



**A New Player and Basic Guide  
to the Lorien Trust Gameworld**



## Introduction

This booklet has been created to provide information for anyone attending a Lorien Trust Event. It contains information about the game world, character creation, guidance on what to expect from the events at Locko Park, and some things you may want to ensure you bring. If at any time during an event you have a problem, please approach any of The Lorien Trust volunteers who will be able to advise/help/direct you to the best place to solve your problem.

## The Game World of Lorien Trust

The world of Erdreja is at least hundreds, if not thousands of years old, and is essentially a multi-layered Dragon egg which is home to the characters in the game. Parts of the world are still unknown and require investigation and investment from characters understand their 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 within this booklet have their lands. Most creatures (including your own character) live on the surface of the Egg, whilst a few live a subterranean life within the shell. The background of the world provides a base setting for you to build your character upon and develop within. There is no minimum amount of roleplay required, and there is no maximum limit set, you can participate as much or as little as you wish. The choice regarding the level of interaction and immersion in the game world is entirely yours. There are a myriad of opportunities available, and how you take advantage of them is entirely up to you.

## The Main Events

### The Spring Moot

This event starts the year, being the first major meeting of the Factions and Guilds. Here the cobwebs of winter can be brushed off, new items, weapons and armour can be Crafted and Traded. Often hosted by one of the Factions (and sometimes Guilds) it gives a chance for other Nations to experience some of the culture and traditions that make each part of the Heartland Nations unique. In addition, it is the first chance for Rituals to be performed where power, performance and a little bit of luck can create items, creatures and powers for the Factions and Guilds to strengthen their nations.

### The Great Erdrejan Fayre

A unique experience where the rivalry, creativity, skill and cunning of each Faction can be tested in many different ways. Games organised by the Factions, Guilds and sometimes strange visiting powers, offer the chance to win mystical prizes and rewards that are often flavourful, or funny – and sometimes worth risking your life for! Politics, trade and entertainment are a large part of this meeting of the Nations; accelerating the diplomatic side of the game into the second half of the year.

### The Summer Moot

The second of the Moots for the Factions and Guilds, this event is often high-energy and a rapid ride of everything before! With Trade, Crafting, Rituals, Politics, battles and grudges being thrown into the mix, the hosting Faction often benefits from the support of the gathered Nations and Guilds, enabling them to take on even more dangerous foes.

### The Gathering

The largest and most important event of the year for the Factions and Guilds. With larger challenges and opportunities, not only do the nations of the Heartlands gather together to test their strength against each other with sword and diplomacy – but often diplomats and foes from all over the egg take the chance to face and make contact with the members of Guilds and Factions. The Ritual Game is at its peak at this event, as the Ritual Circle usually has the power of a Wellspring, enabling even more powerful creatures or items to be made.



## Storyline, Plot and Getting involved

Within the world of Erdreja, some of the volunteers are responsible for writing and enabling storylines or “plot” – this is the story of the fantasy world, and you are able to become involved with this as much or as little as you choose. Some characters choose to immerse themselves in “World Plot” – the events which are ongoing around the wider Egg, whilst others choose to engage with the Plot within the Factions or Guilds.

The plot is run out of the “Monster Room” by volunteers, using players as the Monsters – a key part of any plotline. Time spent helping to progress plot as a monster is referred to as “monstering”. When a player volunteers for monstering, they are reimbursed for their time (either by IC money, OSPs or entering a fantastic raffle for great prizes). Additionally, monstering is an excellent opportunity to gain experience of different aspects of the game – for example, if you are a combat-heavy character, you could volunteer for a spell-casting monster role.

Every Faction has a time-tabled “Monster slot” which is a specific time period where the Faction as a whole is expected to give back to the game for others and enable the game to run as monsters. These Monster slots are a key part of the game as it enables the rest of the Factions to engage with the ongoing plot lines (plus, everyone enjoys a good bit of combat!)

Monstering is not all about combat though, there are frequently monster roles which require non-combative interaction with players. So even if you are not interested in fighting, you should still head down to the Monster Room and volunteer for one of the other options available.

## Access, Locko Park facilities, camping and packing lists

### Access

Access to the events is on Thursday from 2pm onwards. If you would like to arrive on Thursday, you will need to purchase a ticket for that night for £10 (cash only). Tickets for events can be purchased in advance (though there is a deadline) or can be purchased on the Gate on arrival (cash only).

### Locko Park facilities

There are two typical site layouts in the year; one for Spring Moot and the GEF and the other for the Summer Moot and the Gathering. An example of this is shown to the right:



The four main events have a selection of catering vans and food vendors, alternatively you can bring your own camping/cooking equipment to prepare your own food on site. There are standpipes available across the site with water for washing and cooking. Showers are available 24hrs in the main area of the site and toilet facilities (including accessible facilities with baby changing facilities) are placed in the main areas and around the camps. There are also First Aid Crews and Event Support on site 24hrs a day in case of emergencies. Please note that there are no cash points on site, though most vendors accept card payments.

**Below is a list of the basics to consider bringing when attending Lorien Trust events.**

- If you purchased a ticket in advance, please bring either your E-ticket on a device or a printout of the QR code. Please note that your character card is collected at the gate at your prebooked first event of the year
- Tent and sleeping bag/duvet, warm (real-life) clothes and a towel
- Cooking Equipment and supplies for eating (plus cutlery/plate/cup) if you wish to self-cater, alternatively the food vans are available
- In-character Power trackers and Sigil trackers (if your character is a magic user)
- Medication, sunscreen, contact lenses, toiletries and money
- Character clothes, makeup, weapons/armour



# Character Creation

## The Basics

For ease, the basic concept of creating a character are detailed below, more detailed information about the different options are included at the end of this booklet. Please note that Character cards are valid from the day they are printed / received by you.

**Character Personality.** 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.

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 allies, defending a champion and healing the wounded so that they may return to the fight. You may also choose to assist the guilds or your faction by completing a task or two. Everything you do, be it a heroic action or a dastardly schemes, a cunning deed or a courageous quest, or even an expertly crafted item – all help to get your name known across Erdreja.

**Choose a Theme:** You may already have an idea of the type of character you would like to play. If you do not, think of a favourite story or film character you may wish to base your character on. Try to avoid directly copying fictional characters, and remember you need to be comfortable role-playing this character for extended periods.

**Character name:** A name can be as simple or as complex as you want it to be, though try to avoid putting titles like Lord or Baron in the name, as such titles are generally earned. Character names should be appropriate for a family friendly event.

**Character Race:** Numerous fantasy races exist within Erdreja, and when starting a character you can choose from the following: **Human, Dwarf, Elf, Fey, Olog, Beastkin, Drow, Halfling, Uruk or Umbral.**

The full list of races is included at the end of this booklet, though only those listed above are available for starting characters. When you choose a race, it is important to understand the Racial group and the Category to understand which damage calls will cause increased damage. Please also pay attention to the Elemental Weakness of your Race as damage calls with this weakness will override any immunities you might have.

Please note that no race has any form of special power innately. If you wish to play a special creature, 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.

**Choose your Faction:** You should select a faction from the list of Player factions below – more information on the Factions can be found at the end of this booklet:

**The Bears** – Fierce clansmen from the lands of Caledonia.

**The Dragons** – Celtic wanderers and tribesmen of Erin and Cymrija.

**The Gryphons** – Nobles of Lyonesse and Estragales.

**The Harts** – Courtly, Feudal and Knightly people of Albion.

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

**The Lions** – The honourable inhabitants of the Lantian Isles whose focus is 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.



## Building your Character's Skills

All characters are assumed to have basic Numeracy, Literacy (read/write English), the ability to read a map, small and medium melee weapon use. These skills will not appear on your character card. When building your character, you have 16 Character Points to spend on skills. It is not possible to buy the same skill more than once (even at different levels). The full list of skills is given below, though there are some restrictions and additional rules for players under 16. These are detailed in the Under 16 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

**A full description of each skill can be found later in this booklet. 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.**

## Character Creation for Players under 16

- All players who are under 16 are Immune to Charm and Command effects until the day of their 16th Birthday. These effects include: Enthral Unliving, Befriend, Beguile, Confusion, Control, Enthral, Fear, High Control, Sleep and Speak with Dead. This is a free skill and does not appear on their character cards.
- All weapons and shields must be easily wieldable by the player and they must be taller than their weapon. Any bow being used by a 13+ player must not be taller than the individual (when strung).
- Players under 5 years can only use free skills.
- Players aged 5 – 9 yrs may buy a total of 10pts of character skills, with the exception of the following: Large Weapon Use, Projectile Weapon, Thrown Weapon, Body Development 2, Heavy Armour Use, Ritual Magic (any level), Contribute.
- Players aged 10 – 15 yrs may buy any 16pts of character skills, with the exception of the following: Ritual Magic (Level 2/3).
- Players aged 13 – 15 yrs 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.
- Players aged 10 – 15 yrs may use claws if their special creature or power requires it (Requires a Claw Competency Card).
- Any player under 16 may choose to take any Occupational Skills that their character build will allow.

## Players aged 10-15yrs and Large Weapon Use

Players over the age of 10 may take the Large Weapon Use skill. They may only use Large Weapons between the minimum size (larger than 42") and their height. In addition, a player with this skill may buy the Brutish Strike Occupational Skill instead of the Strikedown Skill. This skill will automatically convert to the Occupational Skill Strikedown on the day of their 16th Birthday.



## Details of Character Skills

### Character Weapon Skills

These skills focus on the ability to wield and parry with melee and ranged weapons.

**Ambidexterity:** This allows players to wield weapons or cast spells with the off-hand as well as with the primary hand. This does not mean that the off-hand counts as the primary hand for any effect or skill that states that only the primary hand may be used. Ambidexterity does not allow you to perform two actions, which require *Concentration* simultaneously.

**Large Melee Weapon Use:** Your character can use a large melee weapon of 43" - 72" in overall length in two hands or a weapon of pole-arm design of 43"- 84" overall length in melee combat.

**Projectile Weapon Use:** Your character can use a bow, crossbow, or sling to launch projectiles. To use this skill, you must have passed the Lorien Trust Bow Competency test. Projectile weapons can be divided into two categories: 1. Arrows or bolts launched from a bow or crossbow. These inflict one point of Normal Through damage on a successful hit. 2. Rocks launched from a sling. These inflict one point of Normal damage on a successful hit. This ammunition must comply with the same usability standard as all thrown objects.

*Please note, you may not operate a projectile weapon and wield a melee weapon simultaneously. After firing a projectile, it is considered to be unusable until an out-of-character check has been performed. All items should be checked to confirm they are free of debris, intact and is safe to shoot again. This process will take 20 Seconds (3 per min) minimum for each projectile. 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.*

**Shield Use:** Your character may use a single shield for defence only, using your off hand. When using a shield, you cannot perform any other tasks with that hand. Shields struck while being used protect the user from all damage and effects from weapons without being damaged – 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:** Your character has the ability to throw a single missile 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. Armour must be worn to have any effect (carrying your armour over your shoulder gives your character no protection) but the armour does not have to be visible. 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.

**Body Development 1:** Characters with this skill have 2 Base LHV (body hits on each location)

**Body Development 2:** Characters with this skill have 3 Base LHV (body hits on each location)

**Light Armour Use:** 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:** 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:** 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.

## Character Knowledge Skills

These skills focus on roleplay and practical knowledge a character has.

**Potion Lore:** Your character can recognise most potions, including the effects it 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). 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, you 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:** 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). 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.

**Cartography:** 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.

**Sense Magic:** 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*).

**Evaluation:** Your character can estimate the intrinsic value of an item. This is based on the cost of the materials used in creation. Loresheets for this skill are available from Game Control (see Loresheets).

**Recognise Forgery:** 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).

**Triage:** 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* (location at -1LHV) on that limb (raising it to 0LHV). This skill will not work on monsters with total body hits, or on creatures who do not have a living pattern. This skill has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound.



**Triage (Advanced):** Your character can spend 1 minute of role-played action within Proximity distance (1ft) of a body location to remove a *mortal wound* (location on -1LHV) 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 for 10 mins. This skill will not work on monsters with total body hits, or creatures who do not have 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.

## Character Magic Skills

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. The Specialisations / Summoning spell lists require an Occupational Skill, Lammie or *loresheet* to use but work in a similar way. For more information, see the Rulebook.

**Spellcasting, Incantation, Healing or Corruption 1 (4 Points).** Each of these skills grants you the ability to cast the 1<sup>st</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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.

**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 contributing 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 it should be made clear which you are using on your ritual paperwork. 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:** Your character can contribute one point of ritual power to a Ritual. A contributor may contribute to one ritual per day. You do not need any other magical ability to buy this skill.

**+ Base Power:** 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.).

**Invocation:** 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. To invoke an item, the character must use the vocal "I invoke this item" (for standard items). 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.*



## Basic Rules

This section of this hand book provides an over-view of some of the key rules of the Lorien Trust game. It is not a replacement for reading the full rulebook, but simply provides an overview for new players.

Between "Time in" and "Time out" at a Lorien Trust event, players can be considered to be "IC" (In Character) whilst in designated IC areas of the gaming area. Typically, at Lorien Trust Mainline events, "Time In" begins at 7pm on a Friday evening and 10am on days thereafter, and "Time Out" ends play at 1am. IC areas generally comprise of the whole field, excluding "OC" (Out of Character) camping areas and the inside of some backstage facilities, such as the *Monster Room* or *Games Control* tents.

An IC Character **MUST** have on their person a valid *Character Card* and valid coloured (OC) wrist band for the event. In order to be considered "out-of-character", and therefore the character not present, a player in or out of costume can hold a hand clearly in the air above their head to indicate that they are considered to be OC, and cannot interact with any IC elements of the game.

Whilst IC, characters (and monsters) interact with each other under the terms of the Rulebook.

## The Spirit of the Game

The Lorien Trust is a **safe, inclusive** and **family friendly system** – all rules and interactions at Lorien Trust events are underpinned by these basic values.

## Safety

At all times, OC safety and respect should be foremost in mind before all other considerations. Unwarranted physical contact between players (other than with a safe blow from a weapon), grabbing an opponent's weapon or clothing, tripping, barging with shields or any other ploy to physically move a person outside of IC effects is forbidden.

## Health and Combat

A character's health is defined by its LHV (Locational Hit Value).

**Your character has 6 locations: Head, Torso (body), Left Arm, Right Arm, Left Leg, Right Leg**

- Each location has a number of Hit Points which reduce by 1 each time that location is hit with a weapon (or some spell effects). A character hit by a *Global* effect will take damage to every location at once.
- Once a location is at zero or below, that location is useless – in addition, once the head or body is at zero or below, the character falls unconscious and should fall to the ground. An unconscious character cannot be awoken (unless healed).
- A location cannot fall below -1, however, when a location is at -1, it is considered to be *Destroyed* and suffering a *mortal wound*. When a character has a *mortal wound*, they enter their *Grace Period*, which can be thought of as the time in which they are bleeding out. Unless stated otherwise, a *Grace Period* lasts 10 minutes, and if the end of this period is reached without being stabilised or healed, the character dies. A player whose character has died is obliged to go straight to *Games Control* and surrender their character card and report the death.



## The Ritual Of Peace

Most characters at LT Mainline events are magically protected by the *Ritual of Peace*. This is an IC effect that prevents a character from being injured to below zero on any location the damage is accompanied by specific calls (such as Artifact). If a character is unconscious under the *Ritual of Peace*, they will to full health after 10 minutes, though will be *debilitated* for a further 10 minutes.

## Spellcasting

Many characters and creatures can cast spells, found in the Lorien Trust Rulebook. Spells cost "thaums" of power to cast (each character has a fixed number of thaums per day based on their character skills). Spells may be *Touch* (within 1ft), *Ranged* (up to 30ft) or *Mass* (affecting everyone within 10ft). Each spell generates a specific effect and it is recommended that you familiarise yourself with these effects (found in the Rulebook).

## 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. When returning to the game, your character will be Unconscious (head reduced to 0 hits). You should seek to return to the game (with your character unconscious) once the risk to safety has been addressed.

If you consider yourself a non-combatant, you should try to 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.

"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 yourself non-combatant. The non-combatant will be Unconscious (head reduced to 0 hits) as above. The situation should be explained to those concerned and appropriate roleplay should continue from that point onwards with the non-combatant character unconscious.



## Basic Erdreja Information

Shown Right is 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 lands of the tenth Faction (the Tarantulas) spread underneath the surface, connected through continent-spanning tunnels and caverns.

### The Factions

There are 10 Player Factions. Members of the same Faction camp together in designated camping areas and are differentiated by a magical boundary (called a Faction Ward), identified by the white posts at the corners of the camps. Each Faction has its own outlook, ethos and culture. Each Faction is supported by a team of NPCs (Non-Player Character) and DPCs (Directed Player Characters) who assist the players 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.

Dragons 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 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 and 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 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. 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) oversees the internal strand of the Jackals, attending to matters

and issues arising within the Faction.

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 a sandy ocean to explore and navigate for a lifetime (for those skilled in such ways). 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 forced 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 have sworn not to lose Lantia. Lantia is ruled by a non-hereditary King or Queen who are 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 any Lion 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. These are 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 (as a polite description). This has forged 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. Cunning, guile, planning and cold execution are 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. The elixir of their success is trade, magic and the dissemination of world knowledge. 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 including 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, though rarely seen away from Court. In their 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



A 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 weak, to continue the health, wealth and strong family bonds of the Nation. Just like a Pack they hunt and distribute the share of their hunt 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 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 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 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 a guide to background and roleplaying these races. 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.

**Character Race** The full list of known races are listed below, grouped into their Categories / Racial groups. When in Combat, some damage calls may specifically impact either a Category or a Racial Group, so you need to be aware of which group your character is in. For example, if you are an Elf, you will be impacted by damage calls specifying either "Elf" or "Elder Race".

**Elemental Weakness** Each of the Races of Erdreja are afflicted by an Elemental Weakness, this means that the associated damage call by-passes your immunities. The Elemental Weaknesses for each Race are included in the table.

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



## 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. A Beastkin character 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.

## 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 Llolth (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 Llolth 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, such as beards (regardless of Gender or lack of), heavy armour and axes. Others 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.

## Elf

The Elves are one of the four original races created by the Elemental Dragons. Beyond the Age of Legends (the mythical times of the early millennia of Erdreja), as humans spread across the world, Elves decided that the Younger 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 when humans learned from, or were taught by, their masters, the secrets of Magic, they used this new knowledge to eventually rebel. 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 from their beginnings, no one can know what these creatures were at their creation. Yet whatever form that they 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 and 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 on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual) 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 and 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 on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual) 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.) and 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 on Erdreja, and often have requirements for healing or repair that other creatures do not. With their creation (often via a Ritual performed) 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.*

### Plants and Minerals

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.*

### Beasts

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.