character during any Event Season. This total includes both skills purchased at pre-booking and those purchased at a Lorien Trust main events. The only exceptions to this are Income Skills and Oathsworn (see relevant entries for details). Please note that you may not purchase the same OSP twice or more regardless of the source. In addition you may only progress along one step of an Occupational Skill tree per year.

Active and Inactive Skills An Active Skill is an Occupational Skill that is both on your printed character card and turned 'on'. This is available to use during play. All Occupational skills that have been purchased are held against your character account. Active skills are turned to the 'on' position and inactive skills are turned to the 'off' positions. This functionality is used to manage historic prerequisite Purchases and not for swapping during or in-between events to allow (effectively) a temporary character skill change.

Functional Occupational Skills This refers to an Occupational Skill placed upon your account which may grant access to further Occupational Skill purchases (which are normally restricted). These may not always appear on your character card and where they do, they may not always count towards your limit of 12. (It should be noted that these mostly hold an administrative function).

Restricted Skills Some skills are restricted. These are marked with an @ symbol. This restriction is either due to the nature of the skill, the availability of the skill, or necessary role play aspects that must be undertaken to gain the skill (Generally through a Training Facility of a Faction of Guild). These skills no longer take a year to become active.

Skill Limits A standard character may have a maximum of twelve (12) occupational skills on the right side of their character card at any time, up to four (4) of which may be Tier 5 skills and one (1) Paragon skill. It is possible to sacrifice a skill to free up a space on the card; however, refunds of OSPs will not be given in such circumstances. Once a skill is sacrificed it is gone and would need to be re-purchased, at the full OSP cost, in the normal manner.

- The following skills do not count towards the limit of twelve skills: Apprentice <X>, Journeyman <X>, Master <X>, Sage <X>, Scholar <X>, <X> Command, General Knowledge <X> and <X> Oathsworn.
- You may have up to four Apprentice <X> OR two Journeyman <X> OR one Master <X> skills at any one time. Alternatively, you may have two Apprentice <X> and one Journeyman <X> skills. These skills must be purchased individually.
- You may have up to two Scholar <X> OR one Sage <X> and one Scholar <X> skills at any one time. These skills must be purchased individually.
- You may have up to one Oathsworn Faction and One Oathsworn Guild Occupational Skill at the same time.
- You may have one Paragon <X> skill at any one time. These skills are extraordinary even for the world of Erdreja and often eclipse and consume the pinnacle of the Guilds and Factions trained skills. These skills will always require a Lammie or Loreshet.

Special Creature or Lammie Skills Some skills are not available to starting characters. These skills can be acquired during gameplay, and require the character to be a special creature, with a lammie or loresheet that allows the purchase of those skills. These skills may not always appear in any of the skill lists below, and instead could appear on that creature's loresheet. Where a character has a lammie or loresheet, and it indicates OS costs these will override those within this book. Additionally, any Occupational Skill listed on your loresheet always counts as unrestricted for the purposes of buying the skill.

Universal Occupational Skills

Item Creation Skills All skills that allow the creation of items such as weapons, armour, potions, poisons, reagents, wands, trinkets, scrolls, or other items, will have a list at the relevant Guild of what types of items can be made and the IC costs in creating them.

Research Requests Some Occupational Skill can enhance a character's ability to perform research requests. For further details about research requests please speak to the Great Library (In-Character) in the Guild area at a main event or seek advice from Game Control.

Children and Occupational Skills Children are limited on the skills they may purchase, due to restrictions on the CS available. (See Children and Character Skills). **All children are Immune to Charm and Command effects until the day of their 16th Birthday.** There are no exceptions to this rule. This does not count as having the Occupational Skill Immune to Charms for any purpose. E.g. In order to purchase an Occupational Skill that has Immune to Charms as a pre-requisite, the Immune to Charms Occupational Skill would still need to be acquired and appear on the character card.

Purchasing Methods

Self-Teaching Characters may improve their skills before the year starts through self-teaching and study. This can take several weeks or even months – and can be limited due to resources or speciality. Self-Teaching takes place in the pre Main Events (during the Prebooking season). You may prebook up to 4 skills to a maximum level of Tier 3 (must not be restricted skills). The OSPs required to purchase the skill will be immediately deducted from your account.

Training Facilities Guilds and Factions are allocated a number of training facilities each year for teaching skills to characters. These will include a limited number of the highest level of training for the relevant Guilds associated with the Skills. Factions are also allocated a number of Training Facilities of a more generic nature representing Faction Training facilities and knowledge available. These opportunities are allocated, earned or even competed for in trials and competitions throughout the year – speak to each Faction and Guild Command for more details of their system. When allocated, your character name, real name and player ID are registered by a representative (usually an NPC or Command Character of the Guild or Faction) at Game Control. The following day you may visit Game Control and pick up your new character card (your character is presumed to have visited the Training Facility overnight). If there is a problem with the training (lack of prerequisites or banked OSPs) Game Control will be able to discuss your options. The OSPs required to purchase the skill will be immediately deducted from your account.

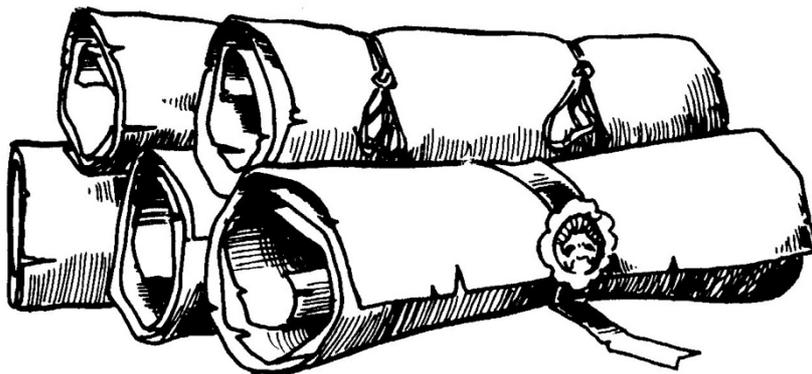
Tutoring and Forgery Characters with the Tutor, Written Forgery and Forgery skills can teach or facilitate the teaching of a limited number and levels of occupational skills (see Occupational Skills for more details). The OSPs required to purchase the skill will be immediately deducted from your account.

Plot and Miscellaneous Training There may be opportunities via plot to access training in any of the above ways. These will not be common opportunities and in-character requirements should be expected. The OSPs required to purchase the skill will be immediately deducted from your account. Some skills are available via a Creature Loresheet or Skill Loresheet.

We ask that if you are planning on gaining several skills (via Training and/or Tutoring) that you collect them all first before visiting Game Control to get a new character card – this saves on plastic and paper waste by only needing to reprint a card once.

Occupational Skill Lists

The following lists show Occupational Skill that are available in-game. Any Occupational Skills that do not appear on the lists below are for special creatures and the methods to purchase them are detailed on the creature's lammie or loresheets. A character with a specialised casting ability (e.g. Shadow Magic), may still purchase Occupational Skill from the Mages or Incantors list as normal. **A character may not have both Dark Incantation and Light Incantation or both Enchanting and Shadow Magic at the same time without a specific Occupational Skill, Lammie or Loresheet. Pre-requisite Occupational Skill marked in bold in the pre-requisite column are replaced when the new skill is purchased. @ marked skills are restricted and require an IC pre-requisite to purchase, generally a Training Facility or an IC tutor. Ω marked lists are valid to use with the Occupational Skill Jack Of All Trades. Note: Some Occupational Skills marked with # are not available through normal routes – and may only be available with a Ritual, or specific Lammie/Loresheet. Some skills may become available for purchase with a Creature or other Loresheet and may have alternative Tier and OSP costs (often Lower than listed in this Handbook).**



Alchemists Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Create Poison (Novice)	2	20	Poison Lore
Create Poison (Artisan)	3	30	Create Poison (Novice) & Poison Lore
Create Poison (Master)	4	40	Create Poison (Artisan) & Poison Lore
Create Poison (Magical) @	5	50	Create Poison (Master) & Poison Lore
Create Potion (Novice)	2	20	Potion Lore
Create Potion (Artisan)	3	30	Create Potion (Novice) & Potion Lore
Create Potion (Master)	4	40	Create Potion (Artisan) & Potion Lore
Create Potion (Magical) @	5	50	Create Potion (Master) & Potion Lore
Create Reagents	1	10	Poison Lore or Potion Lore CS
Create Reagents (Improved)	2	20	Create Reagents
Increased Alchemical Production	4	40	Create Reagents (Improved)
Create Antidotes	1	10	Poison Lore or Potion Lore CS
Create Antidotes (Improved)	3	30	Create Antidotes
Herb Lore	1	10	
Oiled Weapons	3	30	Immune to Fumble
Master Poisoner	4	40	
Forensic Analysis	3	30	
Immune to Lethal Alchemical Venoms	4	40	

Armourers Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Armoursmith (Apprentice)	1	10	
Repair Enchanted Items	2	20	Armoursmith (Apprentice)
Armoursmith (Artisan)	4	40	Repair Enchanted Items
Armoursmith (Master) @	5	50	Armoursmith (Artisan)
Weaponsmith (Apprentice)	1	10	
Repair Destroyed Items	2	20	Weaponsmith (Apprentice)
Weaponsmith (Artisan)	4	40	Repair Destroyed Items
Weaponsmith (Master) @	5	50	Weaponsmith (Artisan)
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	Immune to Repel
Mighty Blow	4	40	Immune to Repel and Strikedown
Crushing Blow @	5	50	Mighty Blow
Additional Reforging	1	10	
Spell Tempering	3	30	Additional Reforging
Shield Mastery	3	30	
Shield Mastery (Expert)	4	40	Shield Mastery

Bards Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Detect and Remove Beguile	2	20	
Immune to Charms	3	30	Detect and Remove Beguile
Cast Mass Charms	4	40	Immune to Charms
Beguile @	5	50	Cast Mass Charms & Detect and Remove Beguile
Immune to Fear	1	10	
Immune to Mute	2	20	Immune to Fear
Rally @	4	40	Immune to Mute & Immune to Fear
Immune to Mind Effects @	5	50	Rally
Sleepless Chanting	2	20	
Unending Voice	3	30	Sleepless Chanting
Translate Named Script <X>	1	10	
Written Forgery	4	40	Translate Named Script <X> & Recognise Forgery
Forgery @	5	50	Written Forgery & Recognise Forgery
Translate Named Script <X>	1	10	
Script Master <X>	3	30	Any TNS <X> from the same family
Polyglot @	5	70	Any Script Master <X>
Herb Lore	1	10	
Immune to Befriend & Confusion	3	30	

Casino Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Detect and Remove Beguile	2	20	
Immune to Charms	3	30	Detect and Remove Beguile
Cast Mass Charms	4	40	Immune to Charms
Immune to Fear	1	10	
Immune to Mute	2	20	Immune to Fear
Rally @	4	40	Immune to Mute & Immune to Fear
Immune to Mind Effects @	5	50	Rally
Locate	2	20	
Conceal Item	2	20	
Conceal Item (Improved)	3	30	Conceal Item
Perform Transport Rite	1	10	
Perform Teleport Rite @	5	50	Perform Transport Rite

Corruptors Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Revitalise Unliving	1	10	
Repair Unliving (Advanced)	2	20	Revitalise Unliving
Mind Healing	4	40	Repair Unliving (Advanced)
Source of Unlife @	5	50	Mind Healing & Repair Unliving (Advanced)
Mortician	2	20	
Mortician (Expert)	4	40	Mortician
Dismiss/Control +2	1	10	
Dismiss/Control +4	2	20	Dismiss/Control +2
Dismiss/Control +6	4	40	Dismiss/Control +4
Dismiss/Control +8 @	5	50	Dismiss/Control +8
Heal Alien or Aberrant Pattern	3	30	
Heal Magical Pattern @	5	50	Heal Alien or Aberrant Pattern
Immune to Fear	1	10	
Immune to Disease	3	30	
Discern Unliving	3	30	

Healers Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Revive	1	10	
Advanced Healing	2	20	Revive
Mind Healing	4	40	Advanced Healing
Source of Life @	5	50	Mind Healing & Advanced Healing
Triage (Master)	2	20	
Triage (Expert)	4	40	Triage (Master)
Discern Pattern Type	1	10	
Advanced Pattern Scan	4	40	Discern Pattern Type
Heal Alien or Aberrant Pattern	3	30	
Heal Magical Pattern @	5	50	Heal Alien or Aberrant Pattern
Immune to Disease	3	30	
Guarded Channelling @	5	50	Immune to Disease
Herb Lore	1	10	
Discern Elemental Being	3	30	

Incantors Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Dismiss/Control +2	1	10	
Dismiss/Control +4	2	20	Dismiss/Control +2
Dismiss/Control +6	4	40	Dismiss/Control +4
Dismiss/Control +8 @	5	50	Dismiss/Control +8
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Last Rites	1	10	
Last Rites (Improved)	4	40	Last Rites
Cast Additional Incantation @	5	50	Last Rites (Improved)
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Cast High Countermagic	3	30	
Master Countermagic	4	40	Cast High Countermagic or High Magic (Incantation)
Cast Additional Incantation @	5	50	Master Countermagic
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Transcend Armour	2	20	
Champion	4	40	Transcend Armour
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Dedicated Follower	3	30	
Damage Reduction (Fatal) @	5	50	Dedicated Follower
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Immune to Fear	1	10	
Discern Ancestral Being	3	30	
Discern Unliving	3	30	

Mages Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Rite Master	1	10	
Ritual Magic (Improved)	3	30	Rite Master
Ritualist (Expert)	4	40	Ritual Magic (Improved)
Ritualist (Master) @	5	50	Ritualist (Expert)
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Cast High Countermagic	3	30	
Master Countermagic	4	40	Cast High Countermagic or High Magic (Spellcasting)
Cast Additional Magecraft @	5	50	Master Countermagic
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Transcend Armour	2	20	
Champion	4	40	Transcend Armour
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Contribute to 2nd Ritual	1	10	
Contribute to 3rd Ritual	3	30	Contribute to 2nd Ritual
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Perform Transport Rite	1	10	
Discern Daemonic Being	3	30	
Thaulmonic Alignment @	3	30	
Impweave Expertise @	4	40	

Militia Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Immune to Fumble	1	10	
Immune to Fumble and Shatter	3	30	Immune to Fumble
Immune to Through	4	40	Immune to Fumble and Shatter
Magic Resistance @	5	50	Immune to Through
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	Immune to Repel
Mighty Blow	4	40	Immune to Repel and Strikedown
Crushing Blow @	5	50	Mighty Blow
Immune to Fear	1	10	
Immune to Mute	2	20	Immune to Fear
Rally @	4	40	Immune to Mute & Immune to Fear
Immune to Mind Effects @	5	50	Rally
Tracking	1	10	
Locate	2	20	
Shield Mastery	3	30	
Shield Mastery (Expert)	4	40	Shield Mastery

Rangers Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Immune to Fumble	1	10	
Immune to Fumble and Shatter	3	30	Immune to Fumble
Strikedown Shot	4	40	Immune to Fumble and Shatter
Halt Shot @	5	50	Strikedown Shot
Tracking	1	10	
Discern Race	2	20	Tracking
Discern Race and Pattern	4	40	Discern Race
Ethereal Shot @	5	50	Discern Race and Pattern
Immune to Befriend and Confusion	3	30	
Immune to Sleep	4	40	Immune to Befriend and Confusion
Bowyer (Apprentice)	2	20	
Bowyer (Master)	4	40	Bowyer (Apprentice)
Oiled Weapons	3	30	Immune to Fumble
Hand of Nature	2	20	
Trap Lore	3	30	
Enchant Projectile Weapon @	5	50	

Scouts Guild Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Immune to Fumble	1	10	
Focused Through	2	20	Immune to Fumble
Through @	4	40	Focused Through
Weapon Finesse @	5	50	Through
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	Immune to Repel
Immune to Immobilisation @	5	50	Immune to Repel and Strikedown
Translate Named Script <X>	1	10	
Written Forgery	4	40	Translate Named Script <X> & Recognise Forgery
Forgery @	5	50	Written Forgery & Recognise Forgery
Tracking	1	10	
Conceal Item	2	20	
Locate	2	20	
Traverse Faction Wards	3	30	
Trap Lore	3	30	
TNS Spiral @	1	10	Oathsworn Scouts Guild
Oiled Weapons	3	30	Immune to Fumble
Master Poisoner	4	40	

Bank of Erdreja (Guild) Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Immune to Fumble	1	10	
Conceal Item	2	20	
Locate	2	20	
Identify	2	20	Any Spellcasting, Incantation, Healing, Corruption or Sense Magic CS
Diagnose Powers @	5	50	Identify
Immune to Mind Effects @	5	50	Rally
Bank Advisor (Clerk) @	2	20	Oathsworn Bank
Bank Advisor (Associate) @	3	30	Bank Advisor (Clerk), Oathsworn Bank
Bank Advisor (Broker) @	4	40	Bank Advisor (Associate), Oathsworn Bank

Knowledge Guilds Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
General Knowledge <X>	1	10	
News monger	2	20	General Knowledge <X>
Improved Research Ability	4	40	News monger

Arcane Guilds Occupational Skill List Ω*

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
+ 4 Spell Power	1	10	
+ 8 Spell Power	2	20	+ 4 Spell Power
+ 12 Spell Power	4	40	+ 8 Spell Power
+ 16 Spell Power @	5	50	+ 12 Spell Power
Arcane Crafter (Apprentice)	1	10	
Arcane Crafter (Adept)	2	20	Arcane Crafter (Apprentice)
Arcane Crafter (Master)	4	40	Arcane Crafter (Adept)
Dark Incantation @	1	10	
Daemonology @	1	10	
Elementalism @	1	10	
Enchanting @	1	10	
Light Incantation @	1	10	
Necromancy @	1	10	
Shadow Magic @	1	10	
Theology @	1	10	
High Magic (Daemonology) @	4	40	Daemonology
High Magic (Elementalism) @	4	40	Elementalism
High Magic (Necromancy) @	4	40	Necromancy
High Magic (Theology) @	4	40	Theology
High Magic <X> @	5	50	<i>(*May not be gained with Jack of All Trades)</i>
Identify	2	20	Any Spellcasting, Incantation, Healing, Corruption or Sense Magic CS
Diagnose Powers @	5	50	Identify

Martial Guilds Occupational Skill List Ω

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Quick Armour Repair	1	10	
Armour Mastery	2	20	
Armour Mastery (Advanced)	4	40	Armour Mastery
Armour Mastery (Expert) @	5	50	Armour Mastery (Advanced)

Martial Guilds Include: Armourers, Militia, Rangers and Scouts

Arcane Guilds Include: Corruptors, Healers, Incantors and Mages

Knowledge Guilds include: Alchemists, Bank, Bards and Casino

Generic Occupational Skill List

Skill Name	Tier	OSP Cost	Pre-Requisite to Learn
Apprentice <X>	1	10	
Journeyman <X>	2	20	Apprentice <X>
Master <X>	3	30	Journeyman <X>
Immune to Repel	2	20	
Immune to Repel and Strikedown	3	30	Immune to Repel
Immune to Immobilisation @	5	50	Immune to Repel and Strikedown
Scholar <X>	2	20	
Sage <X> @	4	40	Scholar <X>
Awakened <X> @	1	10	May only be created by an Awakened Creature of the appropriate race
Tutor @	4	40	
<X> Oathsworn @	1	10	
Activate <X> Item @	2	20	<X> Oathsworn
<X> Command @	5	50	
Treewalker #	5	85	Perform Transport Rite
Voidportal #	5	85	
Circle Warden @#	5	85	
Circle Watcher #	5	85	
Magical Armour Mastery	2	20	Any Armour CS
Herb Lore (Improved) #	2	25	Herb Lore
Escape Bonds	3	30	
Shield Dismiss Level @	3	30	
Fearsome Aspect @	4	40	
Advanced Armour Repair #	3	30	
Master Armour Repair #	4	40	Advanced Armour Repair
+1 LHV @	5	50	
Mighty Blow #	4	20	Brutish Strike #
Crushing Blow #	5	25	Focused Strike #

Occupational Skill Descriptions

Listed below are all the skills and a description of what each skill does.

- If you change a Character Skill which is required to buy an Occupational Skill you will lose that Occupational Skill (with no refund for the Occupational Skill).
- Skill descriptions marked with an # symbol are skills only available via a lammie or loresheet.

+1 Base LHV # Requirements to use: Lammie or Loresheet. The character's Base LHV is increased by one. This may not raise the character's total Base LHV beyond four. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+1 Bonus Power Rating # / +1 Bonus PR # Requirements to use: Lammie or Loresheet. This increases the Power Rating carrying capacity by 1.

+1 LHV Requirements to use: Body development 2 CS or Lammie or Loresheet. The character gains +1LHV, subject to the rule of double.

+5 Dismiss Rank # Requirements to use: Lammie or Loresheet. Skill name is interchangeable with Dismiss Rank +5. The character gains +5 to their dismiss rank. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+10 Dismiss Rank # Requirements to use: Lammie or Loresheet. Skill name is interchangeable with Dismiss Rank +10. The character gains +10 to their dismiss rank. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+1 Magical Armour # Requirements to use: Lammie or Loresheet. This grants the character 1 point of Magical Armour on every location. If this armour becomes damaged then any character with their own power can repair it using a single Spell Power, to restore fully the protection value of the armour on a single location by holding the open palm of their casting hand towards the target (approx. 1ft away from it), and speaking the vocals "By my power I replenish this armour". If the character gains a Mage or Paladins Armour it will instead boost that High Sigil effect by 1 point and will follow all of the rules for that High Sigil effect. You may never have more than 4 points of Magical Armour by any means. +1 Magical Armour will refresh at time-in.

+1 Natural Armour Requirements to use: Lammie or Loresheet. Gains 1 point of Natural Armour. You may never have more than 4 points of Natural Armour by any means. This effect may also be granted by a Sigil effect (may not stack with an Occupational Skill, Lammie or Loresheet Natural Armour). The Sigil effects of Carapace Armour and High Carapace armour will stack with this skill.

+2 Bonus Power Rating # / +2 Bonus PR # Requirements to use: Lammie or Loresheet. This replaces the Occupational Skill +1 Bonus PR. This increases the Power Rating carrying capacity by 2.

+2 LHV # Requirements to use: Lammie or Loresheet. The character gains +2LHV, subject to the rule of double. Requires and replaces the +1 LHV Occupational Skill. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

+2 Magical Armour # Requirements to use: Lammie or Loresheet. This replaces the skill +1 Magical Armour and grants the character 2 points of Magical Armour on every location. If this armour becomes damaged then any character with their own power can repair it using a single Spell Power, to restore fully the protection value of the armour on a single location by holding the open palm of their casting hand towards the target (approx. 1ft away from it), and speaking the vocals "By my power I replenish this armour". If the character gains a Mage or Paladins Armour it will instead boost that High Sigil effect by 2 points and will follow all of the rules for that High Sigil effect. You may never have more than 4 points of Magical Armour by any means. +2 Magical Armour will refresh at time-in.

+2 Natural Armour # Requirements to use: Lammie or Loresheet. This skill replaces +1 Natural Armour, gains 2 points of Natural Armour. You may never have more than 4 points of Natural Armour by any means. This effect may also be granted by a Sigil effect (may not stack with an Occupational Skill, Lammie or Loresheet Natural Armour). The Sigil effects of Carapace Armour and High Carapace armour will stack with this skill.

+ 4 Spell Power The character gains +4 spell Power per day, subject to the rule of double.

+ 8 Spell Power This skill replaces +4 Spell Power. The character gains +8 spell Power per day, subject to the rule of double.

+ 12 Spell Power This skill replaces +8 Spell Power. The character gains +12 spell Power per day, subject to the rule of double.

+ 16 Spell Power This skill replaces +12 Spell Power. The character gains +16 spell Power per day, subject to the rule of double.

<X> Command Requirements to use: Lammie or Loresheet. Includes the following occupational skills and abilities:

- Oathsworn <X>
- Activate <X> Item
- Immune to Lethal Alchemical Venoms
- Tutor
- May not be affected by Beguile

<X> Oathsworn The character has sworn a binding Oath to support the Faction or Guild <X>. This Occupational Skill can be only be gained with permission from the relevant Faction or Guild and may be removed by the Oathbreaker Curse. This skill may only be purchased at a main Lorien Trust event and does not count towards your 4 skill purchases permitted per year. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Activate <X> Item The character can activate items for the Faction or Guild <X>. This Occupational Skill can be only be gained with permission from the relevant Faction or Guild and they may remove it at any time.

Additional Reforging This allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. See Armoursmith and Weaponsmith occupational skill entries for more details. If the character has both the Armoursmith and Weaponsmith occupational skill – they will gain an additional reforge for each.

Advanced Armour Repair # Requirements to use: Any Armour use CS. This skill replaces Quick Armour Repair and allows the character to restore AV of damaged armour in half the normal time, it also allows the character to restore the AV of a single location to full in one minute. May not be used on Magical Armour (e.g. Paladin/Mage Armour) or Natural Armour, nor be combined with Quick Armour Repair.

Advanced Healing Requirements to use: Healing CS. This skill replaces Revive and allows a character to extend a Chant of Heal Wound to affect every location on a single character, without requiring extra spell Power. The healing is location by location, not simultaneous and the healer may choose what damage to heal first. In addition the character may expend one power and concentrate on a target within proximity distance, after 10 seconds they may remove the debilitation effect.

Advanced Pattern Scan Requirements to use: Healing or Corruption CS. This skill replaces Discern Pattern Type. The character may place a hand approx. 1ft from the target and concentrate for 10 seconds to discern their pattern type (Living, Unliving, or Magical), if they are an Alien or Aberrant pattern and if they are under the effects of a possession. They will not be able to detect the rank of the possession. If a referee or marshal is present they may add additional information. A character with the Advanced Pattern skill will also be able to detect if a character is Regenerating damage but will not be able to detect the rate at which they are regenerating. Advanced pattern scan may also allow the detection and understanding of the cures required for some Curses.

Apprentice <X> This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 1 Gold from Game Control once per Gathering. This skill not count towards your 4 skills permitted per year. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Armour Mastery Requirements to use: Any Armour Use CS. This skill increases the AV of any armour worn by +1, subject to the rule of double.

Armour Mastery (Advanced) Requirements to use: Any Armour Use CS. This skill replaces Armour Mastery and increases the AV of any armour worn by +2, subject to the rule of double.

Armour Mastery (Expert) Requirements to use: Any Armour Use CS. This increases the AV of any armour worn by +2, subject to the rule of double. The character and any armour worn are immune to the Crush effect, unless it has the Artefact damage type. This skill does not stop Crush from destroying a shield. This Occupational Skill will not alter any other damage effect that ignores armour.

Armoursmith (Apprentice) This skill allows the character to make a level 1 suit of armour or a level 1 shield at each Lorien Trust Main Event (1 item total per event). In addition, this skill also allows one reforge (a process of heating and quenching) that allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. **A character with this skill may remove a Corrosion effect from an armour location with 30 seconds of appropriate roleplay.**

Armoursmith (Artisan) This skill replaces Repair Enchanted items and allows the character to make a level 1 and level 2 suit of armour or level 1 and level 2 shield at each Lorien Trust Main Event (**mix and match - 2 items in total per event**). In addition, this skill also allows two reforges (a process of heating and quenching) that allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. **In addition this skill also allows the character to repair a crafted shield that has been destroyed. This repair requires a minimum of 1 minute appropriate roleplayed action and is reduced to a minimum of 30 seconds for a shield if the character also has the CS Shield Use. A character with this skill may remove a Corrosion effect from an armour location with 30 seconds of appropriate roleplay.**

Armoursmith (Master) This skill replaces Armoursmith (Artisan) and allows the character to make a level 1, level 2 and level 3 suit of armour or level 1, level 2 and level 3 shield at each Lorien Trust Main Event (**mix and match - 3 items in total per event**). In addition, this skill also allows three reforges (a process of heating and quenching) that allows more powerful, complex or desirable items to be made. The character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. **In addition this skill allows the character to repair any shield (crafted or otherwise) that has been destroyed. This repair requires a minimum of 1 minute appropriate roleplayed action and is reduced to a minimum of 30 seconds for a shield if the character also has the CS Shield Use. A character with this skill may remove a Corrosion effect from an armour location with 30 seconds of appropriate roleplay.**

Arcane Crafter (Adept) Requirements to use: Spellcasting, Incantation, Healing or Corruption CS. This skill replaces and includes Arcane Crafter (Apprentice). At each Lorien Trust Main Event the character may produce up to 2x Level 1 and 2x Level 2 Crafted Arcane Items. For many of the crafted items the Arcane Crafter must be able to cast the desired spell to Craft the Item (i.e. to produce an Amulet of Spell Reduction (1) for the Spell Blast – the Crafter must be able to cast the spell Blast). The in-game cost for the materials will vary from time to time and list can be obtained from the Arcane Guilds.

Arcane Crafter (Apprentice) Requirements to use: Spellcasting, Incantation, Healing or Corruption CS. At each Lorien Trust Main Event the character may produce up to 2x Level 1 Crafted Arcane Items. For many of the crafted items the Arcane Crafter must be able to cast the desired spell to Craft the Item (i.e. to produce an Amulet of Spell Reduction (1) for the Spell Blast – the Crafter must be able to cast the spell Blast). The in-game cost for the materials will vary from time to time and list can be obtained from the Arcane Guilds.

Arcane Crafter (Master) Requirements to use: Spellcasting, Incantation, Healing or Corruption CS. This skill replaces and includes the occupational skill Arcane Crafter (Adept). At each Lorien Trust Main Event the character may produce up to 2x Level 1 and 2x Level 2 and 2x Level 3 Crafted Arcane Items. For many of the crafted items the Arcane Crafter must be able to cast the desired spell to Craft the Item (i.e. to produce an Amulet of Spell Reduction (1) for the Spell Blast – the Crafter must be able to cast the spell Blast). The in-game cost for the materials will vary from time to time and list can be obtained from the Arcane Guilds.

Awakened <X> Requirements to use: Awakened Loreshheet. An Awakened creature is a type of Special Creature that is an evolution of a Base Race (Dwarf for example). These creatures still remain linked to their Base Race for the purposes of items and effects that can target them (Dwarf Bane etc.) and for detection/discern purposes. To become an Awakened, a Awakened Creature of the correct type must perform a Rite of Creation to align your pattern and unlock your potential. Once this rite is complete you will receive an appropriate Awakened Loreshheet which details any Race Specific Abilities or Rules as well as Occupational skills that are not normally available or can be purchased at a discount. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual). *Loresheets* for this skill are available for download and print from The Lorien Trust Website (see *Loresheets*). Awakening will count as one of your four skill buys for the year but will only replace the Race description on the front of your character card.

Bank Advisor (Clerk/Associate/Broker) A Character with this skill may submit a lammied item to a Board Member of the Bank for assessment (re-power for a single year for in-character money). The assessed item that will either return with an in-character gold cost for re-powering (offer valid for 24hrs) or be returned with no assessment cost (may not be re-powered). The form to submit an item can be collected at the Bank and the submitted form and item Lammie must be submitted through the Bank during game-time. A Bank Advisor (Clerk) may submit 1x item per event, an (Associate) 2x item per event and a (Broker) 3x item per event). If the Skill "Oathsworn Bank" is removed, this ability may not be used again until the character gains the skill again. Note that not all items may be repowered (examples include Lorien Trust Charity Lammies).

Beast-form Casting # Requirements to use: Lammie or Loreshheet. Requires and replaces the Beast-form Skill Use Occupational Skill. This skill allows the character to be fully intelligent in beast-form, and they may speak, use Occupational Skills and cast spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Changes +2 # Requirements to use: Lammie or Loreshheet. The character may change into beast-form two extra times a day. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Intelligence # Requirements to use: Lammie or Loreshheet. This skill allows the character to speak while in beast form. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beast-form Skill Use # Requirements to use: Lammie or Loreshheet. Requires and replaces the Beast-form Intelligence Occupational Skill. This skill allows the character to be fully intelligent in beast-form, and they may speak and use Occupational Skills, but not cast spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Beguile This skill replaces Detect and Remove Beguile. The character has the ability to detect and remove the Beguile effect and is immune to Charms. To detect if an individual is under the influence of a Beguile, the character must engage them in meaningful conversation for at least 30 seconds, after which they may make the call "detect beguile". To remove a Beguile it must be detected as above, the character must then continue the conversation for another thirty seconds. At the end of this period all effects of the Beguile are removed. This ability requires concentration. The character also may use 4 spell Power to create an innate Beguile effect after 5 minutes of meaningful two-way conversation with their intended target. This effect cannot be countered and the OOC call is "innate beguile". Note: this is an effect and not a spell and may not be combined with Spell Reduction.

Beguile <X> # Requirements to use: Lammie or Loreshheet. Each level of this skill requires and replaces the previous level. Once a day per level of the Occupational Skill (Item cards or Power req.), the character may create the Beguile effect after 5 minutes of meaningful two-way conversation with their intended target. This effect cannot be countered and the OOC call is "innate beguile". This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. Note: this is an effect and not a spell, and may not be combined with Spell Reduction.

Bowyer (Apprentice) This skill allows the character to make a Crafting Level 1 Projectile Weapon or Bandolier at each Lorien Trust Main Event with tools and materials obtained and used in the relevant Guild area. The character must gain permission from the Guild to use their facilities. This skill allows you to reduce the time required for checking that retrieved or returned projectiles are safe to use again (see Projectile Weapons Use description). A Bowyer (Apprentice) may check up to 6 projectiles per min (10 Seconds per projectile). In addition this skill allows you to Mend a Shattered Bow or crossbow with 1 min of appropriate roleplay, this ability does not require any power and may not be used to Mend any other item.

Bowyer (Master) This skill replaces Bowyer (Apprentice) and allows the character to make a Crafting Level 1 and Level 2 Projectile Weapon or Bandolier at each Lorien Trust Main Event with tools that can be obtained and used in the relevant Guild area. Alternatively the Bowyer (Master) may combine the Level 1 and Level 2 Crafting to make a **once a year Projectile Weapon**. This skill allows you to reduce the time required for checking that retrieved or returned projectiles are safe to use again (see Projectile Weapons Use description). A Bowyer (Master) may check up to 12 projectiles per min (5 Seconds per projectile). In addition this skill allows you to Mend a Shattered Bow or crossbow with 30 seconds of appropriate roleplay, this ability does not require any power and may not be used to Mend any other item.

Brutish Strike # Requirements to use: Lammie, Loreshheet and Large Melee Weapon use CS. Additionally available to a Child 10-15yrs (see children in character skills section). Once per 10 minutes may strike for Strikedown with a large melee weapon. This skill will be replaced by the Mighty Blow Occupational Skill. *This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.*

Cast Additional Incantation Requirements to use: Light Incantation or Dark Incantation Occupational Skill. The character can cast spells from the standard Incantation list as well as their converted spell list.

Cast Additional Magecraft Requirements to use: Enchanting or Shadow Magic Occupational Skill. The character can cast spells from the standard Spellcasting list as well as their converted spell list.

Cast All Incantation # Requirements to use: Lammie or Loresheet and Incantation CS. This skill replaces the Cast Additional Incantation Occupational Skill. The character gains the ability to cast spells from the Cast All Incantation list (instead of the normal Incantation list). This skill counts as a prerequisite for Elementalism or Necromancy (one or the other - may not have both skills at the same time).

Cast All Magecraft # Requirements to use: Lammie or Loresheet and Spellcasting CS. This skill replaces the Cast Additional Magecraft Occupational Skill. The character gains the ability to cast spells from the Cast All Magecraft list (instead of the normal Spellcasting list). This skill counts as a prerequisite for Elementalism or Necromancy (one or the other - may not have both skills at the same time).

Cast High Countermagic Requirements to use: Spellcasting or Incantation CS. With this skill a character may use 4 power and cast a High Countermagic spell.

Cast Mass Charms This skill replaces Immune to Charms. The character is immune to all charm effects (Befriend, Beguile, Enthral and Enthral Unliving). The character may also change the effects Befriend, Enthral or Enthral Unliving into mass effects, if they are capable of casting them. This requires 4 power to cast as a level 3 spell effect. The enhanced spell counts in all ways as a mass spell and therefore cannot be countered. The vocals for the spell are **“By my High Magic Power I mass Befriend you all/Enthral you all /Enthral Unliving”**. Note: this effect may not be combined with Spell Reduction (regardless of source).

Champion Requirements to use: Any Armour use CS. This skill replaces Transcend Armour and allows the character to cast ranged and mass spells in any level of armour.

Circle Warden # The character is granted the Circle Warden ability.

Circle Watcher # Requirements to use: Command (Watchers). The character is granted the Circle Watcher ability.

Conceal Item With this skill a character can conceal a single item about their person. The item must be fully hidden in the character's clothing or kit to count as concealed. This item cannot then be found by searching unless the Locate Occupational Skill is used. This item cannot be larger than a small melee weapon. Items will remain concealed even after character death. To use your conceal item skill you must attach a Conceal Item Lammie (available as a download from the Loresheets and Files PDF on the Lorien Trust Website), this will have your Character name and Player ID written on it before the lammie is sealed. To conceal an item requires concentration and will take 10 seconds – once the item is concealed, concentration is not required. You should attach your conceal lammie to the item and hide it within your character kit. When a concealed item is removed from its hidden place (by choice or through searching) the conceal lammie should be removed and retained to either re-attach using the rules above or for concealing a different item. NOTE: If you have an item that is concealed that is Magical (has a PR Rating) if a Detect magic is cast on you the detect magic will work but will not allow the item to be found. The concealed item may not be coins or an item such as a box or pouch containing coins.

Conceal Item (Improved) This skill replaces and includes Conceal Item. In addition to the Conceal item ability the restriction on the concealed items is lifted and you may conceal a pouch containing a maximum of 50 coins (Copper, Stell, Gold or Taal). This concealed pouch cannot be found by searching unless the searcher has the Locate Occupational Skill. The coins must remain in the pouch to count as concealed. You may use Conceal (improved) to conceal a single object (as per the Conceal Item occupational skill) instead of hiding coins but not at the same time. Items will remain concealed even after character death. To use your conceal item (Improved) skill you must attach a Conceal Item Lammie (available as a download from the Loresheets and Files PDF on the Lorien Trust Website), this will have your Character name and Player ID written on it before the lammie is sealed. To conceal a pouch requires concentration and will take 10 seconds - once the item is concealed, concentration is not required. You should attach your conceal lammie to the pouch and hide it within your character kit. When a concealed item is removed from its hidden place (by choice or through searching) the conceal lammie should be removed and retained to either re-attach using the rules above or for concealing a different item. NOTE: If you have an item that is concealed that is Magical (has a PR Rating) if a Detect magic is cast on you the detect magic will work but will not allow the item to be found.

Contribute to 2nd Ritual Requirements to use: Contribute to Ritual CS. This skill allows the character to contribute to a second ritual each day.

Contribute to 3rd Ritual Requirements to use: Contribute to Ritual CS. This skill replaces Contribute to 2nd Ritual and allows the character to contribute to a third ritual each day.

Create Antidotes Requirements to use: Poison Lore or Potion Lore CS. This skill allows the character to make a single first level antidote or protection potion at each Lorien Trust Main Event.

Create Antidotes (Improved) Poison Lore or Potion Lore CS. This replaces Create Antidotes. This skill allows the character to make up to three first or second level antidotes or protection potions at each Lorien Trust Main Event.

Create Poison (Artisan) Requirements to use: Poison lore CS. This skill replaces Create Poison (Novice) and allows the character to make a level 1 and a level 2 poison at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Poison (Magical) Requirements to use: Poison lore CS. This skill replaces Create Poison (Master) and allows the character to make a level 1, a level 2 and a level 3 poison at each Lorien Trust Main Event plus one Magical poison per event with ingredients that can be obtained and used in the Alchemists Guild. Once per year a character with the Create Poison (Magical) Occupational Skill can use their Magical Poison create for that event to create a single Tailored Magical Poison. Details of levels and costs of materials can be gained in-character at the Alchemists Guild. Note: *The term Magical used for this skill refers to the level of expertise, as many of the lower level poisons can also be magical in nature.*

Create Poison (Master) Requirements to use: Poison lore CS. This skill replaces Create Poison (Artisan) and allows the character to make a level 1, a level 2 and a level 3 poison at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Poison (Novice) Requirements to use: Poison lore CS. This skill allows the character to make a level 1 poison at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Potion (Artisan) Requirements to use: Potion Lore CS. This skill replaces Create Potion (Novice) and allows the character to make a level 1 and a level 2 potion at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Potion (Magical) Requirements to use: Potion Lore CS. This skill replaces Create Potion (Master) and allows the character to make a level 1, a level 2 and a level 3 potion at each Lorien Trust Main Event plus one Magical potion per event with ingredients that can be obtained and used in the Alchemists Guild. Once per year a character with the Create Potion (Magical) Occupational Skill can use their Magical Potion create for that event to create a single Tailored Magical Potion. Details of levels and costs of materials can be gained In-character at the Alchemists Guild. *Note: The term Magical used for this skill refers to the level of expertise, as many of the lower level potions can also be magical in nature. If a Potion has a PR of 1 or more it is considered Magical for the purposes of Lammies, Loreshets and Special Creatures.*

Create Potion (Master) Requirements to use: Potion Lore CS. This skill replaces Create Potion (Artisan) and allows the character to make a level 1, a level 2 and a level 3 potion at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Potion (Novice) Requirements to use: Potion Lore CS. This skill allows the character to make a level 1 potion at each Lorien Trust Main Event with ingredients that can be obtained and used in the Alchemists Guild. This skill may also be used with the *Distilling* process.

Create Reagents Requirements to use: Potion Lore or Poison Lore CS. This skill allows the character to create one alchemical reagent at each Lorien Trust Main Event using ingredients from the Alchemists Guild. These reagents will expire at the end of the event and can be used to improve and aid the creation of Alchemical items. The character must gain permission from the Guild to use their facilities.

Create Reagents (Improved) Requirements to use: Potion Lore or Poison Lore CS. This skill replaces Create Reagents and allows the character to create two alchemical reagents at each Lorien Trust Main Event using ingredients from the Alchemists Guild. These reagents will expire at the end of the event and can be used to improve and aid the creation of both Alchemical items. The character must gain permission from the Guild to use their facilities.

Crushing Blow Requirements to use: Large Melee Weapon use CS. This skill replaces Mighty Blow. This skill allows a character to strike for the Crush or Strikedown effects with a well role-played blow with a large melee weapon held in two hands. The character is also immune to the Strikedown and Repel effects. *This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.*

Cursing Word # Requirements to use: Lammie, Loreshet. A creature with the Cursing Word may inflict a specific curse or selection of curses on a target (the process may be a rite, action, vocal or effect).

Daemonology Requirements to use: Spellcasting CS. The character may cast spells from the Daemonology list to the same level as they have the Spellcasting CS. If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating a Daemon in a Ritual.

Damage Reduction (All) # Requirements to use: Lammie or Loreshet. Replaces the Damage Reduction (Crush) Occupational Skill. Grants the character Damage Reduction to all damage effects and grants the character immunity to all Through effects (Not Artefact through). *Note: it has no effect on Artefact or Bane Damage, with the exception that it functions on Fatal Damage exactly the same as Occupational Skill: Damage Reduction (Fatal). If the character also has the Occupational Skill or ability to Regenerate Damage, the maximum speed at which the Damage can be regained is 1 per 5 mins (this may not be improved by any means).*

Damage Reduction (Crush) # Requirements to use: Lammie or Loreshet. This grants the character Damage Reduction (Crush). *Note: this Occupational Skill does not grant any protection to any shield the character may be using or carrying. This skill can only be used or purchased if the character has an applicable lammie or loreshet that allows it. Note: This has no effect against Artefact Damage.*

Damage Reduction (Fatal) Grants the character Damage Reduction (Fatal) and changes the Fatal Damage effect to the following:

- Fatal only affects Living patterns
- The Fatal default damage type is Enchanted unless preceded by an Elemental Weakness or Artefact
- Inflicts a single blow to the location ignoring the Ritual of Peace
- Ignores all armour
- Places the Target into their Grace Period
- Prevents healing (and Regeneration) from affecting the Target until all the Fatal Wounds are removed

Damage Reduction (Harm) # Grants the character Damage Reduction (Harm) and changes the Harm Damage effect to the following:

- The Harm default damage type is Enchanted unless preceded by an Elemental Weakness or Artefact
- Inflicts a single blow to the location ignoring the Ritual of Peace
- Ignores all armour

Damage Reduction (Mage Bolt) # Grants the character Damage Reduction (mage Bolt) and changes the Mage Bolt Damage effect to the following:

- The Mage Bolt default damage type is Enchanted unless preceded by an Elemental Weakness or Artefact
- Inflicts a single blow to the location ignoring the Ritual of Peace
- Ignores all armour

Dark Incantation Requirements to use: Incantation CS. The character gains the ability to cast spells from the Dark Incantation list, instead of the normal Incantation list.

Dedicated Follower The character is automatically affected by the Lay to Rest **effect** upon death. In addition if the character with Dedicated Follower gains a Paladin Armour High Sigil it will confer an AV of 3 on all locations instead of 2 (but will follow all of the standard rules for the spell including the maximum AV of 4 for an Armour Type).

Detect and Remove Beguile This skill gives a character the ability to detect and remove the Beguile effect on another character. To detect if an individual is under the influence of a Beguile, the character must engage them in meaningful conversation for at least 30 seconds, after which they may make the call "detect beguile". To remove a Beguile it must be detected as above, the character must then continue the conversation for another thirty seconds. At the end of this period all effects of the Beguile are removed. This ability requires concentration.

Diagnose Powers Requirements to use: Lammie or Loreshet, any Spellcasting, Incantation, Healing, Corruption or Sense Magic CS. A character with this skill can identify the approximate powers or purpose of a magical lammed item - these may include structures, standing stones or other unusual items. The examination of the item requires a minimum 1 minute of appropriate role-play with a Referee or Marshal present and will not always produce a result. *Loresheets* for this skill are available for download and print from The Lorien Trust Website (see *Loresheets*). Once per day a character with the Diagnose Powers skill may examine a Special item that has fully exhausted its required Item Cards for the day or event. After 10 minutes of holding the item and roleplayed examination, the character may restore a single item card to the Special item – this is achieved by taking the item to Game Control, handing over the Diagnosed item, state that you are using your skill to restore a single item card for the item – after your details and the item details have been checked, a single item card will be re-issued for that day for the Diagnosed item.

Discern Ancestral Being A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9m), make the call "discern level of ancestral being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an ancestral being or has an ancestral possession, they should tell the discerner the dismiss level. The target will not be aware in-character that they have been discerned. Some Ancestral creatures may be shielded from this effect and may be able to locate the direction or even the character Discerning, see Shield Dismiss Level Occupational Skill.

Discern Daemonic Being A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9m), make the call "discern level of Daemonic being or possession" or ask a referee or marshal to enquire from the target. If the target examined is a Daemonic being or has a Daemonic possession, they should tell the discerner the dismiss level. The target will not be aware in-character that they have been discerned. Some Daemonic creatures may be shielded from this effect and may be able to locate the direction or even the character Discerning, see Shield Dismiss Level Occupational Skill.

Discern Elemental Being A character with this skill can, after 10 seconds of concentration at a range of up to 30 feet (~9m), make the call "discern level of elemental being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an elemental being or has an elemental possession, they should tell the discerner the dismiss level. The target will not be aware in-character that they have been discerned. Some Elemental creatures may be shielded from this effect and may be able to locate the direction or even the character Discerning, see Shield Dismiss Level Occupational Skill.

Discern Pattern Type Requirements to use: Healing or Corruption CS. This skill gives a character the ability to determine the type of the target's pattern (Living, Unliving or Magical). This requires the character to place their hand approx. 1ft of the character and concentrate for 10 seconds and make the call "Discern Pattern Type". **This does not allow the detection of Alien or Aberrant patterns.**

Discern Race After 10 seconds concentration on a single target within 30 feet (~9m), the character may make the call "discern race" or ask a referee or marshal to enquire from the target. The target will not be aware in-character that they have been discerned. Discern Race will give the race on the target's character card.

Discern Race and Pattern This skill replaces Discern Race. After 10 seconds concentration on a single target within 30 feet (~9m), the character may make the call "Discern Race and Pattern" or ask a referee or marshal to enquire from the target. The target will not be aware in-character that they have been discerned. The discern will give the race on the target's character card and if their pattern state is Living, Unliving or Magical. **This does not allow the detection of Alien or Aberrant patterns.**

Discern Unliving Being / Discern Unliving A character with this skill may, after 10 seconds of concentration on a single target within 30 feet (~9m), make the call "discern level of Unliving being or possession" or ask a referee or marshal to enquire from the target. If the target examined is an Unliving being or has an Unliving possession they should tell the discerner the dismiss level. The target will not be aware in-character that they have been discerned. Some Unliving creatures may be shielded from this effect and may be able to locate the direction or even the character Discerning, see Shield Dismiss Level Occupational Skill.

Dismiss Rank +5 # Requirements to use: Lammie or Loreshet. See +5 Dismiss Rank (name is interchangeable)

Dismiss Rank +10 # Requirements to use: Lammie or Loreshet. See +10 Dismiss Rank (name is interchangeable)

Dismiss/Control +2 This skill allows the character to add 2 to the **total** of any Dismiss or Control they cast, including casting as part of a wedge. Note: A Wedge must consist of at least 3 contributing characters – **all** casting the same Dismiss or Control affect (I.e. Control Elemental) and may include both normal and High Casting versions of the same spell.

Dismiss/Control +4 This skill will replace the Dismiss/Control +2 Occupational Skill and allows the character to add 4 to the **total** of any Dismiss or control they cast, including casting as part of a wedge. Note: A Wedge must consist of at least 3 contributing characters - **all** casting the same Dismiss or Control affect (I.e. Control Elemental) and may include both normal and High Casting versions of the same spell.

Dismiss/Control +6 This skill will replace the Dismiss/Control +4 Occupational Skill and allows the character to add 6 to the **total** of any Dismiss or control they cast, including casting as part of a wedge. Note: A Wedge must consist of at least 3 contributing characters - **all** casting the same Dismiss or Control affect (I.e. Control Elemental) and may include both normal and High Casting versions of the same spell.

Dismiss/Control +8 This skill will replace the Dismiss/Control +6 Occupational Skill and allows the character to add 8 to the **total** of any Dismiss or control they cast, including casting as part of a wedge. Note: A Wedge must consist of at least 3 contributing characters - **all** casting the same Dismiss or Control affect (I.e. Control Elemental) and may include both normal and High Casting versions of the same spell.

Druid <X> # This skill will replace a lower level of the Druid <X> Occupational Skill. The character will gain the Druid loresheet and may buy Occupational Skill listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Druid loresheet. A Druid is a type of Essence Creature. *Loresheets* for this skill are available for download and print from The Lorien Trust Website (see *Loresheets*).

Elementalism Requirements to use: Healing CS, Light Incantation or Enchanting Occupational Skill. The character may cast spells from the Elementalism list to the highest level that they can cast in any of the pre-requisite spell lists. If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Elemental in a Ritual.

Enchanted Claws # Requirements to use: Lammie or Loreshet and Claw Competency. The character's claws strike for Enchanted damage. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Enchanted Strikedown Claws # Requirements to use: Lammie or Loreshet and Claw Competency. The character's claws strike for Enchanted Strikedown. Requires and replaces the Enchanted Claws Occupational Skill. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Enchanting Requirements to use: Spellcasting CS. The character gains the ability to cast spells from the Enchanting lists, instead of the Spellcasting lists.

Enchant Projectile Weapon Requirements to use: Projectile Weapon Use CS and Bow Competency. This skill allows a character to choose to shoot for enchanted through with a projectile weapon. The weapon does not count as enchanted in any way other than to shoot for enchanted damage.

Escape Bonds This skill allows the character to escape from any in-character bonds or restraints. This takes 1 minute of concentration and the character must not be Immobilised. This skill does not allow a character to escape from a locked room or other such prisons. In the interests of OOC safety, IC bonds or restraints **must be role-played** and not actually applied (see Kidnap and Restraints).

Ethereal Shot Requirements to use: Projectile Weapon Use CS and Bow Competency. This skill replaces and includes the Discern Race and Pattern Occupational Skill. In addition once per 10 mins a character with the Ethereal Shot skill may Discern the race and pattern of a single target and then for 1 minute the character may shoot projectiles at that target that will strike for the appropriate Affect damage call (Race or Pattern Type).

Fearsome Aspect The character may create an innate Mass Fear effect using 4 of their own Spell Power. This counts in all way as a level 3 mass spell and cannot be countered. **The vocals are "innate mass fear"**. Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal for safety reasons.

Fearsome Aspect <X> # Requirements to use: Lammie or Loreshet. Each level of this skill requires and replaces the previous level. The character may create an innate Mass Fear effect once a day per level of the Occupational Skill (Item cards or Power req.), which cannot be countered. **The vocals are "innate mass fear"**. Mass Fear may not be used on large groups or in mass combat without consulting a Referee or Marshal for safety reasons. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. Note: this is an effect and not a spell, and may not be combined with Spell Reduction

Fence # Requirements to use: Lammie or Loreshet. This character has the ability to evaluate the quality of materials that a crafted item may contain that can be salvaged, or its resale value via alternative (often criminal) channels. If a crafted item with over 2 years of remaining duration is examined - this character can offer up to a quarter of its original base crafting value (maximum). These items are often taken through a process of Disenchantment (shaving off magically active parts or ingredients to use for other purposes) and sold on at a reduced rate (still working to full effect and duration) via Black-Market contacts. If these items are then presented to a character with a Fence skill for a second time – they will be able to determine its poorer state and are unlikely to make an offer. Rare or unusual items may be examined but are often rejected as their quality or uniqueness make them difficult to sell on.

Focused Strike # Requirements to use: Large Melee Weapon use CS. Once per 10 minutes may strike for Crush with a large melee weapon. This skill will be replaced by the Crushing Blow Occupational Skill. *This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.*

Focused Through This skill allows a character to strike for the Through effect once every 10 minutes with a small or medium melee weapon held in their primary hand. This cannot be used with a skill, lammie or loresheet that would modify the damage effect. If the target is immobilised the character may strike for through with every strike.

Forensic Analysis With this skill, the character may examine a dead body for 1 minute and detect if the character was under the influence of a poison when they died and how quickly the poison acted, as well as determining if the Poison was Magical or not. After a further 1 minute of examination the Race, Pattern Type and details of any potions that were affecting the character when it died can also be determined.

Forgery This skill replaces Written Forgery. A character with this skill is able to create forged items (excluding weapons, armour and shields) with appropriate additional skills. The character must be in the relevant Guild to use this skill and may create a single forged item per Lorien Trust Main Event. Forged crafted items (such as a Forged Potion) require an appropriate Create Skill and will consume a make slot from your event allocation of the appropriate level. The character must gain permission from the Guild to use their facilities.

In addition a character with this skill is able to create in-character forged documents. Once per event a character with the Forgery skill may create paperwork that allows access to training facilities, magical books or other resources that normally allow training. Both the Forging Character and Training Character must visit Game Control at the same time to complete the out-of-character function of the Forgery skill (this is in addition to any in-character roleplay). The Forgery allows a two Tier 1, 2 or 3 skills or a single Tier 4 skill (including restricted skills) from any Guild to be accessed. The skill will be added to the character card immediately. Guild permission is not required (or recommended) for the use of this training forgery.

General Knowledge <X> A character with this skill may request a general knowledge information sheet from Game Control detailing IC news about the game world. This information may contain falsehoods. New information sheets will be available at the Great Erdrejan Fayre and the Gathering. Additional information may be available at Sanctioned Events at the organiser's discretion and they will advertise this in the event literature. The General Knowledge skills available are: Guildsman, Merchant, Rumour Monger, Storyteller, Wanderer and War Scout.

Global Blast Wedge # Requirements to use: Lammie or Loreshet. Requires the Mage Bolt Wedge Occupational Skill and applicable lammie or loreshet. The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 power from the wedge to cast a Blast spell as a Global effect. Excess power is wasted. This counts as a level 3 ranged spell. The head of the wedge must have this Occupational Skill, all members must be able to cast Blast and the wedge must be at least two characters. The vocals for the spell are **"By my High Magic Power 'I strike you Global Blast."**

Goblin Resilience # Requirements to use: Lammie or Loreshet. If a character is unconscious and no locations are on -1 LHV, they become debilitated after 1 minute. This skill may not be purchased by anyone with the skills Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike and prevents the purchase of Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike.

Guarded Channelling Requirements to use: Healing CS. A Channeler with this skill may add to any non-instant Cure spell (in the Cure Category) to the vocal **"and also claim an aura of defence"**. They will then be under an Aura of Defence while casting the non-instant Cure spell. The Aura of Defence effect will end as soon as the location(s) being cured are fully cured.

Halt Shot Requirements to use: Projectile Weapon Use CS and Bow Competency. This skill replaces Strikedown Shot and allows a character to choose to strike for the Halt or Strikedown effects with ammunition from a projectile weapon. This cannot be used with a skill, lammie or loreshet that would modify the damage effect and will replace the normal Through call of an arrow or bolt.

Hand of Nature Requirements to use: Triage CS or Triage (Advanced) CS. The character is particularly adept at treating wounds effectively and allows the character with Triage or Triage (Advanced) to use their skills on two locations at the same time (must be stated at the start of the action). **This skill will have no effect when used with Triage (Advanced) for raising LHV above 0 (zero).**

Hard Worker # This skill allows a person to collect their full annual income derived from their character's income skill(s) from Game Control at every Main Event they attend rather than just once per Event Season.

Harden Body # Requirements to use: Lammie or Loreshet. **This skill requires and replaces the Toughen Body Occupational Skill. A creature with the Harden Body Skill can not have a location reduced to below 0 (zero) unless is due to Harm, Magebolt, Smite, Fatal or Artefact. This skill can only be used or purchased if the character has an applicable lammie or loreshet that allows it.**

Heal Alien or Aberrant Pattern Requirements to use: Healing CS or Corruption CS. A character with this skill may use any of their Cure (in the Cure Category) effects on individuals with Alien or Aberrant life patterns. This skill does not grant any additional ability to heal Unliving or Magical Patterns.

Heal Magical Pattern Requirements to use: Healing CS or Corruption CS. This skill replaces Heal Alien or Aberrant Pattern. A character with this skill may use any of their Cure (in the Cure Category) effects on individuals with Alien, Aberrant or Magical Patterns. This skill does not work on Unliving Patterns.

Herb Lore This skill allows the character to use herbs and natural ingredients from a local area, utilising regional remedies and natural skills to cause effects similar and often the same as some spells. Before each event you can download a Herb Loreshet from the Lorien Trust Website. This sheet should be filled out and carried with your character card whilst in-character. The sheet will detail the number of herbs available to you each day (12) as well as boxes to mark off (in a similar way to Spell Power Sheets for Casters) and will additionally detail the effects of each herb (or combination). Each Herb application requires a proximity action (holding your hand approx. 1ft from the target/target location) for 10 seconds (this does not require concentration). This sheet represents your ability to quickly pick and use herbs in your immediate area that are easily secreted - and cannot be traded or stolen.

Herb Lore (Improved) # Requirements to use: Lammie or Loreshet. This skill replaces and includes the Herb Lore Occupational Skill. This skill allows the character to use herbs and natural ingredients from a local area, utilising regional remedies and natural skills to cause effects similar and often the same as some spells. Before each event you can download a Herb Loreshet from the Lorien Trust Website. This sheet should be filled out and carried with your character card whilst in-character. The sheet will detail the number of herbs available to you each day (12 + additional 12) as well as boxes to mark off (in a similar way to Spell Power Sheets for Casters) and will additionally detail the effects of each herb (or combination). Each Herb application requires a proximity action (holding your hand approx. 1ft from the target/target location) for 10 seconds (this does not require concentration). This sheet represents your ability to quickly pick and use herbs in your immediate area that are easily secreted - and cannot be traded or stolen.

High Magic (Daemonology) Requirements to use: Level 2 Spellcasting CS. This skill replaces Daemonology. The character may cast spells from the Daemonology list (including the third level spells which usually require the High Magic Occupational Skill). If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating a Daemon in a Ritual.

High Magic (Elementalism) Requirements to use: Level 2 Healing CS, Level 2 Spellcasting and Enchanting or Level 2 Incantation and Light Incantation. This skill replaces Elementalism. The character may cast spells from the Elementalism list (including the third level spells which usually require the High Magic Occupational Skill). If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Elemental in a Ritual.

High Magic (Necromancy) Requirements to use: Level 2 Corruption, Level 2 Incantation and Dark Incantation or Level 2 Spellcasting and Shadow Magic. This skill replaces Necromancy. The character may cast spells from the Necromancy list (including the third level spells which usually require the High Magic Occupational Skill). If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Unliving in a Ritual.

High Magic (Theology) Requirements to use: Level 2 Incantation and Theology. This skill replaces Theology. The character may cast spells from the Theology list (including the third level spells which usually require the High Magic Occupational Skill). If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Ancestral in a Ritual.

High Magic <X> Requirements to use: Level 2 Spellcasting, Corruption, Incantation or Healing CS. The character gains access to the level 3 of any list they can cast to level 2 (for example if the character has Level 2 Healing they will now be able to cast Level 3 Healing. If they have Level 2 Dark Incantation and Necromancy they would be able to cast the Level 3 spell of Dark Incantation and Necromancy). This ability will only grant level 3 spells to be cast – if the character has a level 2 and a level 1 casting ability it will only grant level 3 access for the level 2 skill. This does not grant them any additional Spell Power.

Identify Requirements to use: Any Spellcasting, Incantation, Healing, Corruption or Sense Magic CS. A character with this skill can identify the approximate powers or purpose of a magical lammed item (excluding weapons, armour, scrolls and alchemical items) - these may include structures, standing stones or other unusual items. The examination of the item requires a minimum of 1 minute appropriate role-play with a Referee or Marshal present and will not always produce a result.

Immune to Charms This skill makes the character immune to all charm effects (Befriend, Beguile, Enthral and Enthral Unliving).

Immune to Disease Requirements to use: Healing or Corruption CS. This skill makes the character immune to the Disease effect.

Immune to Disease and Decay # Requirements to use: Lammie or Loresheet. This skill makes the character immune to the Disease and Decay effects. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Immune to Befriend and Confusion This skill makes the character immune to the Confusion and Befriend effects.

Immune to Fatal # Requirements to use: Lammie or Loresheet.
This skill replaces Damage Reduction (Fatal). The character is Immune to the Fatal effect.

Immune to Harm # Requirements to use: Lammie or Loresheet.
This skill replaces Damage Reduction (Harm). The character is Immune to the Harm effect.

Immune to Mage Bolt # Requirements to use: Lammie or Loresheet.
This skill replaces Damage Reduction (Mage Bolt). The character is Immune to the Mage Bolt effect

Immune to Fear This skill makes the character immune to the Fear effect.

Immune to Fumble This skill makes the character immune to the Fumble effect.

Immune to Fumble and Shatter This skill replaces Immune to Fumble.
The character and any item held are immune to the Fumble and Shatter effects.

Immune to Immobilisation The character is immune to all Immobilisation effects. This does not work on the Petrification effect.

Immune to Lethal Alchemical Venoms The character is immune to all Lethal Alchemical Venoms (Non-Magical).

Immune to Mind Effects The character is immune to all Mind effects (Befriend, Beguile, Confusion, Disregard, Enthral, Enthral Unliving, Fear, Mass Fear, Remove Fear, Sleep).

Immune to Mute The character is immune to the Mute effect.

Immune to Paralysis # Requirements to use: Lammie or Loresheet. The character is immune to the Paralysis effect.

Immune to Repel The character is immune to the Repel effect.

Immune to Repel and Strikedown This skill replaces Immune to Repel. The character is immune to the Strikedown and Repel effects.

Immune to Sleep The character is immune to the Sleep effect.

Immune to Through The character and their armour are immune to the Through effect, unless it has the Artefact or appropriate Elemental Weakness damage type. This Occupational Skill will not alter any other damage effect that ignores armour.

Improved Regeneration # Requirements to use: Lammie or Loresheet. The character's regeneration rate is improved by one step as shown in the following: Slower than 10 mins -> 10 mins -> 5 mins -> 1 min -> 30 sec -> 10 sec. Regeneration rate cannot be improved beyond 10 sec with this Occupational Skill, and this Occupational Skill can only purchase once. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. Improved regeneration will not work with regeneration granted by an item.

Improved Research Ability Allows the submission of a research request during the summer research period subject to the relevant IC arrangements with an overall maximum limit of one research submission per character per research period. Allows the character to assist with another character's research, as well as performing their own research within the same research period.

Improved Ritual of Peace / Improved RoP # This skill only functions if the character does not have any Tier 5 Occupational Skill and is in an area covered by a Ritual of Peace. This skill prevents the character from being taken below 0 hits by any of Artefact (including Bane and Affect), Mage Bolt, Harm, Fatal effects; instead they are left at 0 Hits. This does not stop the pattern corrupting effect of Fatal.

Impweave Expertise Gains Spell Reduction (1) for any Daemonology Spell that they have the ability to cast (using their own power). May not be combined with any other Spell Reduction ability, power or item.

Increased Alchemical Production Requirements to use: Potion Lore or Poison Lore CS. This skill replaces Create Reagents (Improved). Any crafted Potion, Poison or Antidote created with the characters own occupational skills count as being created with reagents. The character will not create reagents that can be traded, given away or otherwise used by any other character – instead their skill in Alchemy mimics the requirement for their use.

Jack Of All Trades # This skill may only be learned once at a time. This skill counts as a training facility (of any tier) for a single Occupational Skill purchased from an Occupational Skill list which is marked with Ω, as long as the character is Oathsworn to that Guild*. To use this skill they must be accompanied to Game Control by someone with Command of the Guild they wish to train from (in order to confirm that all roleplay requirements for training have been met). Using this skill will remove it from the character's card and free it up to be purchased again the following Event Season. *This does include any other skills or lists that may be associated with that Guild (Arcane, Knowledge or Martial – as long as Oathsworn to an Appropriate Guild). It is not possible to use Jack of All Trades for the Tier 5 Occupational Skill High Magic <X>.

Journeyman <X> This skill replaces Apprentice <X> (where <X> is the same). This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 2 Gold from Game Control once per Gathering. This skill not count towards your 4 skills permitted per year. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Last Rites Requirements to use: Incantation CS. This skill grants them Spell Reduction (1) on the effect Lay to Rest.

Last Rites (Improved) Requirements to use: Incantation CS. This skill replaces Last Rites and allows grants the character Spell Reduction (1) for the spell Lay to Rest and Spell Reduction (2) for the Spell Speak with Ancestor.

Level 2 Spell Reduction (1) # Requirements to use: Lammie or Loreshet. The character has Spell Reduction (1) when casting level 2 spells. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. This will not work with the Iron Will spell.

Light Incantation Requirements to use: Incantation CS. The character gains the ability to cast spells from the Light Incantation list, instead of the normal Incantation list.

Locate With this skill a character can do a more thorough and quicker search of an individual using the searching rules. A character using the Locate skill reduces the time required for performing an in-character search to 30 seconds. In addition, items concealed using the Conceal Item Occupational Skill must be revealed to the person using the Locate skill in addition to the normal search.

Mage Bolt Wedge # Requirements to use: Lammie or Loreshet. The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 spell power from the wedge to cast the Mage Bolt spell. Excess Power is wasted. The head of the wedge must have this Occupational Skill, all members must be able to cast Blast and the wedge must be at least two characters. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Magical Armour Mastery Requirements to use: Any Armour Use CS. The character may use the Armour Mastery, Armour Mastery (Advanced) or Armour Mastery (Expert) Occupational Skill (if they possess them) with Magical Armour effects.

Magical Armour Repair # If out of combat for 5 minutes the MAV of any armour is restored to full.

Magic Resistance This skill replaces and includes Immune to Through. The character and their armour are immune to the Through effect, unless it has the Artefact or appropriate Elemental Weakness damage type. This grants the character Damage Reduction (Harm & Mage Bolt). This Skill will not alter any other damage effect that ignores armour. Provides no protection against Retribution.

Mass Blast Wedge # Requirements to use: Lammie or Loreshet and Global Blast Wedge Occupational Skill. The character may enter a wedge with other Warlocks, and the head of the wedge may use 4 spell power from the wedge to cast a Blast spell as a level 3 mass spell. Excess Power is wasted. This counts in all way as a mass spell and cannot be countered. The head of the wedge must have this Occupational Skill, all members must be able to cast Blast and the wedge must be at least two characters. The vocals for the spell are **"By my High Magic Power I strike all around me Mass Blast <location>."** This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Master Armour Repair # Requirements to use: Any Armour Use CS. This skill replaces Advanced Armour Repair and allows the character to restore AV of damaged armour in half the normal time, it also allows the character to restore the AV of all locations on one target to full in two minutes. May not be used on Magical Armour (e.g. Paladin/Mage Armour) or Natural Armour.

Master Brewer # Once per Main Event, when making any Level 1 or Level 2 potion or poison, you may make a second copy of the same liquid. This second liquid will cost the same amount and require the same ingredients as the first.

Master <X> This skill replaces Journeyman (where <X> is the same). This skill allows the character to gain extra income and represents the character's profession, <X>. The player can collect an extra 4 Gold from Game Control once per Gathering. This skill not count towards your 4 skills permitted per year. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Master Countermagic Requirements to use: Spellcasting or Incantation CS. This skill replaces Cast High Countermagic. They may cast the High Countermagic spell and have Spell Reduction (1) for the effects Iron Will and High Countermagic.

Master Poisoner Requirements to use: Poison Lore CS. The use of the Master Poisoner skill requires the presence of a Referee or Marshal and they will determine a reasonable amount of time that the poison will linger (no longer than 30 mins after which the poison will be spoiled).

- The character may place a venom poison or weapon oil upon an object or area no larger than 1 foot by 1 foot (approx. 30cm) in size. The first person to come into contact this object or area will be affected by the oil or venom in all ways as if struck by a weapon (and if the location is armoured, the rules apply for that as well). This can include doors, weapons and shield grips, In-character objects or patches of floor, furniture or even drinking vessels (outside of). The referee or Marshal will determine if an item is unsuitable - this may include areas or items considered ineligible for health and safety.
- A venom or weapon oil may be directly applied to an immobilised or unconscious character by concentrating for 10 seconds with the primary hand held approx. 1ft above the character. If applied in this way, the armour of the target is considered to be bypassed (including magical armour).
- A venom or weapon oil may be directly applied to an item (such as a book, piece of A4 paper, item or part of an item they are holding - like the handle of a dagger) and pass this to another character to be affected. The item must be held in the off-hand and the Poison or weapon oil applied with the main hand. The master Poisoner must keep the item in the off-hand until passed on or placed. Once contact with the item has been broken the rules in the first point of Master Poisoner above take precedence.
- A venom may be applied to an item of food or drink (**Warning – This may only ever be a roleplayed action, adding any ingredient, however safe to real food or drink will not be tolerated**). The first character to consume any part of the poisoned food or drink will be affected by the venom as if they had been struck by a venom that has bypassed all armour.

Mighty Blow If the character has the Large melee weapon use CS may strike for the Strikedown effect with a large melee weapon They are also immune to the effects Repel and Strikedown. *This skill may not be purchased by anyone with the skill Goblin Resilience and prevents the purchase of Goblin Resilience.*

Mind Healing A character with this skill may extend the Discerning Wounds vocal to include the detection of mind effects. This detection effect requires a minimum of 10 seconds whilst holding a hand in proximity range of the target and using the vocals "**Discern Wound, Poison, Pattern Effect, Dismiss, Disease or Mind Effect**". *The character with this skill may also add to a Chant of Heal Wound or Chant of Repair Unliving Spell with the additional vocal "and also remove any Mind Effects from your pattern"*. If this spell (and additional vocal) is maintained for a minimum of 30 seconds the character will remove all Mind effects from the target. Using this ability requires concentration. In addition the character with this Occupational Skill also has the Immune to Sleep Occupational Skill.

Mortician Requirements to use: Triage (Advanced) CS. Enables a character with the Triage (Advanced) CS to use it on corporeal Unliving characters. Note: This skill has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound or Smite effect. Requires *Concentration* to use. *This skill will have no effect when used with Triage (Advanced) for raising LHV above 0 (zero).*

Mortician (Expert) Requirements to use: Triage (Advanced) CS. This skill replaces Mortician and reduces the time required for each Mortician activity to 30 seconds rather than 1 minute. *This skill will have no effect when used with Triage (Advanced) for raising LHV above 0 (zero).*

Mystic Claws # Claws count as small melee weapons for the purpose of delivering effects, venoms (may not be used with any Magical Venom) or weapon oils (max 30 mins duration – any effect that would normally last longer will expire after 30 mins). If the creature also has the Retractable Claws occupational skill – the claws may not be retracted whilst any of the spells, effects venoms or weapon oils are applied and active.

Natural Armour Regrowth # If out of combat for 5 minutes the AV of any Natural Armour armour is restored to full.

Natural Claws # Must wear natural claws. Requires valid Claw Competency. May strike and cause damage with both claws.

Necromancy Requirements to use: Corruption CS, Shadow Magic or Dark Incantation Occupational Skill. The character may cast spells from the Necromancy list to the highest level that they can cast in any of the pre-requisite spell lists. If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Unliving in a Ritual.

Newsmonger This skill replaces all the General Knowledge <X> Occupational Skill. A character with this skill may request all the general knowledge information sheets from Game Control. This information may contain falsehoods. New information will be available at the Great Erdrejan Fayre and the Gathering. Additional information may be available at Sanctioned Events at the organiser's discretion and they will advertise this in the event literature.

Oiled Weapons A character with this skill may apply and use weapon oils on their own melee, projectile or thrown weapons without the Poison Lore CS. This cannot be used with a skill, lammie or loresheet that would modify the damage effect and it will not grant access to the Poison Loreshet. Requires concentration to use and follows the same rules as applying a Venom to a melee weapon in the Poison Lore Character skill (3 seconds minimum concentration). See the entry for Weapon Oils in the Potion and Poison section of the Handbook.

Paladin <X> # This skill will replace a lower level of the Paladin <X> Occupational Skill. The character will gain the Paladin loresheet and may buy Occupational Skill listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Paladin loresheet. A Paladin is a type of Essence Creature. *Loresheets* for this skill are available for download and print from The Lorien Trust Website (see *Loresheets*).

Perform Teleport Rite Requirements to use: Spellcasting, Incantation, Corruption or Healing CS. This skill adds the Transportation and Teleport Spells to the characters available spell list(s). In addition the character has spell reduction (1) for the Teleport spell.

Perform Transport Rite Requirements to use: Spellcasting, Incantation, Corruption or Healing CS. This skill adds the Transportation Spell to the characters available spell list(s).

<X> **Paragon #** Requirements to use: Various. *Loresheets* for this skill and details of the abilities and powers they grant are available for download and print from [The Lorien Trust Website](#) (see *Loresheets*).

Polyglot This skill replaces Script Master and allows the character to collect all of the TNS *Loresheets* for the Scripts under the Regional & Historical, People & Race and Myth & Magic categories. This skill also allows the character to translate all of the named scripts in these categories to common.

Quick Armour Repair Requirements to use: Any Armour use CS. This skill allows the character to restore the AV of damaged armour in half the normal time. This skill cannot be used to repair NAV (Natural Armour) or MAV (Magical Armour).

Rally This skill replaces Immune to Fear and the character is immune to the Fear. Once per 10 mins the character may cast Mass Remove Fear (may not be countered). This ability does not require the caster to have any casting ability or power..

Regenerates (<time period>, <effect(s)>) [<exclusion(s)>]: # The character affected recovers lost wounds at a faster rate – one hit per location is recovered every time period. If one or more “effect(s)” are specified then only wounds that could normally be recovered using those effects can be regenerated. If no “effect(s)” are specified then any wound that could be normally recovered using the “Cure Wound” or “Heal Wound” effects can be regenerated. If any “exclusion(s)” are specified then the damage type or effect specified always counts as Artefact damage to the affected character, and they cannot regenerate Artefact damage.

Repair Destroyed Items This skill replaces Weaponsmith (Apprentice) and allows the character to make a level 1 melee weapon or a level 1 shield at each Lorien Trust Main Event (1 item total per event). This skill also allows one reforge (a process of heating and quenching) that allow more powerful, complex or desirable items – the character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. *In addition this skill allows the character to repair a crafted weapon or shield that has been destroyed. This repair requires a minimum of 1 minute of appropriate roleplayed action.*

Repair Enchanted Items This skill replaces Armoursmith (Apprentice) and allows the character to make a level 1 suit of armour or a level 1 shield at each Lorien Trust Main Event (1 item total per event). This skill also allows one reforge (a process of heating and quenching) that allow more powerful, complex or desirable items – the character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. *In addition this skill allows the character to repair crafted shields that have been destroyed. This repair requires a minimum of 1 minute of appropriate roleplayed action. A character with this skill may remove a Corrosion effect from an armour location with 30 seconds of appropriate roleplay.*

Repair Unliving (Advanced) Requirements to use: Repair Unliving Spell. This skill replaces the Revitalise Unliving and allows a character to extend a Chant of Repair Unliving to affect every location on a single character, without requiring extra Spell Power. The repair is location by location, not simultaneous and the Corruptor may choose what damage to repair first. Proximity distance with any part of the target is sufficient and the spell functions in all other ways as normal. In addition the character may expend one power and concentrate on a target within proximity distance, after 10 seconds they may remove the debilitation effect.

Retractable Claws # This skill allows a character to wear **and use** natural claws. The character is debilitated for 30 seconds when gaining or losing their claws. Requires valid claw competency. May strike and cause **natural** damage with both claws.

Revitalise Unliving Requirements to use: Repair Unliving Spell. This skill allows a character to extend a Repair Unliving to every location on a single character, for no additional Spell Power. The repair is location by location, not simultaneous and the Corruptor may choose what damage to repair first. Contact with any part of the target is sufficient but the Chant of Repair Unliving cannot repair any location with a mortal wound, these must be repaired separately. The spell functions in all other ways as normal. In addition the character may expend one power and concentrate on a target within proximity distance, after 10 seconds they may remove the debilitation effect.

Revive Requirements to use: Healing CS. This skill allows a character to extend a Chant of Heal Wound to every location on a single character, for no additional Spell Power. The healing is location by location, not simultaneous and the healer may choose what damage to heal first. Proximity distance with any part of the target is sufficient but the Chant of Heal Wound cannot heal any location with a mortal wound, these must be healed separately. The spell functions in all other ways as normal. In addition the character may expend one power and concentrate on a target within proximity distance, after 10 seconds they may remove **a non-venom** debilitation effect.

Ritual Crafter # Requirements to use: Ritual Magic CS. This skill replaces and includes Spell Tempering (Master). The character may add 2 to the power of any item creation ritual they perform and improves their ability to manufacture items in a ritual circle if they are performing or contributing to the Ritual.

Rite Master Requirements to use: Ritual Magic CS. This skill allows a character to use Spell Power donated from other characters towards the Spell Power cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Ritualist (Expert) Requirements to use: Ritual Magic CS. This skill replaces Ritual Magic (Improved). The character may add 3 to the power of any ritual they perform. The character may also use Spell Power donated from other characters towards the Spell Power cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Ritualist (Master) Requirements to use: Ritual Magic CS. This skill replaces Ritualist (Expert) and the character may add a total of 5 to the power of any ritual they perform. The character may also use Spell Power donated from other characters towards the Spell Power cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Ritual Magic (Improved) Requirements to use: Ritual Magic CS. This skill replaces Rite Master. The character may add 1 to the power of any ritual they perform. The character may also use Spell Power donated from other characters towards the Spell Power cost of any rite that involves both the rite master and the donating character. This donation must be OOC.

Sage <X> This skill will replace the Scholar <X> Occupational Skill (where <X> is the same subject). If a character with this skill submits research requests on the specified topic, <X>, they will receive answers in accordance with their further enhanced ability in research related to that topic. Allows the submission (subject to the relevant IC arrangements) of a research request during the summer research period (subject to an overall maximum limit of one research submission per character per research period). This skill may only be purchased once and to attempt to learn it you must submit a research request. While this skill primarily assists with research, it may grant additional information at a referee's discretion, but it cannot replicate a character skill, or occupational skill. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Scholar <X> If a character with this skill submits research requests on the specified topic, <X>, they will receive answers in accordance with their enhanced ability in research related to that topic. Suggestions for available topics can be obtained from Game Control. Allows the submission (subject to the relevant in-character arrangements) of a research request during the summer research period (subject to an overall maximum limit of one research submission per character per research period). **This skill may be explicitly purchased twice (each instance specialising in a different topic).** While this skill primarily assists with research, it may in limited circumstances grant additional information at a referee's discretion, but it cannot replicate a character skill, or occupational skill. **This skill does not count towards the total number of occupational skills that your character may have (12).**

Script Master (X) This skill replaces the TNS from the family of TNS skills it belongs to and allows a character to collect all of the loresheets for each of the TNS Scripts within that chosen Script Category (Regional and Historical, People and Race or Myth and Magic). This skill also allows the character to translate all of the named scripts in this category to common.

Self Repairing Armour Requirements to use: Any Armour use CS. This will replace and include the Occupational Skill Master Armour Repair. If out of combat for 5 minutes the AV of any worn armour is restored to full.

Shadow Magic Requirements to use: Spellcasting CS. The character gains the ability to cast spells from the Shadow Magic list, instead of the normal Spellcasting list.

Shield Dismiss Level If a Discern <X> of the correct type is used on the character then they may respond "<X>, discern shielded". If the discerning character spends a further 10 seconds discerning the character and a second Discern Vocal is used the attempt will be successful. A character that is discerned will immediately feel a tingle of magic and be aware that they have been the target of a discern attempt (the referee or marshal will identify the character or source of the discern). If the target of the discern attempt gets further than 30 feet away before the further 10 seconds of discerning is completed then the process is disrupted and must be started anew.

Shield Mastery Requirements to use: Shield Use CS. A character with this skill can use a shield to parry weapon blows inflicting the Normal (non-magical) Crush effect without damaging the shield. This Occupational Skill will not alter any other damage effect that ignores armour.

Shield Mastery (Expert) Requirements to use: Shield Use CS. Replaces the Shield Mastery Occupational Skill. A character with this skill can use a shield to parry weapon blows inflicting the Normal or Enchanted (Non-Artifact) Crush effect without damaging the shield. This Occupational Skill will not alter any other damage effect that ignores armour.

Sigil Spell Reduction (1) # Requirements to use: Lammie or Loresheet. The character has Spell Reduction (1) when creating Sigils or High Sigils. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Sleepless Chanting The character is immune to any sleep effect while casting a Chant effect.

Source of Life Requirements to use: Level 2 Healing CS. This skill replaces Advanced Healing, and includes the Advanced Healing and Mind Healing Occupational Skills. It also allows the character to cast the Total Heal Spell without having the requirement of the High Magic Occupational Skill. If the character gains the High Magic (Healing) Occupational Skill, they gain Spell Reduction (3) for the spell Total Heal.

Source of Unlife Requirements to use: Level 2 Corruption CS. This skill replaces Repair Unliving (Advanced) and includes the Repair Unliving (Advanced) and Mind Healing Occupational Skills. It also allows the character to cast the Total Repair Unliving Spell without having the requirement of the High Magic Occupational Skill. If the character gains the High Magic (Corruption) Occupational Skill, they gain Spell Reduction (3) for the spell Total Repair Unliving.

Spell Reduction (1) # Requirements to use: Lammie or Loresheet. The character has Spell Reduction (1) when casting spells (min 1 power required for all spells). This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. This will not work with the Iron Will spell.

Spell Reduction (2) # Requirements to use: Lammie or Loresheet. The character has Spell Reduction (2) when casting spells (min 1 power required for all spells). This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it. This will not work with the Iron Will spell.

Spell Tempering This skill allows the character to make a spell tempered (**Standard**) item at each Lorien Trust Main Event.

Spell Tempering (Master) # This skill replaces Spell Tempering and allows the character to make a master spell tempered (**Master**) item at each Main Event with tools that can be obtained and used in the relevant Guild area.

Strikedown Shot Requirements to use: Projectile Weapon Use CS and Bow Competency. This skill allows a character to choose to strike for the Strikedown effect with ammunition from a projectile weapon. This cannot be used with a skill, lammie or loresheet that would modify the damage effect and will replace the normal Through call of an arrow or bolt.

Strike for Enchanted # Requirements to use: Lammie, Loresheet or High Magic Sigil. This skill allows a character to choose to strike for Enchanted with any melee weapon in their primary hand or a large melee weapon held in both hands, unless the weapon already does a damage type other than normal (e.g. silver/natural). This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Thaulmonic Alignment If the character with Thaulmonic Alignment gains a Mage Armour High Sigil it will confer an AV of 3 on all locations instead of 2 (but will follow all of the standard rules for the spell including the maximum AV of 4 for an Armour Type).

Theology Requirements to use: Incantation CS. The character may cast spells from the Theology list to the same level as they have the CS Incantation. If they also have the Ritual Magic Character Skill or the Contribute Character Skill they will gain a bonus when contributing to summoning or creating an Ancestral in a Ritual.

Through This skill replaces Focused Through and allows a character to strike for the Through effect with a small or medium melee weapon held in their primary hand. This cannot be used with a skill, lammie or loresheet that would modify the damage effect.

Toughen Body # Requirements to use: Lammie or Loreshet. A creature with the Toughen Body Skill can not have a location reduced to below 0 (zero) unless is due to an Enchanted Damage type, Harm, Magebolt, Smite, Fatal or Artefact. This skill can only be used or purchased if the character has an applicable lammie or loresheet that allows it.

Tracking This skill requires the presence of a marshal or referee and will often be restricted to particular situations, locations or opportunities. This skill allows a character to look for clues, tracks and tell-tale signs of other creatures when they first visit an area (usually in wooded or rural areas). The character will gain a rough idea as to the type of creatures in that area (Orc, Human, Elven etc.) from length of stride, weight and markings of footprints, the way foliage has been disturbed or other such information. It may also be possible to determine approximate numbers of the creatures, direction of travel etc. (depending on weather conditions, time of day and other factors). The character using Tracking must role-play checking the area for a minimum of 30 seconds (more roleplay may get greater information). Once per hour a character with the Tracking skill can use their tracking skill to sense creatures nearby. The character must remain immobile (should stay comfortably still and not move, cast spells, or perform any other in-character actions including parrying/striking blows etc.) and remain silent for 1 min – after this time has elapsed the character may use the vocals “Detect <Race> 30 feet” (<Race> being any of the starting character races available during character creation highlighted in **Bold**). This detection ability may only be used after dusk (8pm).

Transcend Armour Requirements to use: Any Armour use CS. This skill allows the character to cast ranged spells (that they are able to cast) in medium armour and mass spells in heavy armour. They still may not cast ranged spells in heavy armour.

Translate Named Script <X> This skill allows a character to translate one named script to common for every TNS that is purchased. Each of the most common scripts are listed below and fall into one to three Script families: Regional and Historical, People and Race, Myth and Magic. A loresheet for each script can be collected from Game Control once this skill is on the character card. Some TNS scripts are not listed below and are not part of the Script Categories – these TNS Scripts are only available with particular prerequisites or Loreshets. **NOTE: Only a character with a TNS Skill may attempt to translate a language in this way. Any attempt to translate the script using a “Hard Skill” (i.e. using a process of deduction or by utilising out-of-character knowledge or devices) will be breaking the Spirit of the Rules and Cheating.**

Region & Historical Scripts	People & Race Scripts	Myth & Magic Scripts
TNS Southern	TNS Beastkin	TNS Ancient
TNS Aegyptus	TNS Dwarf	TNS Arataic
TNS Arabia	TNS Elven	TNS Cecealia
TNS Cathay	TNS Fey	TNS Chaos and Magic
TNS Maurabian	TNS Lizardman	TNS Daemon
TNS Nihon	TNS Merrow	TNS Illithid
TNS Old Empire	TNS Olog	TNS Moonlore
TNS Peng	TNS Skathen	TNS Old Ilithid
TNS Picta	TNS Uruck	TNS Void Entity
TNS Siberija	TNS Halfling	TNS Void Wretch

Loresheet/Restricted Scripts	Restriction	Notes
TNS Ancestor Runes	Ancestral Creatures Only	<i>May not be Tutored</i>
TNS Daemon Runes	Daemon Creatures Only	<i>May not be Tutored</i>
TNS Elemental Runes	Elemental Creatures Only	<i>May not be Tutored</i>
TNS Grave Runes	Unliving Creatures only	<i>May not be Tutored</i>
TNS Spiral	Oathsworn Scouts Guild Req.	<i>May not be Tutored</i>

Trap Lore Trap Lore allows the character to make a single Trap Bag at each Lorien Trust Main Event with materials that can be obtained and then used to craft items in the Scouts Guild. The character must gain permission from the Guild to use their facilities. In addition the character with the Trap Lore skill can also perform the following actions:

- Once per 10 mins the character may check an area or object for a trap. The target area must be no greater than a 1ft Square space or an object such as a door, box, handle, or other suspicious object. The character requires concentration and hold a free hand approx. 1ft from the target for 30 seconds. If a trap is detected it may be disarmed safely with a further 30 seconds of appropriate roleplay. This action requires the presence of a Referee or Marshal.
- A character with Trap Lore may set a Trap with a Crafted Trap Bag. This action will consume the materials of the Trap Bag itself and will transfer the effect of the Trap Bag to the trapped object or area for 10 mins. This action requires the presence of a Referee or Marshal.

Traverse Faction Wards This skill allows the character to move through Faction Wards with 10 seconds of roleplay action. This skill will not allow a character to cross a raised ritual circle seal.

Treewalker # Requirements to use: Ritual Magic or Perform Transport Rite. This skill allows the character to access and utilise the Tree Network (a form of Transport Network that spans Erdreja in a similar way to the Transport Circle Network). This skill is not available to a character with an Unliving pattern or the CS Corruption. *Loreshets* for this skill are available for download and print from The Lorien Trust Website (see *Loreshets*).

Triage (Expert) Requirements to use: Triage (Advanced) CS. This skill replaces Triage (Master) and reduces the time required for each Triage (Advanced) activity to 30 seconds rather than 1 minute to a Living Pattern. In addition the character may use the Triage (Expert)

to repair damage to an Alien or Magical Pattern using the standard Triage (Advanced) Character skill rules (1 min per location). **This skill will have no effect when used with Triage (Advanced) for raising LHV above 0 (zero).**

Triage (Master) Requirements to use: Triage (Advanced) CS. This skill reduces the time required for each Triage (Advanced) activity to 30 seconds rather than 1 minute to a Living pattern. **This skill will have no effect when used with Triage (Advanced) for raising LHV above 0 (zero).**

Tutor This allows the character to teach another character any Occupational Skill that they currently possess on their character card (excludes Blessings, Special Creature Cards unless a Lammie or Loreshheet explicitly allows it), and excludes Essence Creature, Restricted TNS Scripts or the Tutor Occupational Skills. They may teach a maximum one skill per Main Lorien Trust event, each skill may be up to a Tier 4 skill. The character learning the skill must still possess any pre-requisites needed to learn the new skill. This Occupational Skill may not be used while under a command effect.

Unending Voice This skill replaces Sleepless Chanting and grants the character Spell Reduction (1) for all Chant effects. In addition, the character is immune to any Sleep effect while casting a Chant effect.

Vampire <X> # This skill will replace a lower level of the Vampire <X> Occupational Skill. The character will gain the Vampire loreshheet and may buy Occupational Skill listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Vampire loreshheet. A Vampire is a type of Essence Creature. *Loreshheets* for this skill are available for download and print from The Lorien Trust Website (see *Loreshheets*).

Venom Resistance # Requirements to use: Lammie or Loreshheet. Any non-magical Venom affecting the character can be purged with a Purge Poison effect rather than the cure requirements on the inside of the Lammie.

Voidportal # Requirements to use: Lammie or Loreshheet. The character will gain the Voidportal loreshheet. *Loreshheets* for this skill are available for download and print from The Lorien Trust Website (see *Loreshheets*).

Warlock <X> # This skill will replace a lower level of the Warlock <X> Occupational Skill. The character will gain the Warlock loreshheet and may buy Occupational Skill listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Warlock loreshheet. A Warlock is a type of Essence Creature. *Loreshheets* for this skill are available for download and print from The Lorien Trust Website (see *Loreshheets*).

Weapon Finesse This skill replaces Through and allows a character to strike for the Through effect with thrown weapons thrown from their primary hand (requires thrown weapon CS), or with melee blows from any weapon that the character has the ability to use (including weapons used with the ambidexterity CS). This cannot be used with a skill, lammie or loreshheet that would modify the damage effect.

Weaponsmith (Apprentice) This skill allows the character to make a level 1 melee weapon or a level 1 shield at each Lorien Trust Main Event (1 item total per event). This skill also allows one reforge (a process of heating and quenching) that allow more powerful, complex or desirable items – the character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create.

Weaponsmith (Artisan) This skill replaces Repair Destroyed items and allows the character to make a level 1 and level 2 melee weapon or level 1 and level 2 shield at each Lorien Trust Main Event (2 items in total per event). This skill also allows two reforges (a process of heating and quenching) that allow more powerful, complex or desirable items – the character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. **In addition this skill allows the character to repair crafted weapons and shields that has been destroyed. This repair requires a minimum of 1 minute appropriate roleplayed action and is reduced to 30 seconds for a shield if the character also has the CS Shield Use.**

Weaponsmith (Master) This skill replaces Weaponsmith (Artisan) and allows the character to make a level 1, level 2 and level 3 melee weapon or level 1, level 2 and level 3 shield at each Lorien Trust Main Event (3 items in total per event). This skill also allows three reforges (a process of heating and quenching) that allow more powerful, complex or desirable items – the character may only use these reforge abilities on an item that they are creating themselves and some items may require more than one reforge to create. **In addition this skill allows the character to repair any weapon or shield (crafted or otherwise) that has been destroyed. This repair requires a minimum of 1 minute appropriate roleplayed action and is reduced to a minimum of 30 seconds for a shield if the character also has the CS Shield Use.**

Werecreature <X> # This skill will replace a lower level of the Werecreature <X> Occupational Skill. The character will gain the Werecreature loreshheet and may buy Occupational Skill listed there up to the stated Tier. To gain this skill a character must fulfil the IC requirements listed on the Werecreature loreshheet. A Werecreature is a type of Essence Creature. *Loreshheets* for this skill are available for download and print from The Lorien Trust Website (see *Loreshheets*).

Written Forgery A character with this skill is able to create in-character forged documents. Once per event a character with the Written Forgery skill may create paperwork that allows access to training facilities, magical books or other resources that normally allow training. Both the Forging Character and Training Character must visit Game Control at the same time to complete the out-of-character function of the Written Forgery skill (this is in addition to any in-character roleplay). The Written Forgery that the skill creates, allows a single Tier 1, 2 or 3 skill (including restricted skills) from any Guild to be accessed. The skill will be added to the character card immediately. Guild permission is not required (or recommended) for the use of this training forgery.

Lorien Trust Research

The section is designed to give all players the information they need to use the Lorien Trust research request system. If you have questions or need any help the Lorien Trust Background team can be contacted via: background@lorientrust.com

What is Research at the Lorien Trust? A research request is an activity that cannot be performed during in-character time at events, generally it is study or experimentation with the aim of acquiring information. A research request represents one character (possibly assisted by others) spending a portion of their time between events in a library or in one of the practical facilities of the Alchemists, Armourers or Rangers. Sometimes the response to your research is entirely In-Character and so may contain inaccuracies, misconceptions and outright deception. Examples of research include:

- Book study of histories, metaphysics (the way the world works), and/or current events
- Mapping or studying areas of non-hostile territory
- Experimentation with herbs, poisons and potions, armour and weaponry
- Archaeology of non-hostile territory

Things that are not appropriate for Research Anything that can be realistically performed at an event should be done at an event. If your research request does not fall into an area that can be researched, you will be given an explanation as to why this is the case and given the opportunity to resubmit your research in an area that is allowed, before the deadline for research submissions is reached. Examples include:

- Looking into character or group backgrounds (this should be taken up with your NPCs and/or relevant plot team)
- Actions that require a referee or marshal (this includes performing rituals and rites, entering potentially hostile territory, or participating in combat)
- Interaction with monsters and/or other characters (including sending letters or other correspondence)

Assisting with Research Assistants can bring a skill set (or other things of relevance, such as In-Character position or specific lammie) that the primary researcher lacks. In order to do this, the assistant needs to provide their In-Character and Out-of-Character names and their Player ID (PID on character card) to the researcher, along with a list of the skills that are being used so that they can be added to the research request form. The assistant cannot both help AND perform their own research unless they possess the Occupational Skill Improved Research Ability. Whilst assistants allow the research access to skills they do not have, no amount of assistants can increase the amount that one can research in any given period of time, additionally there is zero benefit to adding assistants who are duplicating skills.

Applicable Skills for Research Both the researcher and any assistants can bring Character Skills, Occupational Skills and In-Character relevant positions and titles to assist in their research. This includes appropriate vocational (income) skills.

How do I Submit Research? You must first obtain an In-Character document (sometimes character called a Library Card) - showing you have the relevant permission to use the Guild/Faction/Great Library/Other resources. This is usually a library of some sort, however there are Labs and Forges. This document is obtained from the relevant NPCs. You can only use one Library Card as this will be the focus of your time for the research (i.e. You may get a document from the Lions Faction granting permission to access their Libraries, and one from the Armourers to use their forges - however, you must choose which you will use in-between the events to get a result).

Next you should bring your Library Card to the Great Library desk located in the Guild Area at a Lorien Trust Main Event. Upon handing this document over you will be given an Out-of-Character voucher that has on it all of the information you need to download the form, what to reference (the voucher has a unique code on it), which email to send the form to and what deadlines for submissions apply. Please note the character named on the Library Card must be the one to bring it to the Library desk.

When the event has ended and you return home you can download the research request form from the Publications section of the Lorien Trust website (lorientrust.com). Please remember to save the file directly to your computer or device completing the form. When the form has been completed you should email it (before the deadline on your voucher) to background@lorientrust.com. We recommend that you complete this task before the final day and hours as it allows the Background team a chance to point out problems and allow you to re-submit if there are mistakes in the submission. Research documents that arrive after the deadline cannot be accepted. Should you encounter any difficulties with the form, filling it in, or would like a member of Background to read your form over before you finally submit it, please email us at background@lorientrust.com

Whenever you contact us by e-mail, the Background Department saves the data provided by you (your e-mail account, possibly your name) to be able to deliver answers to your questions. We delete the data collected in this context after its storage is no longer necessary, or we limit its procession where it is subject to legal obligations to retain data. You have the right to request deletion of any details and can request this when you send in your research.

Research Periods

There are two distinct Research periods detailed below:

Winter Research Period Your character can research any in-character subject you wish (you do not require a Sage/Scholar skill or Improved Research Ability). Vouchers for this research period can be obtained in-character at the Gathering.

Summer Research Period This research period is only accessible to Characters with the Occupational Skills Sage/Scholar or Improved Research Ability. If you have Scholar or Sage (or both) then you must research something that falls within the subject matter of your Occupational Skill. Vouchers for this research period can be obtained in-character at the Great Erdreja Fayre.

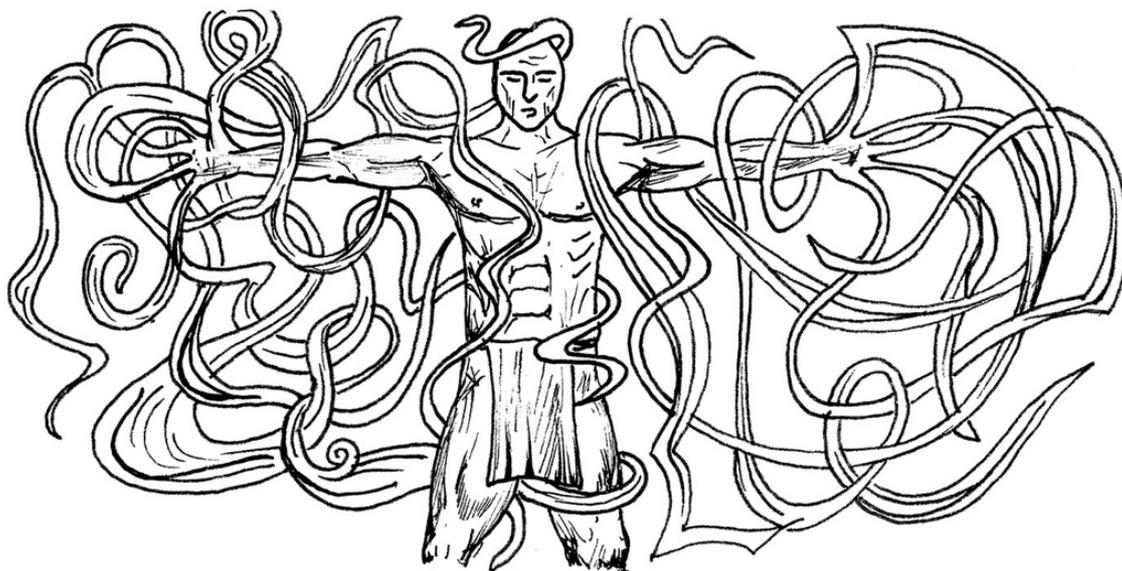
Research Occupational Skills

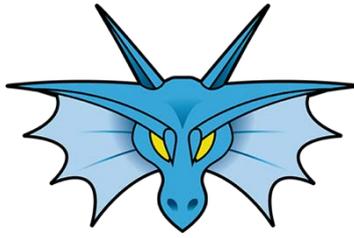
Research Occupational Skills Scholar and Sage skills must be chosen from a specific list found below (with Sage replacing Scholar with the same subject. Scholar skills can be gained via the prebooking when you buy your tickets by using your banked OSPs, or through the training and tutor system at Main Events. The Sage and Improved Research Occupational Skills may only be gained at the Main Events, these will require a training voucher or tutoring and may involve some in-character role-play or task. The Scholar and Sage Categories are listed below:

- **History and Culture** (Bears) (Dragons) (Gryphons) (Harts) (Jackals) (Lions) (Tarantulas) (Unicorns) (Vipers) (Wolves) (Alchemists) (Bards) (Bank) (Casino) (Mages) (Incantors) (Healers) (Corruptors) (Rangers) (Armourers) (Scouts) (Militia) (Elder Races) (Dwarves) (Elves) (Fey) (Ologs) (Younger Races) (Halflings) (Drow) (Beastkin) (Uruks)
- **History** (Humans) (Umbrals) (Magecraft) (Incantation) (Healing) (Corruption) (Summoning) (Necromancy) (Daemonology) (Theology) (Elementalism) (Empire) (Irisia) (Telluria) (Siberja) (Sicilja) (Cathay) (Nihon) (Thousand Isles) (Planes) (Law) (Chaos) (Evil) (Good) (Reality) (Illusion) (Fate) (Fortune) (Knowledge) (Magic) (Time) (Spirit) (Earth) (Air) (Fire) (Water) (Time of Legends) (Pre-Imperial) (Imperial) (Post Imperial)
- **Ancestors and Legends** (Bears) (Dragons) (Gryphons) (Harts) (Jackals) (Lions) (Tarantulas) (Unicorns) (Vipers) (Wolves) (Alchemists) (Bards) (Bank) (Casino) (Mages) (Incantors) (Healers) (Corruptors) (Rangers) (Armourers) (Scouts) (Militia)
- **Skills and Abilities** (Alchemists) (Bards) (Bank) (Casino) (Mages) (Incantors) (Healers) (Corruptors) (Rangers) (Armourers) (Scouts) (Militia) (Warfare and Tactics) (Navigation and Sea Faring) (Cosmology and Metaphysics) (Geography and Cartography) (Construction) (Iconic Items and Artefacts)
- **Flora and Fauna** (Bears) (Dragons) (Gryphons) (Harts) (Jackals) (Lions) (Tarantulas) (Unicorns) (Vipers) (Wolves)
- **Essence Creatures** (Werereatures) (Paladins) (Warlocks) (Vampires) (Druids)
- **Summonable Creatures** (Unliving) (Daemons) (Elementals) (Ancestrals)

Research Responses

Research Responses Research will generally be returned to you from the Lorien Trust Background email. Sometimes it will contain Out-of-Character information - the distinction between Out-of-Character and In-Character documents will be made clear. Occasionally you may receive an email requesting that someone will speak to you at an event, or that you will receive your answer in the form of a plotted encounter. In these cases arrangements will be made to find a suitable time for everyone involved. Questions can be emailed to background@lorientrust.com, as can any feedback you may have regarding your research.





Lorien Trust Weapon Guidelines (Construction and Safety)

Weapon Checking Weapons and armour will be checked for LARP-suitable construction according to Lorien Trust Weapons and Armour Construction Guidelines. No real weapons (of any description) may be brought to a Lorien Trust event, though reasonable camping knives may be used in camp for camping tasks. **At no point should a weapon that has not been checked be used in-character or be used (even for practice) at a Lorien Trust event.**

All weaponry/projectiles/missiles must be checked by a weapons checker upon arrival to Lorien Trust events before any weaponry/projectiles/missiles may be used in play. The use of unsuitable weaponry will result in a final warning in the first instance. Continued usage will result in you being asked to leave the event. A dedicated Weapons Check area is set up at the event entry point (Gate) which operates during gate opening hours. Further Weapons Check can be gained from Event Support if you arrive outside of gate operation hours.

Arrows and Bolts are checked by the Rangers Guild. Any that are passed to Lost property are relocated to the Rangers Guild during Time in and Event Support during Time out. Coreless Missiles are safety checked by the Scouts Guild. Any that are passed to Lost property are relocated to the Rangers Guild during Time in and Event Support during Time out. Any item containing a "lammie" that is IC Stolen will have been taken to Game Control for a change of ownership. The Phys Rep is securely and safely stored until collection. The phys rep will NOT have been weapons checked by Game Control unless this is done so at the moment of return to the customer.

General Combat The Lorien Trust system supports a variety of styles of combat in situations from a one on one duel to large scale battles. 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.

Small Weapons (Between 7"/17.8cm and 18"/45.7cm) 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 or attempt to parry or strike projectiles from the air.

Medium Weapons (Between 18"/45.7cm and 42"/107cm) 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 or attempt to parry or strike projectiles from the air.

Large or Pole Weapons (Between 43"/109cm and 84"/213.4cm) 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 or attempt to parry or strike projectiles from the air.

Shields 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. Tower Shields should be no larger than larger than 60"/152.4cm by 30"/76.2cm, and round or regularly polygonal shields should be no larger than 36"/91.4cm. (see Weapon and Armour Construction Guidelines for details and shapes).

Claws All claw users must pass the Lorien Trust Claw Competency test to use LARP safe claws at Lorien Trust 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. They must travel the same minimum distance as weapons. Blows from claws should still be spaced at least far enough apart for you to call slowly and clearly your damage, even if you are not required to call the damage aloud.

Bows and Crossbows All bow and crossbow users must pass the Lorien Trust Bow Competency test to use LARP suitable projectile weapons at Lorien Trust 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.

Lorien Trust Weapon and Armour Construction Guidelines

Weapon Construction and Checking Guidelines The following information is intended to be a guide to both basic construction of Live Roleplaying weapons for use at Lorien Trust events, and an explanation of what kind of things the Weapons Check team are checking for when examining your kit at the gate when you arrive at an event. Each item is checked solely on its own merits and flaws in its given state when provided to the Weapons Check team, and so following the information provided does not guarantee that your kit will pass (for example 12mm of foam may be the required padding for a striking surface, but if the core is so large and heavy that it can be felt through the padding, more will need to be added). **Please note that the measurements on diagrams are for demonstration purposes only and not necessarily a reflection of the actual measurements that each weapon is based on.**

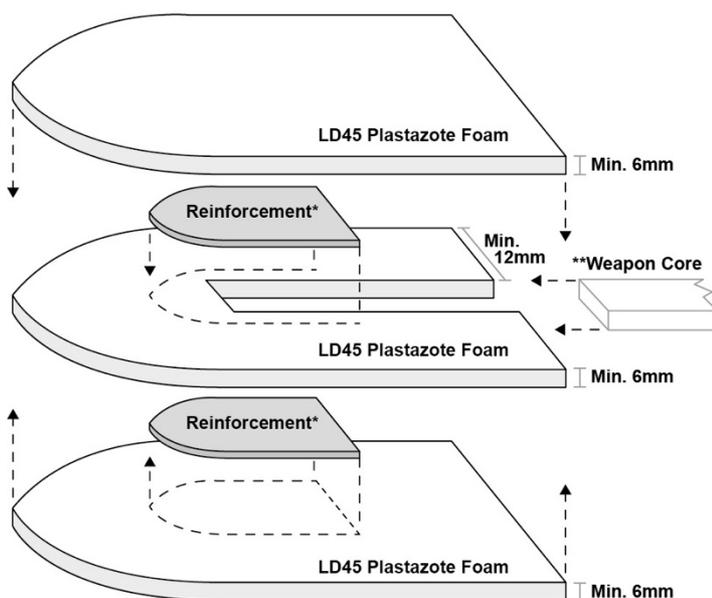
Mêlée Weapons (General) Melee weapons at Lorien Trust events come in three sizes. Weapons smaller than the minimum and larger than the maximum values above may not be used.

- **Small weapons** are between 7"/17.8cm and 18"/45.7cm in length
- **Medium weapons** are between 18"/45.7cm and 42"/106.7cm in length
- **Large weapons** are between larger than 42"/106.7cm and 84"/213.4cm in length

Construction Foam used must be LD45 Plastazote or an equivalent closed cell foam of approximately 45kg/m³ density. Lower density foams may be too soft to sufficiently cushion blows, whereas denser foams may be too hard, if you choose to construct a weapon using these materials, they run a much higher risk of meeting the standards allowed for a Lorien Trust event.

Bladed Weapons (Mêlée Weapon)

- **Pommel** A minimum of 0.5"/12mm thick foam, fixed securely to the core. Any solid decoration such as gems must be recessed into the foam and have at least 0.5"/12mm of foam between it and the core, any surface mounted decoration must not be made of rigid materials and have sufficient give (25% of its thickness is a reasonable amount).
- **Weighting** It is permissible to weight the weapon - however all weighting must be fixed securely to the core and any weighting that extends from the handle into the pommel must be covered by 0.5"/12mm of foam. Weighting must not extend into the blade.
- **Handles** The handle must be firmly fixed to the core but does not necessarily need to be padded. If the handle is longer than two hand spans (approximately 16"/40.6cm) for a one-handed weapon or three hand spans (approximately 24"/60.9cm) for a two handed weapon), it has to be padded as if it were a striking surface. Any weighting must be securely attached to the weapon and not extend past the guard into the blade. Any ricasso above the crossguard must be treated as if it is a striking surface and padded appropriately.
- **Crossguards** Must be made of foam. Any solid reinforcement (i.e. fibreglass/carbon fibre core) must be securely fixed to the core, covered by 0.5"/12mm of foam and not extend more than 10mm past the edge of the blade. Flexible reinforcement such as cloth, thin leather, suede or an equivalent material is permissible.
- **Blade** A minimum of 0.5"/12mm deep foam on the striking surface and 0.25"/6mm deep on the non- striking surface after carving - 0.25"/6mm thick with a 0.125"/3mm deep blood groove carved into it will not pass. The foam must be securely fixed to the core and layers of foam must be laminated together firmly with a suitable grade of flexible adhesive, such as a solvent based impact adhesive. This glue must not become rigid under compression. Where possible the tip of the core must be rounded to prevent it working through the foam and be reinforced using cloth, thin leather, suede or an equivalent material. This material must not become rigid after the adhesive attaching it to the weapon has cured.
- **Flexibility** The core must be stiff, especially with regard to longer weapons so that they do not flex or "whip" more than 20% of the weapon length.



* Reinforcement should be cloth, leather or rubber for maximum durability

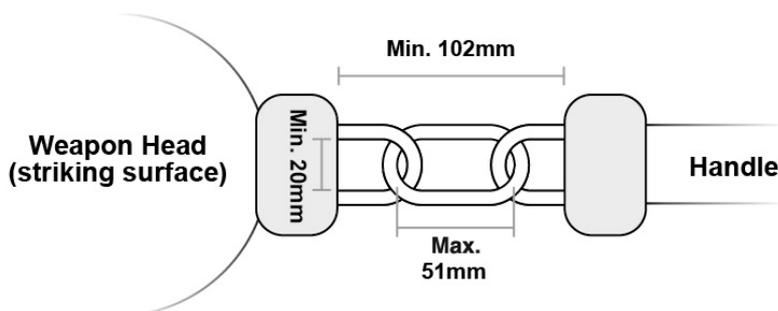
** Weapon Core should be a Fibreglass/Carbon Fibre Rod - Minimum 6mm Diameter

Hafted Weapons (Mêlée Weapon)

- **Pommel** A minimum of 0.5"/12mm thick foam, fixed securely to the core. Any solid decoration such as gems must be recessed into the foam and have at least 0.5"/12mm of foam between it and the core, any surface mounted decoration must not be made of rigid materials and have sufficient give (25% of its thickness is a reasonable amount).
- **Weighting** It is permissible to weight the weapon - however all weighting must be fixed securely to the core and any weighting that extends from the handle into the pommel must be covered by 0.5"/12mm of foam.
- **Handles** The handle must be firmly fixed to the core but does not necessarily need to be padded. If the handle is longer than two hand spans (approximately 16"/40.6cm) for a one-handed weapon or three hand spans (approximately 24"/60.9cm) for a two handed weapon), it has to be padded as if it were a striking surface. Any weighting must be securely attached to the weapon and not extend past the guard into the blade. Any secondary handles above the first must be treated as if it is a striking surface and padded appropriately.
- **Shaft** The entire distance from the handle furthest from the striking end is considered a striking surface and therefore must be covered by a minimum of 0.5"/12mm of foam after carving and be securely attached to the core.
- **Hammerheads/Maces** Minimum of 0.5"/12mm of foam. Standard weapon foam must be securely fixed to the core with a softer foam, such as upholstery foam, forming the striking surface. These foam layers must be firmly laminated together with an appropriate flexible adhesive. The heavier/larger the head is, the softer the foam must be - don't get carried away with the size of the head as you have to be able to pull your blows. Any spikes must be no longer than 2"/51mm and the spikes must be completely collapsible, containing no rigid reinforcement.
- **Axeheads** Axeheads are also obviously striking surfaces. These must contain no rigid core. Flexible reinforcement such as cloth, thin leather, suede or an equivalent material is permissible, which again must not become rigid when the adhesive attaching it to the weapon cures. The reinforcing must not come within 0.5"/12mm of the outer edges of the head. The head must also be securely fixed to the core.

Flails (Mêlée Weapon)

- **Links** Links must be made of a flexible, non-elastic material such as leather, rope or firm rubber. You are allowed one half link protruding from the haft and one half-link from the striking section/head. These are then joined by a single, full link as shown. A full link has an internal measurement of no more than 2"/51mm long by 0.75"/20mm across. Inelastic rope may also be used instead of a set of links. The total distance between shaft and head must therefore not be more than 4"/102mm when stretched out, whether links or rope. This is to prevent entanglement around other weapons. Three (or more) section staves or equivalent weapons must not be used.
- **Striking Section/Head** The head must have no solid core, and be made of foam, preferably open cell polyurethane foam (such as sponge or upholstery foam).
- **Spikes** Spikes must not be more than 0.5"/12mm in length on a flail.
- **Length** Flail lengths will be measured laid out straight, i.e. handle length plus link section length plus head must not exceed the maximum length for the weapon size.
- **Nunchaku** For nunchaku type flails one end must be completely coreless - this is the striking end. This must be easily distinguishable from the handle, to avoid confusion and unintentional handle strikes in a mêlée.



Staves and Large Weapons (Mêlée Weapon)

- **Pommel** A minimum of 0.5"/12mm thick foam, fixed securely to the core. Any solid decoration such as gems must be recessed into the foam and have at least 0.5"/12mm of foam between it and the core, any surface mounted decoration must not be made of rigid materials and have sufficient give (25% of its thickness is a reasonable amount). Some people may also use staves and pole weapons as walking sticks. To protect the lower end from compression damage and wear on the ground, a soft leather pouch may be tied over the pommel. The knots must not protrude, and must have an equivalent give to any surface mounted decoration as discussed above. This must not be used as a striking end.
- **Weighting** It is permissible to weight the weapon, however all weighting must be fixed securely to the core and any weighting that extends from the handle into the pommel must be covered by 0.5"/12mm of foam.
- **Handles** The handle must be firmly fixed to the core, and must be padded with at least 0.5"/12mm of foam. Any weighting must be securely attached to the weapon and not extend past the guard into the blade. Any ricasso above the crossguard must be treated as if it is a striking surface and padded appropriately.
- **Blade** A minimum of 0.5"/12mm deep foam on the striking surface and 6mm deep on the non-striking surface after carving - 6mm thick with a 3mm deep blood groove carved into it will not pass. Remember this is an absolute minimum, and we would recommend, due to the increased mass and potential angular velocity of a two-handed weapon, that thicker foam must be used. The foam must be securely fixed to the core and layers of foam must be laminated together firmly with a suitable grade of flexible adhesive, such as a solvent based impact adhesive. This glue must not become rigid under compression. Where possible the tip of the core must be rounded to prevent it working through the foam and be reinforced using cloth, thin leather, suede or an equivalent material. This material must not become rigid after the adhesive attaching it to the weapon has cured.
- **Hammerheads/Maces** Minimum of 0.5"/12mm of foam. Standard weapon foam must be securely fixed to the core with a softer foam, such as upholstery foam, forming the striking surface. These foam layers must be firmly laminated together with an appropriate flexible adhesive. The heavier/larger the head is, the softer the foam must be - don't get carried away with the size of the head as you have to be able to pull your blows. Any spikes must be no longer than 2"/51mm and the spikes must be completely collapsible, containing no rigid reinforcement.
- **Poleaxes** Axeheads are also obviously striking surfaces. These must contain no rigid core. Flexible reinforcement such as cloth, thin leather, suede or an equivalent material is permissible, which again must not become rigid when the adhesive attaching it to the weapon cures. The reinforcing must not come within 0.5"/12mm of the outer edges of the head. The head must also be securely fixed to the core.
- **Double-ended Weapons** A two-handed weapon with striking surfaces at both ends must be treated as the entire length of the weapon being a striking surface.

Injection Moulded Weapons (Construction Type)

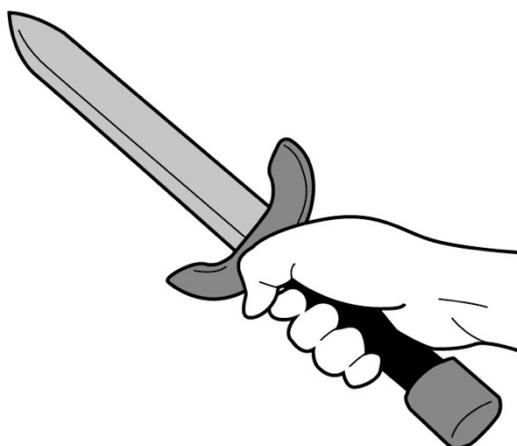
Injection moulded weapons must have a density of approximately that of the foam discussed above and often start out harder than an equivalent foam weapon but will soften with use. This may lead to the injection moulded weapon deteriorating through heavy or consistent use. Injection points must be checked for solid protrusions where the moulding compound has not 'foamed' and cured as a rigid lump or point or a foreign object has been caught in the mould, and the weapon must be firmly attached to its core.

Claws (Mêlée Weapon)

Claws must be constructed of LD45 Plastazote, an equivalent closed cell foam, cast latex or similar soft material and must not have a core. The claws must be solid enough to hold their shape, but must be soft enough to flex when a strike is made. Flexible reinforcement such as cloth, thin leather, suede or an equivalent material is permissible, which again, must not become rigid when the adhesive attaching it to the foam cures.

Cast latex claws may be filled with open- or closed-cell foam to increase structural integrity. Claws must protrude at least 3"/76mm past the tips of the fingers. All claws must fasten to the wearers open hand or extended fingers. You must not be able to clench your fist and still have the claws in a striking position whilst wearing them. This does not mean that you cannot close your hands; only that you must not be able to hit someone with the claws with your hand closed.

Claw users will be expected to pass a Claw Competency test and re-qualify themselves every three years. Claw Competency cards must be on your person while using your claws. Any creature that requires claws to be played - such as Wercreatures - may not be played if you do not have a Claw Competency Card.



Projectile Weapons

All archers are expected to have taken a Bow Competency test and will be expected to carry their Bow Competency card when using their bow in an In Character area. All archers will be expected to provide their Bow Competency card on arrival at weapons check.

Bows (Projectile Weapon)

In general, the Archer will be expected to string their bow, which must not have evidence of cracks, splinters or other damage. The bowstring must be firmly attached and in good condition. Bow limbs/staves must be of wood or fibreglass. Riser/handle must be of wood, fibreglass or metal. Bow limbs may be wrapped in material or built up with resin or foam to make them appear more in character, but these modifications must not interfere with or alter the mechanics of the bow, nor be of a size or shape that may cause injury to those around the archer. These modifications must be in place when the bow is weighed.

- Compound bows, Mongolian composite bows and bamboo bows are not permitted within this system. The 'Mongolian style' wooden shortbows are permitted, subject to the checks above.
- Draw Longbows and recurve bows will be tested using a standard set of bowscales at a draw of 28"/71.1cm. The draw weight at this distance must not exceed 30lbs/13.636kg with a small allowance for standard deviation in the set of bowscales being used.

Crossbows (Projectile Weapon)

Hand Crossbows may be either powered by bungee cord and utilise a rigid prod or be of a prod-driven design. Prod-driven crossbows are allowable under the provisions of the Crossbows Act 1987, section 3, i.e. not for use by persons under the age of 18.

<http://www.legislation.gov.uk/ukpga/1987/32/section/3>

The body of the crossbow must not be cracked or damaged, and the prod must be firmly attached and not cracked or damaged and must have suitable attachment points to stop the cord from slipping down the prod when drawn. The bungee cord or bowstring must not be frayed, damaged or repaired. A bungee cord must be attached by crimping the ends of the cord into loops with wire crimps or suitably strong cable ties, and a string must rest correctly in the notches on the tips of the prod. The trigger mechanism must work fluidly, and the trigger must release the cord smoothly and evenly without the opportunity for snagging on the body of the crossbow. Crossbows will have their draw weight measured at full draw, which must not exceed 30lbs/13.636kg.

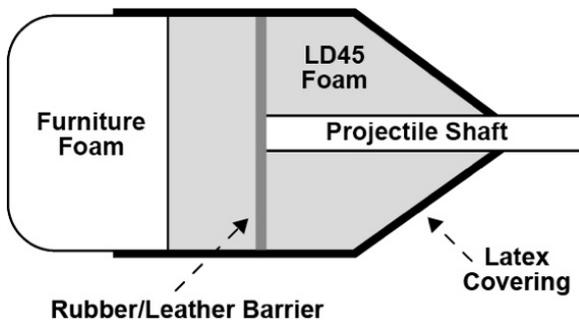
Arrows (Projectile)

Neither IDV Engineering Mark 1 LARP arrows nor the dimple-headed 'golf-ball' style are suitable for use with this system. IDV Mark 2 arrows are acceptable. If the weapons check department is unsure of the construction of a home-made arrow, a Senior Weapons Checker may request that a sample be cut open in order to check the construction. If this is done, the Senior Weapons Checker will return the arrow to you, so that if the construction is called into question again, you will have a cutaway to show. Previously unseen moulded arrows will need to be subjected to more strenuous testing prior to being allowed to be used at Lorien Trust events.

- **Shafts** The shafts must not exceed 28"/71.1cm from nock to the base of the arrowhead. The shaft must not splinter when lightly flexed or put under torsion. Shafts must be made of wood or fibreglass tube. Dowel, Metal and carbon fibre shafts are not acceptable.
- **Nocks** The nock must be securely attached to the shaft and must not be cracked or broken. It must hold the arrow securely against the bowstring.
- **Fletchings** The fletchings must be securely attached to the shaft either in a set of three - one perpendicular to the line of the nock and the remaining two set at 120° and 240° around the shaft from the first, or a set of four - one set at 30° to the line of the nock and continuing around the shaft at 150°, 210° and 330° to the line of the nock.
- **Heads** The head of an arrow must be at least 2"/51mm in diameter. There must be no sharp points, bodkins, broad heads, bullet tips or piles on the end of the arrow shaft even under the foam. The front face of the arrow must be made of upholstery foam at least 1"/25mm thick, which may have a hemispherical dome to improve its aerodynamics. Any latex, gaffer tape or other coverings around the outside of the foam must leave 1" of foam clear above it. The foam face must be securely attached to a piece of LD45 foam at least 1"/25mm thick. This must be backed by industrial rubber or leather (bicycle inner tube or boot leather tend to be sensible), no less than 0.125"/3mm thick. A piece of LD45 foam at least 1"/25mm thick with a hole to accommodate the shaft is then securely glued in place. The shaft is then securely glued to the rubber/leather pad and the sides of the hole in the foam. Behind this another 2-3"/51-76mm LD45 foam must be glued to further support the shaft, this extra foam can be tapered or left as a cylinder.

Bolts (Projectile)

- **Shafts** Shafts length must be appropriate to the crossbow (there must be little space between the end of the shaft and the mechanism that projects the bolt, neither must the bolt be protruding inches past the bow when loaded), and no greater than 28"/71.1cm. Shafts must be made of wood or fibreglass tube. Dowel, Metal and carbon fibre shafts are not acceptable. The shaft must not splinter when lightly flexed or put under torsion.
- **Nocks** If a nock is present, it must be securely attached to the shaft and must not be cracked or broken. Many bungee-powered crossbows do not utilise nocks on their bolts.
- **Flethings** The flethings must be securely attached to the shaft either in a set of two - both parallel to the line of the nock (if present), set on opposing sides of the shaft, a set of three - one perpendicular to the line of the nock (if present) and the remaining two set at 120° and 240° around the shaft from the first, or a set of four - one set at 30° to the line of the nock (if present) and continuing around the shaft at 150°, 210° and 330° to the line of the nock. Please note that triple fletched bolts must only be used with a crossbow designed to take them, those having a channel cut in the bolt groove for the fletching to run in.
- **Heads** The head of a quarrel or bolt must be at least 2"/51mm in diameter. There must be no sharp points, bodkins, broad heads, bullet tips or piles on the end of the arrow shaft even under the foam. The front face of the arrow must be made of upholstery foam at least 1.5"/38mm thick - this face may have a hemispherical dome to improve its aerodynamics. The foam face must be securely attached to a piece of LD45 foam at least 1"/25mm thick. This must be backed by industrial rubber or leather (bicycle inner tube or boot leather tend to be sensible), no less than 0.125"/3mm thick. A piece of LD45 foam at least 1"/25mm thick with a hole to accommodate the shaft is then securely glued in place. The shaft is then securely glued to the rubber/leather pad and the sides of the hole in the foam. Behind this another 2-3"/51-76mm LD45 foam must be glued to further support the shaft, this extra foam can be tapered or left as a cylinder.



Catapults and Slingshots (Projectile Weapons)

To use these, a competency certificate is required (such as is required for a bow). Projectile weapons must conform to whichever of the Arrows and Bolts or Throwing Weapon safety guidelines is appropriate.

Hoopaks, Whipiks and other Throwing Weapon launchers (Misc)

These will be judged on an individual basis by the Head Weapons Checker or a Senior Weapons Checker.

Throwing Weapons (Projectile)

Throwing weapons must not be weighted or be of a size likely to cause injury to the person hit. They may be reinforced internally using cloth or leather, or higher density foam as long as the outer surface is not compromised by this reinforcement. Very large items, such as barrels or chests must be hollow or made of lightweight open-cell polyurethane foam such as furniture foam. Throwing weapons must not be used in *mêlée* (hand-to-hand) combat.

Siege Weapons or unusual designs (Misc)

All siege weapons will be checked on an individual basis by the Head Weapons Checker, the Head Ref and the IC and OOC management (or their deputies).

Prosthetics - Wings, horns and Tails (Misc)

While not actually weapons or armour, we would like to see any rigid, reinforced or articulated prosthetics - just to make sure that in combat they will not cause a problem to yourself, other players or their weapons. These must be seen by a Senior Weapons Checker.

Armour Construction and Checking Guidelines

- Armour must be weapons checked if it contains fibreglass, plastic or metal, this includes raised studs or rivets on either cloth, padded or leather armour. All armour will be checked on an individual basis and judged on its own merits, what appears to be identical may not be and may not pass.
- Metal and plastic studs must not protrude more than 6mm from the surface if the armour, tower studs cannot be used, and all studs must be securely affixed to their backing. Rivets and chainmail links must be fully closed to prevent damage to weapons and people. Straps and lacings must be securely attached.
- Nuts and bolts must be secure and unlikely to come undone. Bolts must have rounded heads; hex bolts must be avoided where possible and wingnuts must not be used.

Rigid Plates

Armour made from metal or another rigid material (e.g., fibreglass, carbon fibre or plastic) must have any edges rounded off, or turned over, for safety. Rigid armour will be checked for burrs and sharp edges, these must be filed, covering the edge with gaffer tape is not acceptable. This applies equally to edges inside and outside of the armour. Gothic flanges protecting joints on platemail may be unsuitable for LARP, as they provide a large protruding edge with may damage weapons or people.

Metal

Steel armour of less than 1mm thick/19SWG must have the edges rolled or folded - Steel of less than 0.5mm/25SWG must not be used. Aluminium armour of less than 1.5mm/16SWG must have the edges rolled or folded. Aluminium of less than 1mm/19SWG must not be used. Articulated gauntlets must not create rigid raised edges on the fingers, when the hand is closed around a weapon or other item. Articulated pauldrons and tassets (and similarly constructed items) must be secured in such a way that the plates cannot be separated so items cannot get between the overlapping plates as when the plates close together they can cut like a guillotine.

Fibreglass

Fibreglass must not be cracked or splintered in any way and the edges must be intact or have been repaired with suitable resin or adhesive.

Plastic

Plastic armour must be of sufficient flexibility that any deformation of the plates does not lead to fractures or shear points.

Helmets

In addition to the above guidelines, it must be noted that rigid protruding spikes, horns, flanges or wings will not be allowed, flexible or collapsible equivalents are allowed. This applies equally to all headwear - crowns, circlets etc.

Shields

Tower shields must be no larger than 60"/152.4cm by 30"/76.2cm, and round or regularly polygonal shields must be no larger than 36"/91.4cm. There must be no hard or sharp protrusions such as bolt-heads, screw tips etc. on the either face of the shield. Where such are required for construction they must be countersunk and/or covered with a secure layer of LD45 foam. Bolts must protrude no more than 5mm past the nut, if it is cut off it must be filed to remove sharp burrs. No wingnuts must be used in construction. Bosses or any decoration made of metal or other rigid materials are not permitted. Any decoration beyond 20mm thick must be flexible (compressible to 50% of its depth).

Wooden

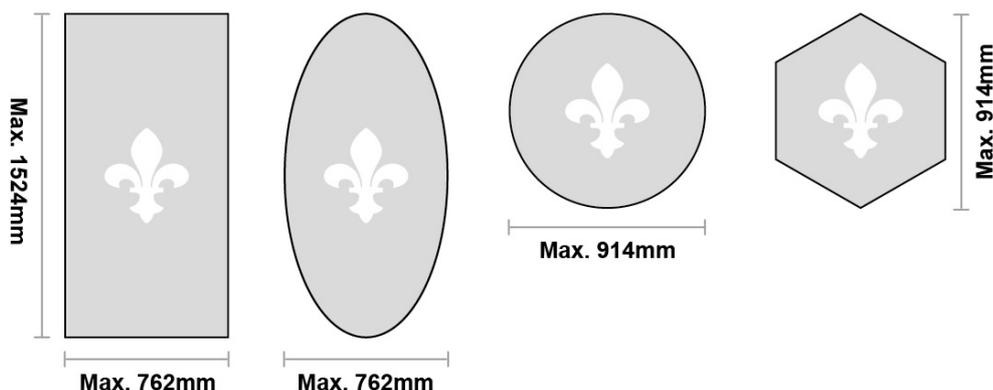
0.3-0.5"/8-12mm plywood or solid wood must be used. Hardboard and chipboard are not suitable as they are not strong enough. The front surface of the shield does not have to be padded but is recommended that it be padded with at least 0.25"/6mm of foam. The edges must be padded with at least 0.5"/12mm of foam. This padding must extend at least 0.75"/20mm onto the front and back surfaces and be firmly attached.

Foam

Any reinforcement/core must be faced with at least 0.5"/12mm of foam and must end at least 0.75"/20mm from the edges. Foam shields may be constructed with foam of a greater density than 45kg/m³, as long as the edges are not rigid enough to cause injury. Shields may use fibreglass rod to provide a handle between multiple layers of foam. Both ends of the rod must be rounded to prevent it working through the foam and be reinforced using cloth, thin leather, suede or an equivalent material. This material must not become rigid after the adhesive attaching it to the weapon has cured.

Plastics

Plastics may be used to form shields, but these must be of sufficient flexibility that any deformation of the plates does not lead to fractures or shear points. Polycarbonate Riot shields may be used as shield bases.





Booking Lorien Trust Main Events

Lorien Trust events can be booked in several ways

- Online booking - Accepts payment by Credit/Debit Card via Sage Pay, allowing for fast and secure online payments.
- Postal bookings - Accepts payment by credit/debit cards and postal orders (we do not accept cash by post).
- On the Gate Payment - Cash ONLY for on the gate payments. No debit/credit card facilities are available while purchasing at the gate.

Online booking for Existing Customers

Once your character has been created a character preview will show in your My Account area of the website when logged in. This will show the current Character Skills and active Occupational Skills. If your character is not linked use the form on the Helpful Links page to inform the office or if you find an issue with your character email enquiries@lorientrust.com. To start your booking simply visit the events page on the website.

New Customer Bookings

If you are new to the Lorien Trust system, the Building a Character section in the Players Handbook can assist with your character creation; this is available to download from the Publications Page of the website. If you are still unsure on any creation details, you can email the Lorien Trust office on enquiries@lorientrust.com and we will be happy to assist you. To book event(s) you can either send the New Customer booking form to the address given on our website or book on-line. To book on-line you will need to create an account on the website and complete and submit a New Customer Personal Details form which can be found on the Publications Page. Once you have registered your details you can create a character.

Offers and Discounts

We offer multibuy discounts for all, and for new players - our special offers (discounts for first event). More info for these can be found on the Lorien Trust Website.

Volunteering for Setup and Takedown

We are always looking for enthusiastic people to assist before the event with setup or afterwards for takedown. Assistance is always valued; hot food, shower and toilet facilities are available for use during the day(s) that you can offer. Additionally, Occupational Skills, In-character Gold tokens are available to those who volunteer. If you are interested in volunteering, please contact enquiries@lorientrust.com.

Trading and Selling Goods at Lorien Trust Events (Out-of-character)

We are proud to host good selection of traders selling a large variety of wares, from weapons, costume and even bespoke handmade furniture to everyday LARP essentials. If you are interested in trading at Lorien Trust please contact us at enquiries@lorientrust.com and we will send you a Traders Guide.

The Lorien Trust Website

The Lorien Trust website can be found at www.lorientrust.com



When you arrive at a Lorien Trust Main Event

Make sure you have your ticket ready

Upon arrival you must visit the main gate to obtain your wristband before heading to your Faction Area. If you have pre-booked, when arriving at the gate you must produce your ticket to check in, if you have not pre-booked you can pay at the gate (cash only). When this is complete you will receive your wristband, which **MUST** be worn at all times during the event.

The gate will have a site map indicating the layout of the event and the direction of your Faction Area. Also, at the gate you will find the main weapons check point where we will inspect your Weapons and Armour for suitability of use in the game. Items that do not reach the Lorien Trust standards must be returned to your vehicle and are not permitted for use at the event. Volunteers will try to keep the Gate open until midnight - should you arrive when the gate is closed please check in at Event Support who will be happy to book you in and issue your wristband.

Arriving/Leaving via Public Transport

Please ensure you are dropped off at the Lorien Trust event gate (and not Locko Park entrance gate). If you are arriving/leaving by train or bus into Derby there are Taxis at the station. We recommend 75 Taxis, they are offering all Lorien Trust customers a £10 fixed fee when travelling between Derby Station and Locko Park. If you wish to contact them, to book in advance or order a minibus call 01332 757575 or visit www.75taxis.com. Prices with other Taxi firms may vary.

Arriving, Speed limits/signs and Parking

There is a speed limit for all vehicles of 10 m.p.h. on Locko Park roads and 5 m.p.h. while on gravel or grass tracks. You must obey all site direction signs. Parking is only permitted on short grass within the car parks. Park sensibly and use caution whilst in the car park. Leave plenty of space around marked or obvious roadways and do not block other people in. Parking is at your own risk and we advise that you remove valuables and ensure your car is safe and secure. If you have any problems please visit Event Support.

Dropping off kit at camp and Setting up your Tent

You may, weather permitting (ground in good condition) drive onto the camping field for up to a maximum of 30 minutes to unload. All vehicles must then be returned to the car park. If the weather is bad and we do not allow you to drive onto the camping field we will try our best to provide a trailer service to ferry your kit to your Faction. When setting up your tent please leave a space between for people to walk between tents and other obstacles. Tents must not block any paths, access points or emergency roads - and never pitch tents near a fire container (risk of fire) or cross your guy lines with those around you. If you are unsure where to pitch tents, check with your Faction command team or other Lorien Trust volunteers. Tents blocking any of the above-mentioned areas/outside of an allowed camping location will always be required to move. Please be aware that many of the trees in Locko Park are old, and are prone to shedding branches unexpectedly, for your own safety, do not camp under the tree canopy.

What to bring to an Event

All Lorien Trust main events are camping-based weekends generally running from Friday to Monday (some events being one day shorter). As such it is important that you bring the correct equipment and clothing with you.

Personal Clothing and items

Most importantly, bring any medication you require, contact lenses (including spares), wash kits, towels, sun lotion, insect repellent and sufficient money for the event. Although we provide toilet rolls for all toilet facilities, it is sometimes prudent to bring a roll for the time between it running out and The Lorien Trust having chance to resupply. Spare clothes along with warm and weather proof items, extra socks are always useful (even in the summer it can get quite cold during the night). Suitable footwear should be worn for uneven ground. Also recommended is torch and/or tent lighting.

Character Costume and Weaponry

Every character needs a costume - this does not have to be expensive or over-complex. Making your own kit and charity shops are a great way to pick up a bargain bit of kit. Spend time online looking for simple guides on easy to make LARP costume and be as creative as you want. Your character may also be in need of some weaponry. All weaponry and armour must be LARP usable and every item is checked at the beginning of each event (and can often be randomly checked during an event). If you have any queries during the event weapon checkers are available at event support.

Camping and Caravans

Lorien Trust Main Events are camping weekends and you will need a sturdy waterproof tent to sleep in, along with enough bedding to keep you warm and cosy at night as well as ensuring that your tent is big enough for yourself and any kit or equipment you bring (Spare tent pegs and guy ropes can also be useful). Ensure that you are not camped too close to others, do not block any entrances or place your tent in any camp ambulance runs (if you are unsure, please ask your Camp Security volunteer). If you want to bring a caravan, camper van or trailer tent to the events, there may be limitations to where you can park and camp. Please see the Gate Staff for details on suitable locations. No electric hook-up is available. Caravans or Motor homes must not exceed the maximum UK size of 7 metres long and 2.55 metres wide. Access to Locko Park for caravans is via the main entrance off Locko Road. There are **NO** onsite facilities for the disposal of your toilet waste, the Lorien Trust pump truck guys are responsible for emptying the communal facilities on site and **WILL NOT** empty individual caravans therefore it is your responsibility to dispose of your waste safely off site.

Please do not camp under trees

Please be aware that many of the trees in Locko Park are old, and are prone to shedding branches unexpectedly, for your own safety do not camp under the tree canopy.

BBQ, Fires and Gas Canisters

Barbecues and fires are permitted but should be in a suitable fire container which to avoid damaging the ground must be positioned on sand or stone slab and never left unattended with the last person to leave the fire container making sure it has been properly extinguished.

The Lorien Trust will no longer be supplying firepits or firewood but you can bring your own. A large container of water must be kept near your fire at all times in case of emergency. The Lorien Trust can supply a bucket of sand for putting under your BBQ/firepit and the bucket can then be filled with water.

If you see any fires that are not within a proper fire container or barbecue, please report it immediately to any Lorien Trust volunteer with a radio. Unattended fires will be extinguished.

All barbecues/fires and associated materials must be extinguished and taken off site for disposal; anyone found using site skips/bins may be fined and/or banned.

Customers with gas canisters must store and dispose of them as per the manufacturers' instructions; they must not be disposed of in the site skips/bins.

Fire Precautions and Regulations

Keep a large container of water near to a fire in case of emergency. Fires are only permitted in authorised fire containers and when lit must never be left unattended. The last person to leave the fire container must make sure it has been properly extinguished. If you see any fires that are not within a proper fire container or barbecue, please report it immediately to any Lorien Trust staff with a radio. Unattended fires will be extinguished. **In the event of a Fire, follow these instructions:**

- **Keep calm**
- **Raise the alarm, giving the location of the fire**
- **Alert other people in the area**
- **Evacuate the area where the fire is and move directly to your faction assembly point**
- **Do not collect any of your belongings**
- **Do not return to the area of the fire until informed by a member of the Lorien Trust Emergency Team or member of the Fire Brigade (if attending) that it is safe to do so**

Forgotten something?

If you do forget anything ASDA Supercentre is a ten-minute drive away (DE21 7LW) or there is a Co-Op in Spondon that opens 6am-11pm every day (DE21 7FG). There are also many other local stores in Spondon offering a wide range of products including pharmaceutical.

Toilets and Washing facilities

We provide toilets (Tardis style) and a limited number of showers. We try to place these as practically as we possibly can. To ensure they are on even ground, and serviceable throughout the event. Please keep these facilities clean and leave them as you find them. If using a chemical "tardis" toilet, use the flush/pump handle before and after use. Due to the placement of some tardis units we will be unable to light them at night. Standpipes can be found in the main field and around the edge of the camping areas, the water comes direct from the water mains. Sanitary bin facilities are available in all disabled toilets and some baby-changing facilities are available in some disabled units.

Catering and Bar

Catering units provide a range of hot & cold food and drinks, including vegetarian and vegan food. A fully licensed bar marquee will serve a range of alcoholic and soft drinks. Alcoholic beverages will not be sold to any person under 18. Only drinks purchased at the bar may be consumed in the bar area itself.

Traders

Traders selling a wide variety of goods attend our events - these range from bespoke handcrafted furniture to LARP clothing, armour, costumes, masks, face-paints, LARP weaponry, trinkets, leatherworking materials and much more. Some traders will also facilitate custom orders. All of the traders that attend The Lorien Trust are quality craftspeople offering some amazing work and we highly recommend putting some time aside to take a look at their goods. The weapons sold at The Lorien Trust events by the Traders are also checked for safety and suitability for the Lorien Trust game.

Waste Disposal

Bins are located across the main areas and large skips are located at key points around the site. Event Support will gladly provide you with additional bin bags free of charge if you run short. Locko park is a wonderful country estate and we are proud of our ongoing partnership with them. Please continue to keep it beautiful and litter-free for everyone. The skips provided by the Lorien Trust are for day to day waste only and not for large/bulky items. Customers found to be abusing these facilities may be fined as the Lorien Trust incur extra costs.

Lost Property

All lost property that has been handed to Event Support/Main Security has been securely stored on site during the winter period and will be available to collect during any of the main events. Property is retained for one year and then may be disposed of by either destruction or sold with proceeds going to charity. Any lost property found must be taken to the Event Support/Main Security, (please inform them where you found it). Items will then be stored in a secure area until claimed. Any items of clothing/weapons that are found to be broken or wet/soiled, will be disposed of after that event if they not collected. Any other items such as weapons, tankards, and the like will be put into storage and will be available at the next event. Our volunteers scour the battlefield after large fights checking for lost items - however, given the size of the area being searched we recommend allowing an hour or so before heading down to see if your lost item has been handed in.

The Temperamental British Weather

We can be at the mercy of the weather; it never seems to stop the roleplay. In the event of a shower we do provide covered areas; our theme and Guild marquees will shelter you. Alternate shelter can be found in the bar, Faction Command or group tents.

Game Control, Event Support and Safety

Game Control is where you go for character creation or amendments and the subsequent issue of a new character card, any in-game, rules or character related issues. Volunteers will assist in solving or answering your questions. Event Support can be found next to Game Control. Support volunteers are available 24 hours a day for the duration of the events. If you have a non game related problem or issue, this is where you should go. Event Support volunteers also deal with:

- All of your lost and/or found property.
- The issuing of supplementary bin bags
- Customer feedback
- Any site, facilities or service issues
- Any fire or other site safety issues
- Reporting Out-Of-Character (Real Life) incidents
- Missing children (all children should be aware this is the meeting point if they get lost).

Event Support have a number of different vehicles for use on site as emergency and site work vehicles. Please keep an eye out for them and give them right of way.

First Aid, Reporting Emergencies and Response Vehicles

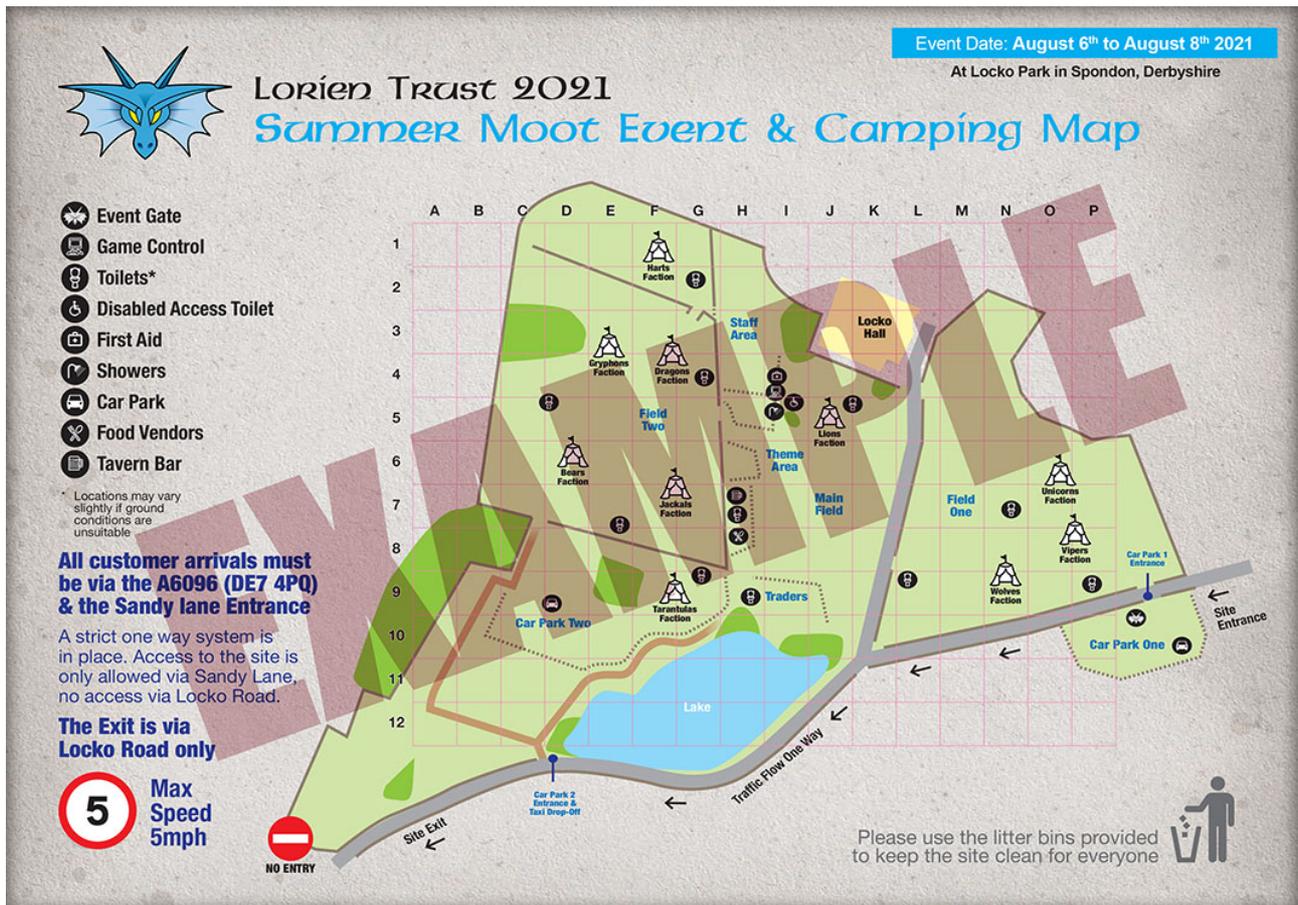
Qualified First Aid personnel, male and female, are available 24 hours a day as part of the Event Support team. Medical information given to Event Support Team will be treated in the strictest of confidence, unless needed by Ambulance or other medical personnel. The First Aid Post is situated in the same event support marquee as Game Control. Your personal safety and wellbeing at Lorien Trust events is our highest priority. Lorien Trust volunteers have to be able to respond to any emergency as quickly as possible and may involve the use of any Emergency Response Vehicle. Please clear a path to allow them access to any part of the site. (please be aware that not all vehicles used in an emergency will have flashing lights and/or sirens).

Children at Lorien Trust Events

We pride ourselves on running a family friendly event. Lorien Trust Under 16 Plot is run by a qualified team, normally with background in teaching or childcare and trained in basic safeguarding. All Under 16 Plot team members are either DBS (Formerly CRB) checked by us or supervised directly by those who are. Under 16 Plot is an integral part of the world and game, family interaction is highly encouraged.

Where to Camp and Maps for the Events

Overview Maps of the Event setup and Facilities are published shortly before each event (after rigorous checks about the suitability of the ground and safe areas have been established by the teams setting up the site). These are published on the Lorien Trust Facebook page and Social Media Accounts – as well as being shared by Faction and Guild Groups. An example of these maps is shown below (positions of Faction camps will change and some Facilities may vary depending on conditions).



Groups (In-Character)

Groups of characters that have an in-character bond, association or uniform appearance are a fantastic addition to the game and to encourage this we allow characters to register as a group during booking. This means that your Unit, Clan, Family or other title can be used to identify you and your group both in-character and out-of-character. It is not necessary to be in a group to play the game or have a great time, but the opportunity is there for those that would like to.

To create a group you must have a Group Leader (this is an out-of-character thing and does not necessarily have to match the in-character Group Leader) who registers the Group name, and then themselves as Group Leader. This can be done at prebook (through enquiries@lorientrust.com) or at Game Control at main Lorien Trust Events. Once this has been completed, members of your group can prebook themselves under that Group name to help the group grow.

As an added incentive, Groups that have registered a minimum of three (3) Prebook members for the Gathering (including the Group Leader) and have had at least six (6) members attend other main events throughout the year will receive a special Group pack. This pack will be given to the attending registered Group Leader at the Gathering and will contain rewards for the group (and can include bonus OSPs, in-character money, Lammied Items and Training Vouchers).

Your Event Pack

Once we have received your booking and payment we will process your order and will send you your event pack. We aim to dispatch this to you within 21 days but we will not dispatch any packs before 5th of January. Your event pack will contain your entry ticket with event stubs (dependant on events booked), character card and in-character money. Please note we arrive on site approximately 10 days before an event, are onsite during events and 10 days after, therefore the turnaround of packs in May could be delayed as we are operating from the event site and not the office. If after 21 days you have not received your event pack, please email enquiries@lorientrust.com. Tickets are non-transferable, see Terms and Conditions for further information.

Character Card

Your character card is only valid from the day of card arrival, until it is replaced by a future version. The Lorien Trust will provide one printed character card per year which will be issued with tickets if prebooked or by visiting Game Control at an event, the Lorien Trust reserve the right to charge for any additional printed character cards. Characters cards if linked to a players account on the website will be viewable in "Your Account" area.

Event Tickets

Your tickets to Lorien Trust events are non-transferable, if you are unable to attend a specific event, you may cancel your booking up to 4 weeks (28 days) prior to that event. This must be requested in writing and you must return your full booking pack (including ticket, character card and In Game Tokens) to the Lorien Trust office to qualify for your refund. Your money will be refunded less a £10 administration fee. Cancellations within 28 days of that event will not be refunded. If you booked a Special Offer, the same 28 day rule applies for refunds and any discounted special offer price for the event combination will also be removed from the refund. Refunds will only be issued once we have received your returned booking pack via the post. Please note your ticket counts as proof of purchase.

Arriving Early

Many of you prefer to arrive (a day early) on the Thursday of an event to set up your camp. The gate will open from 2pm on the Thursday of that event and a fee (Children under 16 free) will be charged on the gate for the extra night of camping at each event. It is not possible to pre-book your early arrival and the fee for this must be paid on the gate in cash. Please check the Lorien Trust Website for full details of the fee price before travelling to the event.

Going Home

All event activities officially finish no later than 5pm on the last day of each of the events. All customers must then be off site by 8pm. Please make sure your camping area is left clean and tidy and we ask that all customers leave in an orderly and courteous manner for everyone to have a safe journey home.

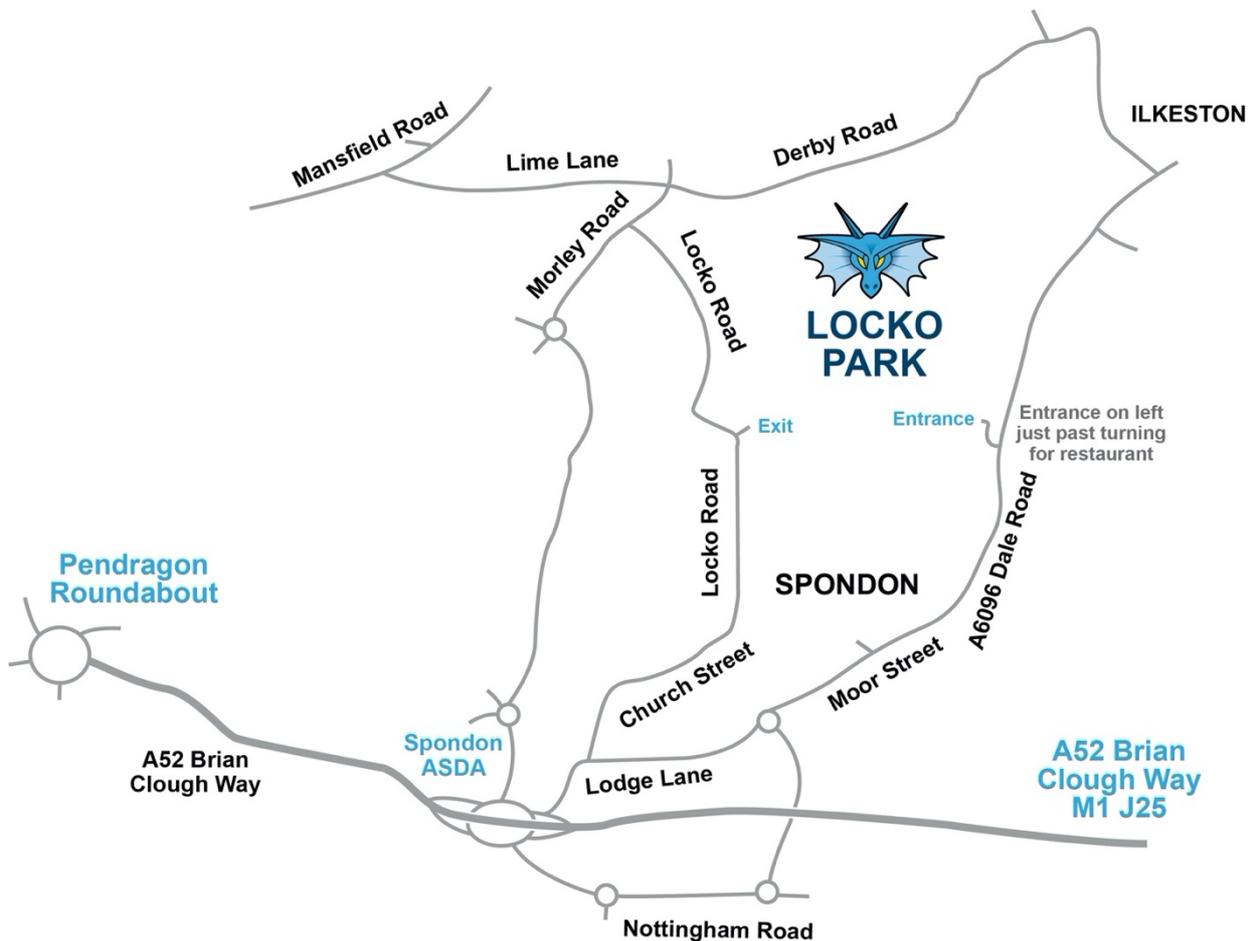
Lorien Trust Main Events Location and Maps

The Lorien Trust main events have long been run at the fantastic Locko Park in Spondon, Derbyshire (England). This site offers a great place for large and small roleplay, tents, parking, set-built in-character areas – all to help the Lorien Trust immerse you on the world of Erdreja. This site is geographically favourable for most of the UK and sits on the M1 Motorway corridor. A diagram showing the roads around Locko Park is shown below.



Directions to Lock Park from the M1 (Junction 25)

Leave the M1 at junction 25 signposted Derby and take the first exit (A52) towards Derby. Follow the A52 until you hit a built up area then take the exit for Spondon - just prior to flyover. Then at the roundabout take the sixth exit towards A52 Nottingham and stay in the left lane. Follow the road to the left in front of the Methodist Church and continue onto Lodge Lane. Follow the road to the right onto Sitwell Street. At the first mini roundabout take the first exit and at the second roundabout take the second exit onto Moor Street. Go straight on this road until it turns into Dale Road and then continue straight on until you have left the village. Turn left just after the restaurant on right hand side of the road. There will be signs marking the entrance at this point.



Rules of Behaviour & Agreements for Attending Lorien Trust Events

General Rules and Regulations of The Lorien Trust Game and Events

- You agree to comply with and be bound by the Lorien Trust (LT) game rules. The Lorien Trusts decision is final in all disputes concerning the game rules.
- The Live Action Role Playing (LARP) hobby involves the use of specially manufactured LARP weapons, all participants at Lorien Trust events agree that LARP weapons may be used on them during participation.
- Anyone found using a LARP weapon in a dangerous manner will be warned of their actions and/or may be removed from the event at organiser's discretion.
- Metal or other non-LARP weapons must never be brought to Lorien Trust events.
- Reasonable camping knives are permitted but can only be used in your camp and must be kept in your tent.
- The Lorien Trust reserve the right to confiscate/ban, any weapon or any item of equipment it deems to be unsuitable or inappropriate. Any confiscated item must be collected from the Main Security Point, prior to you leaving the event, any uncollected items will be kept for a maximum of one year after the event and may then be disposed of.
- The Lorien Trust will inform the authorities if anyone is discovered breaking the law.
- The Lorien Trust will charge you for the repair or replacement value of any Lorien Trust or event location property that you have lost, damaged, vandalised or destroyed.
- No child under 16 will be permitted to take part in any large battles.
- Our gate issued security wristband must be attached to your wrist upon entry and then worn at all times during that event.
- No pyrotechnics, fireworks or theatrical smoke producing devices are allowed to be brought to any Lorien Trust event by customers.
- No trading/peddling will be permitted without a valid Lorien Trust trading licence.
- No radio transmitting equipment, scanners, or disruptive electronic equipment can be used without the prior written consent of the Lorien Trust. Please turn off WiFi on mobile phones prior to entering the Event or Game Control tents.
- Any player caught cheating will be warned. If they persist, they will be penalised and may be removed from the event. This includes failing to adhere to the "spirit of the game".
- The Lorien Trust run family friendly events. You are required to maintain a reasonable standard of decency, both physically and verbally.
- Lorien Trust LARP events are there for everyone to enjoy equally and safely without fear of harm, discrimination or harassment. Intentionally disruptive or harmful behaviour may result in expulsion from the event. If the situation requires, the authorities may be informed.

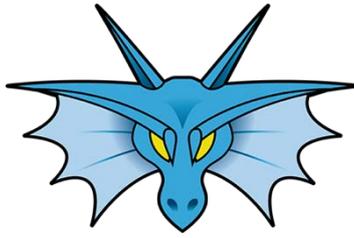
Spirit of the Game at Lorien Trust Events

All participants at Lorien Trust events are required to uphold the spirit (not just the letter) of the rules. Volunteers can only make decisions based on the information at hand and the ultimate aim of live role-playing is to have fun.

Role-playing a character in such a way as to deliberately upset others out-of-character is not within the Spirit of the rules. The Lorien Trust would like to ask all participants to leave out-of-character disagreements with other people outside the event.

Site Rules of Lorien Trust & Locko Park

- Vehicles without official site access are restricted to the players' car parks only. Any vehicle obstructing access in these areas or found outside of the permitted areas may be removed. You may only use the camping drop off points for a maximum of 30 minutes. Ask gate crew.
- Do not leave valuables visible in your vehicle. All vehicles are parked at the owner's risk. Leave a note and write just the driver's Player ID number (found on your character card) in a visible place on the dashboard of the vehicle. If you are the driver and paid on the gate, tell the gate crew. They will take your details down on a ticket stub. Display the issued ticket.
- Caravans & Motor homes may be brought to the events; however owners must get prior permission from the Lorien Trust. Caravans and Motor homes must not exceed the maximum UK size of 7 metres long and 2.55 metres wide and there may be restrictions on where they can park. There are NO onsite facilities for the disposal of your caravan or motor home toilet waste, it is your responsibility to dispose of your waste safely off site.
- No animals are permitted at events, except for Guide Dogs or Support Dogs – and only with express prior permission from the Lorien Trust.
- No combat may take place in OOC areas (Toilets, Event Support, Game Control, Monster Room and Car Parks). No mass combat may take place in these In Character areas; Trade stands, Guild tent, Bar, Caterers and any area displaying a sign stating this rule.
- The backs of the Trade stands and traders' car park are Out of Bounds to players unless accompanied by a trader or a Lorien Trust crew member.
- Be Aware. At LORIEN TRUST events, special effects are regularly used which include loud sounds, strobe and UV lighting and smoke machines. These can be hazardous to you if you suffer from a medical condition that may be affected by these effects. Also Note. Pyrotechnic effects that create very loud output are used. These may cause you a sudden shock or surprise.
- No naked flames may be used under canvas or inside tents unless the equipment used is specifically designed/ manufactured for this purpose; these must be used in compliance with manufacturers guidelines and be a safe distance away from flammable surfaces or tent canvas and you must have safety equipment readily available. If unsure your Faction Command or Event Support can give advice.
- Weather permitting, raised braziers and barbecue equipment can be brought to the events but must not damage or burn the ground. Fires Must Never be left unattended and Must have a large container of water nearby.
- Locko Hall, the surrounding buildings and ornate gardens are strictly Out of Bounds. Do not enter any of these areas under any circumstances. The Locko Park lake is strictly Out of Bounds. This area is very dangerous, Stay out!
- Any fields containing livestock or growing crops are Out of Bounds unless you are crossing them whilst accompanied by a Lorien Trust crew member.
- The LORIEN TRUST crew area is Out of Bounds to players unless accompanied by an LORIEN TRUST crew member
- Other areas marked 'No Entry' or 'Out of Bounds' Must not be entered by any person. If for any reason you need to retrieve something from these areas, you must first find a member of Lorien Trust crew.
- Do not damage the plant life, climb or damage trees or collect any loose fire wood. No posters or flyers may be attached to any tree, fences or structure on Locko Park.
- When driving through the site you must obey the 10mph speed limit. Obey all road signs and instructions from Lorien Trust crew. Only use the marked site entrances and exits that are allocated for your use.
- You must clear up, bag and tie your rubbish and deposit in one of the skips provided before you leave the site. Keep the site, especially the camping and main field areas, tidy during the event. All firepits/BBQ and associated supplies/equipment must be removed from site. Anyone using the sites skips/bins may be fined and/or banned.
- Only use the Toilet Facilities provided.



Final Notes and Thankyou

Self Care for Attendees

Keeping hydrated and eating regularly are key to fully enjoying the events to the full. In addition any medication that you regularly take for conditions or ailments should not be missed or inhibited for any reason - the health of our attendees is of utmost importance to the Lorien Trust. Emotional and roleplay stresses during events can also occur with intense situations being amplified. We ask that if you are aware that you are particularly sensitive to these situations you should be prepared to excuse yourself from a situation politely. Raising a hand to indicate an out-of-character issue and explaining your concern can often suffice for issues - however please remember that it is a roleplay situation and that many people fully immerse themselves in a character and situation. Communication is the key and we ask all to respect the spirit of the game. The Lorien Trust loves to see everyone enjoy their time with us, we are a community of people coming to a world of Fantasy, Magic, Adventure and Possibilities. We ensure that we are prepared for First Aid incidents (including Mental Health trained volunteers). With limited volunteer resources we are busy full time dealing with field related incidents. Please do not deliberately embroil the Lorien Trust or its Volunteers in any personal, domestic or relationship issues, if it becomes necessary please report to First Aid or Security.

Finally, a reminder that the Lorien Trust game has an element of contact combat and it is not possible to guarantee or regulate the combat part of the game safely without your help. During Time-in in an in-character area if you are an active character (i.e. finger not clearly in the air) and in-character costume - there is a chance that you may be struck by LARP appropriate weapons and projectiles, these rules apply equally to all.

The use of the term Non-combatant (or Non-com) should be restricted to the Game safety call as published in the Lorien Trust Handbook - this allows someone who is in fear of danger or harm (out-of-character - not to be mistaken for in-character danger or harm) to raise a hand and request that a safer location be used. If the location is deemed to be safe (as ruled by a referee if necessary) then the roleplay and in-character actions can continue in accordance with the rules. Non-combatant is not to be inferred as a person who is unable or unwilling to participate in any part of the game (including combat).

This Lorien Trust Rules handbook has been updated and will continue to improve with the input and feedback from Volunteers and Customers alike. We thank everyone that has contributed over the years and look forward to delivering amazing adventures in the world of Erdreja for a long time to come.

If you have any feedback please email it to feedback@lorientrust.com
For information, Events and Booking visit lorientrust.com

Handbook Version Numbers and Updates

From time to time this Handbook will be updated, this may include additions or corrections that we hope will improve the game for all. The following version 4.02 (post release feedback) updates of the latest version will be highlighted in **Magenta** when inserted into the appropriate section. Any Magenta updates from an older version of the rules will be then changed to suit the text of the appropriate section. We recommend downloading and familiarising yourself with the latest version and updates regularly and to check for changes before each event. It is not recommended that this handbook be printed out for each revision as sections and pages may change as updates are added. This handbook can be downloaded from www.lorientrust.com/publications/

V4.01 to 4.05 Updates, Rules Changes and amalgamation of V3 Documents. Feedback Updates, Version Control footers added.

V4.06 Minor text amendments (typos). Heal Alien or Aberrant Pattern and Heal Magical Pattern added to Corruptors list. P85 <X> Command updated. P27 and P46 Strikedown description updated. Removed legacy Reagent text (Ref. Armoursmith). Damage Reduction occupational skills updated. P83 Identify Prereq added to notes. Size descriptions of "Large Weapon" changed to (larger than 42") where referenced. P101 Sage/Scholar description updated for clarity. P80 Removed bold on Dedicated Follower prereq requirement for DR Fatal (does not replace). P87 Scholar description minor update. P87 Minor Bowyer wording update. P23 Minor wording update to Ritual of Peace. P57 Minor text change (removed confusing debilitated state to debilitated state wording). Retractable and Mystic Claws descriptions updated. P86/99 Weaponsmith/Armoursmith/Repair Destroyed (various) descriptions updated. Brutish and Focused Strike descriptions updated. P47 Transportation Rite updated. P69 Description of Oathbound/Covenant (Curse) added. P54 clarification that arrows may only be checked by an attendee with a valid bow comp and checking of projectiles is a personal responsibility. P83 Notes on which Guilds sit in groups added. Strikedown description and effects changed in main description (P26) and spell description. P97 Added grades of Spell Temper to descriptions. Beguile (not Beguile X) and Detect and Remove Beguile now include Immune to Charms. P75 Minor wording changes to skill lists. P31 Deleted text in Sigils that referenced Sigils stopping working when Max PR overflows. P26 Alteration to Fatal description to clarify Fatal is a locational effect. P64 Update to theft rules. P70 Bonded items update. P54 Update to Shield Use (you can not dual-wield shields). P49 Note on Ad-Hoc Rites and Rite Focus items. P73 Added Transport Circle description and update to Ritual Circle description. P48 Raising/Lowering Circle Seal information added. P24 Clarity on "No Effect". P72/73 Note on Magical and Unliving Patterns: Once you become an Unliving/Magical Pattern it is not possible to change the state to one or the other - or go back to being a Living Pattern in any way. P44 Update to description of Pure Poison and Purge All Poisons Spells. P56 Note that +Base Power does not require the character to have a casting ability (some unusual creatures and items require only the character to have power). P62 Note on in-character banking of coins. P75 which skills may be purchased on prebook. P10 Spirit of the Rules (Winter Builds) note added. P28 Cures and Immunities clarification. P27 Clarity on Fatal having to be removed to complete the removal of a Petrify. P54 Note on Lammied Bows/Crossbows and storage when safety does not permit their use (repeat of note from Crafting Lists). P95 clarity on the spells that may be used with Mind Healing (Chant of Heal Wound and Chant of Repair Unliving Spells). P55 AV of Armour adjusted to "Base AV". P75 Rename of Heroic Skills to Paragon Skills. Bank of Erdreja Occupational Skills added including new Bank Advisor OSP skills. Various pages: Dismiss effect of being immune to the wasting effect removed (to fix a dismiss/smite odd combination). P39 Sanctuary uses the correct term of Venom instead of Poison and max use of Sanctuary to prevent a target affected by a venom from dying. P60-61 Potions and Poisons Section Updated. P96 Small revive clarification. P57 Triage Descriptions and mechanics updated (incl. associated Occupational skills). P23 Update to recovering when not under the Ritual of Peace. P92 and 98 Harden and Toughen Body description update. P62 Clarity of where in-game tokens (Lorien Trust Game Coins) may be traded/exchanged. Spell/Descriptions of Carapace Armour and High Carapace Armour split and Simplified (Spell Descriptions). P67 Natural Armour example added. Speak with Ancestor/Elemental/Daemon/Unliving spell descriptions split and simplified. P93 added list of specific spells and effects for Immune to Mind Effects. P90 Minor wording change to Dismiss/Control. Dismiss/High Dismiss and Control/High Control descriptions changed and simplified. P75 Skill Limit update. Oathsworn, Scholar/Sage and Income skills update to specify they do not count towards the standard 12 skill limit on a character card. Network attunement minor reword. P57 Cartography skill updated. P113 Update and clarity for in-character groups. Various updates to Locko Park and Lorien Trust site rules.